

Falnorian Rulebook

(front cover)

— UNDER CONSTRUCTION —

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*For all the years of fellowship
Adventures won and stories told
For all the players' gifts they bring
Imaginations, brave and bold*

*With helping hands and hoping hearts
This world, have together made
For everyone who's taken part
Has each a piece this story laid.*

*With gratitude, the game plays on
In wake of each soul come and gone.*

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How to Use This Book

This rulebook is, above all else, meant to be used as a reference. Players are neither expected nor required to memorize its contents - it's written down so that you don't have to!

New players are also not expected or required to read through the rulebook before playing. The basics will be taught to you when you arrive, and you'll learn the game best by playing it over time. That said, the book is laid out so that if you want to read up on how the game works before playing you have the option to do so.

Here are the recommended sections and book use by play experience:

For First-Time Players: The "Adventuring Basics" chapter is meant to give you an overview of how the game works in a broad sense, and is consequently the best place to start. Reading through "Character Creation" may also be helpful but isn't necessary. You *do not* need to read through any of the classes, monsters, or advanced rules; there are hundreds of skills and monsters in the game, and no one will expect you to know them all any time soon.

For Newer Players: The "Classes", "Markets & Price Lists", and "Monster Book" chapters have the information that you're going to need most often. Familiarizing yourself with both sections will go a long way towards helping you learn to recognize skills and monsters on the field; but don't worry about trying to memorize their contents. Again, this rulebook is meant to be a reference above all else, and you can look up specifics as you need them.

For Long-Term Players: Once you've been playing a while, you're bound to come up against more situational rules sooner or later. Most of these rules can be found in the "Expanded Mechanics" and "Adventuring Rules" chapters. Reading through these chapters thoroughly at least once - so that you recognize these rules and know roughly what to do when they come up - is recommended.

For Experienced Players: Use this book as a reference for any rules questions you have *before* asking the GM. This includes during events, after events, between events - etc! If the answer needs further clarification once you've checked, *then* proceed to the GM. If you see other players forget the consulting-the-rulebook step, remind them to do so.

What Is LARP?

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Falnorian Game Policies

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How the Game Works (A Typical Event)

This is an outline of what a typical event looks like. Most events fill a full day, but occasionally the schedule varies for campouts, half-day events, or other special circumstances.

- **Setup:** The day starts with setup and other out-of-game business.
 - **Arrive:** Most days, we meet outside at a park. Make sure you dress for the weather!
 - **Unload:** Players help unload and set up equipment we use for the game.
 - **New Players:** If there are new players, this is when they're taught the basic rules.
 - **Warm-Ups:** Sometimes we do some quick sparring to warm up before playing.
- **Gathering in the Inn:** The main "home base" space for the day is called the inn.
 - **Mission Briefing:** The day's missions are revealed and described by the innkeeper/GM.
 - **Mission Selection:** Most days missions are chosen through a player vote.
 - **Making Characters:** Any players who need to make new characters do so after the inn.
- **Missions:** This is where most of the game happens!
 - **Goodies:** Head out to the field they're directed to and begin roleplaying.
 - **Baddies:** Gather up, listen to encounter instructions, and suit up.
 - **On the Way Encounters:** Goodies may run into encounters on the road while traveling.
 - **There:** The main mission encounter. Runs like a longer, more detailed encounter.
 - **Back to Town:** Once the mission is over, we gather back in the inn and debrief.
- **Lunch Break:** We have a lunch break midway through the day during full-day events.
 - **Tidying:** Equipment (and trash) gets tidied up at lunch so that it's ready for the afternoon.
- **Post-Break:** We continue missions after break just as we did earlier in the event.
- **End of the Event:** As the event comes to an end, there's always some wrap-up to do.
 - **Finish the Mission:** Or get to a stopping point. Sometimes we go over time a bit.
 - **Load:** Players help pack up and load equipment we used throughout the day.
 - **Wrap-Up:** Players draw for deaths, sign off character sheets, and other wrap-up tasks.
- **Dinner (AL Only):** We often have dinner together and hang out after events!
 - **Haps:** Players often roll haps for each other over dinner (see haps for more info).

There are also some parts of the game that continue over the month between events. Participation in over-the-month activities isn't necessary, but it's fun!

- **Game Discussion:** Game discussion and planning often continues between events. We use a variety of online formats to facilitate this; if you want to join in with the discussion (recommended!), check to see which formats are in use this season.
- **Inn RP:** Players often roleplay as their characters between events. This is a good way to develop characters, practice playing them, and establish character and party dynamics. Sometimes game discussion happens in the inn in-character; other times, it's just for fun. There is typically an inn space set aside on one of the online venues we use.
- **Actions:** Actions are sent in between events; players get one action per month, which must be sent in before the next event. See the page on Actions for more details.

Basic Rules, in Brief

New players are walked through these rules in person during their first event. However, if you want to read over them in advance or need a refresher later, they're here for reference!

1. Wounding

To wound another player, use a full swing to tag them gently with your boffer. This is not a force-based game, and all a tag requires is a gentle tap. You can tag a player anywhere except the head, neck, and groin ("N/A zones"); if the hit lands in a valid zone, the player takes a damage. If it's not clear whether the tap hit or not, play on until there is a clear hit. Some players and monsters have more than one hitpoint (HP); if so, they will call "taken". Once a player reaches 0HP, they will kneel on the ground to show that they are wounded and unconscious. While wounded they cannot make actions or talk to other players.

2. First Aid

To heal a wounded player, touch their shoulders with both of your hands, call "first aid", and perform a 20 count (uninterrupted count to 20 at about a half-second pace). Once the count is completed, the player's hit points are back at full and they may resume playing. First aid does not heal death or non-HP damage such as hacks. Two players may first aid together, in which case they only need to count to 10. First aiding players are still vulnerable to being wounded by opponents. You can also use First Aid to check whether a player is alive or dead ("First Aid - are you alive?") or to stabilize wounded players who are bleeding out without waking them up ("Stabilizing" - followed by the normal 20 count).

3. Carrying

To carry a player, touch their shoulders with both of your hands (as first aid) and call "carrying: [your size]". If the player is playing something equal to your size or smaller, they will stand up; you can then walk them around to simulate carrying them until you are ready to put them down, in which case you call "drop" and let go. Two players carrying together can add +1 to the effective carrying size of the larger person and can run with the carried player. Players who are conscious can be carried as long as they consent, but they can at any moment refuse carrying and be automatically dropped.

4. Knockout

Because you cannot hit in the head, we simulate knocking a opponent out by tapping them in a spot called the "knockout zone" in between the upper shoulder blades. Using the pommel of your weapon, tag in the knockout zone and call "knockout" to knock a player out. Knockout ignores hit points because it is targeting the opponent's consciousness, not their health. Some creatures are protected from knockout, in which case they will respond with "no effect".

5. Fumble

If at any point a player actually hurts another player or hits them in an N/A zone, the injured player can call "fumble". The player who hurt them kneels as if wounded and cannot rejoin the game until the hurt party is ready to rejoin. This is usually a matter of seconds, but if the player needs to sit out for several minutes or hours, the player who hurt them is required to sit with them and help them get anything they need - water, ice, etc. Once the hurt player is ready to continue, the player who hurt them starts in a wounded state.

Out of Game Notes

Here are a handful of out-of-game notes that are helpful to understanding the vocabulary of the game. Because LARP happens in a theater-of-the-mind space, we often use short calls or terms in order to communicate what's happening; so becoming familiar with these terms is important and will make play much easier.

In-Game vs. Out-of-Game

These are both terms you'll hear a lot. "In-Game" refers to pieces of the game from inside the story; "Out-of-Game" refers to them as we see them in the real world. Props are an example of this: out-of-game we might be using cones or ropes on the field, but in-game these might be pillars and walls. During missions, we try to stay "in-game" as much as possible: we talk about the story and the world from the perspective of our characters and avoid making commentary about out-of-game features like airplanes or soccer or asking questions that reference specific game rules or mechanics.

Goodies vs. Baddies

These are also both terms you'll hear a lot, but they're something of a misnomer. "Goodies" means characters; "Baddies" means NPCs. During an event, you'll take turns playing both of these roles throughout the day. Goodies typically wear their character costuming while baddies wear purple or orange pinnies to show that they are NPCs. Orange pinnies means the NPC is a known ally; purple pinnies means the NPC's allegiance is unknown, and could be anywhere from friendly to hostile in temperament.

Basic Calls & Gestures

There are several basic refereeing calls that you may hear on the field during play:

- "Game On!" - The encounter is beginning and we are now in-game; basically, "start".
- "Hold!" - Means "pause" or "freeze". Used for new scene info or to handle safety issues.
- "Back to Town" - Mission is over and we are returning to the inn to choose a new mission.
- "Baddies, Re-suit" - Baddies should return to the inn to re-suit for the next encounter
- Fist Over Head - A refereeing signal. This person is out of game and not part of play.

Basic Terms

These are a few basic terms that you'll hear used a lot during the game:

- GM/Game Master: The person running and facilitating the game; the main storyteller.
- NPC: Non-Player Character, or people in the game world who aren't players' characters.
- Roleplaying: Acting as your character, NPC, or Baddy you've been assigned.
- Boffer: The soft prop equipment we use to represent weapons (ie swords, axes, etc).

Prop Rules & Prop Tags

Because this game is a LARP, we use a wide variety of equipment both for combat and roleplay scenes as well as for costuming. In order to ensure safe use of the props, there are a number of visual signs we have to indicate how something should be used. This is mostly the case for the boffers, which are the foam weapon props that we use for combat.

Striking vs. Nonstriking Surfaces

All boffers have a “striking surface” - the part of the boffer that is meant for tagging other players with during combat. This surface is generally taped with standard grey tape in order to represent metal. Occasionally other tapes, such as silver tape or black gaffe tape, may be used instead; however, these represent special kinds of equipment. In order for damage or a skill to “land”, they must be delivered through the striking surface of a weapon.

Nonstriking surfaces are generally taped with brown tape to represent wood, and may not be used to strike another player. If another player is accidentally struck with this part of the weapon, it does not deal any damage or effect.

Boffer Tags

Many of the boffers have colored tags that describe the traits of the items. They are:

- Orange: The item must be wielded in two hands to deal dmg; not usable w/ low strength.
- Yellow: The item can be invoked in two hands to deal AV=0 dmg on its next strike.
- Green: The item can be thrown. Note: Other players can pick up your thrown items!
- Purple: The item is magelore, and can be used by mages for Staff Touch (see Mage).

If a type of prop normally has a tag but an individual piece of it does not - a wand without a purple tag, an axe without yellow tag, etc - assume that it should be tagged with its normal tags and wield it as such.

Packets & Balls

In addition to boffers, we use packets and balls to represent spells and other effects. The smaller cloth packets are always AV=0; the larger sock balls are always UB. Most of the packets we use are spells and are color-coded according to their class. There are also a handful of non-spell packets that we use; they are as follows:

- Orange Packet: Arrows. Must be used with a bow.
- Grey Packet: Throwing Darts. Require Throwing Training to use.
- Animal-Print Packets: Animal Packets. May represent a variety of animal abilities, such as a skunk’s spray or a spider’s web. What the packet does is called when it’s thrown.

Sashes

We use sashes to show the basics of what a person is seeing when they look at another player, whether they’re goodies or baddies.

- Green/Yellow/Red/Blue Sashes: Armor Sashes - see description of armor on the next page.
- Animal-Print Sash: Animal Sash. Players wearing this sash look like animals.
- Skeleton Sash: Undead Sash. This creature looks either dead or undead.
- Grey Sash: Size Sash. Creatures wearing this sash are large creatures (size 5 or larger).
 - Double Grey Sash: Creatures wearing two crossed grey sashes are size 8 or larger.
- Brown Sash: Cloak Sash. Players wearing this sash are wearing a cloak or weather gear.

Armor Sashes

To simulate armor, we use a system of protected zones by armor type. While wearing an armor sash, the wearer is protected from weapon strikes in the zones listed below; strikes in unprotected zones will land as normal. Some strikes can cut through armor; these are indicated by calling “AV=0” with your strike, and often result from using particular weapons or abilities.

- Green Sash (Leather, AV1): Forearms and legs below the knee.
- Yellow Sash (Chainmail, AV2): Arms to the shoulder, legs below the belt.
- Red Sash (Half Plate, AV3): Arms, legs, and torso except for a band around your middle.
- Blue Sash (Full Plate, AV4): Arms, legs, and torso except for a band around your front belly.

Armor can either be worn - such as what a guard might wear - or innate, such as a wyvern’s scales. Worn armor can be searched off, but innate armor needs to be harvested by a hunter. Some creatures have both innate and worn armor; in this case, you add together the AV values of both types of armor and wear the sash of the total. AV4 is the maximum armor coverage possible; the front belly area is called the “Open Zone” and is always open to strike.

Bringing Your Own Equipment

Players are encouraged to craft and bring their own equipment to the game - including costuming, boffers, and other props. Equipment (particularly boffers) brought by players needs to be safety-checked before it can be used, and then must be safety-checked regularly afterwards at future events.

When Equipment Breaks

Every once in a while, equipment on the field will break. The usual rule is that if it breaks out-of-game, it breaks in-game. Broken equipment can be a safety hazard and shouldn’t be used; set it aside until the encounter ends. Once the party returns to town, make sure to give the broken equipment to the GM.

Basic Rules, Extended

In addition to the most basic rules, there are a few other calls and abilities you will encounter often - and may want to use yourself - early on.

“What Do I See?”

This is a call that players can make to ask baddies to describe themselves. Most of the time this will tell you what species they are playing, but may also include a description of an insignia they may be wearing or other important information such as visible injuries, style of clothing, or other signs of something unusual.

“What Do I See?” is usually called towards the beginning of the encounter. It’s good etiquette to avoid calling it while baddies are “busy” - either acting out a scene or in the middle of a fight. “What Do I See?” can also be asked after a battle or towards the end of the encounter in order to gain more information about them.

Interrupt

Interrupt is a way to stop some skills and abilities without dealing damage. Interrupt works on most skills and abilities with counts or that are ongoing but can be stopped at any time, such as First Aid or Carrying. In order to interrupt someone, tag them with an item that could normally deal damage and call “interrupt”; this tag does not deal damage. Any counts that have been interrupted will need to be started over at 1.

Searching & Looting

Searching and Looting are ways to gain items from dropped players. Searching is for small pocketable items; looting is for larger items such as swords.

To Search someone, you touch a player on their shoulders with both hands and call “Searching: [Item Type]” and perform a 20-count. Items that you can search include gold, rings, papers, insignias, gems, and so on. Once the 20-count is done, if the player had that item and it was unglued, they will tell you how many and it is now in your possession; or, if they didn’t have any of that item, they’ll tell you so.

To Loot someone, you touch the item you’re trying to take and call “Loot: [Item]”. If the item is unglued, the player will give it to you. Armor follows special rules for Looting because it takes time to take off and put on: Looting armor takes a 10-count per AV of the armor.

Items that are glued to players can only be taken with an Unglued Search (see Thief), but any items that aren’t glued can be taken by anyone.

Read Magic

Read Magic is a way to check if items are magical. In order to read magic, touch the specific item you are reading magic on and call “Read Magic: [Item]”. If the item is enchanted or reads as magic, the player who currently has the item will say “yes”; if it doesn’t seem magical, they’ll answer “no”.

Adventuring Basics



Game Season & Location

This is a storytelling game. It is told in a sort of back-and-forth between GM and players. The GM presents a place and a series of challenges; players decide what they want to do about those situations and act to change things; then the GM takes the results of those decisions and actions, changes the story accordingly, and hands it back to players. Throughout the course of the year, players work together to guide the story's outcome; which in turn changes the game world in the years to come. The game is a collaborative project on the part of everyone involved.

Most stories take place in one place in the game world and last for one year. Each story is called a "season" (much like a TV season); seasons almost always run August-July and stay in their main location. Sometimes seasons may vary in length or location, but when we do, we still call them seasons (rather than, say, years - because they may not be!).

Game Location

Each season is set in one primary location in the game world. Most often, this is a main city that serves as a "home base"; however, it might also take the form of a particular forest, a few small islands, or occasionally a season spent roaming across the map. The location is often telling about the story that's in store for a given season - here are some things to look for:

- **Scale:** Some seasons occur on varying geographic scales. Most seasons take place centered on few cities and their surrounding region; but can be smaller and focus mostly on a single city, or much larger and focus on an entire region.
- **Biome:** What the local land is like will tell you what sorts of creatures and monster's you're likely to run into, what sorts of weather and terrain to be ready to deal with when traveling, and possible sources of story or influences on the story itself. A season set atop an icy range of mountains vs. one set on the sunny edge of the ocean will be quite different!
- **Major Features:** Most locations have a few major features that are unique to them, and that suggest something about the season's story. A location with many ruins nearby suggests a story connected to history; one set in a major port town suggests a story about trade or exploration; and a location set near a magical wood implies the story's path will wend that way at some point.
- **Culture:** Cultures vary from region to region, and can be telling about the type of story in store as well - both what kind of obstacles might await, and what might be considered important or at stake. A region known for its cutthroat politics poses one type of story; whereas a region known for chivalry and honor poses something quite different.

Time & Timejumps

During the course of a season, time advances in "real time" - when a month passes in real life, a month passes in the game world as well. We tend to be a bit loose about the specifics - because in-game travel takes time that we'd rather spend playing, a mission that takes an hour for us to run might have actually taken course over three or four days. In a general sense, though, time matches in-game month to real-world month.

Between seasons, however, time advances in leaps and bounds: this is called a timejump. Timejumps serve two purposes. Firstly, they allow the long-term impact of a season to become clear. Secondly, they give the world itself room to change and grow so that the players are faced with a new story and fresh set of circumstances the following season instead of being caught in the same situation over and over again each year. Most timejumps span a few decades, but can vary widely and may be either significantly shorter or longer.

Adventurers & Inns

What's an Adventurer?

Characters that players make usually take up the role of “adventurer” in the game world. Adventurers are just what they sound like: people who make their living from adventure. Just as a cook cooks or a blacksmith forges, adventurers go on adventures to earn their keep. People become adventurers for many reasons: for some, adventuring is a way to gain experience in the world and learn new skills. For others, adventuring is personal and motivated by a missing loved one or a vengeance quest; for others still, it may be one of the few options available to them as an escape from a prior life or a way to move up in the world. Whatever the reason, adventuring attracts people of a wide variety of backgrounds and creeds.

Adventuring is a long tradition in the game world. While they are by no means the only movers and shakers in the game world, adventurers are one of the most versatile sources of change. Cities often sponsor groups of adventurers when strange times are afoot: adventurers are capable of handling problems that soldiers often aren't, and this makes them a valuable asset to a region or a cause. When sponsoring adventurers, a city will generally cover adventurers' room and board and set aside an inn for their use (see below).

Culturally, adventurers are the makers of stories and legends. Their deeds often make their way both into history and into the tales told around tavern hearths and late-night campfires: be they tales of hope, caution, wonder, or woe. As movers and shakers, adventurers often have a hand in the turning of the world - and their choices echo through the choices of all who came before, and all who will come after.

What's an Inn?

Inns are the spaces set aside by a town or city when they sponsor a group of adventurers. Adventurers live in the inn for the duration of their time adventuring in a location; while living there, their food and basic living expenses are covered by the city. Inns guarantee that adventurers have a place to store their items and someplace safe to return to at the end of the day.

Influential factions within the city will often send representatives to serve as “innkeepers” for an inn of adventurers. These innkeepers serve as advisors to adventurers: they share news, present possible missions, and help a party of adventurers decide on their course of action. Often, innkeepers will include representatives from the city itself as well as representatives from other organizations.

During events, the “inn” space is the area by the mission board that we return to between missions. The mission board will typically have the day's mews and mission list as well as updates about the weather and town @. Between events, there is also an online “inn” available for players to roleplay in as their characters. This can be a place to develop character relationships, share information, and plan out their next adventure in the month to come.

Missions & Adventures

What Are Missions?

This game operates in a mission-style format. When characters get the news for the day, they will also be given a handful of “missions” as possible ways to do something about it. Players choose their priorities from these missions and any additional missions they have suggested. Missions are not limited to what the innkeepers bring to the metaphorical table: characters may discover additional missions during the course of a day’s adventures or as part of their actions. Players are also free to suggest their own courses of action or priorities not listed on the board, and to take the party on a completely other mission or quest. Player-initiated missions are often the most pivotal missions that get run in a season, so don’t hold back on making them!

Players will have a chance to go on several missions over the course of the day. The number of missions in a day is dependent on how busy the travel is on the way there and how complicated a mission turns out to be - not all missions are what they initially seem. Some missions may lead places that neither the city nor the innkeepers could anticipate, and may reveal information that leads to an entirely new situation. Sometimes, missions may also include clues about other missions or storylines going on: the story is rarely stated outright or given a predetermined solution, and it is almost always up to players to piece together the story from what they discover on missions and then to come up with a way to influence its course from there.

What Are Encounters?

While traveling to a mission, sometimes adventurers will have encounters on the way. These encounters represent other events going on in the game world - they might be clues about current mission, impacts from other missions on the board, dangerous obstacles on the way, opportunities for trade or making contact with other entities in the game world, etc. Encounters may at times be unrelated to the current mission, but they aren’t “random” - encounters are valuable sources of information about the local region or the story.

When missions are listed on the board, they are usually listed with a number of carats (“>>>”) representing the number of anticipated on the way encounters before reaching the mission. While correlated with distance, encounters tend to represent how “busy” the route is rather than how far it is - travel through dangerous wilderness or busy roads will generally have more encounters per distance than traveling along empty countryside roads or farmland.

The Mission Board

The mission board lists the information players will need for the day: the missions, maps of the location, and a splash page that lists the location’s current news, weather, and town @. The board will often be edited throughout the day as the party takes actions and makes choices. It’s good practice to check the mission board thoroughly before the event starts, so that you can make informed choices about the day!

Haps & Actions

In addition to missions, characters have arcs that are unique to them. These are often furthered through haps and actions. Both of these occur monthly and are opportunities for your character grow, develop, and to pursue their own interests and projects.

Haps

“Haps” is short for “happenings”. These are small chance encounters that happen to your character over the course of the month. What happens to your character during a hap varies widely: the hap may be a good or bad situation, but more often than not the outcome depends on what you make of it. Haps can be great opportunities for character development, and the more you engage with them the more you are likely to get out of them them. Haps are worth a base of 1xp, but may be worth more depending on the severity of the hap and how you interact with it.

Haps are rolled during events, often during lunch or dinner. To roll a hap for your character, talk to one of the players who have been approved to roll them. They will roll a die and reference the haps chart, then ask questions about your characters if necessary to help interpret what they’ve rolled for your hap. Each of your characters currently in play gets one hap per month.

From time to time, you will get a hap that results in a “see GM” roll. In that case, the player rolling your hap will tell the GM what they rolled for you and they will take care of it later. If you do not receive your character’s hap at the event, include in your action that you got a “see GM” roll and who rolled your hap for you.

Actions

Actions are small projects that your character gets to pursue between events. These actions can range widely depending on what your character is interested in: examples of actions include building a relationship with a particular NPC, using a tradecraft to do some investigative work, trying to make connections with an organization or group, or following up on the fallout from a mission done during the last event.

Each player gets one action per month. Actions can be used on any character being played in the current location, but can only be used on one character at a time; if you have more than one active character in a location, you will have to choose which character to spend that month’s action on.

To send in an action, write up a short summary of what your character is trying to do and email it to the GM. If there are any tradecrafts, class levels, items, etc that your character has which might be relevant to your action, make sure to include them in the email. The GM will make some rolls to determine the outcome of your action, then send an email back to you with the results. If you do not receive a response before the next event, it is assumed that your character’s action has been delayed in-game as well. You can still send another action even if you have not received the previous one yet.

Players may also send in group actions if they wish to collaborate with other players. To do so, make sure that every player involved is cc’d on the action email.

Character Creation

Chapter Title Page

Basics of Character Creation

Characters, as in all roleplaying games, are the basis upon which the game is built. Without characters, there can be no story; and without a story, there is no game at all. Characters are the means by which a player connects with and interacts with the game world, and thus how they shape the story and its outcome.

Below is a guide to the steps involved in character creation. The list of species and social statuses are in the rulebook; the rest of the charts, as well as a more detailed guide on how to use them, can be found online at www.falnoriangames.com in the resources section.

Creating a Character

Creating a character involves choosing from a series of character traits. These traits can be either picked or rolled as desired, and most of them are optional. They can be done in almost any order, and you can change what you pick up until the point where you have finalized your character and sent them to the GM. Steps are as follows:

- **Basic Information:** Includes name, age, sex/gender, alignment, starting location, etc.
- **Species:** Pick one of the four species listed on the next page.
- **Legacy:** Roll on the Legacy Chart for social status if desired, or pick Commoner.
- **Duty:** Pick or roll a duty from the chart that corresponds to your social status.
- **Archetype (optional):** Pick or roll a starting archetype for your character.
- **Background (optional):** Pick or roll a background for your character's life until now.
- **Tradecraft (optional):** Pick or roll a combination of tradecrafts they've learned so far.
- **Equipment (optional):** Pick or roll some starting equipment (adds to legacy gold).
- **Quirk (optional):** Pick or roll a quirk your character has and flesh out what it means.
- **Mystery (optional):** Pick or roll a mystery for your character to start with.

Once you have picked or rolled a combination of character traits you like, take some time to flesh them out. Each option is intended to be broadly interpretable so that it varies from character to character - so feel free to interpret each item loosely. Think about how each element impacts each other, and try to weave everything into a consistent narrative. Once you have your character fleshed out, make sure to submit them to the GM so they have a record of your character as well!

Keep in mind that this is only a starting place for your character; they are allowed to - and even *should* - change, develop, and grow over time. You also don't have to know everything about your character right away - it is natural to figure out aspects or history of your character only once you have begun to play them. Fleshing out your character ahead of time helps ground the character and make them easier to play, but doesn't need to be done in painstaking detail from the get-go. If you need help with character building, talk to your GM - they will very likely have resources to help you.

Species

There are four basic playable species in Falnorian. Each species has its own set of stats and abilities as well as cultural traits associated with them. While certain species are more or less common in different regions of Falnorian, each of the base four species is widespread to be a character option in most locations.

Human

2HP, 2 Mana, Size 3, AV0, Average Intelligence. *Lifespan 100 years (mature at 16).*

Abilities: Talented in a Craft.

- **Talented in a Craft:** Select a craft (see page 12). You gain lvls in that craft equal to 1/2 your character lvl.

Appearance: Humans are highly variable in their appearance. They have the widest range of hair, eye, and skin color of any of the base species: what is most common depends on what region of Falnorian they are from. Their build is just as variable as their coloration, but tends to be of an overall medium build compared to other species.

Description: Because of their short lifespan, human culture is very diverse and changes rapidly; local cultural norms can vary widely depending on what part of Falnorian you are in. One thing that almost all human cultures hold in common, however, is an inclination towards action: humans are problem-solvers and want to be involved if there's something to do. They also tend to be more interested in practical applications than abstract solutions, and may tend towards being risk-takers who are willing to give something a try even when an outcome is uncertain.

In Falnorian: Humans are the most common species in Falnorian. It is the part of the world they originally come from, and as such are at home in it as no other species is. Human culture varies widely depending on what region of Falnorian they are from; and, because humans are so adaptable, they may also pick up pieces of culture from anywhere they go.

Illion Elf

2HP, 2 Mana, Size 3, AV0, Average Intelligence. *Lifespan 500 years (mature at 80).*

Abilities: Night Vision.

- **Night Vision:** You can see in the dark normally, and can see an extra 20' beyond normal torchlight.

Appearance: Illion elves have a thin frame with limbs that tend towards lankiness; their height tends to be ever so slightly taller than humans. Most Illion elves have straight, fine hair; most often their skin, hair, and eyes tend to be lighter colors. They have distinctly pointed ears and reflective eyes. Most elven men lack facial hair.

Description: Illion elves take a long view of the world. Because of their long lifespans, they can afford to plan on a decades-long basis; what is here and now is transitory to them and often concerns them less than the overall shape of events. Elves also tend heavily towards mastery: because they can afford to take so long to hone a skill or craft, they see anything less than this devotion as frivolous and a waste. Elves are also cautious and generally prefer to think through the potential consequences of an action before making it.

In Falnorian: Illion Elves are most common in northern Falnorian, near to the border of Illionor from whence they originally come. Comparatively there are relatively few Illion Elves in southern Falnorian due to its proximity to the wood elves with whom they share a mutual hatred. Many Illion Elves - even those whose families have lived in Falnorian for several generations - still retain a great deal of their original Illionor culture.

Dwarf

3HP, 1 Mana, Size 2, AV0, Average Intelligence. Lifespan 300 years (mature at 50).

Abilities: Sense Secret Doors, Thin Spirit.

- **Sense Secret Doors:** You may ask the GM about the presence of hidden doors while in dungeons.
- **Thin Spirit:** When drawing for death, draw at +1 Weight.

Appearance: Dwarves are stout and broad-shouldered with dense, heavy builds. Their hair tends to grow thick on both their heads and bodies; many dwarves men have well-groomed beards, and even some dwarf women grow beards as well. Dwarves have the most consistent coloration of any species, tending towards red-brown-tan.

Description: Dwarves are solid not only in build but also in mindset: tradition is a cornerstone of dwarves life and family, and a dwarf asks for solid reason and evidence before changing their minds on anything. They also solve as a solid cornerstone for their families and communities; loyalty is a given for a dwarf once their companions have earned their trust, and they do not give up that loyalty easily.

In Falnorian: Dwarves are most common in central Falnorian. They often live in heavily dwarves communities, which can at times lead to limited contact with other species and thus mutual caution and at a times distrust (particularly by hobbits). Most spaces outside their own are not made with dwarves in mind, and they are sometimes overlooked by others. However, once included and given time to warm up, they generally stick around.

Hobbit

1HP, 3 Mana, Size 1, AV0, Average Intelligence. Lifespan 150 years (mature at 25).

Abilities: Resistant to Mental Effects, Low Strength, Strong Soul.

- **Resistant to Mental Effects:** Resist any mental effects (fear, charm, etc).
- **Low Strength:** You cannot wield any two-handed weapon (anything tagged with an orange band).
- **Strong Soul:** When drawing for death, draw at -1 Weight.

Appearance: Hobbits are short and often a little stout. Their ears are slightly pointed - though wider than an elf's - and their hair tends to be wavy or curly and on the darker side. Many hobbits have freckled or occasionally patchy skin and have a wide variety of skin tones; their eyes tend to be bright or rich in color.

Description: Hobbits are wandering souls; most live in many different places throughout their lives and try their hand at many different and diverse interests. They enjoy oddities and strange things for their own sake, and many believe that a thing does not have to have a purpose to be beautiful or valuable. Though many become jacks of all trades, hobbits also appreciate a well-honed skill; they know well that it's one thing to be able to tailor a shirt or tend a bar, but another entirely to be a true master at one's trade.

In Falnorian: Hobbits are travelers, and many forego settling down for a life on the road - but when they settle, they are most often found in western Falnorian. They often live with large groups of extended family, and wherever they are found tend to live in communities of other hobbits. They also tend to keep large circles of acquaintances and friends from all walks of life.



Legacy

Characters inherit legacies based on their family's background. These legacies determine a character's social status, responsibilities, basic education, and starting gold. They also speak to how a character was raised and what sort of daily life they're used to, which affects their disposition as they begin adventuring. This legacy is only a starting place; your character's social status, training, and wealth all change as the character gains experience and grows. Regardless of legacy, all characters start at lvl 1 with no deaths.

Each of the social statuses, as well as their corresponding starting gold and training, is described below. The array of responsibilities available to each social status can be found on the Duty Chart. You may either pick Commoner as a default legacy or roll on the legacy chart with the GM if you want to try for another social status.

Tenant

Tennants, for one reason or another, are bound to the service of a city or person and cannot leave until the condition keeping them there is fulfilled (repaying a large debt, finishing a sentence for a crime, etc). Tennants are the lowest social class in Fahnorian, tend to live in very poor or meager conditions, and are generally looked down upon by other social classes.

Starting Gold: 3g

Additional Training: None

Commoner

Commoners do not own any property as freeholders do, but are also not bound to the service of the city in the way of a tenant. They often work as extra hands on others' land, and may either take work as it comes up or work for another entity in particular. While not miserable, their living conditions are far from comfortable and leave much to be desired.

Starting Gold: 5g

Additional Training: None

Freeholder

Freeholders generally own a small piece of property, be it the land that they farm, the home they live in, or the barn that the community uses to house livestock. While reasonably secure, their existence is relatively simple and driven by working to maintain their livelihood. Though their family may own property, younger freeholders do not yet but are set to inherit it.

Starting Gold: 10g

Additional Training: None

Craftsman

Craftsmen make their living not by farming but rather working another trade after taking on an apprenticeship for training from a family or community member. Because of their training and skill they are generally treated with more status than commoners or freeholders, and generally make a moderately more comfortable living than either as well.

Starting Gold: 20g

Additional Training: 5 lvls in a single craft (*rolled or chosen*).

Practare

Practare hold positions of regard and influence. They are well-educated, make a comfortable living, and are highly skilled in their trade. They tend to engage in the scholarly aspects of their craft; it is not uncommon for them to sponsor a few craftsmen or hire them as assistants in their work. Practare often work as courtly bureaucrats or at established practices.

Starting Gold: 40g

Additional Training: 10 lvls in a single craft or 5 lvls in two (*rolled or chosen*).

Gentry

Gentry are wealthy; they have connections in many places and often hold titles to several businesses or parcels of land. A gentry family's wealth can rival and even exceed that of a noble family's though they do not wield the same power that nobles do. Most of their political power comes from supporting noble families and creating alliances with them.

Starting Gold: 65g

Additional Training: 5 lvls each in two crafts (*rolled or chosen*).

Noble

Nobles live in service to the royalty of their region. They are usually members of a particular noble house and its family, and their standard of living is very high. They live in the capital of their nation, serving the royal family at court and carrying out duties for their rulers. Nobles houses each have their own duties to uphold alongside service to the crown.

Starting Gold: 80g

Add. Training: 5 lvls each: Scribe, Courtier, Diplomat, and Family Craft (see GM).

Coronate

Coronates, while not part of the ruling family, are often distantly related to them and govern a particular region or city on the royal family's behalf. They are very powerful and influential, especially when it comes to the politics of their nations, and their status is second only to the ruling family itself. A coronate's standard of living is luxurious and well taken care of.

Starting Gold: 100g

Add. Training: 5 lvls each: Scribe, Courtier, Diplomat, and Family Craft (see GM).

Royalty

Royalty are members of the ruling family of a nation or country. While they may or may not be set to inherit they wield a portion of the family's power - and are saddled with its responsibilities. They have a high standard of life and may be used to an extravagant lifestyle; royalty expect to be treated with a high degree of respect and consideration wherever they go.

Starting Gold: 150g

Add. Training: 5 lvls each: Scribe, Courtier, Diplomat, and Family Crafts x2 (see GM).

Trades & Crafts

Trades and Crafts (sometimes abbreviated as “tradecrafts”) are everyday skills that people learn and work in. “Trades” is the broader category; you will find four trades listed below. “Crafts” is the narrower skill within a trade. The most common tradecrafts and what they do are listed below, but there are many others besides these that exist within the game world.

Artisan Artisan crafts are about making physical goods. You can make items with a gold value up to your lvl in its respective tradecraft. Larger projects such as houses function at a factor of your lvl. <ol style="list-style-type: none">Blacksmith: Weapons, armor, metal objects.Carpenter: Buildings, ships, wooden objects.Stonemason: Buildings, art, stone objects.Fine Arts: Painting, drawing, ceramics, etc.Cooking: Food, drinks, brewing, etc.Tailor: Clothes, shoes, cloth objects.Alchemist: Potions, poisons, antidotes.Tinker: Simple machines and mechanisms.Builder: Plumbing, roads, infrastructure.Other	Scholar Scholar crafts are about having knowledge. Your lvl represents the amount of knowledge your character has in their respective tradecraft. You can ask the GM questions based on your lvl. <ol style="list-style-type: none">Scribe: Learning languages.Diplomat: Study of laws.Historian: Study of history.Messenger: Memory of words and info.Cartographer: Making and reading maps.Priest: Study of divinity.Mathematics: Study of calculations.Literary Arts: Study of stories.Doctor: Study of anatomy and injuries.Other
Mediator Mediator crafts represent social and people skills. They function opposite to another player's total character lvl. If your lvl in the respective craft is higher than their lvl, the effect is successful. <ol style="list-style-type: none">Courtier: Increases your likability.Enforcer: Makes you intimidating.Trader: Gets you better deals on goods.Innkeeper: Helps you find information.Gambler: Increases your odds with chance.Performing Arts: Draws attention to you.Peacekeeper: Tell if someone is lying.Teacher: Discern another's needs.Rhetoric: Makes you convincing to others.Other	Survivalist Survivalist crafts are about interacting with nature. These allow you to take actions with a level of competency equal to your lvl in a tradecraft; it usually functions opposite another entity's BR. <ol style="list-style-type: none">Tracker: Identify and follow creatures' tracks.Hunter: Harvest usable parts from creatures.Gatherer: Find and harvest wild food plants.Herbalist: Find herbs for various effects.Miner: Navigate underground, harvest earth.Farmer: Tend and harvest crops and plants.Animal Trainer: Tend and train animals.Area Search: Find hidden or lost things.Forester: Tend and survey land.Other

Artisan Tradecrafts

Artisan tradecrafts allow characters to craft items and objects; it can also let characters repair broken objects. In order to do so, characters generally need access to a workshop and tools; these are assumed to be accessible in-town, but tools may need to be brought with on missions and some tasks may be impossible outside of town.

- 1. Blacksmith.** Blacksmith allows you to forge items that are made mostly of metal: weapons, armor, tools, and everyday items such as nails, doorknobs, horseshoes, and other such things. Blacksmiths work not just with iron but also with precious metals.
- 2. Carpenter.** Carpenter allows you to craft items that are made mostly of wood: bows, arrows, wheelbarrows, and everyday items such as furniture or barrels. Carpenters can also work on larger projects such as ships or buildings (see rules for large projects in Chapter 8).
- 3. Stonemason.** Stonemason allows you to craft items that are made mostly of stone: statues, walls, buildings, etc. It also allows you to harvest stone and inspect it for its origin and qualities.
- 4. Fine Arts.** Fine Arts allows you to make items with an art value - paintings, pottery, glassblowing, and more. Fine Arts can easily be combined with other Artisan crafts to make objects that are not just functional but also beautiful.
- 5. Cooking.** Cooking allows you to make food and drinks; it can encompass everything from bread to cheesemaking to confections to brewing beer or wine.
- 6. Tailor.** Tailor allows you to craft items that are made mostly of cloth: clothing, shoes, weather gear, ropes, baskets, and everyday items such as blankets or pillows.
- 7. Alchemist.** Alchemist allows you to craft alchemical and potions from the tables in Chapter 8; you can craft anything with a price your level or below. Alchemist can also determine the properties of ingredients that have a BR at their level in Alchemist or below.
- 8. Tinker.** Tinker allows you to craft items that have a mechanical element: pulleys, wheels, hourglasses, and so on. Tinkerage items are labeled in the equipment tables with a small (T) symbol. It also allows you to interact and sometimes pick locks.
- 9. Builder.** Builder allows you to plan and work on large building projects such as roads, plumbing, wells, and more; it encompasses larger systems as well as individual buildings.
- 10. Other.** As it says!

Scholar Tradecrafts

Scholar tradecrafts represent a character's knowledge about something - things they've learned or their ability to research new projects. While in town, characters can use resources such as libraries or bard schools to supplement their research; while out of town, characters must rely on what they can remember alone.

- 1. Scribe.** Scribe is the study of languages - spoken and written both. Every five levels of scribe generally represents learning another language. Scribe can also be the study of linguistics in general.
- 2. Diplomat.** Diplomat is the study of laws. While on missions, players can use their diplomacy to supplement arguments they may make to other people or groups they are in conflict with. They can also be used to check what a region's laws are on a particular topics.
- 3. Historian.** Historian is the study of history, and generally allows players to check information from outside of this season (anything during the season would be Innkeeper, under Mediator). It can also be used to assess the age and origins of historical artifacts and ruins while on missions.
- 4. Messenger.** Messenger allows you to remember information - generally at the rate of about 1 word per level in Messenger. It also allows you to carry messages and find their destinations.
- 5. Cartographer.** Cartographer allows you to make maps of your own and correctly read maps that others have made. It also helps with navigating across long distances even without a map.
- 6. Priest.** Priest is the study of deities - their pantheon, their domains, and any holidays or practices associated with them. It can help identify insignias of their followers, and allows a character to assist in sacrifices and prayers to specific deities (you do not need to follow a specific deity to do so).
- 7. Mathematics.** Mathematics is the study of math - everything from simple sums to more complicated equations. It's a very helpful supplementary craft for many other crafts, and can help make more accurate estimates and measurements on missions.
- 8. Literary Arts.** Literary Arts is the study of stories, including literature, poetry, oral storytelling, and even technical writing. It does not give you literacy the way that scribe does, but helps with understanding what something means rather than simply what it says.
- 9. Doctor.** Doctor is the study of the body; it can help in identifying and treating damage to the body, especially in absence of a healer or necromancer.
- 10. Other.** As it says!

Mediator Tradecrafts

Mediator tradecrafts are all about people skills and influencing people. Mediator crafts only work on other people - not animals. To influence another person, your character's level in a given mediator craft has to be higher than their total BR (level + innate BR); if successful, their behavior will change - though maybe not always the way you intended!

- 1. Courtier.** Courtier makes your character more likable - it's about knowing how to appear friendly, and may convey some knowledge about etiquette and manners as well. It can help in deescalating conflicts and convincing others to trust you.
- 2. Enforcer.** Enforcer makes your character more intimidating - whether it is by way of posturing, yelling, or making quiet threats. It can be helpful in convincing others to do what you want - though may also result in them running away or escalating to a fight.
- 3. Trader.** Trader helps in buying selling goods and equipment; it allows you to find goods at a rate higher than the @ by your level in trader (up to double), and to get more favorable prices on transactions (usually about 1%/lvl). It can also be used to help identify counterfeit currency or locate specific goods.
- 4. Innkeeper.** Innkeeper helps your character find rumors and information. Innkeeper is generally limited to any events from this season - anything older than that would be Historian (under Scholar). It can also let your character spread rumors, or prevent rumors from spreading.
- 5. Gambler.** Gambler lets you perform better while taking risks, particularly while making bets or during gambling games. In general, every five levels in gambler allows you to "mulligan", or skip a result, once per game.
- 6. Performing Arts.** Performing Arts helps your character draw attention, entertain, and sometimes impress others - music, theater, and dancing all fall under performing arts; it can also help influence what they see or notice and what impressions they form of you.
- 7. Peacekeeper.** Peacekeeper helps you determine when others are lying. On a successful peacekeeper check, the opponent must tell you if they're lying; on an unsuccessful check, they will tell you that it doesn't seem like a lie. Peacekeeper
- 8. Teacher.** Teacher helps you determine what someone needs or what someone is missing, and can help anticipate problems during a roleplay and respond to them effectively. It can also be used to teach other players skills that can't be learned normally, if you have access to a source of that knowledge.
- 9. Rhetoric.** Rhetoric makes your character more convincing to others, and makes them more willing to accept a particular argument, idea, or course of action. Rhetoric levels can also make others more likely to listen to you and not talk over you, and can help put things in terms others can understand.
- 10. Other.** As it says!

Survivalist Tradecrafts

Survivalist tradecrafts are skills that help while surviving out in nature out on missions: they're not always as helpful in towns. Survivalist crafts check against BR - usually of an animal or monster, but sometimes of a disease or other situation.

- 1. Tracker.** Tracker allows your character to follow trails that others leave behind, whether person or animal; it can also help you avoid danger during missions, and cover up your own trail so that it's harder to follow.
- 2. Hunter.** Hunter allows your character to harvest parts from creatures such as fur, teeth, or meat. You can harvest a total BR's worth of parts equal to your level, and cannot harvest usable pieces from creatures with a higher BR than you.
- 3. Gatherer.** Gatherer allows your character to forage for food in the wild and sustain themselves even without rations; it can identify edible and poisonous plants, and the particular uses they may have.
- 4. Herbalist.** Herbalist allows your character to find and harvest medicinal herbs and other substances, as well as to prepare the herbs correctly so that they can treat diseases and symptoms.
- 5. Miner.** Miner allows your character to harvest metals and gems; it also helps with navigating underground without getting lost, and identifying dangerous features in underground terrain.
- 6. Farmer.** Farmer allows your character to grow food crops - where gatherer focuses on wild plants, farmer focuses on domesticated ones. It can help you identify, care for, and even breed new varieties.
- 7. Animal Trainer.** Animal Trainer allows your character to train domesticated creatures in tasks - training a dog to follow a scent trail, a hawk to scout ahead, or a horse to be ridden. When used on wild creatures, animal trainer functions much like Courtier (see Mediator) for animals.
- 8. Area Search.** Area Search allows your character to find hidden things - be they small objects, traps, or even hidden doors. It also allows you to hide or conceal things in much the same way.
- 9. Forester.** Forester is about the land rather than animals or plants; it can help in identifying biomes and terrain and mitigating any risks associated with them, as well as maintaining and harvesting resources from them. Despite the name, it works on all biomes - not just forest!
- 10. Other.** As it says!

Additional Tradecraft Rules

Stacking Tradecrafts

If multiple people in your party have lvls in the same craft, they can combine their knowledge and stack their tradecraft lvls for a higher effective lvl. Tradecrafts are always stacked from the person with the most levels to the person with the fewest at a rate of diminishing returns: Full lvl, $\frac{1}{2}$ lvl, $\frac{1}{4}$ lvl, $\frac{1}{8}$ lvl, etc. Tradecraft lvls always round down to whole numbers, and once you get down to numbers that are adding less than 1 you stop adding.

Sub-Crafts & Unlisted Crafts

Many of the above crafts have a variety of “sub-crafts”. For example, “Cobbler” might be a sub-craft within Tailor, and “Musician” might be a sub-craft within Performing Arts. You can put tradecraft levels into any of these sub-crafts rather than the main craft; however, these levels only count towards your tradecraft lvl when you’re using the main craft for something relevant to the sub-craft. Example: Painting lvls would only add to your Fine Arts lvls if you’re painting (but not if you’re sculpting), etc.

There are also a number of tradecrafts not listed in the basic lists above. Generally speaking, unlisted tradecrafts are uncommon enough that they can’t be learned on their own and must be learned through a specific source of that tradecraft - be it a teacher, a library with the right books, nearby ruins, etc. The craft can only be learned so long as the source endures; if the source is destroyed or unavailable, you can’t continue putting levels into it until you have secured a new source. If you are looking for a particular unlisted tradecraft, talk with your GM about possible local sources.

Fluencies & Masteries

For every 5 lvls you put into a given craft, you get a Fluency in that craft. A fluency represents an area of particular interest or expertise within that craft, and helps diversify skillsets within your party. As a Builder, you might take a fluency in “Roads” or “Erosion”; as a Cartographer, you might take a fluency in “Distances” or “Rivers”. There is no official list of fluencies; the possibilities are about as broad as your imagination. Fluencies don’t add any additional lvls to the total sum of levels in the craft.

For every 25 lvls that you put into a given craft, you gain a Mastery in that craft. A mastery typically gives you the opportunity to do something with the craft that hasn’t been done before or is otherwise very hard to do: invent something new, learn the answer to a question, discover a new resource, etc. Because they involve doing something new - and because of the wide range of options they present - masteries (unlike fluencies) need to be worked on and cleared by the GM before they can be used.

Classes

Chapter Title Page

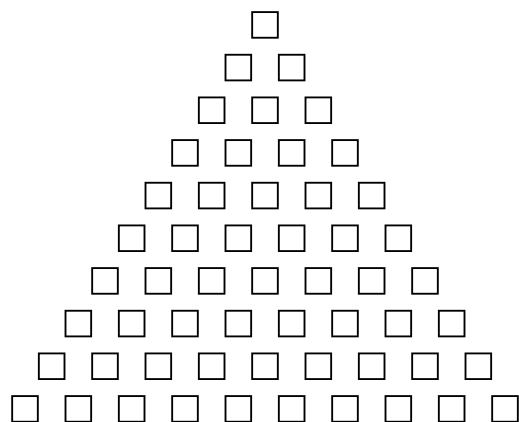
Levels & Classes

Gaining Levels & Experience

Characters gain levels by gaining experience or XP. Characters start at Level 1 and gain XP by going on missions. XP represents experiences that characters have and lessons they have learned over the course of their adventuring, and typically the more a character interacts with a mission the more experience - and thus XP - they will get out of it. Some missions, especially longer or more dangerous missions, will give more XP than others; the GM will announce how much XP party members received after the mission is over.

Each level of XP builds on the one before. It takes an amount of additional XP equal to the number of the level in order to reach that level. For example: a character who is Level 7 will need 8xp more to advance to Level 8, a Level 8 character will need 9xp more to advance to Level 9, and so on.

The following pyramid-like structure is a useful tool for keeping track of xp and levels; as you gain XP, you fill in the boxes on the pyramid. Once a row is completely filled in, you have gained that level.



Journeyman Levels, Class Levels, and Ranks

Levels 1-5 are called “Journeyman Levels”. Journeyman is the period of time when a character is learning the ins and outs of basic adventuring: how to hold a sword, how to block a strike, etc - all the things you need to know before you’re able to develop specific skills. Once a character reaches Level 6, they have passed their journeyman period and can move on to taking class levels. Taking class levels represents learning specific skills; some skills are easier or harder to learn than others, and will be at different positions on a class tree. There are fifteen base classes in the game world (called “The Base 15”); these are described in more detail below.

When you take levels in a class, you have to take levels in order: you must learn Level 1 of Bard before you can learn Level 2, and so on. However, you aren't limited on how many classes you learn: you could take levels from many classes if desired. For example, you might put your first class level into 1st Lvl Bard, then your second class level into 1st Lvl Viking; you might then put your next class level back into Bard, drop a third into Knight, and so on.

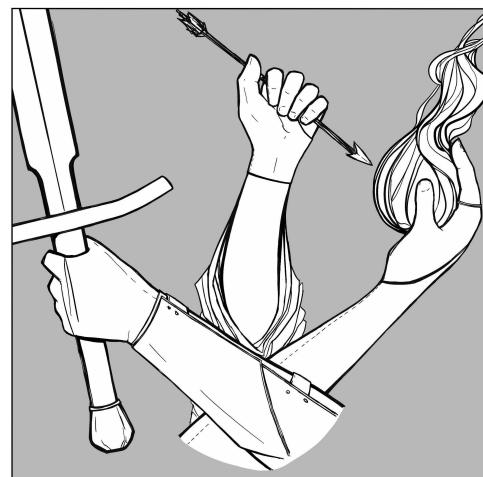
Regardless of what classes you put your levels into, each group of five levels is called a “Rank” or “Tier” (see Chapter 6). Your first five levels (Lvl 1-5) are your Journeyman Tier; your second set of five levels (6-10) is your 1st Class Rank; your third set of five levels (11-15) is your 2nd Class Rank; and so on. Rank is a way of describing overall experience level, and occurs in a few contexts. The first context is class skills: some class skills are usable a number of times per day per rank you are in that class. Playing NPCs is the other context: the GM may tell you to play someone who is Rank 2 in a class, in which case you are assumed to have the full chunk of five levels for that rank.

Class Skills & Tradecrafts

When your character gains a class level, they get two things: a skill from their class and a level in a tradecraft. You can choose from any combination of class and tradecraft when doing so. You do have the option to forgo learning a skill from a class in order to gain more tradecraft levels: by forgoing a 1st Rank skill you gain one additional TC lvl, and by forgoing a 2nd Rank skill you gain two. When forgoing skills for tradecrafts you still put the level in the class, and are still technically a 3rd Level Bard and so on; you just don’t gain the skill. You can choose to go back and gain a skill that you forwent later by forgoing a tradecraft level during a future level-up.

Class Trees & Archetypes

The class trees below diverge into several possible paths through the class, called “archetypes”. These archetypes represent common skillsets and dispositional approaches that people with that class learn, and come with a variety of possible skills. Each archetype branch of a class represents a choice: when taking a class skill from that level of the class, you pick *one* of the skills at that branch - not all of them. Classes only level upwards, not sideways - once you have picked your 5th in a class skill, you must proceed to the 6th in a class skill the next time you take a level in that class. You can only go back and take additional skills once you have achieved mastery in a class: when doing this, you start at the first choice point (4th level) and continue selecting skills in order upwards until you have reached the last choice point (7th level).



When leveling up a skill tree, you are free to move across archetypes as desired. Just because you selected a skill from the Tending Archetype at 5th Lvl Bard does not mean you are limited to that side of the tree from then on; you could choose a skill from the

Reading Archetype at 6th Lvl Bard if you like. The archetypes are suggested courses to take for certain kinds of characters, but can be mixed and matched freely.

Mastery

Once you have reached 10th level in a class, you have Mastery in that class. Mastery means that any abilities that are dependent on your skill level in that class now function at your full character level. Mastery also lets you gain a skill mastery, which is a flavorful signature version of a skill that your character develops; see the Mastery section later in the book for more details.

Class Notations

Restrictions

Some of the classes listed below have restrictions. Armor restrictions denote the maximum or types of armor that someone can wear and still use their skills from that class. Though they are still capable of wearing restricted armor types, they are unable to use their skills from that class as long as they continue to wear it. Some classes also limit your ability to learn other classes; this is mostly the case across mages and warriors. If you train as a mage you are unable to ever train as a warrior, and vice versa.

Ability Key Background

Below is a key for denoting traits of abilities. This is so that if there is a question about an interaction between skills, it is easy to reference what kind of skill you are looking at and answer the question. Ability traits fall into three categories: source, response, and activity. Activity will be noted in parentheses directly after the ability name; source and response will be noted in brackets after the ability text. Some abilities may have more than one denotation.

Ability Key	
Source Key: See <i>Skill Sources</i> for more details on each. <ul style="list-style-type: none">• [M] - Magical• [D] - Divine• [S] - Spiritual• [A] - Primal• [E] - Mental Effect	Response Key: <ul style="list-style-type: none">• [R] - <u>Resistance</u>. If you resist something, you do not take it unless it is warded; in this case, the action comes first and the resistance second.• [P] - <u>Prevention</u>. If you prevent something, it does not happen in the first place; in this case, the prevention happens before the action.• [C] - <u>Reaction</u>. This skill can only be used as a reaction to a specified
Activity Key: (IC) In Combat. Can be performed at any time. (BC) Before Combat. Cannot be used within striking distance of a combative opponent. (BE) Before Encounter. Must be used at the beginning of the encounter and no later. (OC) Out of Combat. Cannot be performed while the encounter is combative. (PA) Passive. Is active at all times, whether in or out of combat. (V) Variable. Varies.	
Cost Key: 1 Mana (1m) : Costs 1 mana to perform the skill, spent instantly. Number of mana may vary by skill. Cumulative Cost (Cu. Cost) : Costs 0 mana to perform the first time, then +1 mana each time after. 1/Rank/Day : Can be used once per day per rank (5 Lvl's) in that class.	

Ability Formatting:

Name (IC): Delivery, Mana Cost, Ability Description, [Sources & Responses]

Warriors

Warriors are, more so than any other class type, built to handle heavy combat. Each warrior has a different strategy for dealing with a fight: some play to offense, some to defense, and some to other methods entirely. Regardless, the role of a warrior is to wade into the thick of a fight and take the brunt of a combative situation onto themselves.

Outside of combat, warriors find their strength in supporting a larger group. Whether it is training them, guiding them, or ensuring their safety, warriors are concerned with the integrity of their fellows and making certain that everyone is as ready as can be when the going gets tough. Many are well-suited to warding off surprise attacks and backing down a conflict before it can become combative; many are well aware that the best fight is one you never had to have at all.

Warriors as they are known to common people are most often soldiers and law enforcement. Both of these groups tend to hire warriors in particular, and many people learn to turn to warriors in the event of a crisis. Warriors are also known to the people in the form of the volatile and dangerous traveling sellsword; as such, lone warriors are often looked upon as a possible threat and avoided when possible.

Restrictions: Warriors cannot train as mages.

Stat Bonuses: If you pick a warrior as your first class, you gain +2HP. All warriors also gain Defensive Martial Arts, even if a warrior is not their first class.

Defensive Martial Arts (IC): Your hands and forearms count as shields as long as you are armored in those locations. You can block with your hands and forearms, and while you cannot deal damage with your hands, you may use them to knock opponents out.



Knight

Restrictions: Cannot be learned by mages.

Knights are the first on the front lines of a battle and the last to leave it when there are friends left on the field. They are trained to be visible on a battlefield: both to rally their allies and to draw fire from dangerous enemies. They don't balk difficult fights, and consider it their duty to face dangerous enemies so that others don't have to. Knights are trained to care for and protect their companions on and off the field; they know that without that fellowship, most fights are lost before they are begun. Many knights take on leadership roles because of this training. Their training also encourages them to be tenacious and not to give up easily; this makes them a force to be reckoned with. One fighter turning and running often leads to others doing the same, and most knights refuse to fall back before failure is absolutely certain.

In general, knights are known for being loyal, honorable, and generally caring towards their allies. They are also known to be idealistic and self-sacrificing, and may tend towards being overly critical in the name of "helping" their companions. In an adventuring party, knights tend to serve as either leaders, one of the primary fighters, or as the glue that holds the party together.

<table border="1"><tr><td>1. Improved Strength</td></tr><tr><td>2. Knockback</td></tr><tr><td>3. Provoke</td></tr></table>			1. Improved Strength	2. Knockback	3. Provoke
1. Improved Strength					
2. Knockback					
3. Provoke					
4. Blacksmithing 4. Historian					
Captain Archetype	Hedge Archetype	Champion Archetype			
5. Fellowship	5. Healing Surge	5. Rebuke			
6. Drill Sergeant	6. Weapons Maintenance	6. Check Social Status			
7. Impenetrability 7. Adrenaline Elite					
<table border="1"><tr><td>8. Battle Charge</td></tr><tr><td>9. Rallying Cry</td></tr><tr><td>10. Mastery</td></tr></table>		8. Battle Charge	9. Rallying Cry	10. Mastery	
8. Battle Charge					
9. Rallying Cry					
10. Mastery					

Knight

Restrictions: Cannot be learned by mages.

- 1. Improved Strength (IC):** You have +1 to your carrying size and can carry one-handed. You can invoke any weapon for AV=0 damage and used two-handed weapons in one hand.
- 2. Knockback (IC):** Body Tag (Legs). Tag a player on the legs with a weapon and call “Knockback” to knock them back three steps.
- 3. Provoke (IC):** Body Tag (Arms). Tag a player on the arm with a weapon and call “Provoke” to force them to invoke with that arm.
- 4A. Blacksmithing (OC):** Lvl in the Blacksmithing TC equal to your lvls in Knight.
- 4B. Historian (OC):** Lvl in the Historian TC equal to your lvls in Knight.
- 5A. Fellowship (PA):** While engaging in a shared ability, you and others involved in the share gain resistance to mental effects. [E]
- 5B. Healing Surge (IC):** When you drop an opponent, you can invoke with a weapon and call “Healing Surge” to heal 1HP or a hack. [C]
- 5C. Rebuke (IC):** When a player deals damage to you, your next strike against them is warded. [C]
- 6A. Drill Sergeant (BE):** 1 mana. Select three warrior skills (up to lvl 3 in their class). At the beginning of the encounter call “Drill Sergeant: [skill name]” and pay a mana. Other members of your party may also pay a mana to gain that skill for the encounter.
- 6B. Weapons Maintenance (OC):** You can temporarily modify intact weapons with basic equipment modifications at a rank of one mod per rank you are in Knight. These modifications last for one mission and can be spread among many weapons or combined into one. Possible modifications include Magelore, Silver, Runic, Mastercrafted, and Passive Magic. [M*]
- 6C. Check Social Status (OC):** 10' Aura. Invoke and call “Check Social Status: [social status]” to detect the presence of that status within the aura. The check has a 20-count cool down before you can use it again. All entities in the aura are aware that their social status has been checked.
- 7A. Impenetrability (PA):** Your armor resists AV=0 attacks. [R]
- 7B. Adrenaline Elite (PA):** You are resistant to unconsciousness from HP loss or knockout and fight down to -4HP. When you reach -4HP, you drop and are critically wounded and require magical healing to regain consciousness; if you take any further damage, you die. You still drop from negative mana. [R]
- 8. Battle Charge (IC):** Begin running and call “Battle Charge” followed by a 5-count; at the end of the count, your Knockback is UB until you stop running.
- 9. Rallying Cry (IC):** Aura, 1 mana. Invoke with a weapon and call “Rallying Cry”; all allies in the aura heal 1HP and all enemies in the aura take Fear (as battle cry). [E]
- 10. Knight Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Mercenary

Restrictions: Max AV is Half Plate (AV3). Cannot be learned by mages.

Mercenaries are deeply practical; they know that they may be fighting beasts one day and brigands the next, and as such tend to be prepared for anything. They are trained to be ready to deal with a variety of threats: their vigilance is keen, and they are notoriously difficult to unsettle. They also learn to look for tiny vulnerabilities and mistakes made by their opponents and to exploit them immediately. Mercenaries take great pains to protect any vulnerabilities they have themselves, and to guard against their own mistakes above all else. This makes them difficult to pin down and near-impossible to bait or heckle.

Mercenaries tend to be pragmatic and down to earth. Their awareness of their vulnerabilities makes them surprisingly self-aware and secure in who they are; they tend to present a calm, cool exterior and come off as unshakable. This can also make them come across as callous and insensitive; their pragmatism can at times stray into pessimism, and they are sometimes accused of lacking loyalty due to the nature of their work. In an adventuring party, mercenaries often take the role of front-liners who are sent in to break up the opponent's defenses. They are also well-suited to intercepting attacks and bouncing opponents for their allies.

	1. Threat	
	2. Shatterproof	
	3. Endure	
4. Area Search		4. Enforcer
Traveler Archetype	Veteran Archetype	Brute Archetype
5. Weathered	5. Stamina	5. Unfazed
6. Toolkit	6. Vigilance	6. Scrap Material
7. Missile Magic Resistance		7. Missile Weapon Resistance
	8. Lay of the Land	
	9. Avoid	
	10. Mastery	

Mercenary

Restrictions: Max AV is Half Plate (AV3). Cannot be learned by mages.

1. Threat (IC): Body Tag. Tag a player in the vitals with a weapon and call “Threat: Vitals”. If hit, the player must run in fear for a 20 count. [A, E]

2. Shatterproof (BC): Remain stationary, invoke with a weapon, and call “Shatterproof”. As long as you remain stationary your weapons are resistant to shatter effects. [R]

3. Endure (IC): If you would take damage on a limb, you can call “Endure” to take the damage as a hack to that limb instead. You cannot endure on an already-hacked limb, and you cannot endure area effects such as auras; only strikes that hit the limb directly. [P]

4A. Area Search (OC): Lvl in the Area Search TC equal to your lvls in Mercenary.

4B. Enforcer (OC): Lvl in the Enforcer TC equal to your lvls in Mercenary.

5A. Weathered (PA): You take -1 fatigue per called amount from weather, sickness, injury, travel, poison, and pain with fatigue elements. [P]

5B. Stamina (PA): You resist unconsciousness from mana loss and knockout (but not HP loss) and function normally at negative mana. You do not gain fatigue from ending an encounter at negative mana. You still die at -4 mana.

5C. Unfazed (PA): Pick three tradecrafts. You take these tradecrafts at 1/2 effectiveness, whether you want to or not. [R]

6A. Toolkit (OC): 3 Times/Day. You may pick an item from a kit that you happen to have on your person, even if it is not included in your equipment. These items last for the day once chosen, but are considered of an improvised quality and cannot be sold. Items picked across a day do not have to be from the same kit.

6B. Vigilance (OC): You are resistant to Ambush and may keep your eyes open. You may also call “Vigilance” and all party members can spend a mana to also resist ambush. [R]

6C. Scrap Material (OC): You can damage and dismantle structures or pieces of structures such as fortifications, doors, and masts.

7A. Magic Resistance (Missile) (PA): You resist damage and effects from thrown standard spells (even if you don’t want to). [A, R, P]

7B. Missile Weapon Resistance (PA): You resist damage and standard skills from thrown weapons, arrows, boulders, animal packets, and thrown potions. [R]

8. Lay of the Land (OC): 1/Day/Rank in Mercenary. You can approach the GM between encounters and ask about three elements about the next encounter from the following list: Difficulty, Disposition, Class, Creature Class, Field Mechanic, Group Type, Traverse Type, or Numbers.

9. Avoid (IC): When a standard skill is used on you, you can call “Avoid” to prevent that skill from taking effect. You can only avoid one skill at a time. [P]

10. Mercenary Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Cleric

Restrictions: Max AV is Half Plate (AV3). Cannot be learned by mages.

Clerics are divine warriors who draw on the strength of their beliefs for their strength in battle. Though many devote their services to a deity, many clerics also devote themselves to other ideals or forces of nature. The study of these forces leads many to an inclination towards philosophy: clerics are often careful students of the mortal condition and have a keen understanding of people. Their spiritual nature leads them to keep a careful balance between their head and heart, and they make good mediators because of it. Since they see themselves in a role of servant towards their deities or ideals, they are also often inclined to view themselves as servants of others as well.

Because of their inclination towards service, many clerics tend to be friendly and encouraging to those around them. They are genuinely caring and good at listening to others' concerns or troubles. However, they can also come across as too inclusive or too exclusive, depending on the nature of their beliefs; and they are sometimes inclined to being overzealous and perfectionist. In an adventuring party clerics make for excellent healers, support, and the group conscience or moral compass.

<table border="1"><tr><td>1. Jumpstart Heal</td></tr><tr><td>2. Might Strike</td></tr><tr><td>3. Consecrate</td></tr></table>			1. Jumpstart Heal	2. Might Strike	3. Consecrate
1. Jumpstart Heal					
2. Might Strike					
3. Consecrate					
4. Priest 4. Literary Arts					
Divine Warrior Archetype	Celestial Archetype	Invoker Archetype			
5. Smite	5. Restore	5. Blessing			
6. Exorcism Ritual	6. Alignment Check	6. Divine Mark			
7. Spellturning Shield 7. Weal and Woe					
<table border="1"><tr><td>8. Sanctify Space</td></tr><tr><td>9. Divine Gift</td></tr><tr><td>10. Mastery</td></tr></table>		8. Sanctify Space	9. Divine Gift	10. Mastery	
8. Sanctify Space					
9. Divine Gift					
10. Mastery					

Cleric

Restrictions: Max AV is Half Plate (AV3). Cannot be learned by mages.

1. Jumpstart Heal (IC): Body Tag. You may tag a player with your hand and call “Jumpstart Heal”; if not interrupted, they will heal 1HP or a hack in a 20 count. Jumpstart Heal is interrupted if the player takes damage or is hit with an “interrupt” by another player. [D, M]

2. Might Strike (IC): Your weapons deal holy and magic damage. [D, M]

3. Consecrate (BC): Two-Handed Body Tag, 20c. Tag a player with both hands, call “Consecrate”, and perform a 20 count to apply the Holy condition to that player. Respawn counts are paused during this count, but resume if the count is interrupted. [D, M]

4A. Priest (OC): Lvl in the Priest TC equal to your lvls in Cleric.

4B. Literary Arts (OC): Lvl in the Literary Arts TC equal to your lvls in Cleric.

5A. Smite (IC): 1 mana. Invoke with a weapon and call “Smite” to make your next strike Warded and Damage Boosted. If the target is an undead or outsider, it also does a turn effect (as Turn Undead). [D, M, S]

5B. Restore (IC): Two-Handed Body Tag, 1 mana. Invoke, call “Restore” and tag a player with both hands to heal all injuries and heal them up to full HP. [D]

5C. Blessing (BE): Cumulative Mana Cost (Day). At the beginning of an encounter, you may invoke with a weapon and call “Blessing: [ability]” to bless all members of your party, including yourself, with that ability for the encounter. Your blessing is an ability from your deity and is determined by the GM. It is always the same ability in each encounter. [D]

6A. Exorcism Ritual (OC): 10min ritual. Destroys undead and sends outsiders back to their native plane. The lvl or your exorcism is equal to your lvl in Cleric. [M, S]

6B. Check Alignment (OC): 10' Aura. Invoke and call “Check Alignment: [alignment type]” to detect the presence of that alignment within in aura. You may detect good, evil, neutral, chaos, or law. Alignment check has a 20 count cool down before you can use it again. All entities in the aura are aware that their alignment is being checked.

6C. Divine Mark (OC): 1 Mana Touch or 10min Ritual. You can give another person, object, or location a divine mark; the mark lasts for a day, and you can only have one mark active anywhere at a time. While something is marked, it will take either bonuses or penalties on all rolls made for it. [D]

7A. Spellturning Shield (IC): Your shields resist magic and UB. Any magic or UB that hits your shield is still “active” and may affect anyone who is hit by the rebound. [D, R]

7B. Weal and Woe (OC): 1/Day/Rank in Cleric. Ask a specific entity whether a particular course of action, hypothesis, or assumption feels correct.

8. Sanctify Space (OC): 10min Ritual. Before an encounter, you can sanctify a space that you and your allies currently control. In a sanctified space: undead cannot respawn, outsiders cannot regenerate HP or Mana, and ??. [D, S]

9. Divine Gift (V): Gain an ability granted by a deity. See GM. [D]

10. Cleric Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Viking

Restrictions: Cannot be learned by mages.

Vikings are a force to be reckoned with, both as fighters on a battlefield and as personalities in their daily lives. Vikings are hard to miss: their strength training makes them large and physically imposing, and their battle training brings out a ferocity unmatched by any other class. They are trained to be aggressive and not to hold back, but rather to throw themselves into the thick of things; this attitude follows them even when they are not fighting, and vikings are often the first to jump in headfirst and take risks where others might practice more caution. Their aggression can follow them as well, however; and many vikings are known to be hot-tempered and prone to starting fights or exploding in fits of rage when frustrated.

Learning to fight in the style of a viking means letting go of inhibitions, and this makes many vikings come across as genuine and at times larger than life. Many vikings appreciate simple, straightforward pleasures; and their unselfconscious lack of inhibitions mean they are unafraid of showing affection for their fellows, and as such make for great friends and allies. In an adventuring party Vikings are the heavy hitters and damage-dealers, capable of dropping and incapacitating opponents like no other.

<table border="1"><tr><td>1. Impale</td></tr><tr><td>2. Hack</td></tr><tr><td>3. Swimming</td></tr></table>			1. Impale	2. Hack	3. Swimming
1. Impale					
2. Hack					
3. Swimming					
4. Enforcer		4. Carpenter			
Berserker Archetype	Triumphant Archetype	Explorer Archetype			
5. Battle Cry	5. Triumph: Boost	5. Improved Sense Weather			
6. Flow State	6. Victory Celebration	6. Corsair			
7. Berserk		7. Disembowel			
<table border="1"><tr><td>8. Trample</td></tr><tr><td>9. Giant Strength</td></tr><tr><td>10. Mastery</td></tr></table>			8. Trample	9. Giant Strength	10. Mastery
8. Trample					
9. Giant Strength					
10. Mastery					

Viking

Restrictions: Cannot be learned by mages.

1. **Impale (IC):** Strike a player in the vitals with a weapon and call “Impale”. If hit, that player is stationary and cannot move from that spot until they have received magical healing.
2. **Hack (IC):** Strike a player on a limb and call “Hack” to render that limb useless. Hacks are always AV=0 and require magical healing to fix.
3. **Swimming (OC):** You can swim and do not go unconscious in water. You can move and fight normally in water, and do not start drowning when unconscious.
- 4A. **Enforcer (OC):** Lvl in the Enforcer TC equal to your lvls in Viking.
- 4B. **Carpenter (OC):** Lvl in the Carpenter TC equal to your lvls in Viking.
- 5A. **Battle Cry (IC):** 1 mana, 10' Aura. Invoke and call “Battle Cry” to make all players within 10' of you run in fear for a 20 count. [A, E]
- 5B. **Triumph: Boost (IC):** When you drop an opponent, you may invoke with a weapon and call “Triumph: Boost” to make your next strike deal boosted damage (whether you hit or miss). [C]
- 5C. **Improved Sense Weather (PA):** You take -1 fatigue from weather and resist weather effects (but not damage). You can sense the current weather conditions and forecast throughout the day and the local area.
- 6A. **Flow State (OC):** Call “Flow State: [Tradecraft]” for any tradecraft you have at least one fluency in. You lose access to all other tradecrafts for the rest of the encounter, but gain effective levels in your called tradecraft equal to the total levels you lost (up to your lvl in that craft again).
- 6B. **Victory Celebration (OC):** 10min Ritual. Immediately after an encounter in which your party won a battle, you can throw a celebration. During the next encounter, your party resists fear. Afterwards, news of the mission will spread more easily with innkeeper and other information-based skills.
- 6C. **Corsair (OC):** Can sail large boats.
- 7A. **Berserk (IC):** Call “Berserk” to gain Adrenaline, Aggressive, and Fearless. You remain conscious at negative HP and die at -4HP. You must drop anyone who opposes you before you move on, whether they are friend or foe. [A, R]
- 7B. **Disembowel (IC):** Invoke, strike an impaled player in the vitals with a weapon and call “Disembowel”. If the tag hits, the player takes a kill effect and dies.
8. **Trample (IC):** Call “Trample” and begin running. After a 5 count, as long as you remain running your next strike deals 1UB dmg. If you stop running you must start over.
9. **Giant Strength (IC):** You have +2 to your carrying size and can carry one-handed. You can use two-handed weapons in one hand and invoke any weapon in one hand for either AV=0 or 5 damage. If invoking a weapon in both hands, you can deal 5 AV=0 damage. You may also pick up and throw boulders in two hands for 1UB damage.
10. **Viking Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Sentinel

Restrictions: Cannot be learned by mages.

Sentinels are known for being steadfast, watchful protectors. They are trained, above all, not to be reactive: but rather to be cautious, to hold their ground, and not to lash out even when pressed or lashed out at themselves. This discipline allows them to face conflict with a clear head; it allows them to see many things in conflicts and battles that others miss, and in turn makes them excellent observers and mediators. Many Sentinels carry with them an air of unshakable calm, and lend this talent to help ground others and prevent problems before they grow out of control.

Many sentinels are trained as law enforcement, watchmen, and bodyguards: this means they are used to protecting others and absorbing danger from those who are their charges, and do so dutifully and without being asked. This also brings out in them a loyal streak, and once a sentinel has committed to something, they are loathe to give up that loyalty - even when the time to do so has long since passed. This can also make them defensive and prone to seeing danger where there is none; or, conversely, reluctant to commit to anything in the first place. In an adventuring party, Sentinels are the line-holders and defensive fighters, as well as peacekeepers and guardians of the rest of their party.

	1. Brace	
	2. Vitals Pacify	
	3. Banding	
4. Peacekeeper		4. Diplomat
Constable Archetype	Guardian Archetype	Intermediary Archetype
5. Ignore Interrupt	5. Intercept	5. Tumble
6. Crime Insight	6. Sentry	6. Check Status
7. Crime Scene		7. Fortify Area
8. Vitals Protection		
9. Morale Awaken		
10. Mastery		

Sentinel

Restrictions: Cannot be learned by mages.

- 1. Brace (BC):** Remain stationary, invoke with a weapon and call “Brace”. As long as you remain stationary, the next attack that would deal you damage is deboosted. If you move, your brace is interrupted and you must re-brace. [P]
- 2. Vitals Pacify (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Vitals Pacify”. If hit, that player is Pacified and cannot deal damage for a 20 count.
- 3. Banding (BE):** Aura. At the beginning of an encounter, invoke with a weapon and call “Banding” to give yourself and all allies and within 10’ an additional 1HP for the encounter.
- 4A. Peacekeeper (OC):** Lvl in the Peacekeeper TC equal to your lvls in Viking.
- 4B. Diplomat (OC):** Lvl in the Diplomat TC equal to your lvls in Viking.
- 5A. Ignore Interrupt (PA):** You resist being interrupted by the “Interrupt” tag. [R]
- 5B. Intercept (IC):** Body Tag. When a player near you would drop or die, you may tag them and call “Intercept” to prevent them from dropping or dying. You take 1dmg instead. This damage is considered a cost, and is taken regardless of resistances/immunities [P]
- 5C. Tumble (IC):** When you would take damage in the vitals, you may call “Tumble” to prevent the damage and take it as a Knockback-Snare instead. You cannot Tumble while immobilized or snared. [P]
- 6A. Crime Insight (OC):** Know local crime trends and reports including what kinds of crime are common in the area, whether they are trending up or down, and information on the known activities of criminals and criminal organizations operating in the area.
- 6B. Sentry (OC):** 10min Ritual. While on guard you are resistant to Fear, Intimidation, and Ambush effects. [R]
- 6C. Check Status (OC):** 10’ Aura. Invoke and call “Check Status: [status]” to detect the presence of that status within the aura. You may detect charms/allures, infects, fatigue, -1 counters, and disguises. Check Status has a 20 count cool down before you can use it again. All entities in range are aware that their status has been checked.
- 7A. Crime Scene (OC):** 10min Ritual. You can set up an investigation around a crime. While the crime scene is active, your TC lvls stack at full and players cannot leave the encounter unless they instigate combat and perform a 5-count to leave.
- 7B. Fortify Area (BE):** You can set up fortifications in an area that you or your allies currently control. Fortifications can either negate an ongoing terrain effect for your allies or give a negative terrain effect to your opponents.
- 8. Vitals Protection (PA):** You resist skills and damage modified by the “vitals” call. [R]
- 9. Morale Awaken (BE):** 1 mana (enc). At the beginning of an encounter, you can invoke with a weapon and call “Morale Awaken”. For the rest of the encounter, you can Awaken all members of your party (they cannot awaken you).
- 10. Sentinel Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Semi Martials

Semi-Martials find their place on the edges and outskirts of a fight, taking opportunities as they arise and running interference for their allies. They are neither as hardy as warriors nor as flashy as mages, and instead sit somewhere between the two. They tend to wear lighter types of armor and rely on finesse rather than force to accomplish their ends.

Semis have versatile talents outside of a battlefield. Whether it is navigating through the wilderness, dungeon-delving, or talking up a group of tavern-goers for information, semis are critical members of an adventuring group. They are perceptive and quick on their feet and often good at improvising when the need arises. Their skills often have a penchant for getting them in trouble, however, and they are apt to bite off a little more than they can chew.

Most townsfolk have experience with semis as those who run day-to-day town institutions. Whether it is the marketplace, teachers, or entertainment venues, more often than not these positions are filled by a semi-martial. Common people also know semis as scouts and explorers - and, not uncommonly, bandits. Since semis are so variable, they are often treated with wariness by the people until their individual nature has revealed itself.

Restrictions: None.

Stat Bonuses: If you pick a semi-martial as your first class, you gain +1HP/+1Mana. All semi-martial also gain Improvised Equipment, even if a semi is not their first class.

Improvised Equipment (OC): 10min Ritual. You can improvise a total gold-value worth of equipment equal to your level in semi-martial. This equipment only lasts an encounter, after which it is unusable and new equipment must be improvised.

Bard

Restrictions: Max AV is Half Plate (AV3). Will not wear helms.

Bards often take up barding in service to a cause. Many bards are the teachers of Falnorian; others are messengers, caretakers, or scholars in service either to everyday people or to a higher cause. They are kind, warm, genuine, and deeply compassionate - sometimes to a fault. Even bards who put on a gruff face have hearts of gold and sensitive feelings. Depending on the cause they are called to they may also be unwaveringly idealistic and devote themselves to multiple causes; and this devotion and idealism can present conflicts of interest and moral crises that follow a bard throughout their lives.

Despite this lofty purpose, most bards are also easygoing and happy to go with the flow: all bards are trained as entertainers, and many bards make a good living as musicians, actors, or artists. Bards are also trained to be skillful socialites who can fit in with almost any social situation or class, from the most delicate aristocratic ball to the rowdiest, roughest tavern in town. Because of their flexibility, they often have no trouble taking cues and dealing with the unexpected; they are trained to learn quickly and make do with minimal support. In an adventuring party bards often serve as the party negotiator or infiltrator, tradecraft support, or simply guides through tight spots and difficult times.

	1. Combat Craft	
	2. Skill Share	
	3. ???	
4. Teacher		4. Performing Arts
Tending Archetype	Reading Archetype	Making Archetype
5. Partner Awaken	5. Temporary Charm	5. Imbue
6. Glimglen	6. Storytelling/Bard. Speech	6. Glimveil
7. Bardic Sense 7. Scry		
8. Bardic Rogue		
9. Bardic Lore		
10. Mastery		

Bard

Restrictions: Max AV is Half Plate (AV3). Will not wear helms.

1. **Combat Craft (IC):** You may use tradecraft levels in-combat at half proficiency. Call “Combat Craft: [TC]” to use. Results vary by tradecraft.
2. **Skill Share (BC):** Pick a party member. You may share one standard class skill or spell that you have trained with the other person, if they are high enough level to use it. They can use the shared skill or spell for the encounter’s duration. You cannot skill share tradecrafts.
3. **??? (BE): ???**
- 4A. **Teacher (OC):** Lvl in the Teacher TC equal to your lvls in Bard.
- 4B. **Performing Arts (OC):** Lvl in the Performing Arts TC equal to your lvls in Bard.
- 5A. **Partner Awaken (BC):** Body Tag. Pick another player; you and that player can Awaken each another for the rest of the encounter. Tag the player and call “awaken” to wake them up instantly; this is non-magical healing. You can switch partners between encounters.
- 5B. **Temporary Charm (IC):** Body Tag. Tag another player with your hand and call “Temporary Charm” to render the target charmed for a 20 count. You may only charm one person at a time. [E]
- 5C. **Imbue (BC):** 1 Mana Touch. Once per day per rank in Bard, you can tag an item to share a skill or spell into that item and make the item deal magic damage. This imbue fades at the end of the encounter. [M]
- 6A. **Glimglen (OC):** 30min Ritual. You can set up a stationary sheltered space. All people in the space heal fatigue at double the normal rate and take reduced fatigue from weather and terrain. While sheltered, you have a lower chance of hostile encounters and are protected against minor creatures.
- 6B. **Storytelling/Bardic Speech (OC):** 10min Ritual. You can tell a story at an event; all listeners gain 1xp at the end (with GM discretion). You may also speak in a language called Bardic Speech. [A]
- 6C. **Glimveil (OC):** 10min Ritual. Casts a minor illusion. Can be used to make yourself look unlike yourself for an encounter, to conceal a location for an encounter, or to conceal an object not on your person. [M, E]
- 7A. **Bardic Sense (BC):** One use per rank in Bard/day. Call “Bardic Sense” to sense oddities in an encounter. The GM will tell you what, if anything, you sense. [A]
- 7B. **Scry (OC):** 10min Ritual. You may scry a target to learn about background traits, memories, and qualities they possess; including things they may not remember themselves (with GM discretion). The scried target cannot lie, including by omission; an unwilling target can spend mana to resist being scried, which the scrier must match in order to continue.
8. **Bardic Rogue (BC):** You may rogue any standard class skill or spell up to half your level in bard. You may only rogue one skill at a time. To switch the skill you have rogued, invoke and call “Bardic Rogue: [skill name]” and hold the invoke for an uninterrupted 20 count. Any rouged skill or spell you are using can be disabled or dispelled as normal.
9. **Bardic Lore (OC):** Pick three different tradecrafts; you have lvls in each tradecraft equal to your level in Bard (you may not pick the same tradecraft twice).
10. **Bard Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Assassin

Restrictions: Max AV is Chainmail (AV2).

Assassins are trained, above all, to practice careful attention to detail. It is rare that anything but the subtlest of implications slips past a skilled assassin; this makes them excellent listeners, advisors, spies, and bodyguards. They learn also to be meticulous, thorough, and to reserve judgement until there is sufficient evidence to determine what is true - assassins tend to work in dangerous conditions, and anything less can cost an assassin their life. They are cautious, often by both nature and training, and reserved: they know the power of small details, and often avoid revealing any more about themselves than necessary or drawing unnecessary attention to themselves.

Because of their reserved countenance and analytical methods, assassins often have a reputation for being callous. Though this often happens as a consequence of their work, it is not necessarily the case: many assassins are also extraordinarily sensitive, often to a fault, but have learned to maintain a clear distinction between their work and their selves. Though this is intended to make both lives easier, it can also easily turn into hypocrisy and dishonesty if an assassin is not careful. If they remain well-balanced, however, assassins are a powerful asset to their parties.

1. Hide		
2. Acrobatics		
3. Martial Arts		
4. Alchemist 4. Innkeeper		
Killer Archetype	Evasive Archetype	Informant Archetype
5. Bleed	5. Throwing Training	5. Backstab
6. Assassination	6. Lie	6. Disguise
7. Weapon Mastery 7. Stealth		
8. Slay Vitals		
9. Shadow Step		
10. Mastery		

Assassin

Restrictions: Max AV is Chainmail (AV2).

- 1. Hide (BC):** Remain stationary and perform a 5 count while in the shade. At the end of the count, put your spread hand over your face to become Hidden. As long as you remain stationary and do not make any actions other players cannot see you (but can hear you).
- 2. Acrobatics (IC):** Have Climbing and Leap. Climbing allows you to tag a tree or wall and call "Climbing" and perform a 5 count to ascend that object. Once ascended you are out of reach of melee weapons. Leap allows you to call "Leap" and perform a 5 count to cross obstacles such as rivers or low walls. You must leap in a straight line, and can only carry while leaping if you could run with what you are carrying.
- 3. Martial Arts (IC):** Your hands count as weapons and your forearms count as shields for the purposes of combat. You still take skills that target your arms.
- 4A. Alchemist (OC):** Lvl in the Alchemist TC equal to your lvls in Assassin.
- 4B. Innkeeper (OC):** Lvl in the Innkeeper TC equal to your lvls in Assassin.
- 5A. Bleed (IC):** Strike a player and call "Bleed" to cause a Bleeding injury. When a bleeding player is down, they take a damage every 20c; bleed is an injury and needs magical healing.
- 5B. Throwing Training (IC):** You can do AV=0 damage with thrown weapons, and use darts.
- 5C. Backstab (IC):** When making an attack that breaks hiding, you deal boosted dmg.
- 6A. Assassination (BE):** Set up an assassination encounter on a person in the game world. Whichever side's effective BR is higher gets to choose conditions about the encounter. Companions on either side add to the effective BR at 1/Rank. Assassinations should be discussed with the GM a month in advance; if initiated the day-of, it becomes a flat BR check with no player modifications.
- 6B. Lie (PA):** You are resistant to any attempts to detect your alignment, motive, or truth. You may say what you wish in place of the real answer and it will read as true. [R]
- 6C. Disguise (BE):** At the beginning of a mission, you can disguise yourself as a particular type of person - not a specific individual - for the duration of the mission (choice must be cleared with the GM). Otherwise, you can make yourself look unlike yourself for the duration of the upcoming encounter.
- 7A. Weapon Mastery (PA):** You deal AV=0 damage with all weapons of one weapon class.
- 7B. Stealth (BC):** You can move while Hiding at a pace of heel-toe.
- 8. Slay Vitals (IC):** 1 mana. Strike another player in the vitals with a weapon and call "Slay: Vitals" to instantly kill the target.
- 9. Shadow Step (BC):** 1 mana. While Hidden, call "Shadow Step" and displace in a straight line to another shaded location within 30' but outside of 10' of all other players. You remain Hidden when you reappear. This is not actually a teleport, but simulating your stealthiness.
- 10. Assassin Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Thief

Restrictions: Max AV is Chainmail (AV2).

Thieves, above all else, learn to be quick: quick-witted, quick-fingered, and quick to act. Many of their skills are time-sensitive, be it disarming a trap before it can trigger or relieving someone of their possessions before they have a chance to notice. Much of what thieves do is complicated and difficult - but the difference between a decent thief and a good thief is how quickly they can pull these complicated tasks off. This requires a great deal of dexterity, both physically and mentally; and thieves are well-known for being canny and good at maneuvering. This need for quickness, however, can cause thieves to slip into short attention spans, impulsivity, and distractibility; and their maneuverability sometimes lends them a reputation for being manipulative and self-serving.

Thieves also learn to be resourceful: while under perfect conditions they command knowledge of a variety of specialized tools, perfect conditions rarely present themselves and thieves must make do with what they have. They learn to be open to unusual and unexpected opportunities and to take advantage of them when they arise. However, thieves are also used to getting burned by these opportunities - and most learn to be evasive in their everyday lives out of self-preservation.

	1. Unglue/Glue	
	2. City Slicker	
	3. Vitals Disable	
4. Trader		4. Area Search
Burglar Archetype	Pickpocket Archetype	Dungeoneer Archetype
5. Escape	5. Improved Search	5. Trapfinding
6. Urban Insight	6. Item Lore	6. Dungeoneering
7. Effects Resistance		7. Evasion
8. Death Grip		
9. Skill Steal		
10. Mastery		

Thief

Restrictions: Max AV is Chainmail (AV2).

1. Unglue/Glue (BC): 1 mana or 10min Ritual. You may glue all of a player's items to their spirit with a 10 minute ritual to prevent those items from being stolen by anyone without unglue. You may unglue another player's searchable items by tagging them (body tag) with both hands and calling "Unglued Search [Item Type]" followed by a 5-count. You may unglued loot an item in combat by paying a mana to loot a single item instantly, or unglue all of a target's items with a 10min ritual. [S]

2. City Slicker (PA): While in towns, you have Improved Healing Factor and Wildstep.

3. Vitals Disable (IC): Body Tag. Tag a player in the vitals with a weapon and call "Vitals: Disable [Skill]" to make that player lose the called skill for the rest of the encounter. You may only select one skill to disable per encounter, but may disable it on multiple targets.

4A. Trader (OC): Lvl in the Trader TC equal to your lvls in Thief.

4B. Area Search (OC): Lvl in the Area Search TC equal to your lvls in Thief.

5A. Escape (IC): Call "Escape" and begin running. If you continue running for a 5-count without slowing down or taking any interactions from another player, you leave the encounter.

5B. Improved Search (BC): You may unglued search for individual items instantly instead of with a 5-count. You may also take all searchables from a target by calling "Unglued Universal Search" followed by a 20 count.

5C. Dungeoneering (PA): While in dungeons, ruins, or underground, gain Improved Healing Factor and Wildstep. 1/Day/Rank in Thief, you may also "Check Passage" on a possible route to learn what is down that passage before traversing it.

6A. Urban Insight (OC): You have general knowledge about urban space: how cities are laid out, traffic flow, where to find certain types of markets or crafters (includes black markets etc).

6B. Item Lore (OC): Call "Item Lore" during an encounter and indicate an item on the field. After an encounter, you may ask the GM for details about that item. You may only use Item Lore in this way on one target per encounter. You may also call "Item Lore: [trait]?" and indicate an item to confirm with a baddy whether or not the item has the indicated trait (magelore, mana storing, enchanted, etc).

6C. Trapfinding (OC): Detect and disarm traps of a BR equal to or less than your lvl in Thief. Disarming a trap is a 10min ritual. You also resist effects (but not damage) from traps. [R]

7A. Effects Resistance (BC): 1 mana (enc). You resist all standard skills used on you. Once effects resistance is turned on, it cannot be turned off for the rest of the encounter. [R]

7B. Evasion (BC): While evading combat you resist auras, blasts, and cones.

8. Death Grip (PA): All of your items resist being unglued from you. They also remain with your body when your spirit leaves and are summoned when your body is summoned. [S]

9. Skill Steal (IC): Body Tag, Cumulative Mana Cost (enc). Tag another player with your hand and call "Skill Steal: [skill name]" to steal that skill from them. They are unable to use the skill for the duration of the encounter, and you may instead. You may only steal standard class skills, and only those skills whose level is equal to or less than your lvl In Thief.

10. Thief Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Duelist

Restrictions: Max AV is Chainmail (AV2). Will not use shields.

Duelists are colorful figures; they are as much performers and entertainers as are bards, and attract notice wherever they go. While to many duelists this comes naturally, duelists are also taught to draw attention to themselves as part of their training: they use this talent to distract opponents and throw them off balance, and to draw enemies away from allies or into positions that put them at a disadvantage. This also tends to bring out a competitive streak in duelists - between their competition in show duels and the danger that comes with facing an opponent alone, duelists learn to be competitive and to push themselves to win. Duelists love a challenge, and push themselves to overcome all unfavorable odds.

Because of these tendencies, duelists can sometimes become over-competitive; they may also earn themselves a reputation for starting drama for drama's sake. Others can become self-centered and forget to include or consider others. However, a duelist's training can also instill in them a great deal of confidence. Learning to be distracting also means that many develop a good sense of humor and wit; and duelists can be great for party morale, both by pushing their party members to strive for their best and in ardent celebration of their fellow party members' victories and successes.

	1. Duel	
	2. Discard	
	3. Disarm	
4. Performing Arts		4. Rhetoric
Show Fighter Archetype	Challenger Archetype	Vigilante Archetype
5. Gladiator Skills	5. Dueling Techniques	5. Vitals Hack
6. Make A Bet	6. Battle Lore	6. Gut Sense
7. A Good Feeling		7. Spellturning Weapons
	8. Bow Out	
	9. Duel Elite	
	10. Mastery	

Duelist

Restrictions: Max AV is Chainmail (AV2). Will not use shields.

1. Duel (BC): If both you and a nearby opponent are outside of striking distance of any other opponents, you may indicate them and call “Duel” to begin a duel with them. While in a duel you cannot leave 15’ of one another and other players cannot directly interfere. The duel ends when one player drops. Either player may leave the duel with a stationary 20 count. [A]

2. Discard (IC): When you would take damage on an arm, you may instead call “Discard” and drop all items you are holding in that hand to prevent the damage. [P]

3. Disarm (IC): Body Tag (Arm). Tag a player in the arm with a weapon and call “Disarm” to cause them to drop all items they are holding in that hand. The items must hit the ground before they can be picked back up again.

4A. Performing Arts (OC): Lvl in the Performing Arts TC equal to your lvls in Duelist.

4B. Rhetoric (OC): Lvl in the Rhetoric TC equal to your lvls in Duelist.

5A. Gladiator Skills (IC): When in duels or performance battles you have +2HP. [A]

5B. Dueling Techniques (IC): When in a duel you may invoke a weapon and call “Dueling Techniques” to deal AV=0 damage with all your weapons for the rest of the duel.

5C. Vitals Hack (IC): Body Tag. Tag a player in the vitals and call “Vitals Hack: [part]”. If hit, that body part is hacked until healed magically; any sensory abilities associated with the part are disabled until healed. Targetable parts include eye, nose, ear, and tongue.

6A. Make A Bet (BE): 1/Day/Rank in Duelist. Before an encounter begins, you can make a bet with the GM about a feat you can pull off during the next encounter. The GM can accept or decline your bet. If accepted and you succeed, you gain a buff for the following encounter; if you fail, you gain a debuff instead.

6B. Battle Lore (OC): Call “Battle Lore: [name]” during an encounter and indicate a player on the field. After the encounter, you may ask the GM about the player’s classes, levels, and skills. You may only use Battle Lore on one target per encounter. You may also call “Battle Lore: Class?” to confirm with a baddy whether or not they are playing that class.

6C. Gut Sense (OC): 1/Day/Rank in Duelist. You can check with the GM about an impending encounter or course of action and sense what your party’s the odds of success are. [A]

7A. A Good Feeling (OC): Before the GM makes a roll about you or your party’s situation, you can call “I’ve Got a Good Feeling About This” to gain a bonus to the roll. For each Good Feeling you use, the GM may impose a Bad Feeling (and penalty) on another roll that day.

7B. Spellturning Weapons (IC): Your weapons resist spells and UB. Any magic or UB that hits your weapons is still “active” and may affect anyone who is hit by the rebound. [A, R]

8. Bow Out (IC): When in a duel, you may call “Bow Out” at any time to instantly leave it. You may also call “denied” to prevent any duel modifications your opponent adds to the duel. [A]

9. Duel Elite (BC): When starting a duel you may call “Duel Elite: Lose all [class] skills” to cause your opponent to duel you without any of their skills from that class. They regain their class skills once the duel has resolved. [A]

10. Duelist Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Ranger

Restrictions: Max AV is Half Plate (AV3).

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<table border="1"><tr><td>1. Snare</td></tr><tr><td>2. Scouting</td></tr><tr><td>3. Wildstep</td></tr></table>			1. Snare	2. Scouting	3. Wildstep
1. Snare					
2. Scouting					
3. Wildstep					
4. Tracking 4. Forester					
Empath Archetype	Hunter Archetype	Wilder Archetype			
5. Improved Senses	5. Accuracy	5. Shatter			
6. Familiar	6. Beast Lore	6. Survey			
7. Scout Ahead 7. Ambush					
<table border="1"><tr><td>8. Favored Enemy</td></tr><tr><td>9. The Hunt</td></tr><tr><td>10. Mastery</td></tr></table>		8. Favored Enemy	9. The Hunt	10. Mastery	
8. Favored Enemy					
9. The Hunt					
10. Mastery					

Ranger

Restrictions: Max AV is Half Plate (AV3).

- 1. Snare (IC):** Body Tag (Leg). Tag a player in the leg with a weapon and call “Snare”. If hit, the player cannot move their leg from that spot for a 20 count. Repeated snares on the same leg do not reset the count.
- 2. Scouting (IC):** You can see Hidden players.
- 3. Wildstep (PA):** You do not take passive effects from terrain or weather. You still take damage from terrain and weather. [R]
- 4A. Tracking (OC):** Lvl in the Tracking TC equal to your lvls in Ranger.
- 4B. Forester (OC):** Lvl in the Forester TC equal to your lvls in Ranger.
- 5A. Improved Senses (PA):** Pick one of your sense to advance - sight, hearing, smell, taste, touch, etc. You may perform a 10min Ritual between encounters to switch senses. [A]
- 5B. Accuracy (IC):** Remain stationary, invoke a weapon, and call “Accuracy” followed by a 5 count. After the count, as long as you remain stationary, your next strike with that weapon is warded. [P]
- 5C. Shatter (IC):** Tag, 1 Mana. Strike a physrep with a weapon and call “Shatter: [Item]” to shatter something worn on the head or neck, strike the open zone instead.
- 6A. Familiar (OC):** 30min Ritual. Make a permanent bond with a willing animal. [A]
- 6B. Beast Lore (OC):** Call “Beast Lore” during an encounter and indicate a creature on the field. After the encounter, you may ask the GM about the creature’s stats. You may only use beast lore on one target per encounter. You may also call “Beast Lore: [creature]?” to confirm with a baddy whether or not they are playing that creature.
- 6C. Survey (OC):** Have knowledge about the local terrain, species, ecosystem, climate, and weather in the area.
- 7A. Scout Ahead (BE):** 1/Day/Rank in Ranger. Call before an encounter starts, you have a 20 count on the field to position yourself before Game On is called.
- 7B. Ambush (OC):** 10min Ritual. You can set up an Ambush with your party. When an encounter begins, you and your party stay out of game. When you are ready, you may call “Ambush” and baddies on the field must close their eyes and look down while you and your party position yourselves as they like on the field (outside of 10’ of any opponent). Uses per five levels in Ranger/day. You must check with the GM prior to setting an ambush.
- 8. Favored Enemy (IC):** Pick one class of creatures (see the Monster section). You deal boosted damage versus creatures of that class.
- 9. The Hunt (IC):** Before a mission, pick a specific species from the monster book of your BR or less. For the duration of the mission, you have free slay vs. that species. You also resist terrain damage in two of its terrain types listed in the book.
- 10. Ranger Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Mages

Mages are diverse and can fill many different roles. Though rather vulnerable due to their inability to wear armor, most mage spells are powerful and can accomplish that which weapons alone cannot. In a fight this can take the form of immense damage, instantaneous healing, or subtle manipulation of the flow of battle. Though not always particularly versatile, they often have the right trick for the job when something unusual shows up.

After a fight, mages are often the people who put their party back together - sometimes literally - and prepare their group for the next one. They have many spells that are useful for maintaining the well-being of a group, as well as the means to pursue knowledge and understanding that benefits their party's purpose.

Most common people know mages from one of several backgrounds: as counsel, as crafters, and as priests. Mages are, to many, an occasional help to be called upon in a time of need: to heal an affliction, identify an artifact, or solve a troublesome haunt. Common folk also know that mages craft their coldboxes and glowlamps, and will seek them out when these items need repair. Many common folk are also familiar with mages from shrines and temples to the deities they follow, for many priests are also mages as well.

Restrictions: Mages cannot train as warriors. They also cannot wear armor.

Stat Bonuses: If you pick a mage as your first class, you gain +2Mana. All mages also gain Staff Touch, even if a mage is not their first class.

Staff Touch (IC): Magelore items count as your hands for the purposes of casting spells, carrying, and first aid.



Diviner

Restrictions: Will not wear armor. Cannot be learned by warriors.

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<table border="1"><tr><td>1. Light Ray</td></tr><tr><td>2. Oracle</td></tr><tr><td>3. Iceball</td></tr></table>			1. Light Ray	2. Oracle	3. Iceball
1. Light Ray					
2. Oracle					
3. Iceball					
4. Priest		4. Historian			
Threshold Archetype	Seer Archetype	Researcher Archetype			
5. Blink	5. Crown of Light	5. Delay			
6. Outsider Lore	6. Divination Sense	6. Identify			
7. Improved Ward		7. Dispel Magic			
<table border="1"><tr><td>8. Foresight</td></tr><tr><td>9. Diviner Sorcery</td></tr><tr><td>10. Mastery</td></tr></table>			8. Foresight	9. Diviner Sorcery	10. Mastery
8. Foresight					
9. Diviner Sorcery					
10. Mastery					

Diviner

Restrictions: Will not wear armor. Cannot be learned by warriors.

1. Light Ray (IC): White Packet (AV=0). Throw the packet at a player and call “Light Ray” to prevent the player from dealing damage for the next 20 count. [M]

2. Oracle (OC): 10min Ritual, Cumulative Mana Cost (Day). Enter a trance state to ask a question of the world as a whole or a specific deity or other force. [M]

3. Iceball (IC): Blue Ball (UB). Throw the ball at a player and call “Iceball” to pause them in place for a 20 count. The player cannot be interacted with while frozen. [M]

4A. Priest (OC): Lvl in the Priest TC equal to your lvls in Diviner.

4B. Historian (OC): Lvl in the Historian TC equal to your lvls in Diviner.

5A. Blink (IC): Tag, Cu. Cost (enc). Invoke, call “Blink”, and tag yourself to displace for a 5-count. Displaced players go out of game while displaced, can walk any direction for the duration of the count, and return in-game when the displace ends.

5B. Crown of Light (IC): Aura, 1 mana. Invoke and call “Light Aura” to prevent all players within 10’ from dealing damage for the next 20 count. You may also invoke, call “Light Touch” and strike with your hand (UB) to pacify an individual target for no mana cost. [M]

5C. Delay (IC): Body Tag. Tag a player and call “Delay” to delay all new or ongoing 20 counts for the next 20 count. [M]

6A. Outsider Lore (PA): Call “Outsider Lore: [???”] during an encounter and indicate a creature on the field. After the encounter, you may ask the GM about the outsider’s stats. You may only use outsider lore on one target per encounter. You may also call “Outsider Lore: [outsider]?” to confirm with a baddy whether or not they are playing that type of outsider.

6B. Farspeaking (OC): 10min Ritual. You can send a verbal message to a studied target; they hear the message in their ear. Two people who have studied one another can perform the ritual simultaneously to converse freely. [M]

6C. Identify (OC): 10min Ritual. Learn the stats of a targeted person or object. [M]

7A. Ward (IC): Invoke, tag an item, and call “Ward” to make an item cut through resistances on its next strike. [M]

7B. Dispel Magic (IC): Invoke and call “Dispel Magic: [spell name]” to cancel all instances of the named spell within 10’ of you. You may only dispel one named spell at a time. [M]

8. Foresight (BE): 1/Day/Rank in Diviner, you can approach the GM between encounters (or mission) and receive three brief visions about the upcoming encounter (or mission).

9. Diviner Sorcery (V): You can create and cast Diviner Sorceries. See section on Sorcery. [M]

10. Diviner Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Wild Mage

Restrictions: Will not wear armor. Cannot be learned by warriors.

?

<table border="1"><tr><td>1. Empathic Ray</td></tr><tr><td>2. Treeform Ball</td></tr><tr><td>3. Wilderness Healing</td></tr></table>			1. Empathic Ray	2. Treeform Ball	3. Wilderness Healing
1. Empathic Ray					
2. Treeform Ball					
3. Wilderness Healing					
4. Animal Trainer 4. Farmer					
Feral Archetype	Shepherd Archetype	Shapeshifter Archetype			
5. Animal Charm	5. Crown of Vines	5. Wild Shift			
6. Rooting	6. Grove of Protection	6. Animal Shape			
7. Regeneration Touch 7. Adaptive Magic					
<table border="1"><tr><td>8. Wilderness Energy</td></tr><tr><td>9. Wild Sorcery</td></tr><tr><td>10. Mastery</td></tr></table>			8. Wilderness Energy	9. Wild Sorcery	10. Mastery
8. Wilderness Energy					
9. Wild Sorcery					
10. Mastery					

Wild Mage

Restrictions: Will not wear armor. Cannot be learned by warriors.

- 1. Empathic Ray (IC):** Green Packet (AV=0). Throw the packet and call “Empathic Ray: [Wound or Heal]” to either deal 5 AV=0 damage to the target or heal one damage to the target. Either way, you take one damage each time you cast the spell. [M]
- 2. Treeform Ball (IC):** Green Ball (UB). Throw the ball and call “Treeform Ball” to change the target into a tree. While in freeform a player raises both their arms as branches, cannot make actions, and cannot be targeted by most abilities. If conscious, the treeformed player may revert back into their normal form at any time by calling “Revert”. [M]
- 3. Wilderness Healing (IC):** Gain improved healing factor in the wilderness. [M, A]
- 4A. Animal Trainer (OC):** Lvl in the Animal Trainer TC equal to your lvls in Wild Mage.
- 4B. Farmer (OC):** Lvl in the Farmer TC equal to your lvls in Wild Mage.
- 5A. Animal Charm (PA):** 1 Mana Touch. Touch a mundane animal, beast, or vermin with a maximum BR of 10 and call “Animal Charm” to charm that animal for the rest of the encounter. [M, E]
- 5B. Crown of Vines (IC):** Aura, 1 mana. Invoke and call “Earthbind Aura” to immobilize both feet of all players within 10’ for the next 20 count. Earthbound creatures also lose flying and swimming for the duration of the 20 count. You may also invoke, call “Earthbind Touch” and strike with your hand (UB) to earthbind an individual target for no mana cost. [M]
- 5C. Wild Shift (IC):** 10min Ritual. Gain an animal ability worth 1pt which can be shifted between encounters with a ritual. See Monster Abilities Glossary for abilities. [M]
- 6A. Rooting (OC):** 10min Ritual. Perform a ritual on a treeformed player to make them resistant to revert until they are reverted. They revert normally at the following dawn. [M]
- 6B. Grove of Protection (OC):** 10min Ritual. You can create a natural barrier that prevents players, objects, and spells from passing through; it also protects the center from weather and other natural damage. The barrier lasts as long as you are in the encounter and choosing to sustain it. [M]
- 6C. Animal Shape (IC):** 10min ritual. You can turn a single target into a studied animal (standard animals only). They do not retain their abilities while in this form. You may choose five animals to study for Animal Shape (clear these choices with the GM).
- 7A. Regeneration Touch (IC):** Invoke, tag another player, and call “Regeneration Touch” to cause the target to regenerate for a 20 count. [M]
- 7B. Adaptive Magic (IC):** 1 Mana. When you would be damaged by a spell, you can spend a mana to resist its damage and make your next strike deal boosted damage of that type. [M, P]
- 8. Wilderness Energy (IC):** While in wilderness, you use the ground as mana storing once per encounter by tagging the ground; spend mana between encounters and still full refresh; and regain mana at a rate of 1mana every 5min during encounters. [M, A]
- 9. Wild Sorcery (V):** You can create and cast Diviner Sorceries. See section on Sorcery. [M]
- 10. Wild Mage Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Healer

Restrictions: Will not wear armor. Cannot be learned by warriors.

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<table border="1"><tr><td>1. Medicine Ball</td></tr><tr><td>2. Resurrect</td></tr><tr><td>3. Stun Ray</td></tr></table>			1. Medicine Ball	2. Resurrect	3. Stun Ray
1. Medicine Ball					
2. Resurrect					
3. Stun Ray					
4. Herbalist 4. Doctor					
Physicker Archetype	Purification Archetype	Preservation Archetype			
5. Mend	5. Crown of Cleansing	5. Lifeline			
6. Woundweal	6. Cure Illnesses	6. Mindshield			
7. Medicine Pulse 7. Resist Mental Effects					
<table border="1"><tr><td>8. Rebirth</td></tr><tr><td>9. Healer Sorcery</td></tr><tr><td>10. Mastery</td></tr></table>			8. Rebirth	9. Healer Sorcery	10. Mastery
8. Rebirth					
9. Healer Sorcery					
10. Mastery					

Healer

Restrictions: Will not wear armor. Cannot be learned by warriors.

- 1. Medicine Ball (IC):** White Ball (UB). Throw the ball and call “Medicine Ball” to heal 1 damage or a non-lethal injury dealt to the target. You can also cast “Medicine Ball: For Damage” to deal 1 UB damage to undead. [M]
- 2. Resurrect (OC):** 10min Ritual. Perform a ritual on a dead character with a spirit still in their body to bring them back to life. [M]
- 3. Stun Ray (IC):** Patterned White Packet (AV=0). Throw the packet and call “Stun Ray” to render a target stunned/unconscious and drop them for the next 20 count. While stunned, they are effectively at 0HP (as a knockout). After the 20 count, the player Awakens. Damage and interrupt do not interrupt a stun count, but death does. [M]
- 4A. Herbalist (OC):** Lvl in the Herbalist TC equal to your lvls in Healer.
- 4B. Doctor (OC):** Lvl in the Doctor TC equal to your lvls in Healer.
- 5A. Mend (IC):** Body Tag. Tag another player on an injury, and call “Mend” to instantly heal that injury. [M]
- 5B. Crown of Cleansing (IC):** Aura, 1 Mana. Invoke and call “Cleanse Aura: [effect]” to cleanse all players within 10’ of all instances of that effect gained during this encounter. You may choose charms, fear, infects, or poisons. You may also invoke and call “Cleanse Touch: [effect]” and strike with your hand to cleanse an individual player for no mana cost. [M]
- 5C. Lifeline (IC):** When you drop or go unconscious, you resist damage for a 20 count or until you regain consciousness, whichever happens first. [M]
- 6A. Woundweal (OC):** 20c Ritual. Perform the ritual on an unconscious or dead body to detect any damage to their body including weapon and damage types and amounts used, spells used, current injuries, poisons, and other factors contributing to damage to the body.
- 6B. Cure Illnesses (OC):** 10min Ritual or 1 month. Perform a ritual on an ill player to cure them of a disease or with a BR equal to or less than your level in Healer. You may identify diseases and their symptoms with a 10min ritual; curing diseases takes a month of work. [M]
- 6C. Mindshield (OC):** 10min Ritual. Perform a ritual on another player; that player resists mental effects for the rest of the mission.
- 7A. Medicine Pulse (BC):** 1 mana. If your medicine ball is on the ground, you can spend a mana to heal 1HP or an injury on a player within 10’ of the spellstone. [M]
- 7B. Resistance to Mental Effects (PA):** You resist mental effects. [M, R]
- 8. Rebirth (IC):** Two-Handed Body Tag, 1 mana. Invoke, tag a dead player on the body with both hands, and call “Rebirth” to instantly bring them back to life. Spirit must be in body. [M]
- 9. Healer Sorcery (V):** You can create and cast Healer Sorceries. See section on Sorcery. [M]
- 10. Healer Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Witch

Restrictions: Will not wear armor. Cannot be learned by warriors.

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<table border="1"><tr><td>1. Terror Ball</td></tr><tr><td>2. Summon the Dead</td></tr><tr><td>3. Stitch Ray</td></tr></table>			1. Terror Ball	2. Summon the Dead	3. Stitch Ray
1. Terror Ball					
2. Summon the Dead					
3. Stitch Ray					
4. Tailor 4. Priest					
Psychopomp Archetype	Coroner Archetype	Esoteric Archetype			
5. Spirit Shield	5. Crown of Fear	5. Shiver			
6. Haunt Lore	6. Improved Spirit Guide	6. Deathscry			
7. Spirit Drain 7. Ethereal Shift					
<table border="1"><tr><td>8. Summons</td></tr><tr><td>9. Witch Sorcery</td></tr><tr><td>10. Mastery</td></tr></table>			8. Summons	9. Witch Sorcery	10. Mastery
8. Summons					
9. Witch Sorcery					
10. Mastery					

Witch

Restrictions: Will not wear armor. Cannot be learned by warriors.

1. **Terror Ball (IC):** Black Ball (UB). Throw the ball and call “Terror Ball” to deal 1 UB Terror damage to the target. Terror damage resists magical healing. [M, A]
2. **Summon the Dead (OC):** 10min Ritual. Perform a ritual on a body or spirit to summon the other half and rejoin them; also repairs damage to the body. Gain Spirit Guide, which allows you to see, hear, and speak to players on the spiritscape. [M, S]
3. **Stitch Ray (IC):** Patterned Black Packet (AV=0). Throw the packet and call “Stitch Ray” to prevent the target from gaining, losing, or spending mana for a 20c. [M]
- 4A. **Tailor (OC):** Lvl in the Tailor TC equal to your lvels in Witch.
- 4B. **Priest (OC):** Lvl in the Priest TC equal to your lvels in Witch.
- 5A. **Spirit Shield (PA):** You resist mana drain and do not go unconscious when being drained of mana. You do still drop from voluntary spending or -1 counters. [M, S]
- 5B. **Crown of Fear (IC):** Aura, 1 Mana. Invoke and call “Fear Aura” to cause all players within 10’ of you to run in fear for a 20 count. You may also call “Fear Touch” and strike with your hand (UB) for no mana cost to cause an individual player to run in fear. [M, E]
- 5C. **Shiver (IC):** Body Tag, 1 Mana. Tag a player and call “Shiver” to end all shared, rogued, or temporarily granted abilities on the player. [S, M]
- 6A. **Haunt Lore (OC):** Call “Haunt Lore: [????]” during an encounter and indicate a haunt on the field. After the encounter, you may ask the GM about the haunt’s traits. You may only use haunt lore on one target per encounter. You may also call “Haunt Lore: Haunt?” to confirm with a baddy whether they are playing a haunt.
- 6B. **Improved Spirit Guide (PA):** You can discern details about spirits, both while inside a body and without. [S]
- 6C. **Deathscry (OC):** 10min Ritual. Perform the ritual on a dead body; when the ritual completes, you experience the last 20 count of their consciousness through their senses. [S]
- 7A. **Spirit Drain (IC):** 1 Mana (enc). Your weapons deal mana drain instead of damage. [M, S]
- 7B. **Ethereal Shift (IC):** 10min Ritual. Prepare between encounters. One prepared, call “Ethereal Shift” and perform a 20 count; at the end of an uninterrupted count, become ethereal. You may do the same to remanifest. [M, S]
8. **Summons (IC):** Two-Handed Body Tag, 1 mana. Invoke, tag a dead player on the body with both hands, and call “Summons” to instantly summon their spirit into their body. [M, S]
9. **Witch Sorcery (V):** You can create and cast Witch Sorceries. See section on Sorcery. [M]
10. **Witch Mastery:** You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Pyromancer

Restrictions: Will not wear armor. Cannot be learned by warriors.

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<table border="1"><tr><td>1. Flame Ray</td></tr><tr><td>2. Mage Torch</td></tr><tr><td>3. Fireball</td></tr></table>			1. Flame Ray	2. Mage Torch	3. Fireball
1. Flame Ray					
2. Mage Torch					
3. Fireball					
4. Alchemist 4. Cook					
Mad Scientist Archetype	Firestorm Archetype	Crafter Archetype			
5. Bellows	5. Crown of Flames	5. Melting Grasp			
6. Spellbreaker	6. Forensics	6. Disenchant			
7. Scorch 7. Reforge					
<table border="1"><tr><td>8. Fire Control & Resistance</td></tr><tr><td>9. Pyromancer Sorcery</td></tr><tr><td>10. Mastery</td></tr></table>			8. Fire Control & Resistance	9. Pyromancer Sorcery	10. Mastery
8. Fire Control & Resistance					
9. Pyromancer Sorcery					
10. Mastery					

Pyromancer

Restrictions: Will not wear armor. Cannot be learned by warriors.

1. Flame Ray (IC): Red Packet (AV=0). Throw the packet and call “Flame Ray” to deal 5 AV=0 damage to the target. [M]

2. Magetorch (BC): You can cast 10' of light and burn dropped players with your hands (as a torch). As a 10min ritual, you can extend the range of your light a number of additional feet equal to your level in Pyromancer as long as you are not holding something in one of your hands. [M]

3. Fireball (IC): Red Ball (UB). Throw the ball and call “Fire Ball” to deal 1 UB damage to the target. [M]

4A. Alchemist (OC): Lvl in the Alchemist TC equal to your lvls in Pyromancer.

4B. Cook (OC): Lvl in the Cook TC equal to your lvls in Pyromancer.

5A. Bellows (IC): Invoke, call “Bellows”, and perform a 5 count. At the end of a 5 count, the next spell you cast is damage boosted (provided it deals damage in the first place). [M]

5B. Crown of Flame (IC): Aura, 1 Mana. Invoke and call “Inferno Aura” to deal 1 fire damage to all players within 10'. You may also invoke, call “Burning Touch” and strike a player with your hand (UB) to deal 1 fire damage for no mana cost to an individual player. [M]

5C. Melting Grasp (IC): Cumulative Cost (Encounter). Tag an item and call “Melting Grasp” to render that item shattered. [M]

6A. Spellbreaker (OC): 10min Ritual, 1 Mana. You may perform a ritual on an active spell. If your spell meets or beats the spell’s BR, you can either suppress the spell for 10min or break it. In either case, you learn information about the spell itself. [M]

6B. Forensics (OC): You may examine traces of magic on the field and learn the details of spells cast there within the last few hours; including amt., type, level, and sorceries used. [M]

6C. Disenchant (OC): 10min Ritual. You may perform a ritual to permanently remove an enchantment from an enchanted item. Mana cost varies depending on the strength of the item. Disenchanting an item may cause additional effects on the caster or area. [M]

7A. Scorch (IC): Body Tag, 1 mana. Tag a player and call “Scorch” to burn away all passive spells, skills, and abilities from the player for the remainder of the encounter. [M]

7B. Reforge (IC): 1 mana. Instantly repair a shattered non-magical item, or a magical item that was shattered within the same encounter. [M]

8. Fire Control and Resistance (PA): You resist magical and natural fire damage and your attacks deal magic and fire damage. [M, R]

9. Pyromancer Sorcery (V): You can create and cast Pyromancer Sorceries. See section on Sorcery. [M]

10. Pyrometer Mastery: You have mastered this class. Abilities that work at your lvl in this class now work at your total character lvl, and you may make or choose a mastery skill (see Masteries).

Supporting Class Information

Chapter Title Page

Masteries

Once your character has mastered a class, they can choose or create a skill mastery. Skill masteries are a permanent modification to an existing class skill, and are meant to represent your character's signature skill and express something about the way your character practices their class. Players can either create a skill mastery or pick from the list of standard masteries below.

If creating a mastery, you will need to approve it with the GM before you can use it; if you're playing a baddy, assume that you should pick from the standard list unless told otherwise.

Creating a Skill Mastery

When choosing a skill to create a mastery for, consider what skills your character uses most often; these are good candidates for a signature skill. You should also consider any skills that your character has used in unusual, creative, or storied ways; these are good candidates for a signature skill as well. Keep in mind that masteries are meant to be a flavorful addition to help distinguish your character from other high-lvl characters of the same class, not a full custom skill; they should be relatively limited in scope, but individual and interesting.

Once you have a skill in mind, consider these basic traits and requirements:

- **Skill:** The mastery must be a tweak to an existing specific skill, not an entirely new skill.
- **Tweak:** The mastery must be a tweak to an existing skill, not an additional skill added on.
- **Invisible:** The skill must be “invisible” - managed entirely by you, and not require that other players know what your mastery is or what it means.

There are two exceptions to these mastery guidelines. The first exception is tradecrafts: masteries can be used to add additional crafts to a class at a reduced rate. The second exception is double masteries: if you have a mastery in multiple classes, you may reference skills in your other classes in your mastery (eg, making your Smite also deal Knockback if you are a Cleric-Knight). In most cases, however, adding skills is not a valid use of masteries.

Below are a list of standard masteries for each class; you can pick from any of these below if you don't want to create a skill mastery. Additionally, baddies should pick from these masteries when playing a baddy with a mastery in a class.

Warrior Masteries

Standard Knight Masteries

- **Battle Fury:** Heal +1 from Healing Surge if you are at negative HP.
- **Chivalrous:** Gain +2 Lvl in Diplomat and Courtier per rank in Knight.
- **Captain:** Have +2 Skills to choose from for Drill Sergeant.
- **Rallier:** Have 1 free use of Rallying Cry per encounter.

Standard Mercenary Masteries

- **Untouchable:** Have full magic resistance to one type of magic.
- **Prepared:** Pick one weapon at the beginning of the battle to be Shatterproofed.
- **Traveler:** Travel faster overland with Endurance and gain -1 fatigue from travel.
- **Watchful:** When calling Vigilance, pick 3 players who don't have to spend mana for it.

Standard Cleric Masteries

- **Blessed:** Have 1 additional free use of Blessing per day.
- **Holy Warrior:** Have free Smite versus one species of undead, fey, or outsider.
- **Reader:** Pick one alignment to have no check alignment cooldown for.
- **Exorcist:** Can perform exorcisms in $\frac{1}{2}$ time or at x2 lvl.

Standard Viking Masteries

- **Berserker:** Have +1 maximum HP while Berserking.
- **Sailor:** Can use Corsair to sail ships far off shore and into deep ocean.
- **Glory in Battle:** Triumph: Boost also heals you for 1HP.
- **Weatherworn:** Take an additional -1 from weather fatigue.

Standard Sentinel Masteries

- **Bracing:** If knocked back while Braced, your Brace remains unbroken.
- **Earthworker:** Fortify Area allows you to apply additional capabilities to fortifications.
- **Commanding:** Gain +2 Lvl in Teacher and Enforcer per rank in Sentinel.
- **Hawkish:** It takes a 20c instead of a 5c to leave a Crime Scene you have set up.

Semi-Martial Masteries

Standard Bard Masteries

- **Sixth Sense:** Have +1 use of Bardic Sense per day.
- **Demonstration:** Skills Shared to others do not have a level limitation.
- **Maestro:** Pick one tradecraft to use with Combat Craft at full level.
- **Talesmith:** Storytelling can grant an additional +1xp (GM discretion).

Standard Assassin Masteries

- **Weapons Specialist:** Pick an additional weapon class for Weapon Mastery.
- **Shadowy:** Have 1 free use of Shadow Step per encounter.
- **Mimic:** Gain +2 lvls in Performing Arts and Fine Arts per rank in Assassin.
- **Methodical:** Have +5 to your effective BR during Assassinations.

Standard Thief Masteries

- **Disabler:** Can Disable 1 additional skill or spell per encounter.
- **Slippery:** While Escaping, ignore the first interaction during your count.
- **Delver:** You have +1 use of Check Passage as a Dungeoneer each day.
- **Cityfolk:** With City Slicker, also gain City Energy in towns and cities.

Standard Duelist Masteries

- **Double or Nothing:** May “double down” on Make a Bet after a successful bet.
- **Lunging:** Your first strike after calling Dueling Techniques is also Boosted.
- **Executor:** Vitals Hack also allows you to kill dropped players.
- **Showmanship:** Gladiator Skills also allows you to use Mediator crafts In-Combat.

Standard Ranger Masteries

- **Opportunist:** Deal AV=0 Damage to targets that you currently have Snared.
- **Splintering:** 1 Free use of Shatter per encounter.
- **In Tune:** Survey includes magical landscape information as well.
- **Bonded:** Have a second Familiar slot which can coexist with the first.

Mage Masteries

Standard Diviner Masteries

- **Dreamspeaker:** Have 1 additional free use of Oracle per day.
- **Quicksilver:** First use of Blink each encounter is free; may carry another player with you.
- **Scholar:** Gain +2 Lvl in Historian and Priest per rank in Diviner.
- **Ritualist:** Wards Rituals instantly instead of at double the time.

Standard Wild Mage Masteries

- **Adaptable:** Have +1 Point to spend for Wild Shift.
- **Species Friend:** Pick one species to have Animal Charm for at no mana cost.
- **Shapehold:** You resist being Reverted and Force Reverted.
- **Naturalist:** Gain +2 Lvl in Animal Tamer and Forester per rank in Wild Mage.

Standard Healer Masteries

- **Amplify Spellstone:** Have +1 spellstone for a chosen basic Healer spell.
- **Resurrect Proficient:** Can perform Resurrect rituals in ½ time.
- **Preservation:** Lifeline also protects against Devour and Kill Effects.
- **Cure-Some:** Cure Illness also allows you to suppress 1 symptom per person per day.

Standard Witch Masteries

- **Deathwatch:** Imp. Spirit Guide also reveals information about Deaths and Death Effects.
- **Haunt Tuned:** Haunt Lore also gives information about what a Haunt is haunting.
- **Frightful:** Have 1 free use of Fear Aura per encounter.
- **Lasting:** With Spirit Shield, also do not drop from voluntary spending of mana.

Standard Pyromancer Masteries

- **Sorcery Proficient:** Count as +5 Lvl for the purposes of Pyromancer Sorcery creation.
- **Spellworker:** Have +5 to your BR for Spellbreaking; can release a suppressed spell at will.
- **Fieldsmith:** Pick an item class to have free Reforge for.
- **Amplify Spellstone:** Have +1 spellstone for a chosen basic Pyromancer spell.

Combat Craft Guide

Artisan Crafts

Artisan Crafts are based on gold value of items, and as such what an artisan can interact with in combat is dependent on the value of the items they are interacting with. The following is a guide to what kinds of actions they can perform with items of a gold value equal to or less than their combat craft level with the appropriate craft. Note that while the obvious target is weapons (blacksmith), this can also include clothes (tailor), pieces of buildings or ships (carpenter), potion bottles (alchemist), and so on.

Performable Actions (Artisan Crafts)	BR Modifier
Use a Shattered Item (as if not shattered, you only)	1/4
Protect an Item from Shattering	1/2
Improvise an Item	@lvl
Repair a Shattered Item (for the battle)	x2
Shatter an Item	x3

Scholarly Crafts

Scholarly Crafts, because they are often dependent on answers from a GM, are difficult to use in combat. In most cases, they allow the character to study and pick out details about given targets despite the distractions and hectic pace of combat. Make sure to call that you are using the craft in combat and keep track of what you are using it against; then talk to the GM after the battle for what you've learned. Using a scholarly craft during combat generally also expedites the process and means you do not need to take time between encounters to search for information.

Mediator and Survivalist Crafts

Because Mediator and Survivalist crafts are generally vs. an opponent's lvl or BR, when used with combat craft they simply scale to be more effective against higher-lvl opponents or more difficult targets as the character's level increases. Using a mediator or survivalist craft in combat generally also expedites the process and means that you do not need to take time in between encounters to pull off the given effect (such as covering up your tracks). In the case of mediator or survivalist crafts being used to gather or assess information (ie, innkeeper or tracker), they work much like scholarly crafts do.

Sorcery

Sorcery is an advanced form of magic which is primarily based around the creation of new spells. Standard class spells are the basis upon which novice mages build their understanding of magic; they are the simplest spells to cast and have been refined through centuries of study and practice. Sorcery, on the other hand, is more complex and a way for experienced mages to perform more creative and specialized magic. Creating a sorcery spell is a long, careful process, not least because if a spell goes awry there can be dire consequences for the caster.

Sorcery is not a language; it is cast in the mage's native language, and can even be cast in sign language. Learning sorcery is instead a process of coming to a deep understanding of concepts and being able to express them. For example, if a Wild Mage were learning the word "seed", they would learn about many different kinds of seeds; how a plant produces a seed and how a seed germinates; what threatens the health of a seed and what will make it more robust; how seeds are used as food, what eats them, and why; why some plants don't use seeds to reproduce and what they use instead; and so on and so forth. Learning to use sorcery is learning to understand the concept that the word expresses and tap into the power of that concept. Although Sorcery is cast in a mage's native language, most people in the vicinity of a sorcery spell will be able to understand roughly what was cast - especially if they themselves are mages and can cast sorcery. This is due to the nature of magic and what goes into casting.

Sorcery Slots

Sorcery slots represent the ability of a mage to remember and cast sorcery spells; because these spells are much more difficult and taxing to cast than standard spells, a mage is only capable of casting so many. A mage gets one sorcery slot per tier they are; these slots are spread across all of a mage's mage classes and can be allocated across their classes however the mage sees fit. They are limited to words from classes they have learned Sorcery for.

For Example: If a character is Lvl 25 and has 10 Lvls each in Pyromancer and Wild Mage, they have 5 Sorcery Slots. They could choose to use all of these sorcery slots on Pyromancer sorceries, all of them on Wild Mage sorceries, or split those slots between the two classes along any division they like.

Mages need to have learned Sorcery from at least one of their mage classes in order to use their sorcery slots; these sorceries can either be Common Sorceries or Created Sorceries.

Common Sorcery Spells

Just as there are a standard set of basic spells that have been refined through a history of practice, there are also a set of common sorcery spells for each class. These too have been refined extensively, but are generally difficult enough to cast that they are reserved for sorcerers to learn. They are listed below the Sorcery Words tables for each mage class. A Common Sorcery takes up one of your Sorcery spell slots; you do not need to consult with the GM to pick one of these.

Created Sorcery Spells

Characters also have the option to try to create their own sorcery spells. To do so, reference the rules for Sorcery Spell Creation on the next page. Sorcery spell always involves talking to the GM.

Sorcery Spell Creation

Creating a sorcery spell requires four components: words, intent, mana cost, and delivery.

Words: Each mage class has a set of words - nouns, verbs, and adjectives - learned by class members when they learn to cast sorcery. Some words are harder to use than others; the higher OP a word is, the more difficult it is to use. Articles and pronouns are considered universal words and have a default OP of 1. Words that are listed under another class are generally not usable unless you also have the ability to cast a sorcery in that class; words not listed anywhere are also generally not usable, but you may ask your GM to check. In general, you will have the most success if the total OP of words you are using does not exceed your effective level in the class you're casting with.

Intent: Intent is your description of what the spell is intended to do and how it is intended to work. The more closely your words match your intent and the more clearly your intent is described, the more likely the spell is to succeed.

Mana Cost: How much mana your spell costs to cast (creating a sorcery spell does not cost mana). The more powerful the spell and the more severe the delivery, the more mana it will cost. In general, spells with a higher mana cost have a greater chance of turning out badly if they fail during creation or cast.

Delivery: Delivery describes the form your sorcery spell takes. Basic deliveries and their descriptions are listed below from lowest mana cost to highest. You can attempt to limit, expand, or recombine deliveries, or to try to use one not listed here.

Ritual	10 minutes, intended for Out of Combat situations.
Ray	Purple AV=0 ray packet.
Tag	Body Tag, usually with invoke.
Ball	Purple UB ball packet.
Touch	UB Touch, usually with invoke.
Aura	10' Aura with invoke.
Self	Instant, Before Combat, or enduring modification intended for yourself only.
Blast	10' Cone, all players within the space between your outstretched arms.
Cascade	Jumps from the first person hit to a chain of people within 10' picked by the caster.
Field	Affects the entire encounter.

When you as a player are creating a new sorcery spell, you must write down your intended targets for each of these elements and hand it in to the GM to roll for. Depending on how well- designed the spell is, the preparatory work your character has put in, and what the GM rolls, the results of your spell may differ from what you intended - sometimes in small ways and sometimes in very large ones.

Improvised Sorceries

Mages can, in a pinch, improvise temporary sorceries to address a specific situation. These spells do not take up a sorcery slot, but can only be done once; if a mage attempts to improvise the same spell again later, it may have wildly different effects. Improvised sorceries must always take the form of a ritual and take an action to prepare, and generally have standard penalties against the spell's success.

Learning Someone Else's Sorcery

It is possible to learn a sorcery spell that someone else has already cast. This could be from another party member, from a guild or organization, or even from a book. When learning someone else's sorcery spell, you must have access to *all* of the words and deliveries they have used in order to create the spell, and are still limited by your own total OP regardless of what the spell's OP is. Once you create the spell, you will get a significant bonus towards the spell's creation - but you *must* still roll for spell creation, as there's no guarantee that you will have learned the spell the way you wanted to.



Diviner Sorcery Words

OP	Noun	Verb	Adjective	OP	Noun	Verb	Adjective
1	<ul style="list-style-type: none"> • Vision • Symbol • Talisman • Trade 	<ul style="list-style-type: none"> • Slow • Read • Look • Identify • Detect 	<ul style="list-style-type: none"> • Blue • Abstract • Found • Different 	6	<ul style="list-style-type: none"> • Wisdom • Door • Pact • Passage • Emissary 	<ul style="list-style-type: none"> • Control • Command • Vanish • Enlighten • Conjure • Close 	<ul style="list-style-type: none"> • Inner • Mystic • Active • Limited
2	<ul style="list-style-type: none"> • Idea • Knowledge • Veil • Trance • Artifact 	<ul style="list-style-type: none"> • Write • Learn • Deny • Know • Guide • Divine 	<ul style="list-style-type: none"> • Open • Intuitive • Known • Fluid 	7	<ul style="list-style-type: none"> • Outsider • Exorcism • Pattern • Answer • Path 	<ul style="list-style-type: none"> • Reveal • Warp • Teleport • Excise • Bind • Displace 	<ul style="list-style-type: none"> • Distant • Mysterious • Visionary • Intentional
3	<ul style="list-style-type: none"> • Intent • Altar • Sight • Gate • Alignment 	<ul style="list-style-type: none"> • See • Hear • Thaw • Pacify • Sacrifice • Alter 	<ul style="list-style-type: none"> • Closed • Near • Subtle • Similar 	8	<ul style="list-style-type: none"> • Temple • Question • Divinity • Threshold • Mystery 	<ul style="list-style-type: none"> • Discover • Dispel • Return • Stop • Imbue • Condemn 	<ul style="list-style-type: none"> • Unknown • Predictable • Surreal • Unintentional
4	<ul style="list-style-type: none"> • Betrayal • Agreement • Shrine • Ancestor • Window 	<ul style="list-style-type: none"> • Scry • Delay • Bend • Move • Ward • Absorb 	<ul style="list-style-type: none"> • Hidden • Detached • Deep • Resistant 	9	<ul style="list-style-type: none"> • Will • Duration • Space • Riddle • Essence 	<ul style="list-style-type: none"> • Distance • Transcend • Predict • Banish • Disempower 	<ul style="list-style-type: none"> • Magical • Celestial • Spiritual • Meaningful
5	<ul style="list-style-type: none"> • Logic • Entrance • Distance • Language • Belief 	<ul style="list-style-type: none"> • Obscure • Disrupt • Switch • Summon • Disenchant • Open 	<ul style="list-style-type: none"> • Outer • Divine • Passive • Focused 	10	<ul style="list-style-type: none"> • Time • Religion • Plane • Reality • Truth 	<ul style="list-style-type: none"> • Manipulate • Reflect • Reform • Gain • Remain • Embody 	<ul style="list-style-type: none"> • Spatio-temporal • Unpredictable • Immune • True

Sense Magic (OC): 1 mana. Sense the presence, types, strength, and rough location (10'-30') of magic within the encounter.

Dispel Magic (Sorcery): 1 mana. As dispel magic, but allows you to dispel Sorcery.

Teleport (OC): 10min ritual. Can transport everyone within the teleport ritual to a studied location within a range of miles x2 your Diviner lvls. You can only study a number of locations equal to your ranks in Diviner.

Item Enchanting (OC): Can craft enchanted items. See page on Enchanting.

Wild Mage Sorcery Words

OP	Noun	Verb	Adjective	OP	Noun	Verb	Adjective
1	<ul style="list-style-type: none"> • Seed • Root • Vine • Dirt • Creature 	<ul style="list-style-type: none"> • Increase • Grow • Shrink • Blend • Plant 	<ul style="list-style-type: none"> • Green • Dirty • Wild 	6	<ul style="list-style-type: none"> • Instinct • Species • Area • Empathy 	<ul style="list-style-type: none"> • Morph • Traverse • Thrive • Harvest • Fly • Adapt 	<ul style="list-style-type: none"> • Primal • Adaptive
2	<ul style="list-style-type: none"> • Tree • Flower • Rock • Den • Animal • Plant 	<ul style="list-style-type: none"> • Bite • Climb • Leap • Swim • Glide 	<ul style="list-style-type: none"> • Morph • Tangled • Familiar 	7	<ul style="list-style-type: none"> • Forest • Plains • Mountains • River • Swamp 	<ul style="list-style-type: none"> • Regenerate • Connect • Call • Migrate 	<ul style="list-style-type: none"> • Natural • Endemic
3	<ul style="list-style-type: none"> • Fur • Feathers • Scales • Skin • Claws • Wings 	<ul style="list-style-type: none"> • Improve • Shape • Reform • Find • Sow • Erode 	<ul style="list-style-type: none"> • Fertile • Growing • Type 	8	<ul style="list-style-type: none"> • Cycle • Famine • Environment • Connection • Weather 	<ul style="list-style-type: none"> • Recover • Invigorate • Regrow • Commune • Transform 	<ul style="list-style-type: none"> • Innate • Original
4	<ul style="list-style-type: none"> • Agility • Senses • Size • Strength • Armor • Form 	<ul style="list-style-type: none"> • Survive • Hunt • Renew • Color • Scavenge • Poison 	<ul style="list-style-type: none"> • Kind • Ripe • Fierce 	9	<ul style="list-style-type: none"> • Breed • Land • Sky • Ocean 	<ul style="list-style-type: none"> • Rejuvenate • Decompose • Recycle • Originate 	<ul style="list-style-type: none"> • Unnatural
5	<ul style="list-style-type: none"> • Crop • Terrain • Fauna • Flora • Shape 	<ul style="list-style-type: none"> • Entwine • Change • Texture • Conceal • Return 	<ul style="list-style-type: none"> • Unnatural • Cultivar 	10	<ul style="list-style-type: none"> • Nature • Earth • Age • Life • Origin 	<ul style="list-style-type: none"> • Evolve • Create 	<ul style="list-style-type: none"> • Unknown • Essential

?

Metamorph (PA): You can use your skills, spells, and abilities while shapeshifted. You do not retain your base stats, but continue to use those of the animal instead.

Wild Shape (IC): 1 mana. Invoke and call “Wild Shape: [creature name]” to shapeshift into a studied creature. You can study a total BR of creature equal to your lvl in Wild Mage, with no individual creature’s BR being higher than 10; all studied creatures must have animal intelligence. You can revert (as Treeform) at any time.

Item Enchanting (OC): Can craft enchanted items. See page on Enchanting.

Healer Sorcery Words

OP	Noun	Verb	Adjective	OP	Noun	Verb	Adjective
1	<ul style="list-style-type: none"> • Health • Wound • Hurt • Illness • Balm 	<ul style="list-style-type: none"> • Heal • Mend • Soothe • Repel • Stun 	<ul style="list-style-type: none"> • White • Achey • Unhealthy • Sore 	6	<ul style="list-style-type: none"> • Sanity • Disease • Exhaustion • Thirst • Group 	<ul style="list-style-type: none"> • Rebirth • Cure • Sustain • Gather • Prevent 	<ul style="list-style-type: none"> • Righteous • Precise • Peaceful • Shared
2	<ul style="list-style-type: none"> • Life • Rest • Calm • Body • Splint 	<ul style="list-style-type: none"> • Protect • Resurrect • Return • Cease • Defend 	<ul style="list-style-type: none"> • Injured • Itchy • Fresh • Unconscious 	7	<ul style="list-style-type: none"> • Tether 	<ul style="list-style-type: none"> • Deny • Gain • Restrain • Radiate • Suppress 	<ul style="list-style-type: none"> • Starved • Dehydrated • Sleepless • Fatigued
3	<ul style="list-style-type: none"> • Barrier • Guardian • Medicine • Injury • Remedy 	<ul style="list-style-type: none"> • Guard • Break • Subside • Comfort • Nourish 	<ul style="list-style-type: none"> • Painful • Tired • Safe • Sane 	8	<ul style="list-style-type: none"> • Sanctuary • Energy • Ally 	<ul style="list-style-type: none"> • Infuse • Unify • Forget • Resolve • Remove 	<ul style="list-style-type: none"> • Forgotten • Connected
4	<ul style="list-style-type: none"> • Insanity • Scar • Malady • Affliction • Clarity 	<ul style="list-style-type: none"> • Fortify • Shield • Contain • Expel • Cleanse 	<ul style="list-style-type: none"> • Healed • Mental • Infected • Conscious 	9	<ul style="list-style-type: none"> • Dawn • Spirit • Beginning • Community 	<ul style="list-style-type: none"> • Remember • Unbind • Abolish • Purify • Preserve 	<ul style="list-style-type: none"> • Whole
5	<ul style="list-style-type: none"> • Resistance • Cover • Morale • Resolve • Fatigue 	<ul style="list-style-type: none"> • Reduce • Resist • Restore • Shelter • Keep 	<ul style="list-style-type: none"> • Resistant • Vital • Healthy • New 	10	<ul style="list-style-type: none"> • Source • Soul • Being • Essence 	<ul style="list-style-type: none"> • Sanctify • Reverse • Balance • Absolve 	<ul style="list-style-type: none"> • Immune

??? (?C): ???, ???

Freebirth (IC): You can rebirth allies for no mana cost.

??? (?C): ???, ???

Item Enchanting (OC): Can craft enchanted items. See page on Enchanting.

Witch Sorcery Words

OP	Noun	Verb	Adjective	OP	Noun	Verb	Adjective
1	<ul style="list-style-type: none"> • Wisp • Bruise • Mist • Veil • Pain 	<ul style="list-style-type: none"> • Weaken • Taint • Twist • Numb • Shiver 	<ul style="list-style-type: none"> • Black • Dim • Torn 	6	<ul style="list-style-type: none"> • Barrow • Shroud • Binding • Horror • Gloom 	<ul style="list-style-type: none"> • Drain • Paralyze • Respawn • Turn • Defy 	<ul style="list-style-type: none"> • Barren • Eerie • Restless
2	<ul style="list-style-type: none"> • Scream • Fear • Spirit • Shade 	<ul style="list-style-type: none"> • Kill • Hex • Send • Guide • Shudder 	<ul style="list-style-type: none"> • Fearful • Ethereal • Glowing 	7	<ul style="list-style-type: none"> • Haunt • Weight • Disturbance • Memory • Wisp 	<ul style="list-style-type: none"> • Extract • Corrupt • Force • Desecrate 	<ul style="list-style-type: none"> • Ethereal • Desolate • Haunted • Hollow
3	<ul style="list-style-type: none"> • Terror • Body • Skin • Blood • Bone 	<ul style="list-style-type: none"> • Die • Remove • Shred • Bury • Rattle 	<ul style="list-style-type: none"> • Corporeal • Lifeless • Grey 	8	<ul style="list-style-type: none"> • Bane • Umbra • Fragment • Medium 	<ul style="list-style-type: none"> • Graft • Wither • Bewitch • Possess • Exorcise 	<ul style="list-style-type: none"> • Malevolent • Twisted • Luminous
4	<ul style="list-style-type: none"> • Dread • Echo • Ghost • Corpse 	<ul style="list-style-type: none"> • Decay • Mourn • Fade • Distort • Devour 	<ul style="list-style-type: none"> • Hurt • Corporeal • Hidden 	9	<ul style="list-style-type: none"> • Dusk • Oath • Abyss • Lifespan • Curse 	<ul style="list-style-type: none"> • Curse • Sanctify • Hallow • Seal • Sunder 	<ul style="list-style-type: none"> • Unholy • Unlucky • Mysterious
5	<ul style="list-style-type: none"> • Nerve • Organ • Pit • Shadow • Darkness 	<ul style="list-style-type: none"> • Sever • Exhaust • Contain • Call • Summon 	<ul style="list-style-type: none"> • Dark • Broken • Spiritual 	10	<ul style="list-style-type: none"> • Doom • Death • Incarnation 	<ul style="list-style-type: none"> • Eradicate • Inverse • Reap • Banish • End 	<ul style="list-style-type: none"> • Mortal • Eternal • Inevitable

Spirit Bury (IC): Body Tag, 1 Mana. Tag a wounded player and call “Spirit Bury” to seal their spirit inside their body for the encounter; while buried, a spirit cannot leave its body. You can maintain the bury for an additional mana per encounter. [M, S]

Blip Ethereal (IC): Body Tag. Tag a player, call “Blip Ethereal” to instantly send a player ethereal; they remanifest in a 5-count. You can only blip one person at a time. If ethereal, you can use this on other spiritshifted creatures by calling “Blip Material” instead. [S]

Hex (BC): Purple Ball (UB), Cu. Cost (Day). Throw the ball and call “Hex” to apply a -1/-1 counter on a player’s HP/mana for the rest of the encounter. Once the encounter is over, the counters resolve into a disease symptom of your choice. The symptom lasts for one moon; it cannot be treated with herbs, and must be removed as a curse.

Item Enchanting (OC): Can craft enchanted items. See page on Enchanting.

Pyromancer Sorcery Words

OP	Noun	Verb	Adjective	OP	Noun	Verb	Adjective
1	<ul style="list-style-type: none"> • Warmth • Light • Spark • Ash • Tinder • Smoke 	<ul style="list-style-type: none"> • Deal • Warm • Damage • Kindle • Crack • Glow 	<ul style="list-style-type: none"> • Red • Burned • Warm 	6	<ul style="list-style-type: none"> • Incendiary • Gas • Ore 	<ul style="list-style-type: none"> • Explode • Raze • Desiccate • Blast • Quench • Smolder 	<ul style="list-style-type: none"> • Painful • Explosive • Dense
2	<ul style="list-style-type: none"> • Coal • Cinder • Flame • Ember • Kindling • Torch 	<ul style="list-style-type: none"> • Heat • Hurt • Rust • Ignite • Break • Burn 	<ul style="list-style-type: none"> • Bright • Hot • Weak 	7	<ul style="list-style-type: none"> • Wildfire • Destruction • Inferno • Battle • Rock • Disaster 	<ul style="list-style-type: none"> • Implode • Corrode • Temper • Incinerate • Collapse • Amplify 	<ul style="list-style-type: none"> • Reactive • Pilable • Porous • Latent
3	<ul style="list-style-type: none"> • Combat • Fight • Fire • Strike • Weapon • Wound 	<ul style="list-style-type: none"> • Maim • Rupture • Torch • Blister • Boil • Melt 	<ul style="list-style-type: none"> • Light • Dry • Glowing 	8	<ul style="list-style-type: none"> • Catastrophe • Fault • Structure • Material • Tremor 	<ul style="list-style-type: none"> • Destroy • Erupt • Wreck • Unforge • Suffocate 	<ul style="list-style-type: none"> • Active • Unstable • Potent
4	<ul style="list-style-type: none"> • Dust • Steam • Flare • Blaze • Damage • Stone 	<ul style="list-style-type: none"> • Char • Scald • Dry • Crush • Illuminate • Inflame 	<ul style="list-style-type: none"> • Heavy • Hostile • Strong 	9	<ul style="list-style-type: none"> • Hill • War • Firestorm • Pressure • Construct • Delivery 	<ul style="list-style-type: none"> • Cremate • Immolate • Demolish • Disintegrate • Activate 	<ul style="list-style-type: none"> • Inactive • Volatile
5	<ul style="list-style-type: none"> • Berserk • Pyre • Pain • Metal 	<ul style="list-style-type: none"> • Cleave • Combust • Burst • Rend • Shatter • Scorch 	<ul style="list-style-type: none"> • Aggressive • Molten • Broken 	10	<ul style="list-style-type: none"> • Mountain • Earthquake • Lava • Magma • Volcano • Energy 	<ul style="list-style-type: none"> • Annihilate • Obliterate • Exterminate • Dissolve • Vaporize 	<ul style="list-style-type: none"> • Fundamental

Explosion (IC): Purple Ball (UB), 1 mana. Throw the ball and call “You Explode” to deal deadly damage to a target and set it on fire.

Unforge (IC): 1 mana. Invoke, tag an item, and call “Unforge” to destroy the item. [M]

Cremate (IC): Body Tag, 1 mana or 20sec. Invoke, tag a down and burning player, and call “Cremate” to destroy their body and force their spirit from it. Cremate can be performed either as a free 20 count or instantly for 1 mana. Cremate stops regenerating and respawns.

Item Enchanting (OC): Can craft enchanted items. See page on Enchanting.

Additional Class Options

In addition to the fifteen base classes above, there are a number of other options for training. These are typically less reliable and harder to find and access than the base fifteen, but allow for some ability to branch out beyond them.

Discovered Skills

Instead of spending an experience level into a class tree, you may choose to spend it into a specific experience or set of experiences your character has had instead. Despite the name, discovered skills are not always skills: they may also come in the form of tradecraft lvls or fluencies, game world knowledge, type proficiencies, quirks, or a wide variety of other forms. Because they rely on specific experiences and a given characters' experience of them, they typically cannot be taught to other players or people in the game world. Discovered skills always require going through the GM and cannot be done by one's self or player-to-player.

Because writing discovered skills take significant work on the GM's part, they must be sent in as a player's monthly action. Consequently, bundling several discovered skills into the same action is recommended. When you send in the action, make sure to include:

- How many lvls you are spending into discovered skills, and
- What experiences you are spending each lvl into.

You may also describe the rough outcome you're looking for in terms of what skills the character might learn - but keep in mind that one of the downsides of discovered skills is that you don't get to choose how they turn out, and once you've received them you're stuck with them. If you prefer known outcomes that you can control, you may want to stick with the regular skill trees.

Additional Classes

There are a variety of additional classes that exist in the game world outside the Base 15. Many of these classes are specialized for a particular purpose; consequently, this means that they are often found only in a few places in the game world where that purpose is relevant or where that knowledge has been preserved. These classes may also require characters to complete tasks or come with additional training requirements in order to gain access to them, or require regular work to continue learning them.

Because they are specialized for a particular purpose, these classes don't always match the Base 15 in composition; they may include more or fewer tradecraft options, be primarily composed of just IN or OUT skills, etc. As such, additional classes are typically not useful for all scenarios or contexts.

Created Classes

Players may choose to create classes for use in the game world. Created classes are meant to be teachable to other characters and people in the game world; Creating classes is a labor-intensive process and requires working with the GM in order to get the class approved. The process can vary widely from class to class, but typically includes the following pieces:

- a comprehensive skill tree with the full rules text and notation for each skill
- descriptions of how each skill is trained, especially for any created skills
- classification, armor restrictions/other limitations, supporting material (eg, *sorcery words*)
- a class description similar to the one written up for each of the base fifteen classes
- a description of the role this class plays in the world, mechanically but especially for flavor

If you are creating a class intended to be learned this season, it is advisable to start the process as soon as possible; the process of editing a class into a finished form can take months. The process of creating the class may also require in-game research or work from the character in order to achieve certain capabilities. Alternatively, established characters may try to create a class in order to pass along a particular skillset they've learned in their time as an adventurer; this sort of class typically must pull from skills the character already has, but may include some discovered skills with GM approval.

Expanded Mechanics

Chapter Title Page

Abilities, Skills, and Spells

Abilities, Skills, & Spells

Abilities are the broadest category of mechanics used by players. Abilities generally encompass mechanics players might use either as their characters or as monsters. If something is not defined specifically as a skill or spell, it is generally still considered an ability.

Skills are a category of abilities that are usually learned through warrior and semi-martial classes. They are usually - but not always - used through a weapon or tag. Even if a skill has a magical source, it is still considered a skill. Some abilities, such as Avoid or Effects Resistance, only interact with skills and do not interact with spells.

Spells are a category of abilities that are usually learned through mage classes. They are usually - but not always - cast using an incant and use a non-weapon delivery, and always have magic as a source. Some abilities, such as Dispel Magic or Bellows, only interact with spells and do not interact with skills.

Some spells use **Spellstones**. Spellstones are keyed to individual casters and cannot be picked up, thrown, or interacted with by any other players. In order to cast a spell with a spellstone, the caster must throw the spell - not use it to tag - and the spell must hit the ground before it can be re-cast. If you leave your spellstones behind in an encounter, you have lost them for the mission (but can replace them in town between missions).

Learned vs. Innate vs. Given

Abilities, skills, and spells can either be learned, innate, or given. These distinctions reference how you have access to a skill, and are significant mostly for disruptions to abilities

Innate abilities describe a physical feature or trait that is always a part of you - such as a bear's claws giving martial arts, or an elf's eyes giving night vision. Innate abilities generally cannot be modified, disabled, or shared by other abilities or forgotten during death; but can still be defended against.

Learned abilities, on the other hand, are abilities that are picked up later - often from training a class, but occasionally from other sources. These can be disabled, shared, and otherwise modified by other skills; and can be forgotten or impaired through death.

Shared abilities are given to you from another player - hack from drill sergeant, ambush resistance from vigilance, etc.

Granted abilities are accessed and powered through a nonstandard source external to yourself. Blessings, curses, and enchanted items are the most common sources of given abilities. These function like innates in that they are not generally impacted by death, and cannot be modified by other skills such as disconnect or disable. They may, however, be disrupted indirectly by interfering with the ability's source - destroying an item, blocking a divine connection, etc.

Ability Sources

Class skills and other abilities sometimes have a “source” for the power of the ability, be it a piece of the world that the skill is connected to or something that it’s powered by. Not all class skills and abilities have sources; most are just physical and don’t have other interactions.

Knowing what source a skill comes from can be important when encountering situations - be they spells, curses, or other parts of the game world - that interact directly with a skill source. For example, traveling close to a ley line might impact all of a character’s magical skills and spells; or certain haunts might impact a player’s spiritual abilities. Some abilities have multiple sources; if so, assume that if something is affecting one of an ability’s sources, the ability is still affected.

Divine

Divine skills are in some way connected to or sourced from deities. Some skills - such as Divine Gift - are often sourced from particular deities, pantheons, or domains; while other skills - such as jumpstart heal - draw on divine energy in general. While rare, it is possible for specific deities to suppress all divine skills a particular person uses - be it withdrawing a blessing or divine gift, or suppressing a person’s ability to connect to divine sources at all. Divine Interventions almost always have a divine source, and are interfered with by anything that interferes with divine ability sources.

Magical

Magical abilities are generally both powered by magic and deal magical effects, and are generally connected to the Manandscape. Magic is distinct from mana - not all mana-based abilities are magical, and not all magical abilities require using mana. If an ability does damage and has a magical source, it almost always deals magic damage.

Mental

Mental abilities, or mental effects, interact with the mind of the person targeted. If something does not have a mind to interact with - slimes, for example - mental abilities may fail on them. Mental effects generally “take over” and supersede a person’s usual mental processes: even if something wouldn’t normally scare someone, a Fear effect will still *make* them afraid.

Primal

Primal abilities are generally drawn from nature or other deeper forces in the world. They are heavily emotion- and instinct-based and tend not to play well with divine abilities. Primal energy is usually a source for skills rather than something inflicted on others.

Spiritual

Spiritual abilities interact with a target’s spirit; they may also connect to the Spiritscape. Many abilities that revolve around death are spiritual abilities, since that is a person’s next state after their body fails. Spiritual abilities also often have interactions with silver: silver can block mana drains, and silver plating can block spirit guide.

Damage Types & Calls

Damage can come in a variety of forms; their descriptions are listed below. Forms of damage are called out in a specific order, as follows:

[Amount] [Modifier] [Type]

Example: “5 AV=0 Holy Magic Silver” damage.

-----Damage Amount-----

Damage amount is exactly what it sounds like: how much damage you’re dealing with a given swing or attack. This amount can vary; large creatures will often swing for larger amounts of damage, and smaller creatures may swing for no damage at all.

Numbered Damage: 1 is the standard amount of damage used; if a number isn’t called, it is always assumed to be 1. Numbered damage increases and decreases in brackets as follows:

0 -> 1 -> 5 -> 10.

Damage does not deboost (drop a bracket) below 0 or boost (increase a bracket) above 10. Attacks that do not deal damage in the first place, such as Disarm or Iceball, cannot be boosted to deal damage.

Full Wound: Damage in the form of a Full Wound drops you, regardless of how many HP you have. If you are unable to go unconscious, you become Critically Wounded. Full Wounds cannot be boosted or deboosted.

Deadly: Damage in the form of Deadly damage kills you outright regardless of how many HP you have, without capping; it is not a kill effect, just enough damage to kill most things outright. Deadly damage cannot be boosted or deboosted.

Injury: Injuries come in the form of damage that disables a function of the body rather than dealing numbered damage. Injuries cannot be boosted or deboosted; they also cannot be healed with first aid, and require either magical healing or time over the month.

-----Damage Modifiers-----

Damage modifiers generally refer to either to the penetration level that damage is doing or where it has to land in order to be taken.

AV=0: Cuts through armor (“Armor Value = 0” - your armor doesn’t work). All packets are always AV=0; weapons and other sources of damage may be AV=0 as well. AV=0 does not cut through shields.

UB: UB damage is Unblockable - it cannot be prevented by armor, shields, etc. UB damage typically cannot be boosted above 1UB at a time.

Vitals: Vitals damage - and skills - must hit the torso to take effect. If vitals damage makes contact with another part of the body, it is ignored.

-----Damage Types-----

Damage types refer to what kind of damage is being dealt. Certain creatures - especially outsiders, magical creatures, or undead - aren't affected by normal damage and will only take damage that is inherently magical.

Normal: Normal damage is what most sources of damage do. You don't need to call normal damage - it's assumed.

Silver: Silver damage is necessary for fighting certain kinds of undead, fey, and outsiders. In addition to dealing silver damage, anything made of silver also blocks mana drain. It doesn't do anything special to most other creatures.

Magic: Magic damage is necessary for fighting certain kinds of undead, fey, and outsiders. Magic is the type of damage that works on the widest variety of creatures and in the broadest type of situations.

Warded: Damage that is warded cuts through resistances to that type of damage. If something is *resistant* to fire damage and wouldn't take it normally, *warded* fire damage will still affect them because it cuts through that resistance. Warded defenses always beat warded offenses.

Morganti: Morganti damage is permanent. It cannot be healed with any kind of healing, whether mundane such as first-aid or magical such as medicine ball. HP lost to morganti is lost forever; morganti injuries such as hacks never heal; and death from morganti is irreversible. If a player is brought unconscious with morganti, they cannot be reawakened - but are not technically dead. Beings who are already dead cannot be affected by morganti.

Fire: Fire damage prevents physical self-healing such as regenerating or wilderness healing.

Terror: Terror damage resists magical healing (non-magical healing still works).

Holy: Holy damage prevents undead from respawning.

Fire, Terror, and Holy effects are applied when a target is dropped with that damage type.

Zones & Deliveries

-----Zones-----

Some abilities target particular zones on the body. In order to succeed, these abilities must hit that zone - if the ability hits another zone instead, it fails.

Limb: Limbs include arms and legs. Some skills specify a particular subset of limbs.

Vitals Zone: The Vitals Zone is the full torso, both front and back - anywhere that isn't a limb.

Open Zone: The Open Zone is a band across the front side of the torso. It is called the “open zone” because it is always open - it can never be armored, and is always a valid striking zone.

-----Deliveries-----

Skills and spells, and other abilities all have particular deliveries. Deliveries often define both how a skill can be performed as well as what protects against it.

Body Tag: Body tags are often just called “tags” for short. They require landing a hit on the body; a shield or weapon will block them. Body tags do not interact with armor: regardless of what armor the target is wearing or any modifiers to the armor, a body tag only needs to make contact with the player’s physical body.

Touch: Touches are delivered through the user’s hand; if the skill requires an invoke, the player must deliver the skill through the hand they invoked with. Touches are always UB.

Strike: Strikes are delivered through a weapon; damage is considered a basic strike. They can be blocked by shields or other weapons, and may be protected against by armor.

Ritual: Rituals are performed over time; most rituals are 10min, but they can be as long as 20sec and as long as 1mo. Rituals are a continuous delivery: if they are interrupted, they must be restarted from the beginning. Rituals are symbolized by walking in slow circles around the target of the ritual.

Ball: Balls are medium projectiles generally made with a sock; they are always UB.

Packet: Packets are small projectiles made from a piece of cloth; they are always AV=0.

Boulder: Boulders are large projectiles that may be made from foam or dodgeballs; they are always UB, and continue dealing their effect as long as they are in motion.

General Interaction Rules

There are a number of general guidelines that govern most interactions between abilities, damage types, calls, counts, and other rules. This page is a good starting place for checking how two rules might interact. Some abilities may come with exceptions to these guidelines, in which case it will specify as such in the text of the rule itself. For interactions between specific rules, see the table on “Ability Interactions”.

Abilities and Counts

Many abilities in the game have counts. A player can have multiple abilities with counts impacting them at once - for instance, they might be both snared and taking a jumpstart heal at the same time, in which case each ability runs simultaneously on its own count. Only one instance of an individual ability can be running on a player at a time. Multiple instances of the same skill don’t reset, add to the count, or run simultaneously; instead, the player finishes the count for that skill, at which case the effect (and its count) can be applied again.

Some abilities pause all ongoing counts: iceball, for example, pauses the entire player. When subject to an ability that pauses counts, the player completes the count for that ability and then continues all other counts from the numbers they left off on; those counts are not interrupted unless the ability specifies so. Some abilities pause a specific count: for instance, using torch to light something with regeneration on fire. In that case, all other counts continue as normal while the paused count continues; if the interrupting call is ended (ie, the person with the torch takes damage and drops), the paused count resumes from where it left off.

Partial Resistances

Some strikes have multiple parts being used together as the same part of a call or multiple sources: for example, “AV=0 Holy Magic”, which has three parts, or “Theat-Vitals” which is both primal *and* a mental effect. As a blanket rule, if an entity in the game resists one part of the call, they resist the full call. That means that a demon with fire resistance doesn’t take the magical damage portion of a “magic fire” strike, or a knight with impenetrability doesn’t take the “Hack” portion of “Hack AV=0” on their armor.

Rank vs. Tier

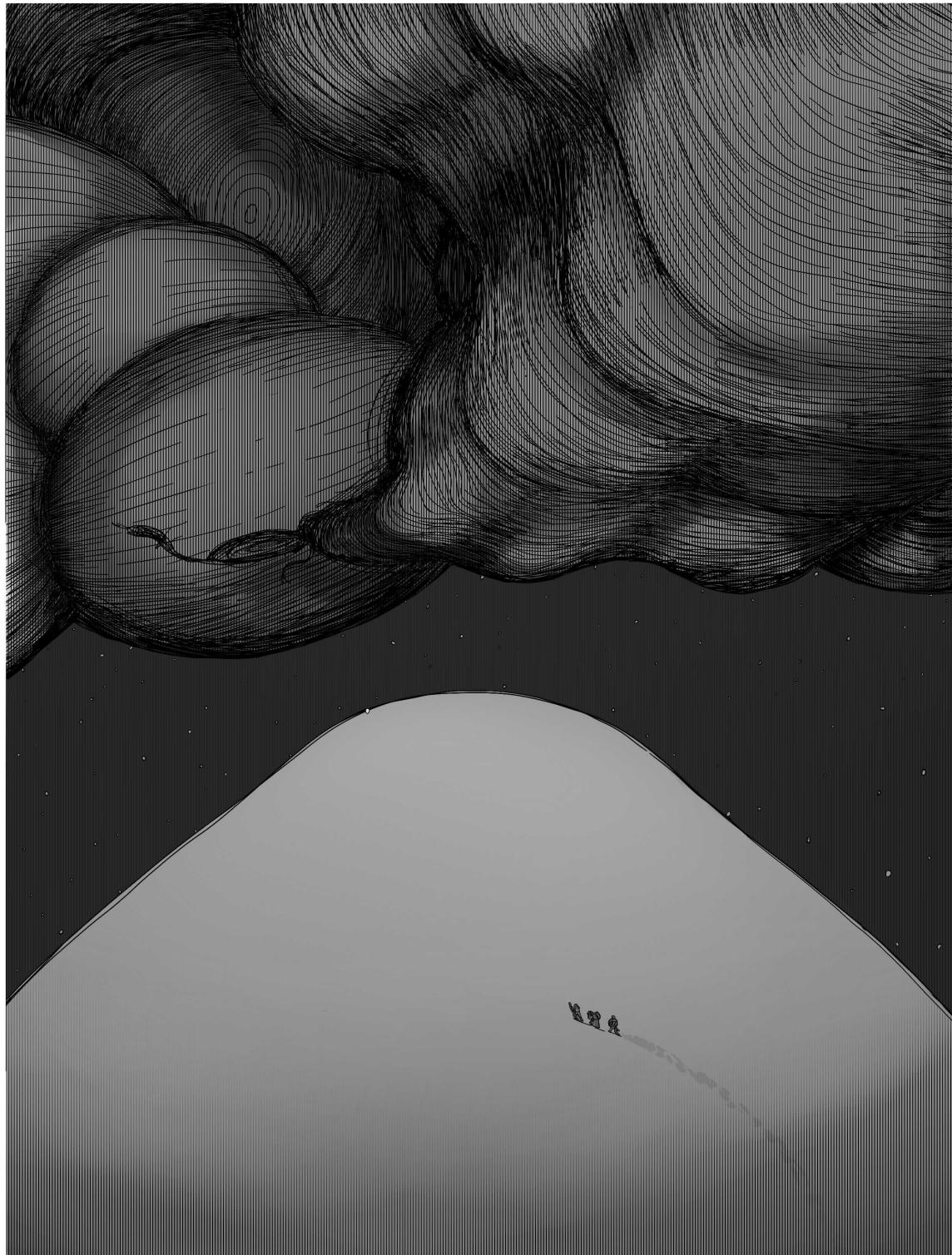
Abilities - particularly class abilities - are sometimes talked about in chunks of 5 lvls. There are two kinds of chunks used: Ranks and Tiers. **Tiers** are measured in total character levels and BR, regardless of class training; **Ranks** reference only class levels - journeyman levels are not considered part of your rank. This means that a Lvl 26 character would be *Rank 5* but *Tier 6*. Both Ranks and Tiers are measured from thresholds rather than completion.

Ability Interactions Glossary

The following is a reference table for specific interactions between abilities. Interactions are listed under the ability that comes first in alphabetical order - so if you're looking for an interaction between Knockback and Snare, look under "K".

Auras x Ward: If an aura is invoked through a warded hand or magelore item, the aura is warded.	Flying x Reach: If a creature has flying and reach, they can reach downwards as well as upwards.
Awaken x Terror Damage: Awaken is not magical healing, and thus you can awaken players that are down with terror.	Golems x Shatter: If a piece of a golem is Shattered, that part is mended if the Golem drops and reactivates.
Bardic Rogue x Favored Enemy: When Bardic Roguing into Favored Enemy, it is selected for the day.	Hack x Light Ray: In order to Hack you must be able to deal damage, but Light Ray prevents you from dealing damage; as such, while Light Rayed, you cannot Hack.
Brace x Empathic Ray: Brace does not prevent you from taking a damage from casting Empathic Ray.	Impale x Knockback: Impaled players can be knocked back.
Burning x Treeform: If a burning player is treeformed, the fire is extinguished.	Iceball x Light Ray: If iceballed, your light ray count is paused and resumes when the iceball wears off.
Catching x Missile Weapon Resistance: If you resist missile weapons and catch one, you must drop it immediately (as disarm) but do not take a dmg.	Knockback x Snare: A snared player can be knocked back.
Common Sorceries x Dispel Magic: You may not dispel common sorceries with standard dispel magic.	Loot x Monsters: You cannot Loot armor or weapons from monsters that have them innately; you must use the Hunter Tradecraft instead.
Common Sorceries x Magic Resistance: You may not resist common sorceries with standard magic resistance.	Masteries x Skill Share/Steal: If you share or have stolen a skill that has a mastery tweak on it, you share the basic version of the skill without the mastery attached.
Death Ray x Light Ray: You cannot cast Death Ray while Light Rayed.	Monsters x Shatter: Monsters made from armor or weapons are still functional if their pieces are shattered.
Death Ray x Regenerating: Death Ray does not stop regenerating, but does interrupt the current count.	Movement x Stealth: You can stealth while using movement abilities such as flying, burrowing, etc.
Disarm x Ward: A warded item that is disarmed is no longer warded when it is picked back up.	Rituals x Ward: Rituals can be warded by someone with ward, but it is assumed to take twice the time to do so (so that each individual ritual component can be warded)
Displace x Duel: A player cannot displace out of a duel, but may displace within it (following Duel distance rules).	Shatter x Weapons, Natural: A shattered natural weapon, such as claws, is functionally a hack on that body part and requires magical healing to repair.
Earthbind x Knockback: An earthbound player cannot be knocked back.	Stun Ray x Treeform: If treeformed while stunned, you do not "wake up" on your own until reverted.
Earthbind x Swimming: If Earthbound while Swimming, you are pulled to the bottom of the water and are out of reach of carrying and other skills. Once Earthbind times out, you resurface (call "ascending" with a 5-count).	

Adventuring Rules



States & Conditions

Adventuring takes one into a wide variety of situations, both in the world and of their own making. The game uses a variety of mechanics to represent states and conditions that might befall adventurers during the course of their quests - or that they might create and use to their advantage. Common states and conditions are described as follows:

Burning: With a torch, you can set something on fire by touching the torch to a player or object and performing a 20-count; once the count is completed, it is on fire. Players who are on fire hold up their hands and flicker their fingers to show that they're on fire; as long as they remain on fire, they lose one size every 20 count (as Devour). You can also put out something on fire by calling "Extinguishing" and patting the target with both hands for a 20-count. While an extinguishing count is ongoing, the burning count is paused.

If a player is completely burned down to Size 0, their body is destroyed and their spirit is automatically forced from it. All carried or lootable items on a completely burned body are shattered, and all worn or searchable items are destroyed.

Charm: There are many kinds of charm in the game; each of type typically follows slightly different rules depending on its source. The basic type of charm is simple: you immediately "switch sides" to the side of the entity that charmed you, although you do not take orders from this entity. Charms generally last for the encounter unless they are removed or the charmed person dies.

Darkness: There are several shades of darkness that we use. In complete darkness, creatures are Blinded; players must look down at their feet until they have a source of light, and cannot ask "what do I see?". They may still try to take actions and defend themselves, but must continue looking down the whole time. In partial darkness, such as moonlight or starlight, players may look around as normal but cannot make out details; asking "what do I see?" will only give them another player's size, but no other details.

In both cases, having a source of light helps. A torch or torch-like light usually sheds 10' of light; everything within 10' of that light source can be seen normally, but everything outside of it follows darkness rules. Light sources can be seen from any point in darkness.

Devour: Many creatures have the ability to devour other players on the field. To devour, tag a player with both hands on the shoulder, call "Devouring", and perform a 20-count; at the end of the 20-count, the player loses a size. Creatures with devour can only devour a total number of sizes equal to their own, and will generally finish their meal (ie, finish devouring all sizes of the first person they started with) before moving on to another.

Fear: Many abilities in the game cause Fear. Fear usually lasts for a 20 count; while you are Feared, you will run away from the source of the fear and from combat in general. You can block and defend yourself, but cannot make attacks; you can use passive, defensive, or reaction abilities, but cannot initiate actions or deal damage.

Flying: We represent creatures' ability to fly using flying mechanics. To soar, something with flying calls "Ascending" and performs a 5-count; once the count is complete, they are "flying" and represent this by continuously holding up a hand with two fingers. As long as they are flying, they can only engage in melee combat with other flying creatures; they can also be engaged in ranged combat with other players that are 10' away (and vice versa). To descend, the player calls "Descending" and performs another 5-count; once the count is finished, they are on the ground again. In both cases, this count must be uninterrupted; and you are considered on your starting height until you complete the count.

Poison: There are two kinds of poison in the game. The default type of poison gives the receiver a -1 counter on their HP until they are able to take an antidote; multiple instances of poison stack for multiple -1 counters. An antidote clears all stacked -1 counters from poison. If a type of poison is not called, assume the default poison is being used.

Some poison also deals specific effects. In this case, the kind of effect the poison will be called (eg, "Sap Poison"); instead of taking -1 counters, a person will take that effect every 20 count until they are able to take an antidote, persisting across multiple encounters.

Scapeshifted: Some creatures can shift to alternate "scapes", or layers in reality; while they are scapeshifted, they cannot be interacted with and cannot interact with anything on the landscape directly. Scapeshifted creatures will signify that they are shifted with a hand sign held above their heads; the most commonly-encountered one is creatures that are shifted onto the Spiritscape (also called Ethereal Travel), which is signified with a flat open hand turned like a shark fin.

Speaking Another Language: When speaking in a language besides common, we signify this by calling the language spoken and placing two fingers against the lips while talking.

Water: In this game, most people and creatures cannot swim during combat. If they step into water, they automatically drop to 0HP regardless of how many HP they have. They then begin drowning; every 20 count they lose 1HP, and if they reach -4HP they die. If a creature becomes conscious in the water, it becomes unconscious without taking an action. Creatures that cannot go unconscious are stationary and cannot use BC skills; they also take drowning damage. All counts are automatically interrupted while in the water.

The boundaries of the field - particularly paved areas, such as sidewalks - are considered water by default. Some encounters may also add water features with ropes and cones (see Landscape Features below).

Body, Mana, & Spirit Mechanics

The Body and Death

There is only so much of your body you can lose before dying automatically; in general, if you lose one size's worth of body - whether by burning, devouring, or another method - you die automatically. This **Ruins** your body, which means that you cannot be resurrected - even if your spirit is still in your body - until a necromancer has performed a summoning ritual on you to put your body back together. Certain skills can also ruin your body.

Spirit Leaving the Body

When your character dies, their spirit may choose to leave their body to be summoned by a nearby allied necromancer - generally assumed to be back in town unless a party member is a necromancer. Leaving your body voluntarily takes a 20-count; once your spirit has left their body, they cannot return to it (and thus cannot be resurrected) without being summoned first. All of their items are unglued as soon as they leave their body; to show this, drop all weapons and other items and take off all sashes and leave them in a pile in the spot where you died.

Spirits that have left their body are called "wisps"; they are spiritscape-shifted. While wisping, spirits can only walk; they cannot talk or use skills, and may only move in a slow, straight line out of the encounter back towards town (or towards their necromancer party member). Wisps only have a limited awareness of what is going on around them, and remember what the encountered as a wisp in a very distant, dreamlike way.

If your body is ever completely **Destroyed** - usually by burning or devour, but other methods are possible as well - your spirit is forced out of your body automatically, even if there are spells or ongoing effects that would trap you there. This is immediate.

Glue and Unglue

All items are considered "glued" to a person's spirit by default. Players have all of their items glued on their way out of town, and most monsters have their own ways to glue items as well. To check if an item is glued, tag an item with your hand and ask "Glued?" - if yes, you cannot take it; if no, you can take it freely. If an item ever leaves your possession, it is unglued automatically.

Spending Mana

Mana can be spent on more than just a mage's spells. Mana is often used to open magical locks, make sacrifices to deities, or spend energy to focus or concentrate. Like HP, mana also has four negative points; and like HP, when you reach negative mana you go unconscious, and at -4 mana you die. In general, if you spend mana from 1 \rightarrow 0, you can remain conscious; but if mana is drained from you by force from 1 \rightarrow 0, you drop unconscious. HP and Mana are on separate "tracks"; something that lets you resist unconsciousness from HP loss does not let you do so for mana loss, and vice versa. If you are Immune to Unconsciousness, you can spend down to -4 freely but still take fatigue from ending an encounter that way.

Encounter Mechanics

Simulating Travel

Adventurers often need to travel long distances to get to missions. There are a few mechanics we use to simulate both the feeling of covering long distances and making progress towards a destination, and well as the challenges and dangers associated with travel.

In Points and Out Points are one way that we simulate travel. Goodies start at a specific “in point” or starting point that is the point that they are entering their encounter from. There is generally a set “out point” that they are trying to reach in order to continue traveling in the right direction for their mission. Goodies can leave the encounter safely in two directions: either at the Out Point to continue with the mission, or at the In Point to head back towards town. Players can also leave the encounter with risk from any edge of the field in an uninterrupted 5-count: if they do so, their character becomes Lost.

Leaving Encounters is generally instant regardless of whether you leave from the In or Out Point. Once a player has left an encounter, they generally cannot return to that encounter until after it is over, and must remain at the point they left from with their fist over their head.

Lost characters do not rejoin the party after the encounter, but are instead slowly able to work their way back to town. Characters who are lost will generally have to roll under their level to avoid dangerous encounters on the way back. These encounters are not run physically on the field but instead rolled for; there is a chance that characters coming back this way are robbed, killed, or encounter other problems.

Continuous Travel is another way we simulate travel. In this situation, goodies are given a route - often a loop - to take; they move along this route continuously, usually for a set period of time or number of circuits. During this travel, they are always considered in-game and in “game on”; rather than announcing beginnings and endings of encounters, encounters will meet the party on the road in real time. There may be multiple encounters ongoing at once during continuous travel, and players can move between them freely.

Simulating Large Groups

From time to time, adventurers find themselves fighting groups that are larger than we have physical players for. This could include fighting armies in a war, large camps of creatures, or hordes upon hordes of gnomes or gremlins. In these cases, we use a few mechanics to simulate having a larger group. Players can usually see that they’re fighting a larger group in these situations, and will either be notified or can ask during “what do I see” how much larger a group looks.

Waves are one way we simulate large groups. While running waves, once all baddies are down, a hold is called and all baddies put their fists on their heads and return to their starting point; when game on is called, each baddie is another instance of the same role they were playing. There are two kinds of waves: **slow waves** and **quick waves**. During slow waves, both groups - goodies and baddies - will return to their starting point on the field; during fast waves, goodies hold where they are on the field while baddies return to their starting point.

Reinforces are another way we simulate large groups. Rather than reinforcing all together, each baddie has a number of reinforces that they use independently. When they drop, they put their fist on their head and walk back to a reinforce point; once they tag the point, they

reinforce as another of the same role they were playing. In this situation, there are often specific reinforce points marked on the field; if there are none, the reinforce point is the baddies' starting point for the encounter. Just as waves, there are **slow reinforces** and **quick reinforces**: slow reinforces generally include a count, usually either a 5-count or a 20-count, once at the reinforce point; quick reinforces are instant.

Riot Mechanic is another way we simulate large groups - in this case, when a group is effectively endless and needs to be calmed down or managed rather than simply dropped or beaten. When using riot mechanic, every baddie generally starts with one reinforce; every time they are dropped to damage they gain another reinforce, and every time they are killed they gain five reinforces. Riot mechanic reinforces are almost always instant. The only way to prevent a baddie from gaining reinforces under riot mechanic is to drop them without dealing damage - such as with knockout - or else deescalating the situation through other means.

Ambush Encounters

Ambushes are a mechanic used to simulate surprise encounters - these may be actual ambushes, but may also be due to conditions such as darkness or fog that impair your ability to see what's coming.

During an ambush, baddies will start out-of-game; during the encounter, the GM will call "Hold: This Is An Ambush!". All players on the field - whether goodie or baddie - must close their eyes and look down while the ambushing group positions themselves on the field. They can place themselves anywhere as long as they are at least 10' away from anyone with closed eyes. Players whose eyes are closed can still listen for the ambushers' movements and guess their positions that way. Once game on is called, everyone may open their eyes and respond in the manner of their choosing.

Encounter Refreshing

Between encounters, a short rest happens and your character's state "refreshes". Any HP or mana you were down refresh to full (if you were still alive at the end of the encounter), and any encounter-long skills or spells a character had ongoing will fade. Injuries do not refresh, however, and neither do longer-term effects. While encounters refresh, players are assumed to have time for a single 10min Ritual each. If any of the rituals used between encounters cost mana, players are assumed to be down that mana at the start of the following encounter. As an informal rule, if an encounter takes longer than 10 out-of-game minutes to suit up, players each have time for a second ritual or for a full mana refresh despite mana spent between encounters.

Landscape & Features

Missions often lead adventurers into a wide variety of landscape types, biomes, and weather conditions. These often have mechanical features to simulate the challenges that these landscape elements pose. All landscape, terrain, and weather effects are considered “universal” - the damage and mechanics dealt take effect regardless of armor, cloaks, and reactions (ie, you cannot Avoid the Snare from a mud pool).

Landscape Types & Biomes

Landscape types and biomes almost always affect the entire encounter. The landscape type will be called before the encounter begins. Each landscape type has a set of associated features that may be set up to supplement the landscape; some landscapes may also have associated weather fatigue, which will be called at the beginning of the encounter.

- **Forest:** The whole field is considered shade and can be Hidden in freely.
 - Features: Trees may be represented by cones, and can be Climbed etc.
- **Swamp:** All players are Slow in swamps. There is a base % chance of Infection for a party that traverses swamp; this percentage doubles if the party is dropped.
 - Features: Mud pool may be represented by hoops. Mud pools do Snare-Infect.
- **Snow:** All players are Slow in snow. If the party is dropped, they do not wake up in 10min.
- **Ice:** Stationary skills or invokes cannot be used on Ice, and all forced movement is doubled.
- **Desert:** Players must have a waterskin to traverse desert. If the party is dropped, all players gain the Blistered symptom from the diseases chart.
- **Rough:** All players are Slow on rough terrain; forced movement also deals 1dmg.
 - Features: Rocky Outcroppings may be represented by cones. These deal 1dmg.
- **Subterranean:** The whole field is considered to be in full darkness; all field boundaries are high walls rather than rivers.
 - Features: Additional walls, both high and low, may also be placed with ropes and cones.

Landscape Features

There are also a number of landscape features that may appear regardless of landscape or biome type; they may also be used to simulate buildings or structures. Like landscape types, landscape features will be set up and announced before the encounter begins.

- **Low Walls:** Low walls are represented with ropes and cones. They cannot be walked over, but can be fought across.
- **High Walls:** High walls are represented with ropes and cones. They cannot be walked over or fought across with melee combat; ranged combat must shoot “up and over” the wall.
 - Cliff: Cliff is a special type of high wall. Cones will point towards higher ground; players who step across the rope from the high side down “fall” and take a full wound, while players who step across the rope from the low side up are knocked unconscious. Ranged combat can be performed across the rope with Soaring rules (minimum 10’ away).
- **Pools:** Pools are represented by hoops placed on the field; the pool’s effect triggers when a player steps into one with one or both feet.
 - Water: Drop and begin Drowning.
 - Mud: Snare-Infect.
 - Lava: Drop and begin Burning. All items Shattered in a 20c, and Unforged in another 20c.
 - Hole: Holes cause a player to become Descended; they cannot move out of the hoop.
- **Tall Grass:** Tall grass is either field-wide or marked with ropes and cones. All players who are crouched or dropped are Hidden, whether conscious or unconscious.

Weather Types

Weather is generally listed on the mission board, and may change throughout the day. Most weather also deals an amount of weather fatigue; this fatigue is usually called at the beginning of the encounter, but may be called additional times mid-encounter in particularly bad weather. Cloaks protect from weather fatigue, but not from the damage or mechanics listed below.

- **Wind:** Wind is represented by players wielding white sashes; the sashes deal Knockback 3. Players wielding white sashes are “out of game” and not targetable by weapons etc.
 - High Winds: High winds may be represented with field-wide Knockbacks; these will be called mid-encounter by the GM, and may happen several times per encounter.
- **Cloudy:** Cloudy weather is encounter-wide; the whole field is considered shade and can be Hidden in freely. Cloudy weather may fall or lift mid-encounter.
- **Rain:** Rain is encounter-wide; it prevents Burning and the Burned condition.
- **Lightning:** Lightning is represented with Lightning Rays, which deal 5 AV=0 Magic dmg. Players throwing lightning rays are “out of game” and not targetable by weapons etc.
 - Alternate Lightning: Larger lightning strikes may be represented by sorcery balls that detonate, and may have additional effects based on where they land.
- **Fog:** Fog is encounter-wide; it limits visibility. Default visibility is 15’, but may vary.
 - Alternate Rules: Fog may also be represented with Ambush or Stealth mechanics.
- **Waves:** Waves - often from ocean, landslides, or avalanches - are represented by a line of players with outstretched arms. Players overtaken by this line of players Drop and take a Knockback 5.

Fatigue

Adventurers are no strangers to injuries and damage of all kinds; however, some kinds of damage are less obvious and longer-term. We represent this wear and tear with a system called fatigue. Fatigue includes the kind of damage that happens to your body through starvation, thirst, sleep loss, illness, mana loss, pain, and poor weather conditions.

Fatigue is measured in multiples of your character's lvl. Every time your character takes fatigue, it adds to their fatigue measure for the day; and every time the amount of fatigue they have accumulated hits a multiple of their lvl, they take a -1 counter on their HP or Mana (whichever is higher at the moment). A -1 counter reduces your maximum health or mana respectively, and you cannot regain your full health or mana until the -1 counter heals.

Fatigue is usually accumulated slowly - and goes away slowly, too. In general, a character's accumulated fatigue heals at a rate of half their total amount every day. If the amount of fatigue they have would ever be a number less than one, their fatigue is healed. If a character dies while Fatigued, their healing advances at the rate of one day per death.

Example: Say your character is a Lvl 11 Human Bard (3HP, 3Mana). This means that their fatigue thresholds are at multiples of 11: 11, 22, 33, etc. Every time they pass one of those thresholds, they will gain an additional -1 counter. On the first threshold, their HP and mana are tied, so they can choose - let's say they pick HP. In that case, their effective maximum stats are 2HP, 3Mana. Later in the day, they take more fatigue and pass their second threshold; because their mana is higher, they take it on their mana next and their effective stats become 2HP, 2Mana. If they've accumulated a total of 30 fatigue that day, by the next day they'll have 15 fatigue (so one of the -1 counters heals); by the next day, they'll have 8 fatigue (at which point their other counter heals); and so on and so forth until they reach full health.

Sleep Loss, Thirst, and Starvation

Fatigue for these conditions accumulates a bit differently than most. Most fatigue from other sources is either called on the field by the GM or comes in a set amount due to illness. Fatigue for failure to attend to your bodily needs, however, comes in chunks based on your character's level. The standard amounts are:

- Starvation: Gain x1 your Lvl in fatigue for every day you do not eat.
- Sleep: Gain x2 your Lvl in fatigue for each night you do not sleep.
- Thirst: Gain x3 your Lvl in fatigue for every day you do not drink.

Fatigue and Mana Loss

When you end an encounter at negative mana - either from having your mana drained, or for overspending your mana - you will also begin to accumulate fatigue. The standard rate is 5 fatigue every time you end an encounter at negative mana. Your mana will refresh to full for the following encounter, barring any negative counters on your mana.

Disease

There are many types of illness in the game world. They range from very mild to incredibly dangerous, and each comes with their own variety of symptoms. Below is a list of standard symptoms and what impact they have on your character. Keep in mind that many illnesses also have unique symptoms not listed on this table - make sure to ask the GM what they do.

Symptom	Includes
Blistered	Cannot regenerate or use passive self-healing abilities.
Clumsy	Must use your non-dominant hand for weapons, invokes, etc.
Coughing	Cannot use or participate in stealth-related abilities (hide, ambush, etc).
Dizziness	Cannot run or use other moment abilities such as swimming, climbing, etc.
Fever	Take 5 fatigue per encounter; take double fatigue from weather and temperature.
Hallucinations	Cannot ask or hear the answer to "what do I see?".
Headache	Take 2 fatigue per encounter.
Itching	Cannot complete 10-min rituals.
Lightheadedness	When becoming conscious, must remain stationary for a 20c.
Nausea	Vulnerable to sensory input (as if having advanced senses).
Sleeplessness	Only recover half of the fatigue you would normally recover from sleeping.
Sneezing	Cannot complete 20-counts.
Sore Throat	Cannot use called skills; can only speak in a whisper.
Tiredness	Take 10 fatigue per encounter.

Treating Symptoms

The standard symptoms above can be treated with herbs. These herbs don't cure the underlying condition; only help soothe the symptom for a while (one set). In general, you can only treat up to three separate symptoms at a time - any more and you risk poisoning yourself on the wrong combination of herbs. You do not need an herbalist to apply symptom-treating herbs, though you will need one to cure the illness itself.

Treating a Disease

In order to treat a disease, you need an herbalist or healer with a skill level equal to or higher than the BR of the disease. Very minor illnesses - BR 5 or less - will sometimes go away on their own; but sometimes, very severe illnesses may kill your character. Characters who die of a disease cannot be resurrected until cured - which must happen before the body has started to decompose significantly.

If your character has had a disease cured, they have a higher chance of resisting catching it in the future. This varies from full resistance to negligible depending on the disease; magical diseases are more likely to reinfect the same person.

Death

Death, while unpleasant, is a normal part of adventuring that happens to everyone sooner or later. Death in this world is not always permanent; most of the time when a person is resurrected, they will suffer a few minor ill effects but otherwise continue on with their lives as normal. There is always the risk, of course, that they pass on to the afterlife - but this is a relatively rare occurrence.

Whenever a character dies, at the end of the day they draw from the deathbag. The deathbag is a bag full of clear and colored stones: 28 clear, 4 Black, 2 Grey, and 1 White. You draw blindly from the bag a number of stones equal to the number of times you have ever died; the stones describe what happens to the character. There are two factors in death: number of colored stones drawn, and the weight represented by which colors were drawn.

The weight of a pull determines which effect a character suffers from death: black stones have 1 weight; grey stones have 2 weight; and the white stone has 4 weight. The number of colored stones you draw determines how long the outcome lasts, at for a duration of 7xp earned since that death, per colored stone drawn. If you draw a death outcome that your character is already suffering, you add another instance of that effect - not more time to the first instance.

The list on the following page describes what each amount of weight does. All outcomes above the dividing line are temporary; all effects below it are permanent. When drawing for multiple deaths is important to finish all of your pulls and take note of their results, even if you PD; those deaths can affect the possibility of Divine Intervention.

Divine Intervention

Divine Intervention is when a deity or other being intercedes on your behalf to prevent you from passing on. They can vary widely in nature; they may be as simple as preventing your death once, and may be as complicated as a pact made which sustains your existence as long as you agree to the terms of the pact. Some divine interventions are “standing” and persist even through future PDs; others are one-time interventions, and do not guarantee safety for future pulls. In general, having a preexisting relationship with a deity or similar entity greatly increases your chances for a divine intervention



Death, cont

Weight from Death Chart

1. Minor Disturbance

Choose or roll on the minor disturbance chart below. This is a small roleplay quirk that has no mechanical impact on your character.

2. Trouble With Recall

Takes an additional 20 count to perform your three most recently-learned skills.

3. Trouble Forming New Memories

In AL, gain -1 XP per mission. In JL, don't gain your last set.

4. Magical Transportation Issues

Must be summoned before you can be brought back to life, even if your spirit has not left its body and the body is intact - this includes resurrect, rebirth, regeneration touch, etc. You may also suffer issues with other forms of magical transportation (teleports etc).

5. Forget or Unlearn Skill

Temporarily lose access to a class skill or tradecraft you have learned.

6. Gain a Memory

Gain a memory; complete pull and see GM.

7. Permanent Death (PD)

Die permanently. Divine Intervention possible; complete pull and see GM.

Minor Disturbance Chart

1. Itchy	11. Ringing in Ears
2. Tingling	12. Own Voice Echoes in Ears
3. Numbness	13. Restlessness
4. Limp	14. Forget What You're Doing
5. Arm Weakness	15. Zone Out
6. General Weakness	16. Lost in Memories
7. Slowness/Low Energy	17. Bad Dreams
8. Stuttering Words	18. Dulled Senses
9. Slurring Words	19. Dizziness
10. Voice too High/Low	20. Forget How You Died (<i>permanent</i>)

Markets & Price Lists



Town @, Markets & Trade

Cities, towns, and villages of all sizes always have some flow of goods and a market to exchange them in. However, not all markets are created equal; some are smaller, some are larger, and not all goods and services are available all places. We use a number called the “@” (“at”) to measure the scale and scope of a given town’s market as well as its overall quality of life; towns that are generally flourishing will have a higher @, and struggling ones a lower @.

The Town @

The town @ is used for several things. Firstly, it determines what goods and services are available: anything with a value equal to or lower than the @ can be found in town easily and bought readily without consulting the GM. Anything with a value higher than the town @, however, will take extra work to find. You can sometimes find higher-value goods with a successful action or during an in-town encounter, but locating something higher-value isn’t a guarantee.

Secondly, the town @ determines the level to which you can train a given class or tradecraft: crafts cannot be trained to a higher level than the town’s @ (though lvs may still be gained through certain haps or actions), and if the town @ is lower than 10 it limits the level to which you can train in a given class. This also limits the maximum level at which you can hire someone to help you during a mission or action. Thirdly, the town @ determines the maximum baseline income you can earn each month (for income rules, see the next page).

City Tradecraft Lvls

Many towns have innate tradecraft levels that represent crafts that a town is particularly renown for or which are culturally relevant in the location. These innate tradecraft levels increase the effective town @ for goods, services, income, and training related to that craft - for example, an @20 town with 5/Carpenter would allow you to buy any goods primarily made of wood up to 25g. A town’s innate crafts will generally be listed on the mission sheet near the listing for the town @, as will any local surpluses or scarcities of particular goods or types of resource.

Market Flux

Both the town @ and a town’s innate tradecraft levels can change throughout the year. Many things can cause this change: population influx or outflux, obtaining or losing access to a source of resources, trade routes being built or cut off, and more. All a manner of developments from the story can impact the local town’s market, so keep an eye on it as the season progresses. In general, higher @s are more stable and less likely to shift up and down, whereas lower @s are more vulnerable to shifting in either direction; but this does not always hold true.

Currency & Barter

We use a baseline currency of gold (g), silver (s), and copper (c). When we talk about the value of goods out-of-game, this is the baseline we usually use. However, the currency used in a given region in-game can vary, and may need some conversion if now using the usual baseline. Generally, it is 100c = 10s = 1g.

Some regions also use barter. In this case, items need to be exchanged directly for other items; they by default can be exchanged for items of their own value or less, but only for items with more value by using sufficient trader levels.

Work & Income

When your character is not adventuring they are generally working to earn a living. What kind of work they do depends on their tradecraft and class levels: if their highest-level skill is the blacksmithing tradecraft, they are assumed to be working as a blacksmith. Income is earned monthly and is dependent on your tradecraft and class levels.

The amount of gold your character earns over the month is equivalent to their highest-level skill, be it a tradecraft or a class. If your highest skill is lvl 12 Innkeeper, your character earns 12g; if your highest skill is effective lvl 26 Knight, your character earns 26g and so on. The amount of gold your character can earn is limited by the @ of the town that you're in; if your character would be able to earn 26g, but the city's @ is 14, your character is only able to make 14g that month. Trader lvls allow you to treat the town @ as up to twice as high as its base, both for goods and income purposes (at +1@ per trader lvl).

The gold your character earns factors in regular recurring living expenses such as food, equipment maintenance, and so on. It does not include special services that your character has to seek out, such as a Cure Illnesses ritual if they are sick; it also does not include any extra expenses to buy new equipment. These must be paid for out of the gold your character has earned, so characters may wish to save their gold between months to prepare for larger expenses.

Characters can choose to forego their monthly action and instead spend their time earning more gold. When they choose to do this, they earn a flat x2 to their monthly income. This extra income cannot exceed double the city's @. Characters may decide on a month-to-month basis to either use their action or earn extra gold.

Buying and Selling Goods

As long as goods are below the town @ and not subject to any scarcities, players are generally able to buy goods as needed and do not need to confirm purchases with the GM. Buying goods is typically done while the party is back in town before or after a mission, since access to a market is required for buying goods and markets are usually not available while mid-mission. There are a number of charts below with a variety of goods and their base price; if you are looking to buy something not listed on the price lists below, ask your GM to give you an estimate on its value.

When selling goods, players should assume that they can sell any items with a value below the town @ for 1/2 its value. As with buying, selling goods can generally happen as needed and don't need confirmation with the GM - but especially in the case of party loot from a mission, make sure you know what's yours to sell so that two people don't accidentally sell the same object. Any items worth more than the town @ cannot necessarily be sold; if you are looking to do so, talk to the GM.

Equipment Rules

These are the rules for the handling of in-game equipment that characters have.

Representing Equipment

Characters must take physreps (“physical representations”) for all equipment they are bringing with them on a mission. If they are bringing a backup equipment set, for example, they must bring that equipment set with them and physically carry it during the mission. If they forget to do so, they have forgotten their item in town and do not have it. The physrep rule only applies to equipment that we regularly physrep: we don’t have set physreps for kits or rations, so players aren’t expected to physrep them to have those items with them.

Items that aren’t brought on a mission are generally assumed to be safe in town, and don’t need to be represented in any way. It’s recommended that each player keep a list of their character’s equipment somewhere, often in the same place as their character sheet.

Equipment and Character Size

In general, we assume that all equipment is shaped for humanoids and able to be used by people sizes 1-4. As long as you’re mostly humanoid and within that size range, we don’t worry about specifics; characters can share or trade equipment freely without worrying about keeping tabs on its size. Any equipment that is meant for a non-humanoid shapes or sized for anything bigger than size 4 will need special consideration, and may cost more or be harder to buy and sell than the baseline equipment value.

Equipment Slots

There are limits to what any given character can use, wear, and carry. We represent this with equipment slots. Below are a list of the various slots and how many pieces of equipment can fit into each one. Armor as mentioned below is specifically pieces of armor that are being swapped in from the base set - a specific gauntlet swapped into a suit of half-plate, etc.

- Head/Neck: 1 Hat/Hood/Circlet, 1 Neck, 1 Armor
- Torso: 1 Shirt, 1 Overshirt, 1 Hands/Gloves, 1 Armor
- Arms: 1 Hands/Gloves, 2 Bracer/Bracelet/Armband, 1 Armor
- Legs: 1 Pants, 1 Overpants, 1 Feet/Shoes, 1 Belt/Waist, 1 Armor
- Back: 1 Cloak, 1 Pack/Quiver
- Carrying: 5 Miscellaneous Items/Item Groups (e.g. A Kit, Rations, A Shovel, etc).
- Props: Limited by what you can carry and equipment availability.

Specific Equipment Rules

Some equipment and physreps have additional specific rules, as follows:

- Bows: If struck with a weapon, bows need to be restrung before they can shoot again; this can be accomplished by touching the bowstring at both ends.
- Shields: Buckler shields are the only shields that allow you to wield items in the same hand. All other shields prevent you from wielding items in that hand.

Mastercrafted Equipment

We still do not know what mastercrafted equipment does. For the time being, your items is simply fancier and worth more due to the quality of its particular make.

Shattered Equipment & Runic

Equipment that has been shattered doesn't retain its full usefulness. Here's a quick guide to what certain kinds of items do when shattered:

- Weapons: Deal Vitals Damage only; skills cannot be used through shattered weapons.
- Shields: Does not block AV=0 damage.
- Armor: Does not protect the wearer from damage.

Some items have a property called "runic"; runic items are self-healing. If a runic item is shattered, they will repair themselves in a 20 count. Items that are destroyed - such as with an unfroze - do not self-heal in this way.

Magelore & Mana Storing

As a baseline, only some types of items can be made magelore or mana-storing. Material is one of these limitations; any items made of Cloth, Leather, Misc. Textiles, Paper, or Wax cannot be made magelore due to limitations in the material itself. Additionally, Clothing, Armor, and Expendable Items (such as potions or food) cannot be made magelore or mana-storing as a default because of issues with their use.

Many items are also limited in how much mana they can store. While in-game this is generally based on their size, because we don't have a good way to estimate size of imaginary objects, we use the item's price as a baseline. Items that cost 1g-3g can only store 1 mana; items that cost 4g-9g can only store 2 mana; and items that cost 10g+ can only store 3 mana. Most items cannot store more than 3 mana; however, you may occasionally and under special circumstances run into items that can store more, or that can be magelore despite their baseline properties. This is not usual, however, and items like this cannot be bought normally!

When using a mana-storing item, in order to use the item you must touch the mana-storing object and invoke to spend a mana out of it. Refilling a mana-storing objects takes a day per mana.

Consumable Items

Some items - particularly potions, antidotes, and herbs - are consumed upon use. These items generally cannot be used directly in-combat. They can still be administered during a fight with an uninterrupted BC 20-count, either to yourself or to someone else.

Item Cards

Some pieces of equipment - usually enchanted items, but occasionally also special potions or other rare items - come with an item card. This item card represents the item the same way that the sword props represent swords. If you are taking the item with you on a mission, you must have the item card; if you are searched for the item, you must hand the card over to the person who searched you. If you don't have the item card with you, it's assumed that you left it in town. If the item is used up or destroyed, the card should be handed back to the GM.

Equipment Sets & Baddying

Often when playing a baddy, you will need to grab equipment. The number of equipment that you grab is typically based on your rank in a class, as is the amount of gold your baddy can be assumed to have on them if searched. Baddies can generally use their sets to make equipment runic, silver, etc; at the rate of doubling equipment sets per modification. Baddies cannot use sets to buy armor; armor level will typically be assigned by the GM.

Rank	Equipment Sets	Gold (if Searched)	???
No Rank (Journeyman)	1 Set	5s	
Rank 1	2 Sets	1g	
Rank 2	3 Sets	2g	
Rank 3	4 Sets	3g	
Rank 4	5 Sets	4g	

Additional Rules for Personal Equipment

When bringing personal equipment to an event, it may be brought into the game with additional traits based on the physical properties of the item. Items with engravings are generally considered runic; whereas items with silver edges are considered silver. Costume armor may grant AV, and other costume pieces - such as cloaks, tools, and other equipment - may give you use of those pieces of equipment in-game.

In general, personal items being brought into the game are limited by the location's @. Items with a value that exceeds the @ can still be brought in, but with limited item traits or AV. Bringing in items from home also includes consulting with the GM about what traits that item has in that location.

Personal weapons generally count for one equipment set for the purposes of suiting up as baddies. If a player's character loses all their items, the player cannot use their personal items on their character for the rest of the day (but may continue to use them as a baddy). Each event, players gain a new copy of their personal items as long as they physically bring those items to the event. Players cannot sell their personal out-of-game gear for in-game gold.

Structures

Structures are distinct from items. Structures are large and cannot be carried: buildings, walls, statues, and ships are all examples of structures. We often represent structures with terrain built from ropes, cones and other props rather than representing them with items. Structures do not take damage, shatter, or unforge the way that items do, and any abilities that reference "item" in the rules text do not work on structures. It is usually possible to affect structures with tradecrafts out of combat: given time, a mason of sufficient skill can repair a wall or a carpenter can repair a ship. In the context of certain encounters, counts may be a way to interact with structures in lieu of damage; these will vary encounter to encounter.

Price Lists

Equipment List (Weapons)	Price	Equipment List (Weapons)	Price
Arrow or Dart	1g	Javelin	4g
Axe, Full	7g	Katana	10g
Bow	5g	Longsword	10g
Broadsword	8g	Net	10g
Claymore	11g	Ninjatu	8g
Dagger	2g	Rod	6g
Equipment Set (see next page)	10g	Shortsword	5g
Flail, Medium	6g	Spear	10g
Flail, Short	4g	Staff	10g
Hatchet	4g	Stiletto	3g
Hammer, Full	7g	Wakazashi	5g
Hammer or Hatchet, Throwing	3g	Wand	3g

Equipment List (Armor)	Price
Buckler Shield	4g
Large Shield	8g
Tower Shield	10g
Helmet	10g
Gauntlet	2g
Leather Armor (AV1)	10g
Chainmail (AV2)	20g
Half Plate (AV3)	40g
Full Plate (AV4)	80g

Equipment Modifications		Price
Magelore	(Item can be used with Staff Touch)	x2
Mastercrafted	(Item is of finer quality)	x2
Repair Shattered	(Does not apply to enchanted items)	1/2 worth
Runic	(Item heals from being Shattered in a 20 count)	x2
Silver	(Item blocks UB mana drain)	x2
Mana Storing	(All Mana Storing items must also be magelore)	x2 p.mana
Passive Magic	(Deals Magic Damage)	+50g

Price Lists, cont

Standard Equipment Sets

Note: Equipment Sets are standard sets of equipment used both by characters during creation and baddies during suit-up. They are not meant to be mix-and-match, but if you have multiple equipment sets you may take pieces from each one.

Axe
Bow & 5 Arrows
Broadsword & Stiletto
Claymore
3 Daggers
Hammer & Buckler
Javelin, Stiletto & Buckler
3 Javelins
Katana
Longsword
Medium Flail
Rod & Large Shield
Rod & Shortsword
Short Flail & Buckler
Shortsword & Broadsword
Shortsword & Large Shield
Spear
Staff
Tower Shield & Dagger
Wakazashi & Ninjatu

Weapon Classes

Some suitups may reference weapon classes; this table lists the classes of weapons and which weapons are included in each category.

Impact	Axes, Hammers, Flails, Rods
Natural Weapons	Martial Arts, Bite, Other Natural Weapons
Pole Arms	Staff, Spear, Claymore
Swords, Single-Bladed	Wakazashi, Ninjatu, Katana
Swords, Double-Bladed	Shortsword, Broadsword, Longsword
Throwing	Javelin, Dagger, Stiletto

Price Lists, cont

Equipment (Adventuring Gear)	Price	Equipment (Worn Gear)	Price
<p><i>Note: Weather Gear prevents weather-related fatigue. Weather gear protects against weather fatigue at a rate of 1pt per coverage you have (base coverage numbers for each type of gear listed below). Mastercrafted weather gear doubles the base value of the protection listed.</i></p>			
Bedroll	6g	Basic Clothes (0)	3g
Flint and Steel	5s	Boots (1) (Covers 1pt. Travel Fatigue also)	3g
Rations (1 day)	5s	Cloak (2)	3g
Rope (50ft)	5g	Gloves (1)	2g
Tent	12g	Hat (1)	2g
Torch	2s	Long Underwear (1)	2g
		Scarf (1)	1g

Equipment (Containers)	Price	Equipment (Jewelry)	Price
Bag	5g	Amulet	2g
Pouch	1g	Bracelet	2g
Vial (1oz)	1g	Circlet	3g
Flask (6oz)	2g	Earrings	1g
Bottle (12oz)	3g	Ring	1g
Chest (Size 1)	8g	Belt	1g
Chest (Size 3)	16g		

Equipment (Miscellaneous)	Price	Equipment (Miscellaneous)	Price
Banner	10g	Lantern	4g
Book	5g	Lock (T)	1g/lvls
Broom	5s	Mirror, Small (T)	8g
Candles	1s	Musical Instrument, Simple	2g
Canoe or Dinghy	12g	Musical Instrument, Complex (handheld)	10g
Eyeglasses (T)	20g	Orb	4g
Fishing Rod	2g	Scroll Case	2g
Furniture, Small	5g	Spyglass (T)	35g
Furniture, Large	15g	Tool, Small	3g
Grappling Hook (T)	6g	Tool, Large	9g
Hammock	5g	Wheelbarrow	8g
Horn	1g		
Hourglass (T) (specify time when bought)	12g		
Incense	1s/bundle		

Price Lists, cont

Equ. List (Kit)	Includes	Price
Appraiser's Kit	Magnifying Lens, Scoring Quartz, Pocket Scale and Weights (x3), Polish and Cloth	18g
Artist's Kit	Pigments (12), Brushes (6), Pencils, Thick Paper, Mixing Tray, Washcloths	16g
Climber's Kit	12 Pitons, Small Hammer and Pick, 2 Ice Axes, Crampons, 100ft Rope.	21g
Cook's Kit	Salt, Spice Jars (6), Sm. Pot & Pan, Wood Spoon, Bouillon, Knife, Cooking Grease	18g
Courtier's Kit	Makeup (6), Combs (2), Perfume Vials (2), Pins (12), Mstc. Washcloth, Breath Herbs	12g
Crafter's Kit	Hammer, Chisel, Nails, Glue Jar, File, Sandpaper, Sm. Knife, Gloves, Tape Measure	13g
Explorer's Kit	Chalk, Scoring Quartz, Flint & Steel, Ball of Twine, Map Paper, Charcoal, (???)	10g
Gambler's Kit	Deck of Cards, Cup of Dice, Gambling Tokens, Carrying Box/Pouches	5g
Locksmith's Kit	Lockpicks, Grease Jar, Files, Rag, Crowbar, Wire and Wire Tools, Wax or Clay	16g
Medic's Kit	Bandages, Needle & Thread, Tweezers, Washcloths, Scissors, Gloves, Disinfectant	12g
Musician's Kit	Instrument Case, Polish and Cloth, Extra Strings or Materials, Paper Clip	16g
Potion Kit	Mortar/Pestle, 10 Vials, 2 Flasks, Scalpels, Face Mask, Tongs, Bowls, Sm. Scale	20g
Scribe's Kit	Inkwell, Styluses, Brushes, Parchment Rolls (3), Paper, Sealing Wax, Envelopes	10g
Tailor's Kit	Needles, Spools of Thread (6), Scissors, Pins, Thimble, Tape Measure, Patch Cloth	10g
Trapper's Kit	Ball of Twine, Skinning Knife, Scent Marker (1oz), Scent Coverup (1oz), Bait	12g
Mastercrafted Kits	Doubles the number of any kit item listed with a number; all items of high quality	x2

Services List (Town)	Price
Skills for Hire	1g/lvl
Board, Basic (per week)	5g
Board, Decent (per week)	10g
Board, Fine (per week)	20g
Inn Room, Basic (per night)	5g
Inn Room, Decent (per night)	10g
Inn Room, Fine (per night)	25g
Mail (Standard)	1s/10miles
Mail (Expedited)	x2
Meal (Simple)	5s
Meal (Decent)	1g
Meal (Fine)	5g

Price Lists, cont

Equipment (Alchemicals)	Doses	Price	Equipment (Alchemicals)	Doses	Price
Bug Repellant	6	6g	Paint, Art	5	6g
Concrete	2	12g	Paint, Structure	5	4g
Dye	2	4g	Perfume	10	7g
Glue	12	3g	Polish	6	4g
Grease	5	1g	Soap	20	2g
Ink	30	3g	Solvent	4	6g
Lotion, Sun	4	6g	Wax	5	2g
Lotion, Wind	4	4g			
Makeup	10	5g			

Equip. (Potions)	Potion Description	Doses	Price
Antidote	Counters the effects of poison if administered before death.	2	15g
Corrosive Liquid	Corrodes (shatters) small objects (eg, hinges). <i>Time taker per material.</i>	6	12g
Explosion in a Bottle	Detonates 10' when thrown, dmg in radius, including inanimate obj.	1	19g
Fire Gel	Objects coated in fire gel burn readily and are difficult to douse.	2	14g
Flask Treatment	Treats a container to resist corrosion (such as from acidic blood).	2	12g
Glimmerdust	Glittering Powder. Makes target more visible and reflective.	3	13g
Glowchalk	When used, writing or drawings glow for 5hrs. Comes in various colors.	—	10g
Glowsphere	Glows as a torch but produces no heat; shake to activate for 4hrs.	5	10g
Holy Water	Prevents undead from respawning if poured on the body.	1	13g
Sleep Potion	Prolongs unconsciousness of an unharmed, unconscious person.	3	12g
Smoke Bomb	Detonates 10' when thrown; all in radius blinded for 20c.	1	16g
Smoke Stick	Fills a room with smoke (30' per 20c). Does not work outdoors.	2	12g
Wyvern Breath Potion	Breath Blast (10', 20c) of a wyvern (type purchased in advance).	1	45g

Equip. (Potions)	Potion Description	Doses	Price
Poison (OOC, Sick)	Must be consumed (typically in food or drink). Become violently ill.	1	5g
Poison (OOC, Death)	Must be consumed (typically in food or drink). Illness followed by death.	1	10g
Poison (IC, Basic)	As basic poison (see monster abilities glossary).	1	30g
Poison (IC, Instant D.)	If poisoned, die instantly.	1	50g

Price Lists, cont

Equipment (Herbs)	Price	Equipment (Herbs)	Price
<i>Mastercrafted Herbs address an additional symptom with a price lower than the base price of the herb.</i>			
Blistered	2g	Lightheadedness	4g
Coughing	1g	Nausea	3g
Dizziness	4g	Sleeplessness	6g
Fever	5g	Sneezing	3g
Hallucinations	8g	Sore Throat	2g
Headache	1g	Tiredness	8g
Itching	2g		

Services (Travel)	Speed	Encounter Risk	Price
Foot	15 Miles/Day	Low	1g/day
Caravan (Passenger)	25 Miles/Day	Medium	4g/day
Caravan (Guard)	25 Miles/Day	High	Free
Coach	60 Miles/Day	Medium	10g/day
Mounted (req. animal trainer)	50 Miles/Day	Low	5g/day
Ship (Passage)	80 Miles/Day	Low	10g/day
Ship (Guard)	80 Miles/Day	High	Free
Ship (Charter)	80 Miles/Day	Medium	30g/Day
Teleport (Major City)	Instantaneous	None	1g/10miles
Teleport (Local Area)	Instantaneous	None	?g/move
Mount (Purchase)	—	—	50g x BR
Mount Upkeep	—	—	BR x 2g/w

Miscellaneous (Animals)	Price	Miscellaneous (Buildings)	Price
Animal Feed	BR x 5s/w	Land	
Draft Animal	BR x 5g	Base Price Calculation: @ x quality x acre	
Livestock	BR x 5g	House or Common Building	
Pet, Untrained	2g	Base Price Calculation: @ x 10 x rooms	
Trained Animal	BR x 10g	Specialized Building (Craft Shop, etc)	
		Base Price Calculation: @ x 10 x rooms x2	
		Small Ship (1-5 People)	150g
		Medium Ship (6-20 People)	750g
		Large Ship (21+ People)	1,500g

Enchanted Items

Enchanted items are items that have been crafted in such a way that they are imbued with magic. Any kind of item can be enchanted - from weapons, to clothing, to jewelry, to small trinkets such as toys or keys to large items such as furniture. Enchanted items can do many things; the possibilities are near-endless, some of them being very powerful while others are quite subtle. All mages have a sorcery option that allows them to craft enchanted items, but there are many other ways that items become magical as well.

All enchanted weapons, unless otherwise specified, deal magic damage passively. Magical damage is sometimes necessary to fight certain kinds of undead and outsiders, and enchanted weapons are one of the ways to do so. It is possible to enchant an item such that it is *only* passively magic without any other enchantment; these kinds of items are common and easy to make, and can be bought directly from the equipment list without going through the GM. More complicated enchanted items cannot usually be bought this way, and must be obtained the way that other higher-value items such as armor usually are.

All enchanted items read as magic, including items that are passively magic with no further enchantment. Players may tag an item and call “read magic” to check whether that item is magical or not. Each item must be checked individually.

Sample Item Card

The following is a sample item card for an enchanted item:

Item Type: Runic Longsword	← Item Type, Materials, and Physrep (if needed)
Origin: Oldmin, 3.2	← Where and When the item was made
Description: This longsword marks the user as a member of the Rose Knights; its blade is long and slender, and its pommel ends in the shape of a delicate rose. It is illegal to use this weapon if you are not a Rose Knight.	← Physical Description of the item, including notes about its physical traits (<i>Example: Items made of paper are usually destroyed if burned; or, if the item is mana-storing, how much it stores.</i>)
Enchantment: The user of this sword can rogue into any spell they are high enough level to use; to do so, they must spend a mana, invoke, call “Spell Rogue: [spell name]” and perform a 20 count.	← Enchantment Description - what the item does, including how often or under what circumstances the enchantment works and text for any abilities it grants you.

How Enchanting Works

Enchanting and item works best when the item is of high quality. For this reason, most enchanted items are mastercrafted; while you *can* technically enchant regular and even improvised items, doing so increases the chance that something goes wrong with the enchanting process. Enchanting also works better when the item to be enchanted suits the intended enchantment: for example, if an item is meant to protect someone from falling a great distance, using feathers in the item or embossing it with images of birds will typically be more effective than something made of literal rock.

Once the item is crafted, it has to be imbued with magical energy. The most common way to do this is by leaving the item to sit along a ley line or other place of significant magical

energy. Certain locations will imbue the item with certain kinds of energy: for example, a ley line connected to a volcano will impart energy that will bolster any enchantment that has to do with fire - but may hinder a more water-oriented enchantment. An item that is imbued with energy and then left alone will simply be passively magic; if a mage wishes to craft something more complicated, they then must take that energy and shape it.

Shaping the energy in an enchanted item can mean many things. Using the item a certain way is one way: if an enchantment is meant to be useful for fighting giant spiders, using the item to fight giant spiders is one way to shape the enchantment. Treating the item with substances is another way: an enchantment meant to assist with stealth might be treated with smoke or left out on a foggy night. The process of shaping an enchantment can take anywhere from days to months; once the process is finished, the enchantment is locked in and generally cannot be changed any further.

How to Enchant Items

Enchanting an item is generally done as your action over the month. When enchanting an item, you will need to describe to the GM several things:

- Materials: Any materials you are using, including the item you are going to enchant.
- Process: What processes you are using to shape the energy in the item.
- Intended Enchantment: A description of the enchantment you are trying to produce.
- Stats: What level you are, including in any relevant mage classes or tradecrafts.

Once you have sent in your enchanting process, the GM will factor your skill level and how cohesive your enchantment process is, then make a roll; they will then either send the item that you have produced back to you in reply to your action or give you the item card at the next event. Enchantments, just like sorceries, don't always do what you want them to - sometimes they turn out better, sometimes worse, and sometimes just different. As the crafter of the item, you can draw the art on the item card - make sure to sign it!



Monster Book

Chapter Title Page

Monster Book

While out in the world, adventurers may encounter a wide variety of creatures, monsters, and beings. Many of these are hostile and dangerous; they may try to initiate combat with an adventuring party out of hunger, protectiveness of their territory or herd members, or out of feeling threatened. Other creatures and beings may be benevolent, curious, or sometimes in distress and in need of help. Each monster's stat block includes a description of its usual temperament and behavior, but ultimately each encounter with a creature must be met on its own merit.

The following is an example stat block for reference.

Creature's Name	
<i>A description of the creature's appearance and behavior goes here.</i>	
Base Stats (HP, AV, Size, Intelligence, BR [Battle Rating].) are listed here.	
Creature Type:	This includes the type category and its associated abilities (if any).
Offense:	Offensive Abilities.
Defense:	Defensive Abilities.
Passive:	Passive abilities or traits, and other miscellaneous abilities.
Senses & Mobility:	Abilities that have to do with senses or mobility.
Habitat:	Short notes on where this creature is most often found.
Play Notes:	Usually contains tips on how to play the given creature well.

Creature Types	
PC Species	--
Goliaths	Improved Strength.
Goblinoid	Digging, Darkvision, BR/Tinker lvls.
Low Fey	Base 3 Mana, Innate Fey Sorcery (Purple Packets).
High Fey	Base 5 Mana, Innate Fey Sorcery (Varied Deliveries).
Mundane Animal	--
Mundane Beast	No Speech, No Hands, Non-Humanoid.
Vermin	Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech.
Magical Animal	--
Magical Beast	No Speech, No Hands, Non-Humanoid.
Magical Creature	--
Outsider	Immune to Non-Magic Dmg & Unc., Outsider Regen., Resist Mental Effects, Base 5 Mana
Corporeal Undead	--
Skeletal Undead	Immune to Vitals, Resistant to Missle Weapons.
Spiritual Undead	Instant Ethereal Travel, Martial Arts, Gliding.
Amorphous	Immune to Vitals and Unconsciousness.
Construct	Immune to Unconsciousness, Vitals Protection, Resist Mental Effects, Darkvision.

Angel (Greater)

Angels are the servants of deities and carry out their will on this plane. Unlike lesser angels, greater angels can take a wide variety of forms and do not necessarily look at all humanoid; this can make them difficult to identify. They are not free-willed and always share the alignment of their deity.

40HP, AV3, Variable Size. Extreme Intelligence. BR 40+.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Smite, Improved Might Strike, Improved Exorcism Ritual (as Sap Respawn).
Defense:	Immune to Mental Effects.
Passive:	Innate Full Mastery in Three Classes, Blessing, Energy Factor, Giant Strength, Limited Freebirth (Deity-Aligned Only), Outsider Lore, Divine Gift, Staff Touch w/ All Weapons, Glimveil.
Senses & Mobility:	Full Mobility, True Sight, Bardic Sense, Improved Alignment Check.
Habitat:	Any.
Play Notes:	Talk to your GM about specific deity, behavior, stats, etc.

Angel (Lesser) (Picture: See pg. 119)

Angels are the servants of deities and carry out their will on this plane. Lesser angels almost always look like winged humanoids with features of their deities, but may vary in appearance depending on the deity they serve. They are not free-willed and always share the alignment of their deity.

20HP, AV0, Size 3. Very High Intelligence. BR 30.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Smite, Improved Might Strike.
Defense:	N/A
Passive:	Innate Full Mastery in a Class, Blessing, Divine Gift, Giant Strength, Outsider Lore, Divine Gift, Glimveil.
Senses & Mobility:	Flying, Instant Ethereal, Spirit Guide, Night Vision, Alignment Check, Bardic Sense.
Habitat:	Any.
Play Notes:	Talk to your GM about specific deity, behavior, stats, etc.



Beast, Armored

Armored Beasts look much like very large armadillos with thick, heavy scales. They are omnivorous and often travel in herds. They are more docile than most other beasts, but once upset are tenacious and indiscriminately destructive, sometimes wrecking buildings or other structures as they rampage.

10HP, AV3, Size 5. Animal Intelligence. BR 8.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	Impenetrability, Shattering Armor.
Passive:	Giant Strength, Devour.
Senses & Mobility:	Digging, Night Vision.
Habitat:	Plains, Mountains, Hills, and Large Caves.
Play Notes:	If available, grab boulders; armored beasts can be very possessive about their particular boulders.

Beast, Common

Common Beasts come in a variety of forms, but are generally able to walk upright and resemble very large mammals. Most commonly they look like large bears but can also look like apes or mustelids. They can be found both in large and small groups, and spend a lot of time foraging and hunting for prey.

5HP, AV1, Size 5. Animal Intelligence. BR 4.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Improved Strength, Devour, Partial Hands.
Senses & Mobility:	Night Vision.
Habitat:	Any.
Play Notes:	Common beasts can handle objects if they are not walking. If they want to continue moving, they generally must put objects down to walk on all fours.

Beast, Mountain

Mountain Beasts are large, sturdy beasts with a large set of horns; they may resemble rams, moose, or buffalo. They are moody and temperamental; if given a wide berth they may remain calm, but if approached can become aggressive and territorial very quickly. Often found in large herds.

5HP, AV2, Size 5. Animal Intelligence. BR 7.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0, Trample.
Defense:	N/A
Passive:	Improved Strength, Devour.
Senses & Mobility:	Night Vision, Climbing.
Habitat:	Mountains, Hills, and Plains.
Play Notes:	Mountain Beasts have a hard time turning sharply while charging and will often rush forwards in a straight line.

Beast, Sea (Picture: See pg. 123)

Sea Beasts are large water-going creatures. They may crawl onto land to sun themselves or grab unsuspecting passerbys, but spend most of their time in the water. They may resemble large carnivorous eels, heavy hippo-like creatures, crocodilians, or large fish.

5HP, AV3, Size 5. Animal Intelligence. BR 6.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Improved Strength, Devour.
Senses & Mobility:	Water Native, Night Vision.
Habitat:	Rivers, Lakes, and Ocean.
Play Notes:	Sea beasts stay in the water unless they are hunting or sunning. If they catch prey, they generally drag it off to the water to eat it in peace.

Beast, Serpent

Serpent Beasts are large snakelike beasts and come in a variety of colors and shapes. There are both viper and constrictor types of serpent beasts. Some have an assortment of additional features such as spines, crests, small limbs, and the like.

5HP, AV3, Size 5. Animal Intelligence. BR 7.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0, Snare-Constrict <u>or</u> Poison (see GM).
Defense:	N/A
Passive:	Devour.
Senses & Mobility:	Advanced Smell, Night Vision.
Habitat:	Any, except cold regions.
Play Notes:	Wind from side to side to mimic slithering; “hissing” is encouraged.

Beast, Sky

Sky Beasts most often look like small pterodactyls, but can take after many other airborne creatures. Though they are capable of hunting, they prefer to scavenge the kills of other creatures and often hang out in flocks around larger beasts and other predators.

3HP, AV1, Size 2. Animal Intelligence. BR 2.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Devour, Carrying.
Senses & Mobility:	Flying, Night Vision.
Habitat:	Any.
Play Notes:	Sky beasts tend to be non-confrontational, but difficult to deter from food.

Cave Cockroach

Cave cockroaches are exactly what they sound like: enormous cockroaches that dwell in caves, cellars, and other underground spaces. They feed on the detritus of their environment and prefer to scavenge when possible; some gather in large groups or nests, while others range out alone.

1HP, AV2, Size 1. Animal Intelligence. BR 5.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Vitals-Bite.
Defense:	Resist Kill Effects.
Passive:	N/A.
Senses & Mobility:	Darkvision, Adv. Smell, Wildstep in Caves, Improved Climbing (Ceilings)
Habitat:	Subterranean.
Play Notes:	Some variants may have Flying, Acidic Blood, Acid Packets, and more!

Changeling

Changelings in their own form have grey, slightly slimy mollusk-like skin; they are hairless, flat-featured, and have yellow eyes with pupils reminiscent of a cuttlefish. It is rare to see a changeling in their own form, however - they have an innate ability to take on the forms of others, and for this are distrusted.

1HP, AV0, Size 3. Average Intelligence. BR 6.

Creature Type:	Magical Creature.
Offense:	N/A.
Defense:	N/A.
Passive:	Improved Wild Shift (1pt/Tier), Improved Disguise, Lmtd. Revert (Self Only).
Senses & Mobility:	N/A.
Habitat:	Any.
Play Notes:	You probably won't know you're playing a changeling until it's too late!

Chimera

Chimeras come in many forms; the most common has three heads - goat, wyvern, and lion - with a snake for a tail, but chimeras have been found in other combinations as well. Those with a wyvern's parts are most often mages and have a breath weapon of a spell from that class.

10HP, AV3, Size 5. Animal Intelligence. BR 16.

Creature Type:	Magical Beast.
Offense:	Bite AV=0, Bite (Poison), Martial Arts, Knockback, Impale, Breath (Blast, 1m).
Defense:	N/A.
Passive:	Devour, Battle Cry, Improved Strength.
Senses & Mobility:	Advanced Smell.
Habitat:	Any.
Play Notes:	Chimeras are wild and unpredictable, and often conflicted when given choices.

Demon (Lesser) (Picture: See pg. 123)

Demons are powerful beings from this plane or others. They are free-willed unless summoned and bound by another entity. Lesser demons are usually humanoid with other odd features, but may come in a variety of other shapes. They are generally crafty, cunning, manipulative, and hungry for power.

20HP, AV3, Size 4. Very High Intelligence. BR 30.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Martial Arts w/ Weapon Mastery, Slay, Hack, Battle Cry, Threat Vitals.
Defense:	N/A.
Passive:	Innate Full Mastery in a Class, Adept at Class Abilities by Type, Wild Shift, Giant Strength, Partial Humanoid.
Senses & Mobility:	Flying, Instant Ethereal, Spirit Guide, Dark Vision.
Habitat:	Any.
Play Notes:	Talk to your GM for additional notes about behavior, motives, or stats.

Demon (Greater)

Greater Demons are powerful beings from this plane or others and almost always have their own motives and purpose; they rarely work in the service of others. They are near-impossible to control and difficult to kill. Greater Demons have unique appearances and skillsets depending on their origin plane.

50HP, AV Variable, Size Variable. Extreme Intelligence. BR 40+.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Martial Arts w/ Weapon Mastery, Bite AV=0, Hack, Slay, Battle Roar.
Defense:	Impenetrability, Shattering Armor, Missile Spell Resist, Immune to Mental Effects.
Passive:	Innate Full Mastery in Three Classes, Adept at Class Abilities by Type, Charm, Monstrous Strength, Improved Devour, Energy Factor.
Senses & Mobility:	Full Mobility, True Sight.
Habitat:	Any.
Play Notes:	Talk to your GM for information on the specific greater demon you are playing.



SEA BEAST

Dreigun

Dreiguns look like large sky beasts: they have leathery skin, clawed wings, no eyes, and resemble pterodactyls. What they lack in eyes they make up for in teeth and a head that is mostly mouth. Their colors vary by region but are most often dull oranges, tans, or yellows. Most of their time is spent flying.

15HP, AV2, Size 7. Animal Intelligence. BR 14.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Healing Factor, Carrying, Giant Strength.
Senses & Mobility:	Flying, Blind, Sonar.
Habitat:	Plains and Mountains.
Play Notes:	Dreiguns are skilled with sonar; you may play them with your eyes open.

Elemental (Picture: See pg. 125)

Elementals are beings from the manandscape and sometimes other planes, often with an affinity to a particular element. Their appearances vary widely, from passably humanoid to entirely alien. They often appear in places where the energy of their element is strong and allows for passing between worlds.

Variable HP (by Size), AV0, Variable Size. High Intelligence. BR 15 + Size.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Martial Arts.
Defense:	Hexproof by Type.
Passive:	Innate Class Lvl By Type (Full Lvl), Adept at Skills/Spells By Type.
Senses & Mobility:	Dark Vision, Mana Sensing.
Habitat:	Any.
Play Notes:	Behavior depends on local environment and type; talk to your GM for notes.

Elementaling

Like elementals, elementalings are beings from the manandscape or somethings other planes with an affinity for a particular element. Elementalings are minor beings and tend to resemble animals both in their behavior and appearance; though they can also be variable in behavior and appearance.

Variable HP, Variable AV, Variable Size. Animal/Average Intelligence. BR 8 + Animal BR.

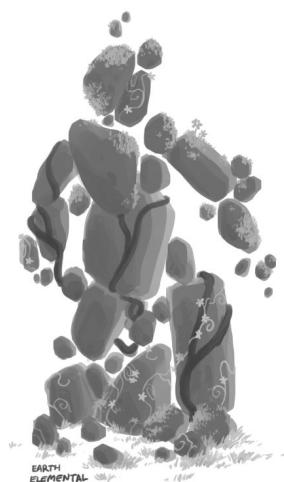
Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Martial Arts.
Defense:	Hexproof.
Passive:	1dX Class/Animal Skills by Type (See GM for Dice Roll).
Senses & Mobility:	Dark Vision.
Habitat:	Any.
Play Notes:	To stat up an elementaling, take the base stats of an animal and combine them with the elemental stats described here.

Ent

Ents are guardians of forests and all the trees, plants, animals, and natural features that dwell there. They are rarely encountered due to their secretive and shy nature, and little is known about them.

30HP, AV4, Size 8+. High Intelligence. BR 30+.

Creature Type:	Magical Being.
Offense:	Martial Arts.
Defense:	Impenetrability, Resistant to Unconsciousness.
Passive:	Full Wild Mage, Innate Wild Sorcery, Adept at Wild Mage, Monstrous Strength, Imp. Healing Factor, Imp. Energy Factor, Treeform Touch, Partial Hands, Partial Humanoid.
Senses & Mobility:	Slow, Night Vision.
Habitat:	Forests.
Play Notes:	Ents may have additional characteristics based on their home forest.



Fairy

Fairies look like small glowing balls of light. Sometimes they have visible wings, which are usually thin and transparent. They are the most commonly seen type of fey and are known to tend natural spaces; large groups of fairies often signal the presence of other, more powerful fey in the area.

1HP, AV0, Size 1/2. Animal Intelligence. BR 11.

Creature Type:	Low Fey (Base 3 Mana, Innate Fey Sorcery (Purple Packets)).
Offense:	N/A
Defense:	Fragile.
Passive:	1dX Spells (see GM for dice roll and type), Glowing.
Senses & Mobility:	Gliding, Night Vision.
Habitat:	Primarily Forests, but found in all other environments on occasion.
Play Notes:	Fairies can be flighty when encountering new or unexpected people.

Gargoyle

Gargoyles look like stony statues that resemble grotesque creatures - often demonic or fey in resemblance. They are hungry for information and knowledge and spend much of their time eavesdropping. Gargoyles are also very cunning and clever and are known to enjoy a good riddle.

4HP, AV4, Size 2. Very High Intelligence. BR 12.

Creature Type:	Magical Being.
Offense:	Martial Arts.
Defense:	Impenetrability, Shattering Armor.
Passive:	Stoneform (Self Only, Free).
Senses & Mobility:	Flying, Climbing, Darkvision, Hide & Stealth.
Habitat:	Urban, Dungeons, and Ruins.
Play Notes:	Be reluctant to give out information, but always trying to gain more.

Giant

Giants are very large humanoids. They tend to live in villages or nomadic groups of a few dozen individuals; because of their slow reproduction rate, giants are relatively rare. Some are known to eat smaller people, while others are known to be friends to and protectors of them.

20HP, AV0, Size 8. Average Intelligence. BR 18.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	Built-In Helm.
Passive:	Innately 5th in a Class, Monstrous Strength, Healing Factor.
Senses & Mobility:	N/A
Habitat:	Plains, Mountains, and occasionally others.
Play Notes:	Use a booming voice and walk with very large motions to convey size.

Giant Snail (Picture: See pg. 125)

Giant snails are a common pest upon crops, livestock, and travelers. They are not terribly picky eaters and will eat anything from fresh meat to scavenge and detritus to vegetation. They smell terrible and leave obvious trails of thick, slimy goop behind them, making giant snails very easy creatures to track.

2HP, AV4, Size 4. Animal Intelligence. BR 11.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Noxious Blast (10' Knockout Cone).
Defense:	Impenetrable, Selective Shielding (Zones 3-4).
Passive:	N/A
Senses & Mobility:	Extremely Slow.
Habitat:	Plains and Farms.
Play Notes:	Walk hunched over and slowly. You may wish to use your arms as eye stalks.

Giant Toad

Giant toads can be found where there is fresh water. They are usually dark brown or other muddy colors and have thick, bumpy skin. They are not terribly bright and are concerned with food above all else, and will attempt to eat anything that moves regardless of its size or edibility.

4HP, AV2, Size 5. Animal Intelligence. BR 9.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV-0, Snare.
Defense:	N/A
Passive:	Improved Healing Factor, Instant Devour.
Senses & Mobility:	Leap, Water Native.
Habitat:	Swamps and Rivers.
Play Notes:	Devoured players cannot act and are not dead until the usual 20 count x size.

Giant Wasp

Giant Wasps behave much like their tiny counterparts: they typically build large hives in crevices, trees, or on buildings and form a colony. They are also carnivorous and vicious hunters that will chase pretty for miles; giant wasps usually hunt in packs, but some giant wasps will hunt alone.

2HP, AV2, Size 2. Animal Intelligence. BR 8.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Bite, Impale, Disembowel (1m).
Defense:	N/A
Passive:	Aggressive.
Senses & Mobility:	Flying.
Habitat:	Any.
Play Notes:	Giant Wasps are very quick and pack a punch - fight accordingly!

Gillicap

Gillicaps are large, mobile mushroom creatures. Some have legs while others have something more akin to tentacles; all gillicaps have rudimentary hands, though these are limited in their usefulness. They can release clouds of spores which are dangerous to most other living creatures.

2HP, AV1, Size 3. Animal Intelligence. BR 13.

Creature Type:	Amorphous (Immune to Vitals and Unconsciousness).
Offense:	Martial Arts, Crown of Spores (Poison <u>or</u> Infect - see GM).
Defense:	Poison Resistance, Disease Resistance.
Passive:	Mushroom Form (as Treeform, 20c).
Senses & Mobility:	Darkvision, Partial Hands.
Habitat:	Any, but prefer damp places.
Play Notes:	Gillicaps are voraciously hungry and often greedy, and single out weaker prey.

Gnome

Gnomes look like roughly humanoid-shaped potatoes. They tend to have very little if any hair, and have lumpy, misshapen heads and limbs. They live in large communal burrows underground and dig anywhere there is sufficient soil - making them an ever-present nuisance on farms and in livestock pens.

1HP, AV0, Size 1. Stupid Intelligence. BR 1.

Creature Type:	Goblinoid (Digging, Darkvision, BR/Tinker Lvl).
Offense:	N/A
Defense:	N/A
Passive:	Low Strength.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Gnomes have high-pitched voices and a short attention span.

Goblin

Goblins are scaled and have sharp features, often resembling something catlike or batlike. Their eyes and ears are very large, and they have short but sharp claws on the ends of their fingers. Goblins are usually arrogant and often cruel, and believe themselves superior to most other beings.

1HP, AV1, Size 2. High Intelligence. BR 3.

Creature Type:	Goblinoid (Digging, Darkvision, BR/Tinker Lvl).
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	N/A
Habitat:	Subterranean mostly, but can be found in any other environment.
Play Notes:	Goblins have slightly nasal voices. Ask your GM about alignment.

Golem, Clay

Clay Golems are the simplest golems to make due to the relative ease of finding and working with the material; they are often early projects for crafting-oriented mages. They are also the most fragile golems and tend to be the least powerful, and are the most prone to failed or corrupted enchantments.

1HP, AV0, Size V. Low Intelligence. BR 11.

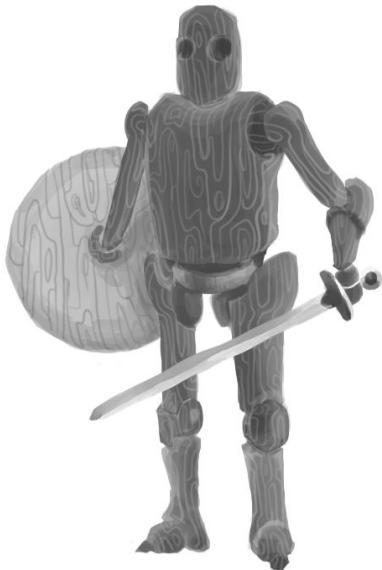
Creature Type:	Construct (Immune to Unc., Vitals Protection, Resist Mental Effects, Darkvision).
Offense:	N/A
Defense:	Brace, Limited Spell Resistance (One Type Only).
Passive:	Innately 5th in a Class, Strength.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about specific orders you have been given.

Golem, Wood (Picture: See pg. 129)

Wood Golems can be made of a variety of types of wood depending on the intended purpose of the golem; the wood type can influence their abilities. Though wood is readily available it is also time-consuming to craft with, and as such wood golems are less common than clay.

10HP, AV2, Size V. Low Intelligence. BR 17.

Creature Type:	Construct (Immune to Unc., Vitals Protection, Resist Mental Effects, Darkvision).
Offense:	N/A
Defense:	Brace, Spell Resistance.
Passive:	Innately 10th in a Class, Improved Strength, Healing Factor.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about specific orders you have been given.



Golem, Metal

Metal Golems can be made with many kinds of metal; as with wood golems, the type of material used can influence the abilities and temperament of the golem. Metal golems are difficult and expensive to construct, but very strong and durable once finished; they are often used as security or else in war.

15HP, AV3, Size V. Average Intelligence. BR 23.

Creature Type:	Construct (Immune to Unc., Vitals Protection, Resist Mental Effects, Darkvision).
Offense:	N/A
Defense:	Shattering Armor, Spell Resistance, Immune to Non-Magic Dmg, Immune to Spell Effects.
Passive:	Innately 10th and 5th in a Class, Giant Strength.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about specific orders you have been given.

Golem, Stone

Stone Golems are the most durable - and most powerful - kind of golem that is usually made in Falnorian. These golems are often guardians of ancient places and places of power, and are very difficult to confront and defeat. They are very difficult to make, and as such are encountered only rarely.

20HP, AV4, Size V. High Intelligence. BR 29.

Creature Type:	Construct (Immune to Unc., Vitals Protection, Resist Mental Effects, Darkvision).
Offense:	N/A
Defense:	Shattering Armor, Immune to Spells, Immune to Non-Magic Dmg, Damage Cap.
Passive:	Innately 10th in Two Classes, Monstrous Strength.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about specific orders you have been given.

Gremlin

Gremlins are small with scales that match traits of the environment they are adapted to. Their features are stockier than goblins, and their intelligence less keen. They live in burrows, usually in large numbers.

1HP, AV1, Size 2. Dense Intelligence. BR 2.

Creature Type:	Goblinoid (Digging, Darkvision, BR/Tinker Lvl).
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	Wildstep by Terrain Type.
Habitat:	By Type.
Types:	Rock Gremlin (<i>Knockback</i>), Plains Gremlin (<i>Vitals-Pacify</i>), Woods Gremlin (<i>Hide & Stealth</i>), Swamp Gremlin (<i>Threat-Vitals</i>), Desert Gremlin (<i>Take All Magic As Healing</i>), Tunnel Gremlin (<i>Spirit Bury</i>), City Gremlin (<i>Unglued Loot</i>).
Play Notes:	Gremlins like to set traps and play tricks, but are slow on the uptake otherwise.

Griffin (Picture: See pg. 129)

Griffins are large beasts with the head and front legs of a bird of prey and the body and hindquarters of a lion. They take after both animals and are fierce predators and hunters. Griffins are surprisingly intelligent compared to other beasts and are very loyal to their mates, offspring, and other flock members.

5HP, AV2, Size 4. Animal/Low Intelligence. BR 7.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Devour.
Senses & Mobility:	Flying, Night Vision, Scouting.
Habitat:	Any, but favor Mountains.
Play Notes:	Griffins perceive the world like animals but with better memory/problem-solving.

Grig

Grigs are small, semi-humanoid fey with cricket-like features and colorful mottled skin and carapace. They do not speak an intelligible language, but may laugh and babble an unsettling gibberish if they are in the mood. Grigs are capable of holding on to stolen skills for long past the usual limits.

2HP, AV2, Size 1. Animal Intelligence. BR 11.

Creature Type:	Low Fey (Base 3 Mana, Innate Fey Sorcery (Purple Packets)).
Offense:	Skill Steal, Skill Drain.
Defense:	N/A
Passive:	Bardic Rogue, Wilderness Aspect.
Senses & Mobility:	Wildstep.
Habitat:	Primarily forests, but can be found in any.
Play Notes:	Grigs usually hit and run; they rarely use weapons.

Hag, Wild

Wild Hags are the most common type of hag; they are often considered pests due to their inclination towards interfering with livestock and travelers. Most Wild Hags are not able to speak in language, though some may know a handful of words. They hate and fear fey, and react strongly to their presence.

1HP, AV0, Size 2. Dense Intelligence. BR 1.

Creature Type:	Magical Being.
Offense:	Lmtd. Martial Arts (Offense Only).
Defense:	N/A
Passive:	Battle Cry.
Senses & Mobility:	Night Vision.
Habitat:	Any.
Play Notes:	Hags are mean but cowardly - be aggressive but shrink from any retaliation.

Hippocampus, Freshwater (Picture: See pg. 133)

Hippocampi have the head and forequarters of a horse with the hindquarters of a large eel or fish; their mane may resemble seaweed or watercress. Hippocampi are often shy, but fiercely protective of their young and their homes - and sometimes inclined to mischief, especially towards boats and fishers.

4HP, AV2, Size 4. Animal Intelligence. BR 6.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Bite AV=0, Martial Arts, Snare, Constrict.
Defense:	N/A
Passive:	Improved Strength.
Senses & Mobility:	Water Native, Diving.
Habitat:	Rivers and Lakes.
Play Notes:	Hippocampi avoid leaving the water except under dire circumstances.

Hippogryph

Hippogryphs have the head and forequarters of a horse with the hindquarters of a bird of prey. They are grazers and travel in herds for safety, and prefer open areas with a wide range of sight and space for sudden takeoffs. Their temperament is wild and often skittish.

4HP, AV1, Size 4. Animal Intelligence. BR 4.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite, Knockback.
Defense:	N/A
Passive:	Healing Factor.
Senses & Mobility:	Flying.
Habitat:	Any, but prefer plains.
Play Notes:	Hippogryphs are often fussy, proud, and tend towards being flighty.

Hobgoblin

Hobgoblins resemble goblins but tend to be a little shorter and broader. They have little cunning but a great deal of brawn at their disposal, and like to pick fights with anything they think they can win against. They live in large villages and burrows and tend to war with other hobgoblins or local goblinoid groups.

1HP, AV2, Size 2. Low Intelligence. BR 4.

Creature Type:	Goblinoid (Digging, Darkvision, BR/Tinker Lvl).
Offense:	Berserk.
Defense:	N/A
Passive:	Aggressive.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Hobgoblins are more prone to fight than talk and don't shy away from battle.

Hydra

Hydras are large reptilian beasts with many large, snakelike heads. They are generally solitary, have large appetites, and will eat almost anything that moves. Hydras are generally played by multiple people with one person as the center body and everyone else as heads; the body does not drop until all heads do.

Body: 5HP/Head, AV3, Size 7. Animal Intelligence. BR 14.

Head: 5HP, AV2, Size 3. Animal Intelligence. BR 5.

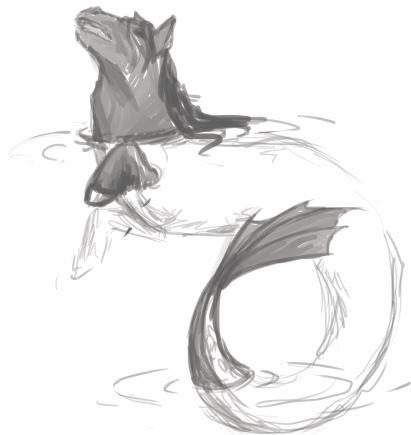
Creature Type:	Magical Beast.
Offense:	Heads: Bite AV=0 // Body: Martial Arts w/ Weapon Mastery.
Defense:	N/A
Passive:	Regenerating, Acidic Blood, Giant Strength. // Heads: Carrying, Devour.
Senses & Mobility:	Dark Vision. // Heads: Reach, Gliding.
Habitat:	Any, but prefer caves.
Play Notes:	Heads must stay within 30' of the body. Hissing noises are encouraged.

Imp

Imps look like miniature demons - complete with claws, leathery bat-like wings, and tiny horns. They are a common lackey in the service of more powerful demons and other outsiders - though can occasionally be found roaming of their own free will as well. They smell like brimstone and are full of mischief.

1HP, AV1, Size 1. Stupid Intelligence. BR 10.

Creature Type:	Outsider (Immune to Non-Magic Damage and Unconsciousness, Outsider Regeneration, Resistance to Mental Effects, Base 5 Mana).
Offense:	Martial Arts, Flame Ray.
Defense:	N/A
Passive:	N/A.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Imps are easily amused and favor crude humor such as blowing raspberries.



Krakken

Krakken are gigantic cephalopod creatures that are notorious for attacking ships at sea. They have vast appetites and are feared by sailors. Krakkens are played by multiple people with one person serving as the body and the rest as arms. If the body is slain, the arms continue to fight from one spot until killed.

Body: 10HP+5/arm, AV4, Size 8. Animal Intelligence. BR 20.

Arms: 2HP, AV1, Size 4. Animal Intelligence. BR 7.

Creature Type:	Magical Beast.
Offense:	<u>Body:</u> Bite AV=0 // <u>Arms:</u> Martial Arts w/ Weapon Mastery, Snare.
Defense:	Shattering Armor // <u>Arms:</u> Endure.
Passive:	Adrenaline // <u>Body:</u> Monstrous Strength, Regeneration // <u>Arms:</u> Carrying, Reach, Flying.
Senses & Mobility:	Advanced Smell // <u>Body:</u> Water Home // <u>Arms:</u> Swimming, Diving, Partial Hands.
Habitat:	Ocean.
Play Notes:	Arms must stay within 30' of the body; use flails to simulate tentacles.

Lamar

Lamar look like huge golden lions, often with faint dark stripes or other patterns across their fur. They are vicious hunters, and are generally known to hunt for the pleasure of doing so far beyond any need for food. Most often they hunt alone, but occasionally groups of Lamar may band together for a time.

15HP, AV3, Size 5. Animal Intelligence. BR 17.

Creature Type:	Magical Beast.
Offense:	Martial Arts w/ Weapon Mastery, Bite AV=0, Hack, Triumph, Impale, Disembowel.
Defense:	Missle + Missle Magic Resistance, Impenetrability, Avoid, Resist Mental Effects.
Passive:	Improved Healing Factor, Giant Strength, Adrenaline Elite, Battle Cry (free per opponent dropped).
Senses & Mobility:	Ambush, Acrobatics.
Habitat:	Cliffs, Plains, Deserts.
Play Notes:	Lamar are vicious, cruel, and enjoy both playing with and killing their prey.

Miskmarmot

Miskmarmots are small, chubby marmots with bright, shiny golden fur. They have large eyes and round faces, as well as a small pouch hidden on their belly. They like shiny things and are notorious for stealing small valuables - gold, jewelry, buckles, and so on - and hiding them in their labyrinthine burrows.

1HP, AV0, Size 1. Animal Intelligence. BR 3.

Creature Type:	Magical Animal.
Offense:	Bite.
Defense:	N/A
Passive:	+5 Courtier (stacks at full lvl with other Miskmarmots), Imp. Unglued Search.
Senses & Mobility:	N/A
Habitat:	Any, but especially plains, hills, and cities.
Play Notes:	Miskmarmots use their courtier lvl to get close, then search and run.

Mudcrab

Mudcrabs are large, monstrous crustaceans with thick chiton and strong, serrated claws. Though they prefer to scavenge they are perfectly capable of taking down prey and will eat meat from anything - including each other. Mudcrabs spawn during rainy seasons and tend to hole up during drier weather.

2HP, AV2, Size 2. Animal Intelligence. BR 7.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Hack.
Defense:	Unbreachability.
Passive:	Improved Strength, Partial Hands.
Senses & Mobility:	Water Native, Digging.
Habitat:	Rivers, Ocean, and Swamp.
Play Notes:	Scuttling sideways and snapping your hands like claws is encouraged.

Ogre (Old) (Picture: See pg. 135)

These ogres are an older variety of ogre that has lived in Falnorian for many ages. They are large, bulky humans with a variety of coloration; more often than not they live in cleans, each of which has their own temperament and purpose. They have a random skill from their class type.

5HP, AV Variable, Size 5. Average Intelligence. BR 6.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	N/A
Passive:	Random Skill from Class Type.
Senses & Mobility:	N/A
Habitat:	Any.
Types:	Green Ogre (AV1, Semi), Red Ogre (AV2, Warrior), Blue Ogre (AV0, Mage).
Play Notes:	Ask your GM for instructions about your ogre's motives and temperament.



Ogre (New)

These ogres are a more recent variety of ogre first found in Ardel alongside New Trolls. They despise old ogres and trolls and will kill them when they can. New Ogres are generally aggressive and tend evil.

5HP, AV Variable, Size 5. Intelligence Variable. BR Variable.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	N/A
Habitat:	Any.
Types:	Common Ogre (AV0, Low Int, BR 5), Dark Ogre (AV1, Ave. Int, Night Vision, BR 6), Death Ogre (AV1, High Int, Dark Vision, BR 7), Grey Ogre (as Common, fears magic).
Play Notes:	New Ogres are usually aggressive, hungry, and willing to prey on people.

Pixie

Pixies are small, iridescent fey with dragonfly wings. They are somewhere between humanoid and insectile in appearance, and may have features such as an extra set of arms or curled mouthparts. They are often guardians of places under the protection of the fey - and mischief-makers otherwise.

1HP, AV0, Size 1/4. Animal-Low Intelligence. BR 11.

Creature Type:	Low Fey (Base 3 Mana, Innate Fey Sorcery (Purple Packets)).
Offense:	Improved Temporary Charm (multiple targets simultaneously).
Defense:	Fragile.
Passive:	Allure Ritual.
Senses & Mobility:	Gliding.
Habitat:	Primarily forests, but can be found in any.
Play Notes:	Pixies are too small to fight, and use charm to make opponents fight each other.

Roc

Rocs are gigantic birds of prey known for hunting and feeding on creatures much larger than most would consider food. They tend to soar very high while searching for prey; on a clear day it can be difficult to distinguish them from a normal bird of prey. They are generally found alone or in mated pairs.

30HP, AV3, Size 10. Animal Intelligence. BR 22.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts w/ Weapon Mastery, Bite AV=0, Battle Roar.
Defense:	N/A
Passive:	Monstrous Strength, Improved Full Devour.
Senses & Mobility:	Flying, Advanced Smell, Scouting, Carrying.
Habitat:	Mountains, Plains, Desert, Ocean; occasionally other.
Play Notes:	Rocs often use boulders; make sure to grab some if available.

Rustbug

Rustbugs are rusty orange and look something in between a large cricket and a cockroach. However, it is not their appearance they are named for, but rather their abilities: rust bugs can quickly turn any metal object into nothing but a pile of rust. They are the scourge of adventurers everywhere.

1HP, AV3, Size 1. Animal Intelligence. BR 13.

Creature Type:	Magical Beast/Vermin (Adrenaline, Ritual Devour, No Hands/Speech, Non-Hum.)
Offense:	Martial Arts, Bite AV-0, Shatter (Free).
Defense:	Shattering Armor.
Passive:	Devour (Items Only, 1/2 Time on Shattered).
Senses & Mobility:	Darkvision, Climbing.
Habitat:	Any, but prefer Subterranean.
Play Notes:	Rustbugs are not afraid of weapons - most weapons are made of metal!

Slime (Picture: See pg. 133)

Slimes look like large, gelatinous masses of assorted colors. They tend to show up in places with energy relevant to their type; they can be any class. A slime's size determines its HP and class lvs. They are generally indifferent to stimuli such as temperature, light, pain, etc and mostly focused on finding food.

Variable HP, AV0, Size Variable. Minimal Intelligence. BR 5+ Size.

Creature Type:	Amorphous (Immune to Vitals and Unconsciousness).
Offense:	N/A
Defense:	Damage Reduction, Immune to Injuries.
Passive:	Innately 1st-10th in a Class (Any, Full Lvl, determined by Size), Devour, Immune to Mental Effects, Acidic Blood, Non-Humanoid.
Senses & Mobility:	Slow, Blindfighting, Advanced Smell, Dark Vision, No Hands, No Speech.
Habitat:	Any.
Play Notes:	GM may have additional behavior or stat notes; check with them before playing.

Sonic Moth

Sonic moths are large, furry moths; most sonic moths are a pale off-white, but they can come in a variety of coloration and patterning depending on their home environment. They are active during both the day and night; their sonic blast is too high-pitched for all but the most sensitive ears to detect.

1HP, AV0, Size 1. Animal Intelligence. BR ?.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands/Speech, Non-Hum.)
Offense:	Sonic Blast (1m, Knockout).
Defense:	N/A
Passive:	N/A.
Senses & Mobility:	Blind, Sonar, Flying.
Habitat:	Subterranean.
Play Notes:	Remember that sonic moths don't have Martial Arts!

Spider, Big

Big spiders are about the size of a large dog. They can either be juveniles of larger kinds of spiders or merely a smaller kind of spider. Big spiders often live in colonies with many other individuals, especially when there is enough food to go around; colonies are often very apparent and thick with webs.

3HP, AV1, Size 2. Animal Intelligence. BR 9.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Bite, Snare, Web Packet.
Defense:	Unbreachability.
Passive:	Improved Strength, Acidic Blood.
Senses & Mobility:	Acrobatics, Dark Vision.
Habitat:	Any, but prefer forests and caves.
Play Notes:	May have poison; check with your GM. Often played with flails for hands.

Spider, Huge

Huge spiders are roughly the size of a draft horse. They are generally a kind of spider in their own right, but may occasionally be giant spiders that are not yet fully grown. They are sometimes found in colonies but also large enough to strike out on their own. They readily hunt people and other large animals.

5HP, AV2, Size 4. Animal Intelligence. BR 12.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Bite, Snare, Web Packet.
Defense:	Unbreachability.
Passive:	Giant Strength, Acidic Blood.
Senses & Mobility:	Acrobatics, Dark Vision.
Habitat:	Any, but prefer forests and caves.
Play Notes:	May have poison; check with your GM. Often played with flails for hands.

Spider, Giant

Giant Spiders are truly monstrous, often reaching sizes comparable with a small house. They almost never share space with other giant spiders, but may tolerate smaller spiders. Their webs are often filled with the remains of many people and are popular with treasure-hunters willing to take a risk or two.

10HP, AV3, Size 8. Animal Intelligence. BR 15.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Martial Arts, Bite, Snare, Web Packet.
Defense:	Unbreachability.
Passive:	Monstrous Strength, Acidic Blood.
Senses & Mobility:	Acrobatics, Dark Vision.
Habitat:	Any, but prefer forests and caves.
Play Notes:	May have poison; check with your GM. Often played with flails for hands.

Talus (Large)

Taluses are, at first glance, easily mistaken for boulders or portions of mountain or the ground. They look very similar to the rocks around them, and only reveal a vaguely humanoid shape once they become active. They rarely travel and are very protective of the swaths of land they call home.

30HP, AV4, Size 8. Dense Intelligence. BR 21.

Creature Type:	Amorphous (Immune to Vitals and Unconsciousness).
Offense:	Martial Arts, UB (Stationary 5-Count Invoke), Knockback (10' Aura: 1m).
Defense:	Impenetrability, Shattering Armor.
Passive:	Monstrous Strength, Healing Factor.
Senses & Mobility:	Slow.
Habitat:	Any.
Play Notes:	Taluses have limited intelligence/awareness and win fights using sheer force.

Talus (Small)

Taluses are, at first glance, easily mistaken for boulders or portions of mountain or the ground. They look very similar to the rocks around them, and only reveal a vaguely humanoid shape once they become active. They rarely travel and are very protective of the swaths of land they call home.

2HP, AV3, Size 2. Stupid Intelligence. BR 8.

Creature Type:	Amorphous (Immune to Vitals and Unconsciousness).
Offense:	Martial Arts, Knockback.
Defense:	Impenetrability.
Passive:	Improved Strength.
Senses & Mobility:	Slow.
Habitat:	Any.
Play Notes:	Small taluses are a bit quicker and feistier than large ones.

Troll, Hill (Old) *(Picture: See pg. 135)*

Hill Trolls are large and lanky, with thick skin and patches of particularly tough plates or scales. They are usually yellow-to-dun or brown-colored much like the drier plains they prefer to inhabit. While it is not uncommon to see a lone hill troll, they prefer to stay in bands or groups with others if possible.

10HP, AV2, Size 5. Average Intelligence. BR 7.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	Endure.
Passive:	Improved Healing Factor.
Senses & Mobility:	N/A
Habitat:	Any, but favor Plains and Hills.
Play Notes:	Stoop a little and swing your arms wide to show a Hill Troll's lankiness.

Troll, Stone (Old)

Stone Trolls look rocky and craggy and tend to resemble stone of the surrounding area they were born in. Their skin is thick and hard enough to shatter steel; their build is tall and broad, and their teeth are notably pointy and sharp. They tend to be ill-tempered and are most commonly loners.

15HP, AV3, Size 6. Average Intelligence. BR 8.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	Shattering Armor.
Passive:	Improved Healing Factor, Giant Strength.
Senses & Mobility:	N/A
Habitat:	Any, but favor Caves and Mountains.
Play Notes:	Stone Trolls are very direct and may become set on one course of action.

Troll, Water (Old)

Water Trolls are short, stocky, and covered in coarse, bristly hairs; they tend to be blue-green to purple in color, though can shift their coloration somewhat at will. Most have horns, and they may also have a variety of other features depending on what they have shifted into. They tend to be sly and sneaky.

5HP, AV1, Size 4. Average Intelligence. BR 6.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	N/A
Passive:	Improved Healing Factor, Wild Shift.
Senses & Mobility:	Swimming.
Habitat:	Any, but favor Rivers, Ocean, and Swamps.
Play Notes:	Water Trolls are cunning and enjoy tricking or trapping their prey.

Troll, War (New)

War Trolls are long and lanky with rough, sometimes pebbly skin. Most are larger than they look, since trolls tend to walk hunched-over. They eat voraciously to sustain their regeneration and are well-known for raiding villages and eating travelers with few, if any, qualms.

10HP, AV1, Size 4. Low Intelligence. BR 7.

Creature Type:	Goliath (Improved Strength).
Offense:	N/A
Defense:	N/A
Passive:	Regenerating.
Senses & Mobility:	Night Vision.
Habitat:	Any.
Play Notes:	Walk hunched over and swing your arms and legs to simulate lankiness.

Troll, Wood (New)

Wood Trolls are wilder kinds of trolls; they tend to live in wilderness spaces further off the beaten path, generally approaching other humanoids only when there is food to scavenge. Though much smaller than other trolls they are equally as fierce and are known to work in groups to subdue larger beings.

5HP, AV1, Size 2. Dense Intelligence. BR 8.

Creature Type:	Goliath (Improved Strength).
Offense:	Martial Arts.
Defense:	N/A
Passive:	Regenerating, Hide & Stealth.
Senses & Mobility:	Night Vision.
Habitat:	Any, but primarily forests.
Play Notes:	Walk hunched over and swing your legs and arms to simulate lankiness.

Troll, Cave (New)

Cave Trolls are massive in every sense of the word. They are not clever, but their capacity for brute force often makes up for it. Usually they are solitary, but they can be persuaded to work with groups of other trolls if given the incentive. Cave Troll lairs are often littered with bones from all a manner of creatures.

20HP, AV2, Size 8. Dense Intelligence. BR 18.

Creature Type:	Goliath (Improved Strength).
Offense:	Martial Arts.
Defense:	N/A
Passive:	Regenerating, Monstrous Strength, Adrenaline.
Senses & Mobility:	Dark Vision.
Habitat:	Any, but prefer caves.
Play Notes:	Walk hunched over and swing your arms and legs to simulate lankiness.

Troll, Dark (New)

Dark Trolls are deeply cunning and often manipulative; they are known for gathering bands of other trolls and ogres and leading them to accomplish whatever goals the Dark Troll may have. They will take any advantage they can gain and mercilessly exploit any weakness their opponents show.

10HP, AV1, Size 5. High Intelligence. BR 13.

Creature Type:	Goliath (Improved Strength).
Offense:	Martial Arts w/ Weapon Mastery.
Defense:	N/A
Passive:	Regenerating, Acidic Blood, Adrenaline.
Senses & Mobility:	Dark Vision.
Habitat:	Any.
Play Notes:	Walk hunched over and swing your arms and legs to simulate lankiness.

Ulgat

Ulgats are frog-like creatures with semi-translucent skin; their faces resemble distorted humanoid faces, and their mouths are full of rows of sharklike teeth. They usually congregate in large groups, and are most often encountered as annoying farm pests. Ulgats are not particularly bright - mostly just hungry.

1HP, AV1, Size 2. Animal Intelligence. BR 2.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	N/A
Senses & Mobility:	Leap.
Habitat:	Any.
Play Notes:	Ulgats are greedy about food, and their ability to learn and remember is minimal.

Unicorn

Unicorns are very rare and elusive, little is known about them, and they are rumored to have abilities beyond what is known of them. They look like white horses with a goat's cloven hooves and a long, spiraling horn extending from their foreheads. They are generally thought to be omens of good.

15HP, AV3, Size 4. Very High Intelligence. BR 25.

Creature Type:	Magical Being.
Offense:	Martial Arts, Bite, Impale, Charge, Trample, Knockback.
Defense:	Resist Non-Magic Damage, Reflect Magic (1 mana).
Passive:	Innately 10th/Healer, x2 Proficiency in Healer, Healing Factor Elite, Base 3 Mana.
Senses & Mobility:	Speed.
Habitat:	Any, but most often seen in forests.
Play Notes:	See GM for additional notes and stats for your particular unicorn.

Warg

Wargs resemble wolves in many ways; however, they are almost always larger, stronger, and tend to have thicker fur. Many of them also have a number of scars: wargs are aggressive and often not kind to each other, and also apt to hunt larger and more dangerous prey. They usually live in packs.

5HP, AV2, Size 4. Animal Intelligence. BR 12.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts w/ Weapon Mastery, Bite AV=0, Berserk.
Defense:	N/A
Passive:	Improved Strength, Devour, Battle Cry.
Senses & Mobility:	Advanced Smell, Tracking.
Habitat:	Any.
Play Notes:	Wargs usually berserk at the beginning of a battle as they attack.

Wolfwer

Wolfwers are small wolflike creatures with a goat's horns and back hooves, and thick, leathery batlike wings. They live and hunt in large packs and pose as much a danger to travelers as they do to livestock and small wildlife. They can be territorial and often live in high places that are difficult to reach.

2HP, AV1, Size 2. Animal Intelligence. BR 2.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Battle Cry.
Senses & Mobility:	Flying.
Habitat:	Any.
Play Notes:	Howling is encouraged.

Wurm

Wurms are the bane of crop fields, building foundations, and graveyards everywhere. They will eat almost anything - and though they will scavenge readily, prefer food that is still moving. They have an excellent sense for vibrations and use them to hunt accordingly.

2HP, AV1, Size 2. Animal Intelligence. BR 7.

Creature Type:	Vermin (Adrenaline, Ritual Devour, No Hands, Non-Humanoid, No Speech)
Offense:	Bite AV=0, Martial Arts, Snare, Snare Aura (1 mana).
Defense:	N/A
Passive:	Devour.
Senses & Mobility:	Ambush, Tunneling, Tremorsense, Blind.
Habitat:	Any.
Play Notes:	If a player stops moving, you will be unable to sense them and will ignore them.

Wyrm

Wyrms are large, serpentine, silvery-grey creatures. Though they usually have legs they are small in comparison to their bodies, and they are used most often for fighting rather than mobility. They are known to hoard treasure. Sea Serpents use the same stats as Wyrms with the addition of Water Native.

20HP, AV4, Size 9. Animal Intelligence. BR 24.

Creature Type:	Mundane Beast (No Hands, No Speech, Non-Humanoid).
Offense:	Martial Arts, Bite AV=0.
Defense:	Dragon Scales.
Passive:	Monstrous Strength, Battle Roar, Improved Full Devour.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Wyrms have Improved Healing Factor for HP/Mana when near their lairs.

Wyvern

Wyverns are colorful reptilian creatures renowned for their magical breath weapons. They look like lizards with long snakey necks and large leathery wings; most have four legs. Though all wyverns have poison, they use it differently - some with fangs, some with spines, others with a tail stinger.

30HP, AV4, Size 10. Animal Intelligence. BR 28.

Creature Type:	Magical Beast.
Offense:	Martial Arts, Bite AV=0 (Poison), Breath Weapon.
Defense:	Dragon Scales, Shattering Armor.
Passive:	Innately 10th in a Class, Monstrous Strength, Battle Roar, Improved Full Devour.
Senses & Mobility:	Flying, Carrying.
Habitat:	Any.
Breath Weapons:	<p>Steel (Knight): 20 Magic Damage; heals 1HP for every player dropped.</p> <p>Iron (Mercenary): Suspends resistances from all affected for the encounter.</p> <p>Bronze (Viking): Hacks and Impales all affected.</p> <p>Silver (Cleric): 20 Magic Holy Damage.</p> <p>Stone (Sentinel): Pacifies all affected for the encounter.</p> <p>Rose (Bard): Charms all affected for the encounter.</p> <p>Shadow (Assassin): Kills all affected.</p> <p>Brass (Thief): Unglued Search & Loots all affected.</p> <p>Copper (Duelist): Duels all affected (no bow out).</p> <p>Brown (Ranger): Snares all affected for the encounter.</p> <p>Blue (Diviner): Freezes all affected for the encounter.</p> <p>Green (Wild): Animal Shapes all affected for the encounter (no revert).</p> <p>White (Healer): Stuns all affected for the encounter.</p> <p>Black (Necro): Fear/Turn on all affected for the encounter.</p> <p>Red (Pyro): 20 Magic Fire Damage.</p>
Play Notes:	Wyverns have Improved Healing Factor for HP/Mana while near their lairs.

Undead

Undead are the reanimated bodies of dead beings - usually people - bound under the control of their animator or creator. While on rare occasions undead can spawn naturally, more often the presence of undead is a sign of something more serious in the area. Undead have a number of traits and characteristics unique to them, and as such have their own separate section in the monster book. In addition to their base traits, there are three classifications of undead and three severities of undead, each with their own additional set of traits.

Base Traits

- **Immune to Unconsciousness:** Undead are immune to unconsciousness.
 - HP: This means that undead can fight down to -4HP before dropping.
 - Mana: This means that undead can spend down to -4 mana before dropping.
- **Mana Drain:** All undead sap away energy to sustain themselves (by severity, below).
- **Respawns:** All undead can store a certain number of respawns (by severity, below).
 - Undead can gain respawns up to their maximum by killing living beings with mana drain.
- **Necromancy:** Undead do not take damage and effects from offense necromancy spells.
- **Healing Damage:** All undead can take healing as damage, if for-damage is specified.
- **Holy Damage:** Undead dropped with holy damage do not respawn.
- **Fatigue:** Undead do not take Fatigue.

Classifications of Undead

Classification of a type of undead can be found under its creature type.

- **Corporeal:** No additional abilities.
- **Skeletal:** Immune to Vitals Damage/Skills, Resistant to Missile Weapons.
- **Spiritual:** Instant Ethereal Travel, Martial Arts, Gliding. Cannot wear armor.

Severities of Undead

The severity of a type of undead is listed beside its name with the symbol given below.

Undead Type	Symbol	Damage Taken	Mana Drain	Respawns
Minor Undead	(-)	All Damage Types	Ritual Drain (10min)	1
Full Undead	(=)	Silver and Magic Only	20-Count Mana Drain	2
Greater Undead	(+)	Magic Only	UB Mana Drain	4

Alp (=)

Alps are pale and at times appear see-through - making them easily mistaken for spiritual undead. Their forms are notably grotesque: they often have bizarre facial protrusions and too many or too few eyes, mouths, etc. They bring with them a feeling of haziness and nightmarish unreality.

2HP, AV0, Size 2. Average Intelligence. BR 12.

Creature Type:	Corporeal Undead.
Offense:	Martial Arts, Crown of Sleep, Lmtd. UB Mana Drain (Sleeping Players Only).
Defense:	N/A
Passive:	Nightmares (examples: Illusory Selves, Triumph: Displace, Shadows, etc).
Senses & Mobility:	Ethereal Shift.
Habitat:	Any.
Play Notes:	Alps are cunning and hard to pin down. See GM for manifested nightmare.

Battle Beast (-) (Picture: See pg. 151)

Battle Beasts are the skeletons of animals that have been animated as undead. They retain most of the stats of their original species with lesser undead and skeletal stats modifying. Sometimes battle beasts occur naturally; other times they are animated as mounts or troops for other undead.

Variable HP, AV0, Size Variable. Animal Intelligence. BR 5 + Animal.

Creature Type:	Skeletal Undead (Immune to Vitals Damage/Skills, Resistant to Missile Weapons)
Offense:	As animal.
Defense:	As animal.
Passive:	As animal.
Senses & Mobility:	As animal.
Habitat:	Any.
Play Notes:	Make sure to combine an animal mentality with an undead mentality.

Bloodhunter (+)

Bloodhunters are skeletal undead with glowing red eyes; they are often a dark, ruddy color owing to the dried flesh and blood still clinging to their bones. Fresh bloodhunters may have scraps of bright still-hanging flesh, while old bloodhunters may be stained nearly black.

5HP, AV2, Size 3. High Intelligence. BR 15.

Creature Type:	Skeletal Undead (Immune to Vitals Damage/Skills, Resistant to Missile Weapons)
Offense:	N/A
Defense:	N/A
Passive:	Innately 10th Ranger, 5th Semi-Martial, Trace.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Bloodhunters are tenacious, and may follow their prey for days.

Bodysnatcher (-)

Bodysnatchers are pale, bloodless humanoids that are still mostly intact. They tend to be lithe and athletic and show a keen awareness of their surroundings at all times. Bodysnatchers are often used as reconnaissance or messengers by other undead, and for kidnapping people or objects of interest.

1HP, AV0, Size 3. Average Intelligence. BR 5.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Hide & Stealth.
Senses & Mobility:	Scouting, Acrobatics.
Habitat:	Any.
Play Notes:	Bodysnatchers tend to avoid direct combat and instead accomplish other goals.

Cryptkeeper (=)

Cryptkeepers look like tall skeletal undead with glowing green eyes and either horns or antlers growing from their skulls. They are primarily used as healers amongst undead and tend to stay in the back where heavier-hitting undead can cover for them as they go about their business.

3HP, AV1, Size 3. Average Intelligence. BR 8.

Creature Type:	Skeletal Undead (<i>Immune to Vitals Damage/Skills, Resistant to Missile Weapons</i>)
Offense:	Vitals Sap, Battle Cry.
Defense:	N/A
Passive:	Staff Touch, Zombify, Animate Dead, Spirit Bury.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Use battle cry to keep opponents out of your space while you heal.

Crypt Sentinel (=)

Crypt Sentinels look like translucent or spiritual skeletons; however, they are quite solid, and keen fighters. They are common stock as baseline warriors in groups of undead created by more powerful animators. Many wear armor when available and work together very much the way soldiers do.

1HP, AV2, Size 3. High Intelligence. BR 10.

Creature Type:	Skeletal Undead (<i>Immune to Vitals Damage/Skills, Resistant to Missile Weapons</i>)
Offense:	N/A
Defense:	Unbreachability.
Passive:	Healing Factor.
Senses & Mobility:	Ethereal Shift.
Habitat:	Any.
Play Notes:	Crypt Sentinels are excellent fighters, and is where their high int. factors most.

Death Guard (=)

Death Guards look like skeletons fused to the inside of suits of half plate. Set into their helm and forehead is a gem colored according to their mage type. Death Guards are often used as a medium-high ranking undead that can support and guard greater undead or engage in tougher combat.

5HP, AV3, Size 4. Average Intelligence. BR 15.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Innately 5th Sentinel, 5th Mage Class.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	A vital's hack to the gem (eye) will slay the Death Guard instantly.

Death Knight (+)

At first glance Death Knights look like empty suits of full plate armor, but upon closer inspection a faint darkness can be seen within the suit. Death Knights are usually leaders of groups of undead as well as serving as animators. Unless given other behavior notes, they should be played as brutally efficient.

15HP, AV4, Size 4. Average Intelligence. BR 25.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Innately 10th Necromancer, 5th Knight. Animate Dead, Zombify.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Don't forget to use your UB Mana Drain!

Doom Caster (+)

Doom Casters often serve as mage counterpoints to Death Knights. They look like tall, pale figures and are often dressed in mage's or priest's robes. Their Rebuke Undead ability allows them to remove the effects of Turn Undead (body tag). They are rarely seen outside of groups of other undead.

15HP, AV0, Size 4. High Intelligence. BR 21.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Innately 10th Diviner, 5th Cleric. Blessing, Animate Dead, Rebuke Undead.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Doom Casters generally stand at the back of a group to run interference.

Doom Guard (+)

Doom Guards, like Death Guards, have the appearance of skeletons fused to the inside of suits of plate mail. A gem of the color of their mage type is imbedded in their foreheads; destroying this gem will destroy the Doom Guard regardless of its respawns. Doom Guards tend to have a calm temperament.

15HP, AV4, Size 4. Average Intelligence. BR 20.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Innately 10th Sentinel, 5th Mage (Any).
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about what the mage type of your Doom Guard is.

Fear Warrior (=)

Fear Warriors look like pale humanoids with dark, empty pits for eyes. They are built to use fear, rather than prowess in combat, to win battles. They are most often created from the bodies of low-level necromancers, but have been known to be made using other sources of vessel as well.

2HP, AV0, Size 3. Average Intelligence. BR 8.

Creature Type:	Corporeal Undead.
Offense:	Crown of Fear.
Defense:	N/A
Passive:	Staff Touch, Zombify.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Fear Warriors may resort to creative means to frighten their opponents.

Fleshrender (-)

Fleshrenders are themselves rent with wounds and recognizable by the tatters and strips of flesh hanging from their bodies; nevertheless, they are tough and very good at putting themselves back together. A flesh render's limbs heal at twice the rate of the rest of their bodies.

1HP, AV0, Size 3. Average Intelligence. BR 9.

Creature Type:	Corporeal Undead.
Offense:	Hack.
Defense:	N/A
Passive:	Healing Factor (x2/Limbs), Endure, Improved Strength.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Fleshrenders are most often at the forefront of an undead horde, ready to fight.

Ghast (-)

Ghasts glow an eerie, dim green-blue; their forms, though humanoid, are otherwise shapeless and lack defining features. They often congregate around places of death, particularly around murder sites. They have a loud, fearsome wail that they use to unsettle the living, but are mostly harmless otherwise.

1HP, AV0, Size 3. Dense Intelligence. BR 3.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	N/A
Defense:	N/A
Passive:	Battle Cry.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Gravediggers are not bright and will often wait for orders from smarter undead.

Gravedigger (-)

Gravediggers perform much of the heavy labor that their animators may require - digging out graves, building tunnels, or carrying bodies to be animated or reanimated. When not used as labor, gravediggers are often used as filler troops, where their strength is put to use bashing through armor.

1HP, AV0, Size 3. Dense Intelligence. BR 3.

Creature Type:	Corporeal Undead.
Offense:	Limited Martial Arts (Hands Only).
Defense:	N/A
Passive:	Improved Strength.
Senses & Mobility:	Digging.
Habitat:	Any.
Play Notes:	Gravediggers are not bright and will often wait for orders from smarter undead.

Gravewalker (=)

Gravewalkers are pale undead, often covered with a rime of ice and frost. Their eyes glow pale blue, and the temperature of the air cools wherever they are near. Gravewalkers are most often guardians of crypts and catacombs, and caretakers of other undead; but can be brought to bear as icy shepherds also.

2HP, AV0, Size 3. Average Intelligence. BR 8.

Creature Type:	Corporeal Undead.
Offense:	Crown of Ice, Vitals-Sap.
Defense:	N/A
Passive:	Staff Touch, Zombify.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Gravewalkers are cool, calculating, and not easily rattled.

Ghoul, Grave (-) *(Picture: See pg. 151)*

Ghouls are hunched, emaciated humanoids with claws and large, unhinged jaws full of many sharp teeth. They are always hungry, and as such have no limits on how much they can devour. Once something is devoured by a ghoul it disappears - cutting open the ghoul will yield nothing.

1HP, AV1, Size 3. Low Intelligence. BR 4.

Creature Type:	Corporeal Undead.
Offense:	Martial Arts, Bite AV=0.
Defense:	N/A
Passive:	Improved Devour, Partial Humanoid.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Ghouls will try to devour bodies out of combat unless stopped by other undead.

Ghoul, Plague (=)

Plague Ghouls have the same hunched, emaciated build as grave ghouls, and can be easily mistaken for them at a distance. Upon closer inspection, plague ghouls have rougher and often pockmarked or blistery skin, their skin is also likely to take on some of the more colorful hues found on dead bodies.

3HP, AV1, Size 3. Low Intelligence. BR 7.

Creature Type:	Corporeal Undead.
Offense:	Martial Arts, Bite AV=0 (Infect or Poison).
Defense:	N/A
Passive:	Improved Devour, Partial Humanoid.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Check with your GM about whether you have Disease, Poison, or neither.

Ghoul, Ravening (+)

Ravening Ghouls have the same emaciated appearance as other ghouls, and remain difficult to tell apart from a distance. Closer inspection reveals longer claws and flesh with a very slight iridescent blue-green cast to it. Whenever a ravening ghoul completely consumes a player, it heals fully.

5HP, AV1, Size 3. Average Intelligence. BR 15.

Creature Type:	Corporeal Undead.
Offense:	Martial Arts w/ Weapon Mastery, Bite AV=0.
Defense:	N/A
Passive:	Improved Devour, Favored Enemy (Bite Only).
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Ravening ghouls are smart, quick, and slightly less hunched than other ghouls.

Howler (+)

Howlers are intensely defined for spiritual undead; they are dark grey and shimmer in the light. Howlers are ill-tempered and aggressive, and they do not shy away from battle - unlike most spirits, they revel in it. Their berserk can only be triggered once their battle cry has failed to affect a target.

5HP, AV0, Size 3. High Intelligence. BR 19.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	Weapon Mastery (Martial Arts).
Defense:	Full Spell Resistance.
Passive:	Improved Berserk (+2HP - see description), Battle Cry (Battle Roar when Berserking), Shatter Aura (Item Type, 1m).
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Howlers wade into the thick of a fight whenever possible - don't hold back.



Litch (+)

Litches are a powerful type of undead known for their longevity and continued agency as undead. They are often power-hungry and have their own personality, interests, and goals. Most, if not all, litches are evil; because they are extremely rare, little is known about their creation and their capabilities.

10HP, AV0, Size 3. Very High Intelligence. BR 30+.

Creature Type:	Corporeal or Skeletal Undead (<i>Immune to Vitals, Resistant to Missile Weapons</i>).
Offense:	N/A
Defense:	Immune to Spirit Bury and Spirit Guide, Resist Mana Drain.
Passive:	Innately 10th in Two Classes, Double Proficient and Adept at Bindings, Charm, Allure Ritual, Imp. Healing Factor, Rebuke Undead.
Senses & Mobility:	Improved Spirit Guide.
Habitat:	Any.
Play Notes:	Litches usually have their own specific stats and abilities; check with your GM.

Mourner (=)

Mourners tend to be on the smaller side; they have inky black eyes and ashy, bloodless flesh. When a being on the battlefield dies, a mourner will seek it out and quietly close its eyes and arrange the body - as if in mourning. A mourner's bury abilities cost no mana if they perform a 5-count instead.

1HP, AV0, Size 2. Average Intelligence. BR 8.

Creature Type:	Corporeal Undead.
Offense:	Vitals Pacify.
Defense:	N/A
Passive:	Spirit Bury, Improved Spirit Guide, Summon the Dead.
Senses & Mobility:	Ethereal Shift.
Habitat:	Any.
Play Notes:	Mourners almost entirely avoid combat until the end of a battle.

Mummy (+)

Mummies are unlike other undead in that they are almost always possessing of their own will. Mummies are in many ways more like haunts than usual undead: they have been bound to this plane after their deaths to serve some purpose. Mummies are highly variable in abilities, temperament, and purpose.

—HP, AV Variable, Size Variable. Very High Intelligence. BR 25+.

Creature Type:	Corporeal Undead.
Offense:	X
Defense:	Impenetrable, Magic Resistance (Full), Resist Carrying, X.
Passive:	Divine Gift, Blessing, Improved/Extended Oracle, Curse, X.
Senses & Mobility:	Immobile, Lore/Sensing (Variable), X.
Habitat:	Any.
Play Notes:	Talk to your GM about specifics for your particular mummy.

Revenant (=)

Revenants are dark, smokey-looking spiritual beings with pale blue glowing eyes. They are created for the purpose of keeping other undead animated; they linger quietly towards the back of battles and wait for chances to slip in and animate other undead before slipping back to safety.

1HP, AV0, Size 3. Average Intelligence. BR 9.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	N/A
Defense:	N/A
Passive:	Animate Dead, Zombify.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Revenants are very evasive; they prefer to avoid combat and toy with opponents.

Shadowling (-)

Shadowlings look like small, semi-solid figures wreathed or cloaked in shadows. They can put up a fight, but will behave much more like scavengers when given the opportunity. Anything a Shadowling kills is animated as another Shadowling aligned with its animator; these shadowlings collapse after a battle.

1HP, AV0, Size 2. Average-Low Intelligence. BR 9.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	N/A
Defense:	N/A
Passive:	Crown of Fear, Animate Dead (see description).
Senses & Mobility:	Hide & Stealth, Shadowstep.
Habitat:	Any.
Play Notes:	Shadows are opportunistic and sometimes inclined to mischief.

Shroudbearer (+)

Shroudbearers are named for the shroud which covers their every move; they are surrounded by a thick grey fog which blinds anyone inside who does not have spirit guide. Any dead within the shroud are automatically animated under control of the shroud bearer. They are rare, and little is known of them.

5HP, AV0, Size 3. High Intelligence. BR 25.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	30' Shroud (see description), Improved Spirit Guide, Improved Sap Respawn.
Senses & Mobility:	Slow.
Habitat:	Any.
Play Notes:	Shroudbearers heal 1HP for each undead that animates in their shroud.

Skeleton (-)

Skeletons are one of the most basic forms of undead, and one of the easiest for necromancers and undead to learn how to animate and control. They are smart, but their intelligence has a mechanical bent that sometimes leads them to anticipate their living opponents incorrectly.

1HP, AV0, Size 3. Average Intelligence. BR 4.

Creature Type:	Skeletal Undead (<i>Immune to Vitals Damage/Skills, Resistant to Missile Weapons</i>)
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Skeletons are generally played as being quick and energetic.

Skullcap (-)

Skullcaps are animated from the bodies of dead gnomes; they look like small figures with the flesh peeled away from their skulls. They are most often used when an animator wants quantity over quality, be it overwhelming numbers of the field or hands for some kind of labor - especially digging.

1HP, AV0, Size 1. Stupid Intelligence. BR 2.

Creature Type:	Corporeal Undead.
Offense:	Bite.
Defense:	N/A
Passive:	Improvised Equipment, Lmtd. Drill Sergeant (<i>animator only, for skullcaps only</i>).
Senses & Mobility:	Digging.
Habitat:	Any.
Play Notes:	Skullcaps operate like a hive and have a limited awareness of their surroundings.

Specter (=)

Specters are pale, semi-transparent undead with simple, generic features; many do not look like individuals and some do not even manifest clear legs. They are one of the most common types of spiritual undead and can occur both naturally as well as through animation.

2HP, AV0, Size 3. Average Intelligence. BR 11.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Specters are evasive and usually pick off opponents from the edge of battle.

Spirit (-)

Spirits are often initially mistaken for haunts due to the clarity of their appearance; they look like a spiritual version of the person they were in life, and retain many of their skills and abilities while undead. They are most commonly associated with witchcraft, but can come to be through other means as well.

1HP, AV0, Variable Size. Variable Intelligence. BR.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	N/A
Defense:	N/A
Passive:	Class and Innate Abilities (from life).
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Spirits may not act like themselves in life if under the control of other beings.

Spirit Reaper (+)

Spirit Reapers are large, hulking figures with bony scythes rather than hands jutting from the ends of their arms. They tend to be physically slow, but are also cunning and may pretend to be less intelligent than they are. They are most often animated out of the bodies of ogres and trolls.

10HP, AV1, Size 5. High Intelligence. BR 16.

Creature Type:	Corporeal Undead.
Offense:	Slay, Reap Spirit (<i>1m Vitals Strike: force opponent's spirit from body, on Slay</i>).
Defense:	N/A
Passive:	Improved Strength, Healing Factor.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Spirit Reapers are played with two hammers held backwards for scythes.

Vampire, Full (+)

Full Vampires look very much like themselves from life, but much paler and with pronounced eyeteeth; they also retain their personality and innate abilities, but are almost always evil. They must feed on living beings to sustain their existence, and take damage from sunlight and running water at 1dmg/sec.

10HP, AV0, Size Variable. High Intelligence. BR 20.

Creature Type:	Corporeal Undead.
Offense:	Bite-Infect.
Defense:	N/A
Passive:	Innately 10th Necromancer, Animate Dead, Spirit Bury, Talented Courtier, Charm, Allure Ritual, Metamorphic Animal Shape.
Senses & Mobility:	Instant Ethereal, Flying.
Habitat:	Any.
Play Notes:	See GM for any additional behavior notes.

Vampire, Partial (-)

Partial Vampires are most often the results of another vampire's infectious bite. They look and act exactly like their living selves and retain their stats and training, though they may be shy of the sunlight and take on crueler or more evil tendencies. They are loyal to any vampire that created them (as a binding).

Base HP, AV0, Variable Size. Base Intelligence. BR 5 + Lvl.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Charm, Allure Ritual, +5/Courtier.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	See GM for additional behavior or other notes.

War Guard (=)

War guards are made up of many stitched-together bodies set in a suit of armor, and have a grotesque - if imposing - appearance. When not in combat they are rather dull, but are much more aware and capable when in a fight. Some varieties of war guard may have ranks in warrior classes.

5HP, AV3, Size 4. Dense-Average Intelligence. BR 17.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	Defy Death, Final Fury.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	War Guards have a disciplined, controlled fighting style - until they defy death.

Wight (=)

Wights are bone-pale with ragged flesh and long, pointed teeth and claws. They lurk in lairs - often underground grave sites, but occasionally other places as well - and rarely wander far from them. They are fierce and cruel, and those who encounter them are known to walk away with ill fortune to follow.

10HP, AV1, Size 3. Low/High Intelligence. BR 19.

Creature Type:	Corporeal Undead.
Offense:	Martial Arts w/ Weapon Mastery, UB Mana Drain.
Defense:	Missile Weapon Resistance, Spell Damage Cap, Hexproof Shapechanging, Resistant to Exorcism.
Passive:	+1 Respawn, Imp. Healing Factor, Battle Cry (Free on Triumph), Giant Strength, Bardic Sense, Instant Animal or Element Shape, Spirit Harbor.
Senses & Mobility:	Watchman (in lair), Swimming.
Habitat:	Any.
Play Notes:	Wights may have additional abilities and play notes - talk to your GM.

Wraith (+) (Picture: See pg. 157)

Wraiths look like dark, semi-transparent spirits with tattered, fraying edges and black pits for eyes. They also have long, pronounced claws. Though their appearance implies fragility, wraiths are both tough and fast; unlike many other spiritual undead, they have no qualms about appearing in the thick of a fight.

10HP, AV0, Size 3. High Intelligence. BR 16.

Creature Type:	Spiritual Undead (<i>Martial Arts, Instant Ethereal, Gliding</i>).
Offense:	Weapon Mastery (Martial Arts), Slay.
Defense:	N/A
Passive:	Animate Dead, Charm.
Senses & Mobility:	N/A
Habitat:	Any.
Play Notes:	Wraiths are very quick, and almost always merciless against their opponents.

Zombie (-)

Zombies are the most common type of any undead, and often the first type of undead that necromancers learn how to animate. They look like walking corpses, often with flesh hanging off in rotted strips. They have extremely limited intelligence and are only dimly aware of their surroundings.

1HP, AV0, Size Variable. Stupid Intelligence. BR 2.

Creature Type:	Corporeal Undead.
Offense:	N/A
Defense:	N/A
Passive:	N/A
Senses & Mobility:	Slow.
Habitat:	Any.
Play Notes:	Zombies walk with a distinctive shambling gait and fight poorly.



Animals

While out in the world, adventurers often encounter common animals alongside the many beings and creatures listed in the rulebook. Because a species of animals can vary widely from region to region, and because of the huge variety of animal species that might be encountered in Falmorian, most of them are not written up in any standard form. Below is a guide for writing up animals as needed; several example animals are on the next page.

Remember: With animals' stats, it is usually more important to be quick than to be perfect. Rather than agonize over the "right" stats, list the most important abilities that make sense and go from there. Animal stats are meant to be an approximation only.

Animal Stats Guide

Base Stats

- **HP and Size:** As a rule of thumb, an animal should have HP roughly equal to its size.
- **Armor:** AV represents both how armored an animal is and how nimble it is.
- **Intelligence:** Most animals have animal intelligence.

Abilities

- **Martial Arts:** All animals have martial arts to represent their ability to defend themselves.
- **Bite:** Animals size <4 usually only have bite; animals size 5+ may have Bite AV=0.
 - Predators generally have Bite AV=0 starting at Size 3.
- **Mobility:** Animals should have all their species' mobility - swimming, flying, etc.
- **Other Abilities:** Animals generally have a handful of other abilities that make sense for their species. These can be pulled from classes and from the glossary of monster abilities.

BR

- **Dangerous:** When calculating a dangerous (ie, predator or aggressive) animal's BR, add:
 - Their total HP, plus
 - The number of "other abilities" they have (+1 for R1 abilities, +2 for R2).
- **Non-Aggressive:** Domesticated or less dangerous animals may have lower BRs.

Example Animals

Cow	
<i>Cows are a common livestock animal and almost always found in herds. They are often nervous and flighty, but can also be pushy, stubborn, or downright oblivious. Cows are usually domesticated and somewhat docile, but a panicked or frustrated cow can cause a lot of damage.</i>	
4HP, AV1, Size 4. Animal Intelligence. BR 4.	
Creature Type:	Mundane Animal.
Offense:	Martial Arts, Bite, Knockback, Trample.
Defense:	N/A
Passive:	Improved Strength.
Senses & Mobility:	N/A
Habitat:	Pastures.
Play Notes:	Cows are very used to humans, but may be wary of strangers.

Vulture	
<i>Vultures are carrion-feeders and can find dead and decomposing bodies from a long distance away. They congregate in places of death, be they bodies and meals left behind by large predators or battlefields where the defeated were left for dead. Some vultures may carry diseases.</i>	
1HP, AV1, Size 1. Animal Intelligence. BR 1.	
Creature Type:	Mundane Animal.
Offense:	Martial Arts, Bite, Infect (<i>Tag, conditional - see GM</i>).
Defense:	N/A
Passive:	N/A
Senses & Mobility:	Flying, Advanced Smell.
Habitat:	Any.
Play Notes:	Vultures either wait patiently in trees or slowly soar around, circling the field.

Wolf	
<i>Wolves hunt in packs, although occasionally may be found alone or in pairs. They work well as a group and are very good at coordinating with other members of their pack. They may attack travelers or livestock when hungry, or defend their pack's territory from unwelcome wanderers.</i>	
3HP, AV1, Size 3. Animal Intelligence. BR 8.	
Creature Type:	Mundane Animal.
Offense:	Martial Arts, Bite AV=0, Slay Vitals.
Defense:	N/A
Passive:	Ambush, Battle Cry.
Senses & Mobility:	Advanced Smell, Tracking.
Habitat:	Any.
Play Notes:	Make sure to coordinate w/ the rest of your group before and during encounters.

Alternate PC Species

There are several additional options for PC species available to players who have been playing consistently for more than a year. Each species has a years-played requirement listed next to the species' name. All of the alternate species cannot wear standard armor and require custom armor made specifically for their species.

Lizardfolk	Minimum: 1 Year
2HP, 2 Mana, Size 3, AV1, Average Intelligence. Lifespan 120 years (mature at 24).	
Abilities: Bite, Aggressive.	Type: NPC Humanoid
<ul style="list-style-type: none">Bite: As the ability "Bite". Note that this is not AV=0.Aggressive: You must drop anyone who opposes you before moving on in a battle.	
Appearance: Lizardfolk look very much like bipedal lizards: complete with tail, claws, forked tongues, and digitigrade legs. They are covered in scales and do not grow any hair; these scales can vary in color and pattern, though most lizardfolk are a single color and usually tan, dull orange, yellow, or dun in color.	
Description: Lizardfolk are a fiercely proud species that does not take well to insult or disdain. They are decidedly practical in nature and rarely ones for humor. Many find lizard folk to be ill-tempered, but this is not necessarily true: their inability to make most facial expressions makes them seem grumpier than they are. Lizardfolk highly value personal reputation, competency, and usefulness - and judge others on this basis as well. Many lizard folk tend towards animistic religions, and see themselves only as a piece of the world rather than a center of it.	
In Falnorian: Many lizardfolk hire themselves out as mercenaries and guards; as such, many take up a wandering life. The largest settled communities of lizardfolk existed primarily in western and southern Falnorian; in general, there is a mutual wariness between lizard folk and most other species.	

Grey Hag	Minimum: 2 Years
1HP, 1 Mana, Size 2, AV0, Average Intelligence. Lifespan Variable (rolled by GM).	
Abilities: Lmtd. Martial Arts, Resist Bindings, 1/2 Proficiency with Magic. Type: Magical Being	
<ul style="list-style-type: none">Lmtd. Martial Arts: Offense Only.Resist Bindings: Resist all bindings, including when animated as undead.1/2 Magic Prof.: Only gain +1 mana from going mage. Spell level matters for you for both rituals and sorcery acquisition, both of which you cast and gain words for at effective 1/2 your total level.	
Appearance: Grey Hags look shrunken and withered, and generally have thin grey-to-white hair - even a young hag looks old. They have distinctive claws in place of fingernails at the end of their fingertips. Many also have an assortment of distinctive features, few of them pretty: scars, rashes, discolorations, gnarled body parts, and so on.	
Description: Grey Hags are often driven by their feelings rather than their thoughts and tend to be emotionally volatile. Despite this they are often clever and cunning, and capable of surprising subtlety. They usually prioritize survival above all else: even in abundant times, hags will tend to hoard resources against leaner seasons. Most grey hags hate - or fear - fey, and will flee or attack them on sight. Grey Hags' memories begin only when they are mature; they retain no memories of their youths.	
In Falnorian: Grey Hags can be found everywhere in Falnorian, but are by far most common in northern Falnorian. Many are heavily disliked by other species because of the trouble that many hags, especially wild hags, cause to homes and livestock; as such, many grey hags learn to resent those species in return and are heavily distrustful of them. Once they trust, however, they can be loyal to a fault.	

Kabbit **Minimum: 2 Years****2HP, 1 Mana, Size 1, AV1, Average Intelligence.** *Lifespan 100 years (mature at 16).***Abilities: Craft Proficiency, Lmtd. Goblinoid Traits, Dependent.** || **Type: NPC Humanoid**

- **Craft Proficiency:** Choose a craft. When you put lvls into that craft, you gain 1.5 lvls in it.
- **Lmtd. Goblinoid Traits:** Do not have BR/Tinker lvls. Darkvision takes an encounter to wear on and off.
- **Dependent:** If alone, Kabbits function at 1/2 their total lvls (tradecrafts, class lvls, etc).

Appearance: Kabbits are small and retain many goblinoid features: catlike ears, long fingers with dull claws, large eyes, and scales. However, they tend to be stockier than most goblinoids, and their scales are smaller and fade to thick, leathery skin on the undersides of their bodies. Some are able to grow hair, which is usually curly.

Description: Kabbits spend much less time underground than other goblinoids do. They frequently spend time on the surface and as such have lost some of their subterranean traits. Kabbits live in clans or tribes specialized for a particular craft; they are highly collectivistic and, while not competitive with each other, are most often driven to perfectionism within their own work. Most are good-natured - but fiercely hostile to their enemies. In most cases they do not get along with other goblinoids, and will avoid or ignore them when possible.

In Falmorian: Kabbits tend to live in their own communities, often near larger towns and cities. Kabbits get along particularly well with hobbits, but are relatively comfortable with any other species as well. They are spread fairly evenly across Falmorian, and are known for working at their particular crafts either as practitioners or traders.

Sprig **Minimum: 3 Years****2HP, 2 Mana, Size 3, AV1, Average Intelligence.** *Lifespan Variable (see GM).***Abilities: Wilderness Healing, Forest Ability, Slow, Hibernating.** || **Type: Amorphous**

- **Wilderness Healing:** Heal HP at a rate of 1HP/20c when in wilderness (conscious only).
- **Forest Ability:** Gain an ability from your home forest (chosen by GM). Also determines your alignment.
- **Slow:** You cannot run or move at a running pace - only walk.
- **Hibernating:** You must spend long periods of time inactive to recover from activity. *(Do not get timejumps.)*

Appearance: Sprigs are large, treelike beings; they have immense variety in their appearance, particularly in their body shape and size. Generally their limbs are lanky and have a multitude of branchlike protrusions, and their skin is thick and barky. They do not grow hair, but instead may have patches of leaves or lichen where hair would grow on most other humanoids. Sprigs each take after a species of tree; see GM for your tree species.

Description: Each sprig comes from and is bound to a particular forest (see GM for your forest); however, they can and often do range far beyond the borders of their forests and wander other places. Sprigs tend to be slow not just in speed but also in thought, feeling, and speech; they take a very long view of things and many not always see why what is immediate may also be imperative and important - sometimes to their own detriment.

In Falmorian: Sprigs tend to be solitary within their species and rarely choose to interact with other sprigs. Instead they tend to seek out the company of other species - when they seek for company at all. Often they are met with curiosity, and from elves in particular with respect. When not hibernating they are often wanderers; they may choose to root themselves in a task or place for a little while, but always move on eventually.

Monster Abilities Glossary

The numbers listed after abilities are their wild shift value.

Acidic Blood (4): When damaged with a weapon, a creature with acidic blood may call “acidic blood”; the weapon that dealt damage will shatter in a 20 count.	Breath Weapon, Cone (8): Costs 1 Mana per use. Call the blast and spread your arms in a cone shape; anyone between your arms within 30’ takes the effect.
Acrobatics (1): See Assassin Lvl 2. Alternatively, you have Climbing and Leap - see both entries.	Carrying (1): As described in the basic rules.
Adrenaline (3): You are resistant to unconsciousness and fight until you reach -4HP; when you hit -4HP, you die.	Charge (2): Call “charge” and call a 5-count; at the end of the 5-count, you may do UB Knockback (may target anywhere, not just legs) until you stop running.
Advanced Senses (1): Pick a sense to advance. With advanced senses you can typically find hiding people within a 20 count of searching.	Climbing (1/2): Tag a tree or wall, call “Climbing”, and perform a 5-count to ascend that object. Once ascended you are out of reach of melee weapons.
Aggressive (1/2): You cannot leave the encounter until all opponents are dropped, and will prioritize fighting over discussion.	Constrict (3): If you have snared an opponent with a natural weapon, you may tag that opponent for 1UB dmg as long as they are still snared.
Allure (5): Delivery varies. Allure is a long-lasting type of charm that does not clear until removed. An allured person will treat their charmer as a close ally.	Crown of Sleep (5): A crown spell that includes both sleep touch (invoke, UB) and swift sleep aura (1 mana invoke). Sleeping creatures drop unconscious.
Ambush (3): See Ranger Lvl 9.	Damage Cap (4): Any damage that you take is capped at 1. May be a resistance or an immunity depending on the creature in question (assume resistance as a base).
Animal Packet (Ray (1), Ball (3)): Represents ranged abilities an animal may have, such as a skunk’s spray. The effect is called when thrown (eg, “AV=0 Stun”).	Damage Reduction (5): Any damage that you take is deboosted one step (10 -> 5 -> 1 -> 0). This is a prevention.
AV (1/2, 1, 3, 5): Natural armor. All creatures with an AV of 3+ also have a natural helm. Humanoids with high natural AV may need custom armor.	Dark Vision (2): You can see in total darkness. Often takes a form such as thermal vision, and thus generally sees hiding players as well (only in the dark).
Battle Cry (1): Costs 1 mana per use. Call “Battle Cry” and invoke; anyone within 10’ of you must flee for a 20 count. This is a non-magical mental effect.	Defy Death (2): When you would drop, you may call “defy death” and continue to fight for a 20 count and resist dropping; at the end of the 20 count, you die.
Battle Roar (3): As Battle Cry, but does not cost mana. Usually seen on very large creatures.	Devour (2): Tag a down player with both hands (as first aid) and call “devour” you devour 1 size of them per 20 count. When half their size is devoured, they die.
Berserk (3): See Viking Lvl 5.	Devour, Full (2): Requires Devour. Devour of the full body in a 20c for creatures that are a size category smaller than you.
Bite (1/2) and Bite AV=0 (1): You may tag another player with both your hands and call “Bite” if both your hands hit (keeping in mind AV, you deal a damage).	Devour, Improved (4): As devour, but with an improvement; usually means it devours items as well as the body, but may include other effects also.
Bite-Infect (3): As bite, but you may call “infect”; infected players must keep track of how many infects they take, then talk to the GM after the battle.	Digging (2): Can dig tunnels and burrows provided enough time (out of combat). Time may vary with weather, soil type, etc.
Breath Weapon, Blast (4): Costs 1 Mana per use. Call the blast and spread your arms in a cone shape; anyone between your arms within 10’ takes the effect.	Diving (2): Requires Swimming. While swimming, you can call “diving” and perform a 5-count to go underwater. Without water breathing, must resurface.

Dragon Scales (7): Your AV acts as shields rather than as armor.	Instant Ethereal (6): Can instantly cross between the spiritscape and the earthscape. Must make a “whoosh” noise whenever you cross and re/de-manifest.
Endurance (1/2): You can run without tiring over long distances.	Leap (1/2): Call “Leap” and perform a 5-count to cross obstacles such as rivers or low walls. You can only carry while leaping if you could run with what you carry.
Energy Factor (6): Every 20 count, you regain a mana. You do not regain mana past your maximum, and only gain mana while alive.	Low-Light Vision (1/2): You can see an additional 10' beyond normal torchlight.
Energy Resistance (2): Specify an energy type or source. You resist that type of magic or other energy source, whether you want to or not.	Martial Arts (1): See Assassin Lvl 4.
Ethereal Shift (4): You may call “Ethereal Shift” and begin a 20 count; at the end of an uninterrupted 20 count, you go ethereal. May do the same to remanifest.	Maul (2): Tag a down player with both hands, call “Maul”, and perform a 20-count; at the end of the 20-count, their body is Ruined.
Final Fury (3): <i>Requires Defy Death.</i> When defying death, you may call Final Fury; your attacks become warded and boosted until you drop.	Natural Helm (1): Requires AV3+. If you have a natural AV of 3+ (half or full plate), you are immune to knockout as if wearing a helm.
Flying (2): <i>Requires Gliding.</i> Can soar out of melee range in a 5-count, and descent back into melee in another 5-count. Must keep hand raised while soaring.	Night Vision (1): You can see during nighttime and in low light as if it were daylight out. Can also see an additional 30' in torchlight.
Fragile (1): Instead of the usual -4HP, 3 hits total - regardless of consciousness or damage amount - kills you. If healed, this count starts over.	Outsider Regenerating (8): As regenerating, but cannot be interrupted and is not turned off with fire. Typically only stopped with exorcism.
Full Mobility (8): You can move across any terrain or scape as needed - includes flying, swimming, ethereal travel, tunneling, etc.	Poison (4): You may deal poison with the listed attack. Poison is assumed to be Basic Poison unless otherwise specified.
Gliding (1): You may safely descend from great heights and freely cross over obstacles such as rivers or low walls, but you cannot ascend.	Prehensile Appendage (3): Have a tail, additional limb, or other appendage that can function with the dexterity of a hand (see Hands). Can take an additional Hack.
Hands (2): You can manipulate objects and use weapons as if you had hands. Humanoids are assumed to have hands by default. Creatures are not.	Reach (3): Invoke and call “reach”; your next attack will be in melee range of flying creatures.
Hands, Partial (1/2): You can wield one-handed weapons in two hands (only) and manipulate objects with some success. You can't run while wielding items.	Rebuke (3): A spiritual ability that clears fear-and charm-like effects from undead (eg, turn undead). Typically a body tag but may have other deliveries.
Healing Factor (2): You heal 1HP every 20-count as long as you remain conscious. Improved (3) allows you to heal this way while unconscious but not dead.	Reflect Magic (8): Call “reflect magic” when a spell would hit you; that spell is reflected back to and takes effect upon its caster instead.
Hexproof (6): Specify a type of magic or energy; you do not take that type of energy from opponents, but may take it from allies as desired.	Regenerating (5): Heal 1HP every 20-count, even if unconscious or dead. Regeneration can be interrupted; it can also become inactive if burned or set on fire.
Hide (1): See Assassin Lvl 1.	Resistant (V): You do not take the specified ability, energy source, etc unless it is warded (which cuts through resistances).
Immune (V): You do not take or suffer from the ability, type, source, etc that you are immune to - period, even if warded.	Ritual Devour (1): As devour, but happens slowly over the course of 10min (as a ritual). The body is considered dead at the 5-minute mark. Creatures may stack this.
Impenetrability (2): See Knight Lvl 8.	Sap (1): Sap causes a player to become slow for a 20-count (see Slow). It may come in a variety of deliveries, but is seen most often as a vitals strike.

Scouting (1): Can see hiding players. May also give some advantages in poor visibility (ie, a bad storm), but not darkness.	Strength, Monstrous (5): Adds +3 to your carrying capacity, and your natural and weapon attacks deal a base of 5 damage.
Selective Shielding (3): A selected zone on your armor (1-4) counts as a shield rather than armor for the purposes of taking damage and using abilities.	Swimming (1): Can move and fight normally while in water (such as rivers); do not drown as long as you remain conscious. Drowning begins if unconscious.
Shatter (2): Breaks an item (1m). Shattered weapons deal vitals damage only; shattered armor does not protect the wearer; shattered shields don't block AV=0.	Terror Damage (2): Passively deal Terror-Magic damage on all of your attacks.
Shattering Armor (3): Stand stationary, invoke, and call "shattering armor"; as long as you remain stationary, items that strike your armor are shattered (call "shatter").	Thick Skull (2): You are immune to knockout (as if wearing a helm).
Slow (-): Slow creatures can only walk and are not able to run.	Trace (4): Trace a player you've seen; costs 1m/encounter to maintain the trace. Know their direction, distance, and general status.
Sonar (4): Allows you to "see" through sound. Gives you information about shape, distance, and texture; but not color pattern, expression, etc.	Trample (3): See Viking Lvl 7.
Spirit Bury (3): Invoke, tag a down player, and call "spirit bury"; their spirit may not leave their body for the encounter (or until they are conscious). You heal 1HP.	Tunneling (4): Allows you to move underground freely; may ascend or descend in a 5-count. While descended, are not targetable by other creatures.
Stamina (1): See Mercenary Lvl 4.	Unreachability (2): Your armor zones 0-2 (limbs) act as shields rather than armor for the purposes of taking AV=0 damage and spellturning.
Stealth (2): <i>Requires Hiding.</i> See Assassin Lvl 7.	Undead, Basic (3): Species type becomes partial undead. Do not take offensive necro spells and can take healing for damage.
Strength (1/2): Adds +1 to your carrying capacity and allows you to invoke a weapon with two hands to deal AV=0 damage on your next strike.	Water Native (3): You have Swimming and Diving but are either slow or immobile on land; you do not start drowning when unconscious in the water.
Strength, Improved (1): See Knight Lvl 1.	Weapon Mastery for Natural Weapons (2): See Assassin Lvl 6. Natural weapons include martial arts, bite, and any other alternative attacks.
Strength, Giant (2): See Viking Lvl 9.	Weather Protection (1): Reduces weather fatigue as if wearing a cloak.

Junior League



Jr. League

Junior League Rules

Junior League is a rules set meant for kids, pre-teens, and younger teens. The game is meant to be simpler and cleaner to play - which means quicker to pick up and learn. The Junior League rules are almost all the same as the Adult League game rules, with just a few changes to the parts of the game that players manage and play with.

What's The Same

The game world itself is still the same game world, and so is everything that is a part of it: monsters, weather, and other elements of the environment. In general, if it's an element of the game that's managed by the Game Master, it's the same in both Junior and Adult League. You can look up any of these rules in the rest of the book and they'll work the same in JL:

- **The Game World:** The game world is still the same; with the same history and lore.
- **Mission Boards:** Mission boards, the inn, and voting all still work the same way.
- **Tradecrafts:** Junior League still uses the full list of tradecrafts.
- **Adventuring Rules:** Almost all of the adventuring rules, from fire to weather, are the same.
- **Monsters:** All of the monsters use the same stat blocks and HP.

What's Different

The main changes in the Junior League rules set are “player-facing” - the parts of the game that players manage and interact with directly. Many of them are gained or spent chunks instead of separate pieces; this means there's less to keep track of overall, and players can just focus on playing the game.

- **Combat:** Combat is a “one-hit system” - you cannot get more than 1HP as a JL character.
- **Character Creation:** Junior League uses a set of character creation charts that are grouped into chunks to make them easier to pick from. Junior League also does not use the social status and duties charts - everyone starts as a Commoner, and no one is required to pick a duty. All Junior League base species start with 1HP and 2 Mana.
- **Classes & Lvling Up:** Characters gain experience by gaining full levels at the end of the day instead of having to keep track of XP. They also gain skills at milestone levels - 6, 11, 16, 21, and so on. At these milestones characters can choose a new tradecraft and learn a new set of class skills.
- **Sorceries:** Junior League mages only get one sorcery per mage class they are Rank 2 in. They can still mix and match words from multiple classes if they have multiple mage types.
- **Fluencies & Masteries:** Junior League does not use Fluencies or Masteries.
- **Death:** When characters die, they pull a base of 10 stones from the bag (+1 for every extra death that day); this way, they don't have to keep track of how many times their character has died over the course of their entire lifespan. Some death effects have JL variants.

Character Creation (JL)

When making a character, you'll need a character sheet and the character creation charts; ask the GM for these. The steps for creating a Junior League character are:

On Your Own...

- **Player Name:** Write your name on your character sheet so that we know whose it is!
- **Character Name:** Come up with a name for your character.
- **Species:** Pick your character's species (see the next page for the species choices).
- **Tradecraft:** Pick a starting tradecraft for your character and write it on the back of the sheet.

FALNORIAN LARP		
Player Name: _____	Setting /Year: _____ / _____	
Character Name: _____	Character Background: _____	GM <input type="checkbox"/>
Species: _____	Archetype: _____	
Inventory: G _____ S _____ C _____ _____ _____ _____	Starting Craft: _____ _____ _____	Quirk: _____ _____ _____

On the Character Creation Chart...

- **Archetype:** Pick a starting archetype to describe your character's personality.
- **Tradecraft:** Pick one of your archetype's tradecrafts for your character to start with 5 lvs in.
- **Equipment:** Pick your starting equipment and write it in your inventory.
- **Quirk:** Pick a quirk your character has and what it decide what it does.

Character Levels & Training					
Experience (Sets Played)	Lvl	GM	Training	GM	
---	1	X	Journeyman	<input type="checkbox"/>	
	2		(No Class at Journeyman)		
	3				
	4				
	5				
			Craft: _____ ① ② ③ ④ ⑤		

Character Sheets and the current Character Creation charts can be found on the Falnorian website at www.falnoriangames.com.

Character Species (JL)



Human

1HP, 2 Mana, Size 3, AV0, Average Intelligence. Lifespan 100 years.

Abilities: Talented in a Craft.

- **Talented in a Craft:** Select a craft (see page 12). You gain lvs in that craft equal to 1/2 your character lvl.

Description: Humans are the most common species in Fahnorian. They have the widest variety of cultures of all the base four species. Because of their short lifespans, they're also the most adaptable and like to be hands-on.

Illion Elf

1HP, 2 Mana, Size 3, AV0, Average Intelligence. Lifespan 500 years.

Abilities: Night Vision.

- **Night Vision:** You can see in the dark normally, and can see an extra 20' beyond normal torchlight.

Description: Illion Elves, because they live for such a long time, see life in terms of long-term plans rather than short-term gain. They can be aloof and arrogant, but have a deep appreciation for skill and beauty.



Dwarf

1HP, 2 Mana, Size 2, AV0, Average Intelligence. Lifespan 300 years.

Abilities: Sense Secret Doors, Thin Spirit.

- **Sense Secret Doors:** You may ask the GM about the presence of hidden doors while in dungeons.
- **Thin Spirit:** When drawing for death, draw at +1 Weight.

Description: Dwarves are very stubborn. This can be a good thing: dwarves are very loyal and will never give up on their friends. However, it can also be hard to make a dwarf change their minds about anything.

Hobbit

1HP, 2 Mana, Size 1, AV0, Average Intelligence. Lifespan 150 years.

Abilities: Resistant to Mental Effects, Low Strength, Strong Soul.

- **Resistant to Mental Effects:** Resist any mental effects (fear, charm, etc).
- **Low Strength:** You cannot wield any two-handed weapon (anything tagged with an orange band) - you're too small!
- **Strong Soul:** When drawing for death, draw at -1 Weight.

Description: Hobbits are happy-go-lucky and often go with the flow instead of planning things out. They think the journey is more important than the destination, and are often wanderers who seek out new experiences.



Leveling Up (JL)

In Junior League, characters level up by sets. Most events have two sets - a morning set and an afternoon set - so most days, a character gain two sets every day.

Experience (Sets Played)	Lvl	GM	Train
---	1	X	Journeyman
2			Craft: _____
3			① ②
4			
5			
6			1st Rank
7			Craft: _____
8			① ②
9			
10			
11			2nd Rank
12			Craft: _____
13			① ②
14			
15			
16			3rd Rank
17			Craft: _____
18			① ②
19			
20			
21			4th Rank
22			Craft: _____
23			① ②
24			
25			
26			5th Rank
27			Craft: _____
28			① ②
29			
30			
31			6th Rank
32			Craft: _____
33			① ②
34			
35			

A character's first 5 levels are called **Journeyman Levels**. During these levels, a character doesn't have a class yet: they're still training in the basics of adventuring. The craft they chose during character creation will level up with them during journeyman levels, however.

Once a character reaches Level 6, they're high enough level to train a class! They will be **Rank 1** in their chosen class and gain 2-3 abilities from that class. They will also get to pick a new tradecraft to level up in.

Once a character reaches Level 11 they can choose to either continue learning their first class and become **Rank 2** in that class, or they can choose to learn Rank 1 of another class. They also get to pick another new tradecraft.

Starting at Level 16 - usually once a character has mastered their class - it starts to take **more than one set to gain a level**. This is because a character who is higher-level has had a lot of experience and isn't learning as much as someone who is new to adventuring! Once your character has filled out a whole row of sets, they gain their next level.

In order to get your character's level, a GM has to sign and date your character sheet at the end of the day with how many levels your character gained. The GM also needs to sign off on your class training; this may happen at the end of the day during regular sign-off, or sometimes during the day itself.

Classes & Class Training (JL)

Once a character has reached Level 6, they can train in a class. What class training looks like can vary from place to place, so make sure to check with the GM ahead of time in case there are any training requirements!

Warrior, Semi-Martial, Mage

There are three categories of classes in the game. **Warriors** are the main front-line fighters: they wear the most armor and have the most combat-heavy skills. **Semi-Martials** are scouts and skirmishers: they wear lighter armor, and often have survival skills as well as combat skills. **Mages** cast spells and are able to work with magic; but they cannot wear armor without losing access to their spells.

Characters can train as more than one category of class, with some limitations. Semi-Martials can train as any other class, and any other class can train as a semi-martial; they are the “in-between” option that can be learned by anyone. Warriors and Mages, however, cannot train as one another - so choose wisely!

Each category of class has five basic classes: together this makes for fifteen base classes. Each class has its own skillset, limitations, and personality. The classes are:

- **Warrior Classes:** Knight, Mercenary, Cleric, Viking, Sentinel.
- **Semi-Martial Classes:** Bard, Assassin, Thief, Duelist, Ranger.
- **Mage Classes:** Diviner, Wild Mage, Healer, Witch, Pyromancer.

Training Class Ranks

Class ranks come with a “chunk” of skills; these chunks are generally a combination of “set” skills that are always there and “chosen” skills that you get to choose from. Lower ranks usually have the skills that a class needs most or that are useful most often, while higher ranks usually have powerful skills that are only needed in specific situations. Here is what you get at Rank 1 & 2 in any given class:

- **Rank 1 in a Class**
 - 2 In-Combat (IC) Skills
 - 1 Out-of-Combat (OC) Skill (*Tradecraft Choice for Warrior/Semi, Ritual Spell for Mage*)
- **Rank 2 in a Class**
 - 1 Set Skill (*May be IC or OC*)
 - 1 Chosen Skill (*Pick From 3 Possibilities*)

Knight (Warrior Classes)

Warrior Ability // Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.

Max AV: N/A

Knights are the first on the front lines of a battle and the last to leave it when there are friends left on the field. They are trained to care for and protect their companions on and off the field; they know that without that fellowship, most fights are lost before they are begun. Many knights take on leadership roles because of this training. In general, knights are known for being loyal, honorable, and generally caring. They are also known to be idealistic and self-sacrificing, and may tend towards being overly critical in the name of “helping” their companions. In an adventuring party, knights tend to serve as either leaders, one of the primary fighters, or as the glue that holds the party together.

Knight Ranks

- Rank 1
 - **Improved Strength (IC):** You have +1 to your carrying size and can carry one-handed. You can invoke any weapon for AV=0 damage and use two-handed weapons in one hand.
 - **Knockback (IC):** Body Tag (Legs). Tag a player on the legs with a weapon and call “Knockback”; if successful, the player must take three steps backwards.
 - **Tradecraft Choice (@lvl in this class):** Blacksmithing -or- Historian
- Rank 2
 - **Rallying Cry (IC):** Aura, 1 mana. Invoke with a weapon and call “Rallying Cry”; all allies in the aura heal 1HP and all enemies in the aura take Fear. [E]
 - Choose One:
 - **Impenetrability (PA):** Your armor resists AV=0 attacks. [R]
 - **Fellowship (PA):** While using a shared ability such as Drill Sergeant or Banding, you and the people you are sharing to or being shared from gain Resistance to Mental Effects for the duration of the share.
 - **Drill Sergeant (BE):** 1 mana. Select three 1st-Rank warrior skills. At the beginning of the encounter call “Drill Sergeant: [skill name]” and pay a mana. Other members of your party may also pay a mana to gain that skill for the encounter.

Mercenary (Warrior Classes)

Warrior Ability // *Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.*

Max AV: Half Plate (AV3)

Mercenaries are deeply practical, pragmatic, and down to earth. They are trained to be ready to deal with a variety of threats: their vigilance is keen, and they are notoriously difficult to unsettle. They learn to look for and take advantage of tiny vulnerabilities and mistakes made by their opponents. Their awareness of their own vulnerabilities makes them surprisingly self-aware and secure in who they are; they tend to present a calm, cool exterior and come off as unshakable. This can also make them come across as callous and insensitive. In an adventuring party, mercenaries often take the role of front-liners who are sent in to break up the opponent's defenses or bodyguards for their party members.

Mercenary Ranks

- Rank 1
 - **Threat Vitals (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Threat: Vitals”. If hit, the player must run in fear for a 20 count. [A]
 - **Endure (IC):** If you would take damage on a limb, you can call “Endure” to take the damage as a hack to that limb instead. You cannot endure on an already-hacked limb. [P]
 - **Tradecraft Choice (@lvl in this class):** Enforcer -or- Area Search
- Rank 2
 - **Avoid (IC):** When a standard skill is used on you, you can call “Avoid: [skill name]” to prevent that skill from taking effect. You can only avoid one skill at a time. [P]
 - Choose One:
 - **Missile Weapon Resistance (PA):** You resist damage and standard skills from thrown weapons, arrows, and boulders. [R]
 - **Missile Magic Resistance (PA):** You resist damage and effects from thrown standard spells (even if you don't want to). [A, R, P]
 - **Vigilance (OC):** You are resistant to Ambush and may keep your eyes open. You may also call “Vigilance” and all party members can spend a mana to also resist ambush. [R]

Cleric (Warrior Classes)

Warrior Ability // *Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.*

Max AV: Half Plate (AV3).

Clerics are divine warriors who draw on the strength of their beliefs for their strength in battle. Though many devote their services to a deity, many clerics also devote themselves to other ideals or forces of nature. The study of these forces leads many to an inclination towards philosophy: clerics are often careful students of the mortal condition and have a keen understanding of people. Many clerics tend to be friendly and encouraging to those around them. They are genuinely caring and good at listening to others' concerns or troubles. However, they can be inclined to being overzealous and perfectionist. In an adventuring party clerics make for excellent healers, support, and the group conscience or moral compass.

Cleric Ranks

- Rank 1
 - **Jumpstart Heal (IC):** Body Tag. You may tag a player with your hand and call “Jumpstart Heal”; if not interrupted, they will heal 1HP or a hack in a 20 count. Jumpstart Heal is interrupted if the player takes damage or is hit with an “interrupt” by another player. [D, M]
 - **Might Strike (IC):** Your weapons deal holy and magic damage passively. [D, M]
 - **Tradecraft Choice (@lvl in this class):** Priest -or- Literary Arts
- Rank 2
 - **Spellturning Shield (IC):** Your shields resist magic and UB. Any magic or UB that hits your shield is still “active” and may affect anyone who is hit by the rebound off your shield. [D, R]
 - Choose One:
 - **Exorcism Ritual (OC):** 10min Ritual. Destroys undead and sends outworld outsiders back to their native plane. The lvl of your exorcism is equal to your lvl in Cleric. [M, S]
 - **Smite (IC):** 1 mana. Invoke with a weapon and call “Smite” to make your next strike Warded and Damage Boosted. If the target is an undead or outsider, it also does a turn effect (as Turn Undead). [D, M, S]
 - **Check Alignment (OC):** 10' Aura. Invoke and call “Check Alignment: [alignment type]” to detect the presence of that alignment within in aura. You may detect good, evil, neutral, chaos, or law. Alignment check has a 20 count cool down before you can use it again. All entities in the aura are aware that their alignment is being checked.

Viking (Warrior Classes)

Warrior Ability // *Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.*

Max AV: N/A

Vikings are a force to be reckoned with, both as fighters on a battlefield and as personalities in their daily lives. Vikings are hard to miss: their strength training makes them large and physically imposing, and their battle training brings out a ferocity unmatched by any other class. They are trained to throw themselves into the thick of things; this attitude follows them even when they are not fighting, and vikings are often the first to jump in headfirst and take risks where others might practice more caution. Many vikings come across as genuine and at times larger than life, and appreciate simple, straightforward pleasures. In an adventuring party Vikings in an adventuring party are the heavy hitters and damage-dealers, capable of dropping and incapacitating opponents like no other.

Viking Ranks

- Rank 1
 - **Hack (IC):** Strike a player on a limb and call “Hack” to render that limb useless. Hacks are always AV=0 and require magical healing to fix.
 - **Impale (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Impale”. If hit, that player is stationary and cannot move from that spot until they have received magical healing. They can still fight while impaled.
 - **Tradecraft Choice (@lvl in this class):** Carpenter -or- Enforcer
- Rank 2
 - **Giant Strength (PA):** You have +2 to your carrying size and can carry one-handed. You can use two-handed weapons in one hand and invoke any weapon in one hand for either AV=0 or 5 damage. If invoking a weapon in both hands, you can deal 5 AV=0 damage. You may also pick up and throw boulders for 1UB damage.
 - Choose One:
 - **Triumph: Boost (IC):** When you drop an opponent, you may invoke with a weapon and call “Triumph: Boost” to make your next strike deal boosted damage (whether you hit or miss).
 - **Battle Cry (IC):** Aura, 1 Mana. Invoke with a weapon, spend a mana, and call “Battle Cry” to cause all players within 10’ to run in fear for a 20 count.
 - **Corsair (OC):** You can sail large ships.

Sentinel (Warrior Classes)

Warrior Ability // *Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.*

Max AV: N/A

Sentinels are known for being steadfast, watchful protectors. They are trained, above all, not to be reactive: but rather to be cautious, to hold their ground, and not to lash out even when pressed or lashed out at themselves. Sentinels carry with them an air of unshakable calm, and lend this talent to help ground others and prevent problems before they grow out of control. They often have a loyal streak and don't let go once they've committed to something, but can be defensive or else reluctant to commit to anything in the first place. In an adventuring party, Sentinels are the line-holders and defensive fighters, as well as peacekeepers and guardians of the rest of their party.

Sentinel Ranks

- Rank 1
 - **Brace (BC):** Remain stationary, invoke with a weapon and call "Brace". As long as you remain stationary, the next attack that would deal you damage is deboosted. If you move, your brace is interrupted and you must re-brace. [P]
 - **Vitals Pacify (IC):** Body Tag. Tag a player in the vitals with a weapon and call "Vitals Pacify". If hit, that player is Pacified and cannot deal damage for a 20 count.
 - **Tradecraft Choice (@lvl in this class):** Peacekeeper -or- Diplomat
- Rank 2
 - **Morale Awaken (BE):** 1 Mana (Enc). At the beginning of an encounter, you can invoke with a weapon and call "Morale Awaken". For the rest of the encounter, you can Awaken all members of your party (they cannot awaken you).
 - Choose One:
 - **Tumble (IC):** When you would take damage in the torso, you may call "Tumble" to prevent the damage and take it as a Knockback-Snare instead. You cannot Tumble while immobilized or snared. [P]
 - **Fortify Area (BE):** You can set up fortifications in an area that you and your allies currently control. Fortifications can either negate an ongoing terrain effect for your allies or give a negative terrain effect to your enemies.
 - **Check Status (BC):** Aura. Invoke and call "Check Status: [status]" to detect the presence of that status within the aura. You may detect charms/allures, infects, fatigue, -1 counters, disguises, ??. Check Status has a 20 count cool down before you can use it again. All entities in range are aware that their status has been checked.

Bard (Semi-Martial Classes)

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Max AV: Half Plate (AV3). Cannot wear helms.

Bards often take up barding in service to a cause. They are kind, warm, genuine, and deeply compassionate. Even bards who put on a gruff face have hearts of gold and sensitive feelings. They may also be unwaveringly idealistic, and this devotion and idealism can present conflicts of interest and moral crises that follow a bard throughout their lives. Despite this lofty purpose, most bards are also easygoing and happy to go with the flow: all bards are trained as entertainers, and many bards make a good living as musicians, actors, or artists. In an adventuring party bards often serve as the party negotiator or infiltrator, tradecraft support, or simply guides through tight spots and difficult times.

Bard Ranks

- Rank 1
 - **Skill Share (BC):** At the beginning of an encounter, pick a party member. You may share to that player one standard class skills or spell that you have been trained in, if they are high enough level to use it. They can use the shared skill/spell for the rest of the encounter. You cannot skill share tradecrafts.
 - **Combat Craft (IC):** You can use tradecrafts in-combat at half their level; call “Combat Craft: [Tradecraft and Effective Lvl]” to do so.
 - **Tradecraft Choice (@lvl in this class):** Performing Arts -or- Teacher
- Rank 2
 - **Bardic Lore (OC):** Pick three tradecrafts; you have lvs in each tradecraft equal to your level in Bard. You may not pick the same tradecraft multiple times.
 - Choose One:
 - **Temporary Charm (IC):** Body Tag. Tag another player with your hand and call “Temporary Charm” to charm the target for a 20 count. You may only charm one person at a time. [E]
 - **Glimveil (OC):** 10min Ritual. Casts a minor illusion. Can be used to make yourself look unlike yourself for an encounter, to conceal a location for an encounter, or to conceal an object not on your person. [M]
 - **Bardic Sense (BC):** Once/Day/Bard Rank. Call “Bardic sense” to sense oddities in an encounter. The GM will tell you what, if anything, you sense. [A]

Assassin (Semi-Martial Classes)

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Max AV: Chainmail (AV2).

Assassins are trained, above all else, to practice careful attention to detail. It is rare that anything but the subtlest of implications slips past a skilled assassin; this makes them excellent listeners, advisors, spies, and bodyguards. They learn also to be meticulous, thorough, and to reserve judgement until there is sufficient evidence to determine what is true. They are cautious, often by both nature and training, and reserved: they know the power of small details, and often avoid revealing any more about themselves than necessary or drawing unnecessary attention to themselves. In adventuring parties, assassins are great information-gatherers and strikers who can take out dangerous targets quickly.

Assassin Ranks

- Rank 1
 - **Martial Arts (IC):** Your hands count as weapons and your forearms count as shields for the purposes of combat. You still take skills that target your arms and hands.
 - **Acrobatics (C):** Have Climbing and Leap. Climbing allows you to tag a tree or wall, call “Climbing”, and perform a 5-count to ascend that object. Once ascended you are out of reach of melee weapons. Leap allows you to call “Leap” and cross obstacles such as rivers or low walls for a 5-count. You can only carry while leaping or climbing if you could run with what you are carrying.
 - **Tradecraft Choice (@ lvl in this class):** Innkeeper -or- Alchemist
- Rank 2
 - **Hide & Stealth:** To Hide, remain stationary and perform a 5-count. At the end of the count, put your spread hand over your face to show that you are Hidden. As long as you remain stationary and do not make any actions, other players cannot see you (but can still hear you). With Stealth, you can move while Hiding at a heel-toe walk.
 - Choose One:
 - **Slay Vitals (IC):** 1 mana. Strike another player in the vitals with a weapon and call ‘Slay: Vitals’ to instantly kill the target.
 - **Weapon Mastery (PA):** You deal AV=0 damage with all weapons of one weapon class.
 - **Lie (PA):** You are resistant to any attempts to detect your alignment, motive, truth, or status. You may say what you wish instead of the real answer, and it will read as true. [R]

Thief (Semi-Martial Classes)

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Max AV: Chainmail (AV2).

Thieves, above all else, learn to be quick: quick-witted, quick-fingered, and quick to act. Many of their skills are time-sensitive, be it disarming a trap before it can trigger or relieving someone of their possessions before they have a chance to notice. Much of what thieves do is complicated and difficult - but the difference between a decent thief and a good thief is how quickly they can pull these complicated tasks off. This need for quickness, however, can cause thieves to slip into short attention spans, impulsivity, and distractibility. Thieves also learn to be resourceful: they learn to be open to unusual and unexpected opportunities and to take advantage of them when they arise.

Thief Ranks

- Rank 1
 - **Unglue Search/Loot (BC):** 1 Mana or 10min Ritual. You may glue all of a player's items to their spirit with a 10 minute ritual to prevent those items from being stolen by anyone without unglue. You may unglue another player's searchable items by tagging them (body tag) with both hands and calling "Unglued Search: [item type]" followed by a 5-count. You may unglued loot a larger item in-combat by paying a mana to loot a single item instantly, or unglue all of a target's items with a 10min ritual.
 - **Vitals Disable (IC):** Body Tag. Tag a player in the vitals with a weapon and call "Vitals Disable: [skill or spell name]". If hit, the called skill is disabled and the player cannot use it for the rest of the encounter. You may only choose one skill or spell to disable per encounter, but can disable it on multiple players.
 - **Tradecraft Choice (@ lvl in this class):** Area Search -or- Trader
- Rank 2
 - **Improved Search (BC):** You may unglued search for individual item types instantly instead of with a 5-count. You may also take all searchable from a target by calling "Unglued Universal Search" followed by a 20 count.
 - Choose One:
 - **Effects Resistance (BC):** 1 Mana (Enc). You resist all standard skills used on you. Once effects resistance is turned on, it cannot be turned off for the rest of the encounter. [R]
 - **Trapfinding (OC):** 10min Ritual. You can detect and disarm traps of a BR equal to or less than your lvl in Thief. You resist effects (but not damage) from traps.
 - **Evasion (PA):** While evading combat you resist auras, blasts, and cones.

Duelist (Semi-Martial Classes)

Semi-Martial Ability // Improvised Equipment (OC): *10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.*

Max AV: Chainmail (AV2). Cannot use shields.

Duelists are colorful figures; they are as much performers and entertainers as are bards, and attract notice wherever they go. They use this talent to distract opponents and throw them off balance, and to draw enemies away from allies or into positions that put them at a disadvantage. This also tends to bring out a competitive streak in duelists. Duelists love a challenge, and push themselves to overcome all unfavorable odds. Learning to be distracting also means that many develop a good sense of humor and wit; and duelists can be great for party morale, both by pushing their party members to strive for their best and in ardent celebration of their fellow party members' victories and successes.

Duelist Ranks

- Rank 1
 - **Duel (BC):** If both you and a nearby opponent are outside of striking distance of any other opponents, you may indicate them and call “Duel” to begin a duel with them. While in a duel you cannot leave 15’ of one another and other players cannot directly interfere. The duel ends when one player drops. Either player may leave the duel with a stationary 20 count. [A]
 - **Disarm (IC):** Body Tag (Arm). Tag a player in the arm with a weapon and call “Disarm” to cause them to drop all items they are holding in that hand. The items must hit the ground before they can be picked back up again.
 - **Tradecraft Choice (@ lvl in this class):** Performing Arts -or- Rhetoric
- Rank 2
 - **Bow Out (IC):** When in a duel, you may call “Bow Out” at any time to instantly leave it. You may also call “denied” to prevent any duel modifications to the duel. [A]
 - Choose One:
 - **Spellturning Weapons (IC):** Your weapons resist spells and UB. Any magic or UB that hits your weapon is still “active” and may affect anyone who is hit by the rebound off your weapons. [A, R]
 - **Good Feeling (OC):** Before the GM makes a roll about your or your party’s situation, you can call “I’ve Got A Good Feeling About This” to gain a bonus to the roll. For each Good Feeling you use, the GM may impose a Bad Feeling (and penalty) on another roll later that day by calling “You’ve Got A Bad Feeling About This” before making the roll.
 - **Duel Elite (BC):** When starting a duel, you may call “Duel Elite: Lose all [class] skills” to cause your opponent to duel you without any of their skills from that class. They regain their class skills once the duel has resolved. [A]

Ranger (Semi-Martial Classes)

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Max AV: Half Plate (AV3).

Ranger Ranks

- Rank 1
 - **Snare (IC):** Body Tag (Leg). Tag a player in the leg with a weapon and call “Snare”. If hit, the player cannot move their leg from that spot for a 20 count. Repeated snares on the same leg do not reset the count.
 - **Scouting (IC):** You can see Hidden players.
 - **Tradecraft Choice (@ lvl in this class):** Tracking -or- Forester
- Rank 2
 - **Favored Enemy (IC):** Pick one class of creatures (see Monster section in rulebook). You deal boosted damage versus creatures of that class.
 - Choose One:
 - **Accuracy (IC):** Remain stationary, invoke a weapon, and call “Accuracy” followed by a 5-count. After the count, as long as you remain stationary, your next strike with that weapon is warded. [P]
 - **Improved Senses (PA):** Pick one of your senses to advance. You can perform a 10min Ritual between encounters to choose another sense.
 - **Familiar (OC):** 30min Ritual. Make a permanent bond with a willing creature. [A]

Diviner (Mage Classes)

Mage Ability // Staff Touch (IC): Magelore items count as an extension of your hand.

Max AV: Cannot Wear Armor.

Diviner Ranks

- Rank 1
 - **Iceball (IC):** Blue Ball (UB). Throw the ball at a player and call “Iceball” to pause them in place for a 20 count. The player cannot be interacted with while frozen. [M]
 - **Light Ray (IC):** White Packet (AV=0). Throw the packet at a player and call “Light Ray” to prevent the player from dealing damage for the next 20 count. [M]
 - **Oracle (OC):** 10min Ritual, Cumulative Mana Cost (Day). Enter a trance state to ask a question of the world or a specific deity. [M]
- Rank 2
 - **Diviner Sorcery (V):** You can create and cast Diviner Sorceries. See section on Sorcery. [M]
 - Choose One:
 - **Identify (OC):** 10min Ritual. Learn the traits of a targeted person, object, or location. [M]
 - **Crown of Light (IC):** Aura, 1 Mana. Invoke and call “Light Aura” to prevent all players within 10’ from dealing damage for the next 20 count. You may also invoke, call “Light Touch” and strike with your hand (UB) to pacify an individual target for no mana cost. [M]
 - **Dispel Magic (IC):** Invoke and call “Dispel Magic: [spell name]” to cancel all instances of the named spell within 10’ of you. You may only dispel one named spell at a time. [M]

Wild Mage (Mage Classes)

Mage Ability // Staff Touch (IC): Magelore items count as an extension of your hand.

Max AV: Cannot Wear Armor.

Wild Mage Ranks

- Rank 1
 - **Treeform Ball (IC):** Green Ball (UB). Throw the ball and call “Treeform Ball” to change the target into a tree. While in treeform a player raises both their arms as branches, cannot make actions, and cannot be targeted by most abilities. If conscious, the tree formed player may revert back into their normal form at any time by calling “Revert”. Other players may force revert a shape changed player by tagging them with both hands, spending a mana, and calling “Force Revert”. Wild Mages may revert others for no mana cost. [M]
 - **Empathic Ray (IC):** Green Packet (AV=0). Throw the packet and call “Empathic Ray: [Wound or Heal]” to either deal 5 AV=0 damage to the target or heal one damage to the target. Either way, you go unconscious each time you cast the spell; you will wake up in a 20 count as long as no one interrupts you and you don’t take further damage. [M]
 - **Animal Shape (OC):** 10min Ritual. You can turn a single target into one of the five standard creature choices for this region. They do not retain their abilities while in this form, but can revert any time as long as they are conscious. [M]
- Rank 2
 - **Wild Mage Sorcery (V):** You can create and cast Wild Sorceries. See Sorceries section. [M]
 - Choose One:
 - **Crown of Vines (IC):** Aura, 1 Mana. Invoke and call “Earthbind Aura” to immobilize both feet of all players within 10’ for the next 20 count. Earthbound creatures also lose flying and swimming for the duration of the 20 count. You may also invoke, call “Earthbind Touch” and strike with your hand (UB) to earthbind an individual target for no mana cost. [M]
 - **Regeneration Touch (IC):** Invoke, tag another player, and call “Regeneration Touch” to cause the target to regenerate for a 20 count. [M]
 - **Animal Charm (IC):** 1 Mana Touch. Touch a non-magical animal, beast, or vermin with a maximum BR of 10 and call “Charm Animal” to charm that animal for the rest of the encounter. [M, E]

Healer (Mage Classes)

Mage Ability // Staff Touch (IC): Magelore items count as an extension of your hand.

Max AV: Cannot Wear Armor.

Healer Ranks

- Rank 1
 - **Medicine Ball (IC):** White Ball (UB). Throw the ball and call “Medicine Ball” to heal 1 damage or an injury dealt to the target. You can also cast “Medicine Ball: For Damage” to deal 1 UB damage to creatures such as undead that are harmed by healing. [M]
 - **Stun Ray (IC):** Patterned White Packet (AV=0). Throw the packet and call “Stun Ray” to render a target stunned and drop them for the next 20 count. While stunned, they are effectively at 0HP (as a knockout). After the 20 count, the effect wears off and they may stand back up. Damage and interrupts do not interrupt a stun count, but death does. [M, E]
 - **Resurrect (OC):** 10min Ritual. Perform a ritual on a dead player with a spirit still in their body to bring them back to life. [M]
- Rank 2
 - **Healer Sorcery (V):** You can create and cast Healer Sorceries. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Cleanse (IC):** Aura, 1 Mana. Invoke and call “Cleanse Aura: [effect]” to cleanse all players within 10’ of all instances of that effect gained during this encounter. You may choose charms, fear, infects, or poisons. You may also invoke and call “Cleanse Touch: [effect]” and strike with your hand (UB) to cleanse an individual for no mana cost. [M]
 - **Rebirth (IC):** Two-Handed Body Tag, 1 Mana. Invoke, tag a dead player on the body with both hands, and call “Rebirth” to instantly bring them back to life. Spirit must be in body. [M]
 - **Resist Mental Effects (PA):** You resist mental effects. [M, R]

Witch (Mage Classes)

Mage Ability // Staff Touch (IC): Magelore items count as an extension of your hand.

Max AV: Cannot Wear Armor.

Witch Ranks

- Rank 1
 - **Terror Ball (IC):** Black Ball (UB). Throw the ball and call “Terror Ball” to deal 1UB Terror damage to the target. Terror damage resists magical healing. [M, A]
 - **Stitch Ray (IC):** Patterned Black Packet (AV=0). Throw the packet and call “Stitch Ray” to prevent the target from gaining, losing, or spending mana for a 20c. [M]
 - **Summon the Dead (OC):** 10min Ritual. Perform a ritual on a body or spirit to summon the other half and rejoin them; also repairs damage to the body. Gain Spirit Guide, which allows you to see beings in the spiritscape. [M, S]
- Rank 2
 - **Witch Sorcery (V):** You can create and cast Witch Sorcery. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Fear (IC):** Aura, 1 Mana. Invoke and call “Fear Aura” to cause all players within 10’ of you to run in fear for a 20 count. You may also call “Fear Touch” and strike with your hand (UB) for no mana cost to cause an individual player to run in fear. [M, E]
 - **Spirit Shield (PA):** You resist mana drain and do not go unconscious when being drained of mana. You do still drop from voluntary spending or -1 counters. [M, S]
 - **Deathscry (OC):** 10min Ritual. Perform the ritual on a dead body; when the ritual completes, you experience the last 20 count of their consciousness through their senses. [S]

Pyromancer (Mage Classes)

Mage Ability // Staff Touch (IC): Magelore items count as an extension of your hand.

Max AV: Cannot Wear Armor.

Pyromancer Ranks

- Rank 1
 - **Fireball (IC):** Red Ball (UB). Throw the ball and call “Fire Ball” to deal 1 UB damage to the target. [M]
 - **Flame Ray (IC):** Red Packet (UB). Throw the packet and call “Flame Ray” to deal 5 AV=0 damage to the target. [M]
 - **Magetorch (BC):** Your hand works like a torch. As a 10min Ritual, you can extend the range of your light for a distance equal to your level in Pyromancer as long as you are not holding something in that hand. [M]
- Rank 2
 - **Pyromancer Sorcery (V):** You can create and cast Pyromancy Sorcery. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Flames (IC):** Aura, 1 Mana. Invoke and call “Inferno Aura” to deal 1 magical fire damage to all players within 10’. You may also invoke, call “Burning Touch”, and strike a player with your hand (UB) to deal 1 magic fire damage to an individual player for no mana cost. [M]
 - **Fire Control/Resistance (PA):** You resist magical and natural fire damage, and your attacks deal magic and fire damage. [M, R]
 - **Bellows (IC):** Invoke, call “Bellows”, and perform a 5-count. At the end of the 5-count, the next spell you cast is damage boosted (if it deals damage in the first place). [M]