Future Jaern

(A Sci-Fi Fantasy Campaign)

The Technological Future of an historic Fantasy Campaign

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Future Jaern – (Sci-Fi Fantasy Campaign)

Introduction

This campaign is based on the Adventure Quest / Jaern campaign created by Dan Lawrence. Dan Lawrence was responsible for many people at Purdue University and beyond finding great joy in table top role playing and he will be missed. This work is in no way meant to undermine the efforts put into Adventurer Quest / Jaern, but is instead an alternate campaign with a significantly more Science Fiction theme to it. It takes place thousands of years in the future of the Adventure Quest / Jaern campaign and, as such, some the settings from the official Adventure Quest / Jaern manual will make their way in this campaign as well.

Campaign Background

3,000 years in the future of Jaern, the world is a very different place. A wave of technological pollution has wiped out nearly the entire lizard population and the lizards that remain are weary for all non-lizards due to the complete lack of regard for them in generations past. Elves and Dwarves are still common on Jaern, but the Orc population is dwindling as well due to the negative stereotype surrounding them and their short lifespan.

The gods of Jaern seem to have moved on and any direct influence from them has become extremely rare. In addition, all of the priesthoods have shrunk in size and only the high priests have the ability to cast spells above rank 6. Priests of T'or, Tarus, Scrogg, and Neptune are unheard of and the other priesthoods have very little influence on the affairs of Jaern.

About 1,000 years ago, all of the mage's guilds united and made a power play for control of Jaern. A war broke out between the mages and most of the priesthoods who thought they should continue their control. The fighting was long and many casualties occurred on both sides, but ultimately the mages won the war after 52 long years. Each large town has a ruler assigned to it who reports to the regional ruler who reports to the head ruler. The movement from priesthood control to mage control has caused a technological revolution and technology began pouring into Jaern even before the war ended. This technology has made many of the priesthoods obsolete in the eyes of the public and the mage rulers are deemed fair and beneficial to society.

With the technological revolution, Jaern has quickly turned into a technology center and while the quick advances have had many positive effects, they have also resulted in some negative ones. The ocean was poisoned by multiple technological disasters and few creatures can survive in it. Lizards have nearly been made extinct and the ones that remain hold Jaern society as a whole responsible for their situation.

In being a technology center, Jaern is also a trading center among many planets and dimensions. Many new races and creatures have found their way to Jaern and call the place home. Magic still remains a

force, but technology is able to mimic or surpass what magic can do and as such mages have become less prevalent, but still come in handy. Sailing the ocean has also become a thing of the past as the ocean does not tend to be kind on the hulls of ships. Aircrafts are very popular and are used to travel around to most places on Jaern. In this sense, the marines of the past have been replaced with the pilots of today. Warriors, Nomads, and Augers (now referred to as Technicians) continue to find their place in society. Although nomads have changed dramatically with time and no longer rely on a guardian spirit. They seem to be directly linked with the Kurago are have become a race in and of themselves.

Creating an Adventurer

Attributes

Every single creature has a set of attributes that defines them as a person. These attributes determine many things like how resistant they are to certain effects, how high they can learn certain skills, how much they heal during a nights rest, etc.

An average person has attributes ranging from 3 to 18, but it is possible to have attributes above or below this range. This system has the following attributes

Strength	STR	Physical Strength and Stamina
Intelligence	INT	Reasoning and Problem Solving
Perception	PER	Awareness of surroundings
Common Sense	CSE	Sound practical judgment
Health	HEA	Physical Well-being
Agility	AGI	Physical Coordination
Power	PWR	Magical Potential
Comeliness	COM	Physical Attractiveness
Willpower	WIL	Mental Strength and Stamina

Table 1: Attributes

Rolling Attributes

To create a character, the player first must roll up the attributes for the character. This is accomplished by rolling 3d6 nine times and then placing these number in the attributes that they wish to put them in. If the attributes are overall below average, they may reroll the entire character again.

Bonus Roll

In addition, to the rolled attributes, all characters get a single bonus roll. The player rolls 4d6, discards the lowest die, adds up the remaining dice, and can replace any attribute with this number. The player does not have to use this roll to replace an attribute, but it cannot be rerolled.

Races

There are five different races that the player may choose from. The player may either roll randomly on the chart below, or select the race they wish to play. The player may not select a half-breed race, but may roll one randomly.

Humans are the majority race on Jaern and are very average, but very adaptable.

Elves are tall, with a slight green tint to their skin. They have better vision and hearing then other races and can judge distances very well. The do not have a soul and, as such, cannot be affected by soul effecting magic.

Dwarves are a short, stocky race that is very familiar with materials. They understand melee combat and fare quite well in extreme temperature environments.

Nomads are a race of humans that lived in isolation for thousands for year. In those years they evolved into their own race. They have more precise aims with thrown weapons and grenades and very rational as well. A nomad automatically has a link to the Kurago regardless of background.

Falarians look much like humans, except they have noticeably shiny eyes and their skin has a silver, shiny tint. Their hair is brightly colored. When in the dark, they seem to let off a very faint glow that can only be seen when very close to them. They seem to be inclined toward magic and also fare well in cold temperatures. They cannot be part of a half breed because they cannot breed with the native Jaernian races.

d20 Roll	Race
1-10	Human
12-13	Elf
14-15	Dwarf
16-17	Nomad
18-19	Falarian
19-20	Hall-breed, roll twice

Table 2: Races

If the player decides to roll and gets the half-breed, the player rolls again twice to determine the two separate races that make up the half breed. If they get a half-breed again, add an additional race. It is possible to have all races as part of the character racial makeup.

Each race has a set of racial bonuses that applies to them. If a character is more than a single race, you must roll randomly to determine what attribute of each race you get. A character will only get a single attribute from each row. For example, if you are a half-elf, half-human, roll a d2 to determine with bonus from each row you receive.

Human	Elf	Dwarf	Nomad	Falarian
Extra Bonus Roll	+3 to PER	+3 to HEA	+3 to CSE	+3 to PWR
+1 to each modifier	+4 to Linear Mod	+4 to Combat Mod	+4 to Missile Mod	+4 to Grapple Mod
Extra Bonus Roll	Enhanced Hearing and Vision	1 rank, Resist Fire	Extra Bonus Roll	1 rank, Resist Cold
Nothing	Distance Judgment	Material Sense	Link to Kurago	Gains 50% more units when resting

Table 3: Racial Bonuses

In addition, elves do not have a soul and cannot be affected by soul affecting abilities, though they can be affected by spirit affecting abilities. If a character is a partial elf, they automatically don't have a soul.

Perks

You may choose a single perk to give to your character. This perk represents something special about your character either in ability or background. Some perks are more useful to certain backgrounds, but there is no restriction on which perk your character may choose.

Perk	Description
Apprentice	This character had begun training in a profession. You get 6 ranks in the profession skill in a chosen profession.

Armored	This character has natural armor and gain 5 ranks of armor that they can distribute as desired. This will reduce the characters movement rate by 10' per round.
Assassin	This character taught from a young age the art of assassination. Once per week when he scores a critical hit on an opponent, he may make them roll on the assassination column of the appropriate critical hit chart.
Brutal	This character strike with vicious force when using melee weapons. On each hit with a melee weapon, the character adds 1 to the damage roll.
Calm under Pressure	This character seems to be able to handle stressful situations in a calm and collected manner. They gain an additional two stress points per day.
Calming	This character has a calming demeanor to them which causes opponent to get a -4 on the first initiative roll of a combat. (Cumulative with other penalties.) In addition, reactions from intelligent creatures to this character always gain a positive bonus.
Computer Geek	This character has grown up with computers and has a deep understanding of them. They can subtract 1 die from all computer and hacking checks.
Determined	This character has a difficult time accepting failure. If they attempt a skill check and fail, they can reattempt the skill check the next round ignoring any negative effects from the first failure. If they fail a second time they take the worst result.
Double Jointed	This character is double jointed making it easier for him to escape when being held. The character gets an extra 2 dice when attempting to escape grapples and bindings.
Dual-Background	This character seems to be inclined toward two backgrounds instead of one. They choose two backgrounds instead of one and can purchase abilities from both of those backgrounds at double cost. Modifiers cost the average of the two.
Ex-military	This character used to be in the military and can find and purchase items on the open market that have a rarity of 1 higher than the normal person.
Fast Recovery	This character does not require the standard amount of sleep and can regain in 4 hours what normal people requires 8 hours to regain.
Fast Worker	This character is able to work quickly on jobs. They can perform all actions, including spell casting and incant preparation, that take more than 2 minutes in half the normal time.
Heat Vision	This character was born with the ability to see heat in addition to their normal vision. They gain 5 rank of the Heat Vision creature ability.
Immunity	This character has a heightened immune system which makes them significantly more immune to poisons, disease, and other toxins. You automatically take half damage from all damage effects and resisting a damage effect will result in no damage. In addition, you can reduce any resistance check by 2 dice.
Learned	This character had a more formal education than most. They get a +1 bonus to their INT attribute and gain a bonus 5,000 XP for INT based skills and languages.
Long Death	This character seems to have a strong hold on life. When in the dying state, they lose 1 DP per minute, instead of 1 DP per round.
Lucky	This character is blessed with additional luck. They gain two additional luck points per day.
Magically Inclined	This character has significant magical talents, they get a 1 bonus to all overload checks and can finesse spells 1 past their PWR attribute
Medical Genius	This character seems to have an excellent grasp on medical knowledge. All medical checks they make are made at 1 die less and they gain +2 to all non-magical healing they perform.
Mentally Sound	This character has a strong grasp on his mind and may take 1 die off any attempt to alter or control his mind.
Non-descript	This character has a very common face and it takes 2 extra dice to remember details. In addition, disguise checks are 1 die easier.
Pain Resistant	This character has developed a certain level of pain resistance. The character may take 2 dice off of resistance checks and damage from pain based effects.
Photographic Memory	This character remembers details that would escape others. They can memlock people and places instantly and can remember twice their INT of memlocks.
Quick to React	This character is quick to react in a combat situation. They gain 2 ranks of the Quickness creature ability.
Regenerative	This character is able to regenerate their body much quicker when wounded. They gain 1 rank of the Regeneration creature ability.

Robotics Whiz	This character is able to pick up robotics at a much faster rate. All checks that involving robotics are made at 1 die less than normal.
Sniper	When using a firearm, this character reduces all range penalties by 5 and gains bonus an additional +5 bonus when using a scope.
Speedster	This character can move faster than a normal person. Their land movement rate is increased by 20' per round.
Spell Resistant	This character is slightly more resistant to spells then that normal person. They can add 2 to non-physical attributes for the purposes of resisting spell effects.
Spiritual	This character has an extensive grasp on the spiritual realm. It costs them 1 less spiritual unit (minimum of 1) when making nomadic incants.
Stealthy	This character has a knack for being stealthy. All attempts to detect this character when they are being stealthy require an extra die.
Strong Willed	This character is unwilling to let his mind yield and can attempt any WIL resistance check twice and then take either result.
Toned	This character is able to carry more than they seem like they should be able to. They can carry 50% more than normal before becoming encumbered.
Trained	This character has developed a particular attribute since youth. The character gets a +2 bonus to any attribute.
Underground Contact	This character has a friend that works in the underground. As such, checks involving the underground can be made at 2 dice less than usual.
Unhittable	This character has a knack for dodging incoming attacks. They gain +2 to all of their defense values.
Wealthy	This character comes from a wealthy family and starts with an extra 10,000 credits. They also gain 1d10 times 100 credits per month.
Weapons Adept	This character has an unusually keen understanding of weapons and can subtract 1 from the difficulty level of weapons of a chosen type (minimum of 0).

Table 4: Perks

Gender

You may choose the gender of your character or roll it randomly via any method that you desire.

Age

While certain races live longer than other races, they generally begin their adventuring life around the same age. You may select an age of 16 or higher for your character or you may roll 2d6 and add 16 to the result to determine your characters age.

Body Build

To determine body build, roll 1d20 and add 2 if Human or Nomad or 3 if a Dwarf. Then consult the following table.

Body Roll	Body Build
1-2	B
3-4	C
5-9	D
10-14	E
15-18	F
19-22	G
23	H

Table 5: Body Builds

Height and Weight

To determine your height, roll 3d6 and multiply this result by 1 if a Dwarf, 1.5 if Human, Falarian, or Nomad, and 2 if an Elf. Then, add 50 to the number to obtain your height in inches.

The weight of the character is based on their height in inches and build. Use the following table and formula to determine weight in pounds.

Build	Value of n
B	.025
C	.028
D	.031
E	.034
F	.037
G	.040
H	.043

Table 6: Determining Weight

$$\boldsymbol{weight = height^2 \times n}$$

Hair and Eye Color

The hair and eye color of your character roll a d20 twice and consult the following table. The color in parentheses, if any, applies to the Falarian race only.

d20 Roll	Hair Color	Eye Color
1-5	Brown (Blue)	Brown (Yellow)
6-8	Blond (Yellow)	Blue
9-11	Black (Red)	Green (Blue)
12-14	Red (Silver)	Hazel (Red)
15-16	Grey (Silver)	Red
17-18	White (Green)	Black (White)
19-20	Special (Green)	Special (White)

Table 7: Hair and Eye Color

Rolling the "special" means that the player can choose any color, on the chart or not, for the hair or eye color of the character. This could be the result of a distant mutation.

Motive

The motive of your character is what drives them and keeps them going. The player has full discretion in choosing the motive for his character and this can usually result from creating a back story for the character. When the character first begins adventuring, they may not have a motive, but it is recommended that the player create a motive for the character after at most 3 games as a GM may wish to know a characters motive to determine certain events and to ensure a player is adhering to their character's motive. Here are some possible motives:

Duty	Allegiance to a high authority
Fame	Being recognized by others
Knowledge	Learning everything there is to know about everything
Riches	Willing to do anything for the right price

Power	The desire for others to submit to you
Empathy	The desire to share the plight of others and assist when needed
Thrills	Adventuring for the thrill of it

Table 8: Example Motives

A motive is meant as a guide to the player of a character when they need to decide what their character would do. Motives are not set in stone and can be changed over time, but this is a character's driving force and you should remember to play your character with this in mind.

Background

The background of a character is the path the character has chosen to embrace. Each background has certain skills and abilities that they can purchase at base cost, while other skills and abilities outside of their background will cost them triple what they cost someone within the background.

The backgrounds are: Warrior, Rogue, Nomad, Pilot, Mage, and Technician. Only someone of the nomadic race with a link to the Kurago can become a nomad. The table below shows the important attributes for each background.

Background	Important Attributes
Warrior	CSE and STR
Rogue	INT and AGI
Nomad	PER and HEA
Pilot	AGI and CSE
Mage	INT and PWR
Technician	INT and CSE

Table 9: Important Attributes by Background

A **Warrior** is skilled in most forms of weapon based combat. They are generally the brute force on a team and some have significant military training.

A **Pilot** is very important and highly respected member of society. They are responsible for piloting aircraft through the skies of Jaern.

A **Technician** is at the forefront of technology and is skilled in technology repair and improvisation when the need arises. They also have the ability to construct items and can build robots for a variety of tasks.

Nomads have a link with the Kurago and can create magical and technological incants. In addition, they are experts in the area of explosives and are decent in combat. In order to be a background nomad, you must be of the nomadic race. Otherwise, you have no link to the Kurago.

A **Mage** has studied the magical arts and has chosen one of the four elements. As technology permeates society, the interest in the magical arts is declining, but mages continue to find their place and technology still cannot do everything that they can do with magic.

A **Rogue** is skilled in the arts of deception and keeping in the background. They are sneaky and agile and rely on stealth and cunning to get through most situations.

Languages

Racial languages (elvish and dwarvish) exist, but are not in common use even by the races they belong to. Paroli is the primary language all over Jaern with Ferric spoken on some of the more isolated and independent islands around Centralia. There are many languages that have been brought over from various other races. Everyone, regardless of INT gets Paroli at rank 9. If the character's INT is above 8, they may choose a second language at 6 or raise their Paroli two points to 11.

The following is a list of languages that can be learned.

Ferric	A language of old that is still spoken on isolated and independent islands around Centralia.
Geleik	A language of old still spoken by elves on the Geleia.
Haoogh	This is a common language spoken in the underground
Paroli	The common language on Jaern and the language every character gets at rank 9 regardless of INT.
Trejon	A language of ancient times no longer spoken anywhere on Jaern but studied for its historical value.
Falarian	The language of an alien race that has a fairly significant presence on Jaern.
Garztck	The language of an alien insectoid race that tends to trade a lot of Jaern merchants.

Table 10: Languages

Luck and Stress Points

All player characters start out with one luck point and one stress point per day. Nomads have the ability to increase the number of luck points they have per day and increase their regeneration rate. A luck point gives the player the ability to alter the unmodified die roll made by anyone that they are aware of or any roll that will affect them by one point. A stress point allows the character to *Stress an Attribute* for the purposes of a resistance check without losing a point in that stat. A stress point cannot be used for any other purpose, like to increase to-hit and damage on a melee attack or to gain spell units.

Movement Rate

A character's standard movement rate is 60 feet per round. This is how fast the character moves when running at full speed. Armor will typically lower a character movement rate while spells and certain items can be used to increase it.

Rating

The character's rating is a basic measure of how powerful he is. Every character starts off at rate 4 and should add 1 to his rate after each gaming session. This number is your estimated rating. To get your

actual rating, add up all of the Experience Points spent and divide the number by 2,500. This is your actual rating.

Money

On Jaern, people have an implant used to identify them and to link directly to their bank account. This method of payment is fairly universal throughout the various planets and dimensions that are part of the portal networks. There is a physical currency in the form on platinum bars, but it usually only used in under the counter (a.k.a. shady) transactions, and most legitimate business people are hesitant to take it. In addition, banks are required to report large transactions (over 5,000 credits) to the account holder's local government and as an underground banking system has sprung up as a safe place to hold money for questionable activities. Access to the money from these underground banks can be difficult though and using them certainly isn't an option for legitimate business dealings.

The average worker makes between 750 and 1,500 credits per month depending on their location on Jaern. This is barely enough to cover the necessities required to live.

Starting money for an adventurer is 3d6 times 100 + 1,000 credits.

When spending money on a starting character, all items purchased must be of rarity 3 or less and must be legal unless the character can make the appropriate skill check for access to illegal items.

Name

Each adventurer should have a name of some sort to identify their character. The name can be anything the player desires, but it should fit in with the campaign they are playing in. As such, players should avoid obscene or vulgar names unless the players and GM within the campaign are willing to accept those types of names.

Using Experience Points

Experience Points

Experience points within this system, or XP for short, are the method characters use to improve themselves in pretty much every way. They can be used to purchase attributes, damage points, skills, and other things that will make your character better. Your experience points do not have to be spent as soon as they are received, but they must be spent between games and not during a game unless the GM states otherwise.

Buying with Experience Points

When you begin a new character, you begin with 10,000 XP which you can spend in any fashion you wish to create you initial character. Buying anything in the system has the same general rule. All abilities have a base cost, which is the amount of experience points it costs to purchase rank 1 in the ability. Each subsequent rank costs the base cost of the ability times the rank, so rank 2 of an ability would cost two times the base cost and rank 7 of an ability would cost seven times the base cost.

Buying up made easy

When buying up from any rank in an ability, you can use the following formula to calculate the cost to buy the ability to the new rank.

$$cost = \frac{(current\ rank + new\ rank + 1) \times (new\ rank - current\ rank)}{2} \times base\ cost$$

For example, if you have a skill with a base cost of 100 at rank 3 and you want to buy it up to rank 7, it would cost:

$$\frac{(3+7+1) \times (7-3)}{2} \times 100 = \frac{11 \times 4}{2} \times 100 = \frac{44}{2} \times 100 = 22 \times 100 = 2200 \text{ XP}$$

Models

The following are various models for characters that one might wish to play. There are at least four models from each background. If a player chooses a model, they may modify it in any way. The listed models are given a slight amount of bonus experience for the purpose of creating the model.

Warrior Models

Ex-Military

This Warrior was the leader of his unit and was very highly respected among his peers. Unfortunately, he found the military institution undesired and left for a life of mercenary work. The skills he learned while in the military continue to help him today.

Requirements:	Perk: Ex-Military		
		Damage Points:	20
Combat Modifier:	1	Credits:	200
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Projectile Pistol, Projectile Assault Rifle with Basic Scope, 4 Fragmentation Grenades, 5 Smoke Grenades, Kevlar Vest, Force Field Generator
Firearm Modifier:	3		
Skills:	Projectile Weapons 4, Tactics 6		

Swordsman

This Warrior continues to honor the traditions of the past and maintains the sword as his primary combat instrument. While not completely against the use of firearms, he tends to want to get up close and personal with his enemies.

Requirements:	STR ≥ 12		
		Damage Points:	22
Combat Modifier:	4	Credits:	500
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Hypersharp Sword, Adamantine Alloy Plate Armor
Firearm Modifier:	0		
Skills:	Bladed Weapons 5		

Sniper

This Warrior prefers to take out his targets from a distance. While just starting out, he has a good grasp on the use of his weapon and tends to avoid close conflicts due to his low threshold for damage.

Requirements:	Perk: Sniper		
		Damage Points:	10
Combat Modifier:	0	Credits:	300
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Projectile Sniper Rifle with Advanced Scope, 5 Smoke Grenades, 3 Stun Grenades, Box of 50 Sniper Rounds, Binoculars
Firearm Modifier:	5		
Skills:	Projectile Weapons 5, Camouflage 4		

Laser Adept

This Warrior has chosen newer tech firearms as his weapon of choice and seems to be quite adept which them. He seems to get some enjoyment using alternating hands when using firing his weapon as well.

Requirements:	Perk: Weapons Adept (Laser)		
		Damage Points:	16
Combat Modifier:	0	Credits:	450
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	2 Self Powered Laser Pistols, Laser Assault Rifle (Power Cell x2), Energy Shield, 4 Power Cells
Firearm Modifier:	4		
Skills:	Laser Firearms 5, Ambidextrous 4		

Rogue Models

Assassin

This Rogue learned the art of assassination from an early age and has strived to become better at it. A certain times he seems to have an uncanny ability to find his opponents weak points.

Requirements:	Perk: Assassin		
		Damage Points:	18
Combat Modifier:	2	Credits:	550
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	4 Adamantine Alloy Throwing Daggers, Hypersharp Dagger, Range Finding Binoculars, Poison Toolkit, Flashlight, 4 Smoke Grenades
Firearm Modifier:	0		
Skills:	Assassination 1, Backstab 4, Create Poison 2, Quick Reflexes 3, Stalking 3		

Thief

This warrior has chosen newer tech firearms as his weapon of choice and seems to be quite adept which them. He seems to get some enjoyment using alternating hands when using firing his weapon as well.

Requirements:	Perk: Stealthy		
		Damage Points:	18
Combat Modifier:	0	Credits:	350
Missile Modifier:	2		
Grapple Modifier:	0	Equipment:	Electrified Dagger, Disguise Toolkit, Lock pick Toolkit, 5 Smoke Grenades, Laser Torch, 2 Steel Handcuffs
Firearm Modifier:	0		
Skills:	Opening Locks 4, Alertness 6, Dagger Fighting 3, Disguise 8, Moving Silently 3, Pickpocketing 3		

Con Artist

This Rogue is highly skilled at influencing others and is able to con people out of their possession sometimes not even realizing anything happened. Even when he gets caught, he is such a likeable character, people usually let him go.

Requirements:	Perk: Calming, COM ≥ 12		
		Damage Points:	20
Combat Modifier:	0	Credits:	1000
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Kevlar Vest, Data pad, Disguise Toolkit, X-Ray Visor
Firearm Modifier:	0		

Skills: Acting 6, Body Language 3, Disguise 6, Lip Reading 5, Listen 6, Seduction 4

Runner

This Rogue is on the bottom of the ladder In the Underground. His main responsibility is running messages that require no electronic footprints back and forth.

Requirements:	Perk: Underground Contact		
		Damage Points:	21
Combat Modifier:	0	Credits:	1300
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Power Fist, 8 Smoke Grenades, Encrypted Communicator
Firearm Modifier:	0		

Skills: Underground 5, Unarmed Combat 4, Sprinting 7, Jumping 4, Climbing 3

Nomad Models

Keeper Medic

This Nomad keeps up the ways of old and is quite fine medic.

Requirements:	Perk: Medical Genius		
		Damage Points:	24
Combat Modifier:	0	Credits:	300
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Portable Medic, Medical Toolkit, 3 Medical Supply Kit, Data pad
Firearm Modifier:	0		

Skills: Diagnosis 3, Medical 3

Incants: Healing Sleep 1, Raz-Beri's Berry Tonic 2, Tonic 2

Destroyer Grenadier

This Nomad has chosen the path of destruction. He is quite skill with explosives as well as the use of grenades.

Requirements:	Perk: Lucky		
		Damage Points:	19
Combat Modifier:	0	Credits:	800
Missile Modifier:	3		
Grapple Modifier:	0	Equipment:	Chemistry Toolkit, Demolition Toolkit, 2 C4, 10 Dynamite, Flares, Grenades (4 Fragmentation, 4 Stun, 4 EMP, 3 Tear, 3 Concussion)
Firearm Modifier:	0		
Skills:	Demolitions 3, Grenade 3, Chemistry 3		
Incants:	Fire Bombard 1, Guiding Hand 1		

Seeker

This Nomad has chosen the path of combat and is very combat oriented. In addition, the nomad seems to have a talent for making incants.

Requirements:	Perk: Spiritual		
		Damage Points:	23
Combat Modifier:	0	Credits:	150
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Medical Toolkit, Data pad, Projectile Shotgun, Box of 100 Shotgun Rounds, Kevlar Vest
Firearm Modifier:	2		
Skills:	Diplomacy 3, Medical 2		
Incants:	Mist Bombard 2, Fire Salve 1, Shock Salve 1		

Saboteur

This Nomad has chosen the path of trouble. This nomad attempts to infiltrate groups in order the wreak havoc among them. He also seems to have the ability to create his incants and perform other tasks at an accelerated pace.

Requirements:	Perk: Fast Worker		
		Damage Points:	19
Combat Modifier:	0	Credits:	100
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	Laser Pistol (Power Cell), 4 Power Cells, Force Field Generator Armor, Sabotage Toolkit, Life-form Scanner, Gas Mask, 2 Steel Handcuffs
Firearm Modifier:	0		
Skills:	Sabotage 4		
Incants:	Disabling Powder 2, Spirit Guise 1, Tongue Ring 1, Sleep Bombard 2, Smoke Bombard 1		

Pilot Models

Wrestler

This Pilot is skilled in the wrestling and grappling and holding opponents.

Requirements:	Perk: Double Jointed		
		Damage Points:	19
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	3	Equipment:	
Firearm Modifier:	0		
Skills:	Piloting 3, Tackling 5, Wrestling 5		

Aerial Fighter

This Pilot is skilled in the use of Aerial Weapons and seems to be very adept in their use.

Requirements:	Perk: Weapons Adept (Aerial)		
		Damage Points:	19
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	4		
Skills:	Aerial Weapons 5, Piloting 1		

Trader

This Pilot grew up as the child of a trader and has picked up those skills along the way. He is used to carry large quantities of items and can comfortably carry more than most.

Requirements:	Perk: Toned		
		Damage Points:	16
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	3		
Skills:	Cartography 3, Navigation 2, Piloting 6, Trading 4		

Renegade

This Pilot has chosen a path of defiance toward the current governmental establishment. He deals more in illegal goods then anything and believes that everything has a price. In addition, he also seems to handle stressful situation extremely well.

Requirements:	Perk: Calm Under Pressure		
		Damage Points:	21
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	3		

Skills: Aerial Weapons 2, Immobilize 3, Piloting 2

Mage Models

Earth Mage

This Mage has chosen the path of Earth. In addition, he seems to recover units faster when resting.

Requirements:	Perk: Fast Recovery	EU:	11
		Damage Points:	17
Combat Modifier:	2	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Spell Plugging 3
Spells: Common Magics 3, Earth Magics 2, Magnetism 3, Stone Magics 3

Fire Mage

This Mage has chosen the path of Earth. In addition, he seems to be able to finesse spells and overload more effectively.

Requirements:	Perk: Magically Inclined	EU:	9
		Damage Points:	21
Combat Modifier:	0	Credits:	450
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Target Magic 4
Spells: Movement 2, Fire Magics 3, Illumination 3, Smoke 1

Air Mage

The Mage has chosen the path of Air. He also has a photographic memory which makes memorizing things easy for them.

Requirements:	Perk: Photographic Memory	EU:	12
		Damage Points:	17
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Identify Magic 3
Spells: Interdictions 3, Air Magics 3, Vision 1, Scrying 3, Dimensions 2

Water Mage

This Mage has chosen the path of Water and also seems to be more resistant to spells.

Requirements:	Perk: Spell Resistant	EU:	10
		Damage Points:	20
Combat Modifier:	0	Credits:	450
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Weapon Casting 3
Spells: Shadow Magics 2, Water Magics 4, Wardings 1, Changings 3

Technician Models

Robot Constructor

This Technician has studied the construction of robotics and seems to be quite good at it.

Requirements:	Perk: Robotics Whiz		
		Damage Points:	19
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Computer 1, Electronics 3, Robot Construction 4, Robotics 4

Repairman

This Technician is very good at repairing various equipment and is very determined to do the job right.

Requirements:	Perk: Determined		
		Damage Points:	18
Combat Modifier:	0	Credits:	450
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	1		

Skills: Aircraft Maintenance 2, Armor Maintenance 4, Firearm Maintenance 4, Technical Improvisation 3

Hacker

This Technician is very well versed with computers and seems to have a knack for using them and breaking into them.

Requirements:	Perk: Computer Geek		
		Damage Points:	21
Combat Modifier:	0	Credits:	
Missile Modifier:	0		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Computer 5, Electronics 2, Hacking 4

Inventor

This Technician is on his way to becoming a great inventor. He has had advanced schooling on various technical subjects.

Requirements:	Perk: Learned		
		Damage Points:	20
Combat Modifier:	0	Credits:	
Missile Modifier:	1		
Grapple Modifier:	0	Equipment:	
Firearm Modifier:	0		

Skills: Computer 3, Electronics 2, Invention 4, Mathematics 4, Robotics 3, Science 4

Attributes

Buying up all attributes has a base cost of 500 across all backgrounds, which makes them quite expensive to increase. So, for example, to increase your STR from 14 to 15 would cost 500 x 15 = 7,500 XP.

Damage Points

Damage Points indicate a creature's ability to shrug off pain and damage and continue on regardless of injury. As a character buys up their damage points, they are able to endure more injuries in combat and, thus, fight longer.

The base cost for DP is 25 across all backgrounds. DP is extremely important to purchase for a new adventurer as each point increases his chances of survival.

Recovering Lost DP

Damage points can be recovered via a variety of technological and magic methods, but recovering them naturally is a slow process unless the creature has the regeneration ability. For every 8 hours of sleep, the creature will recover DP equal to his HEA divided by 3 (rounded down) up to his maximum DP.

Attack Modifiers

Every creature has four different modifiers that start at rank zero.

Combat modifier is the creature's ability to accurately strike an opponent with a melee weapon.

Missile modifier is the creature's ability to accurately throw something at an opponent from a distance.

Grapple modifier is the creature's ability to physically grab an opponent accurately.

Linear modifier is the creature's ability to accurately shoot a firearm at an opponent.

The following chart details the base cost of each modifier based on the background of the adventurer.

Background	Combat	Missile	Grapple	Firearm
Warrior	300	300	300	300
Rogue	500	500	500	500
Nomad	500	400	600	500
Pilot	400	500	400	300
Mage	500	600	600	500
Technician	500	600	500	600

Table 11: Modifier Costs

Spells

When creating a Mage, the player will pick the element the Mage will specialize in. The elements are: Air, Earth, Fire, and Water. The Mage can purchase spells within his chosen element for the base cost of 300, except for the one group in each element (*Dimensions, Necromancy/Time, Mind Twisters*, and *Charms*) which have a base cost of 600. A Mage can purchase any spell outside of their element, but it will be more expensive then base cost. If the element is dominated by the Mage's chosen element, he can purchase it at double the normal base cost; otherwise he must purchase it at triple the normal base cost. If the character is not of the Mage background, it would cost them nine times cost!

Element Relationships

All elements dominate another element. Spells in the dominated element can be learned by a Mage cheaper than the spells in the other two elements.

Element	Dominates
Air	Water
Earth	Fire
Fire	Air
Water	Earth

Table 12: Element Relationships

This means that an Earth mage can purchase Fire spells by double cost while Air and Water spells would be triple cost.

Limitations on Purchasing Spells

A character can only purchase a number of spell groups equal to their INT attribute divided by 2 (rounded down) and can only buy up a group as high as their PWR attribute. If, by some means, their INT or PWR attribute drops, they lose access to the purchased spells that are beyond the limits (the last spell group purchased in the case of INT), but they can increase their attribute and will regain access to them.

Incants

When creating a Nomad, the player will choose one of the four nomadic missions: Keeper, Destroyer, Seeker, or Saboteur. When purchasing incants, a nomad can purchase the core incants and incants within his mission at base cost, while incants outside of his mission must be purchased at double cost. A Nomad that is not a background Nomad must purchase incants within his mission at triple cost and incants outside his mission of four times cost.

Limitations on Purchasing Incants

A Nomad has no limit on the number of incants that he can purchase, but a single Incant can only be purchased as high as one-third the Nomad's PER attribute.

Languages

A character is capable of buying up his speaking skill by increasing his ranks in a language. He can also learn new languages by buying them up from zero. Most languages have a base cost of 100 regardless of background. The maximum rank a character can have in a language is bound by the character's INT attribute.

Limitations on Purchasing Languages

A character may understand a number of languages equal to one-half their INT attribute. If a character's INT attribute is lowered resulting in the character having too many languages, he loses the ability to use his last learned language until his INT attribute increases again.

Skills

Skills allow your adventure to gain a specific knowledge or talent. All skills are bought up from zero and each skill has a background and base cost. Skills that are “general” have a base cost that is background independent, all other skills cost triple their base cost for adventurers of a different background.

Some skills are also marked as “res” or restricted. These type of skills are not readily available to characters outside of the background they are associated with or, in the case of a general skill, at all. They usually require intensive training or schooling to learn. If you wish to purchase a restricted skill that is outside your background, you must talk to the GM.

Limitations on Learning Skills

Every skill has an attribute or attributes associated with it. A skill cannot be purchased higher than the associated attribute. If a skill has two attributes associated with it, it cannot be bought higher than the lowest associated attribute.

Defaulting

If you do not have a skill or you fail a skill roll, you may attempt to “default” the skill. To default a skill, add the number of dice listed for the default value to the number of dice in the skill check and roll it against the skills associated attribute. If you make this check, it is equivalent to making the skill check. For example, you have a sprinting skill of 7 and you want to attempt a 2 die check against. You roll 2d6 against your skill and roll a 9, which would be a failure. You may now roll 4d6 against your STR attribute (2 skill check + 2 extra to default) of 15. You roll a 14 and succeed at the default meaning you have made the skill check.

When attempting to default a skill, a character may only default up to a 2 die check in that skill unless the skill states otherwise. This is indicated by a parenthesized number next to the default number of the skill. If a skill is marked as “non” or “res” it cannot be defaulted and the character must purchase the skill in order to use it at all.

Skill List

General Skills	Base	Stat	Default
Artistry	150	CSE	3 (4)
Identify Minerals	50	INT	2
Identify Plant	60	INT	2
Knowledge / Lore	150	INT	non
Legal	350	INT	res
Orienteering	100	CSE	2
Profession	200	*	non
Zero-G Movement	150	AGI	2 (4)

Rogue Skills	Base	Stat	Default
Acrobatics	150	AGI	2
Acting	100	INT	2
Alertness	100	PER	non
Ambush	150	INT	2
Arson	50	INT	2
Assassination	500	AGI	non
Backstab	300	AGI	non
Balance	50	AGI	2 (4)
Binding	50	CSE	3
Blind Fighting	200	PER	4 (4)
Bludgeon	200	AGI	non
Body Language	200	PER	4
Camouflage	50	CSE	2
Climbing	100	STR	2 (4)
Create Poison	300	CSE	res
Dagger Fighting	200	CSE	non
Disguise	50	INT	3
Dodging	200	AGI	3
Escape	250	INT	4
Forgery	250	INT	4
Gambling	50	CSE	2
Hiding	50	AGI	3 (4)
Jumping	50	STR	2 (4)
Lip Reading	50	PER	non
Listen	50	PER	2
Moving Silently	100	AGI	4 (4)
Opening Locks	100	INT	non
Pickpocketing	100	AGI	4
Pimping	100	CSE	3
Quick Reflexes	200	AGI	non
Seduction	100	COM	3
Shadows	50	AGI	4 (4)
Sleight of Hand	30	AGI	3
Smuggling	200	CSE	4
Sprinting	50	STR	2 (3)
Stalking	150	CSE	2
Torture	75	CSE	3
Tracking	150	PER	2 (4)
Traps	400	INT/PER	non
Tumbling	100	AGI	2
Unarmed Combat	100	CSE	non
Underground	200	CSE	4

Pilot Skills	Base	Stat	Default
Aerial Weapons	300	CSE	non
Cartography	100	INT	3
Immobilize	400	STR	non
Navigation	150	INT	4
Piloting	200	AGI/CSE	res
Stunt Piloting	300	AGI	res
Tackling	100	AGI	2
Trading	150	CSE	3
Wrestling	200	CSE	non

Technician Skills	Base	Stat	Default
Aircraft Maintenance	300	INT	non
Architecture	75	INT	3
Armor Maintenance	250	INT	non
Computer	200	CSE	non
Electronics	250	CSE	non
Exotic Technology	300	INT	non
Firearm Maintenance	250	INT	non
Hacking	300	INT	non
Invention	400	CSE	non
Mathematics	150	INT	non
Robot Construction	350	CSE	non
Robotics	250	INT	non
Science	250	INT	non
Technical Improvisation	300	CSE	non

Nomad Skills	Base	Stat	Default
Animal Handing	150	CSE	3
Chemistry	250	INT	non
Dancing	150	AGI	3
Demolitions	250	CSE	non
Diagnosis	100	INT	non
Diplomacy	200	INT	3
Grenade	250	CSE	non
Medical	250	CSE	non
Mimicry	250	PER	4
Sabotage	300	PER	non
Surgery	300	CSE/AGI	res

Warrior Skills	Base	Stat	Default
Ambidextrous	150	AGI	2
Bladed Weapons	200	CSE	non
Blunt Weapons	150	CSE	non

Heavy Weapons	500	CSE	non
Laser Firearms	300	CSE	non
Plasma Firearms	400	CSE	non
Pole arm Weapons	200	CSE	non
Powered Armor	200	AGI	non
Projectile Firearms	300	CSE	non
Tactics	100	INT	non
Zero-G Combat	200	AGI	3
Mage Skills	**Base**	**Stat**	**Default**
Identify Spell	200	PER	3
Non-verbal Casting	300	CSE	non
One Handed Casting	150	AGI	non

Spell Plugging	100	PWR	non
Target Magic	200	PER	3
Verbal Casting	400	CSE	non
Weapon Casting	200	AGI	non

Skill Descriptions

Acrobatics Skill Type: Rogue Base Cost: 150 Attribute: AGI Default: 2

This skill is useful for gymnastic flips, jumps, leaps, and swings. A character can jump into, or backflip out of, melee with a 2 die check against this skill. This skill can also be used to gain surprise on an opponent and can be used to perform flying/falling action on opponents.

Acting Skill Type: Rogue Base Cost: 100 Attribute: INT Default: 2

This skill gives the Rogue an understanding of how to assume a role and stay in character. The GM will assign a difficulty based on the circumstances.

Aerial Weapons Skill Type: Pilot Base Cost: 300 Attribute: CSE Default: non

This skill allows the Pilot to use the various types of aerial weapons. Each weapon has a fire rate and he must roll this number of dice for each attack he wishes to make on a target in a round. If the weapon is "computer assisted," he will get a free attack in addition to his additional attacks.

Aircraft Maintenance Skill Type: Tech Base Cost: 300 Attribute: INT Default: non

This skill allows the Technician to repair and maintain the proper performance of an aircraft. Each aircraft has a maintenance difficulty which is the number of dice the technician must roll against this skill for basic repair and maintenance with the proper toolkit. Beyond basic repairs and maintenance, the number of dice will increase.

Alertness Skill Type: Rogue Base Cost: 100 Attribute: PER Default: non

This skill represents the alertness and paranoia of the Rogue. When the Rogue's party is on the defensive side of a surprise roll, he may roll a number of dice against this skill. For each dice made, he adds 1 to the parties surprise roll. Multiple Rogues using this skill does not stack, the higher modifier is used in these situations.

Ambush Skill Type: Rogue Base Cost: 150 Attribute: INT Default: 2

This skill allows the Rogue the ability to create and set up an ambush. The actual ambush layout should be role played and based on the layout the GM should assign a difficulty level to the attempt. The Rogue then rolls a number dice equal to the difficultly plus the number of dice he wishes to make against the skill. If successful and the opponent is completely unaware of the parties presence, a surprise roll is made against the other party. The Rogue's party gets an additional number of dice on the surprise roll equal to the number of dice made while preparing the Ambush.

Animal Handling Skill Type: Nomad Base Cost: 150 Attribute: CSE Default: 3

This skill gives the Nomad the proper knowledge to care for as well as train common domestic animal species. The difficulty of the check will increase if attempting to care and train non-domesticated animals.

Armor Maintenance Skill Type: Tech Base Cost: 250 Attribute: INT Default: non

This skill allows the Technician to repair and maintain armor so that it will continue working at its maximum efficiency. Each armor type has a difficulty rating which is the number of dice the technician must roll against this skill for basic repair and maintenance with the proper toolkit. Beyond basic repairs and maintenance, the number of dice will increase.

Arson Skill Type: Rogue Base Cost: 50 Attribute: INT Default: 2

This skill allows the Rogue to set a fire to something and make it appear to have occurred via accidental or natural means. The player will role play the arson attempt and the GM will assign a difficulty rating to the attempt. The Rogue then rolls a number dice equal to the difficultly plus the number of dice he wishes to make against the skill. Upon success, it will generally take a PER check of 2 dice higher than the arson check to discover any traces of arson.

Artistry Skill Type: Gen Base Cost: 150 Attribute: CSE Default: 3 (4)

This skill gives the character an understanding of art theory and the ability to create fine art. The skill is purchased for a particular style of art, be it painting, drawing, sculpting, or photography and skills checks outside the chosen style are at a one die penalty.

Assassination Skill Type: Rogue Base Cost: 500 Attribute: AGI Default: non

This skill gives the Rogue a deep understanding of the art of assassination. This includes making the proper preparations, proper positions, and getting away after the job is completed. The player role plays the event out and the GM will assign a number of dice versus this skill to determine success. On success, the victim must roll on the appropriate chart for assassinations as determined by the GM.

Backstab Skill Type: Rogue Base Cost: 300 Attribute: AGI Default: non

This skill allows the rogue to perform a sneak attack on his target. If the rogue goes unnoticed, he may roll a number of dice against this skill. If he makes the skill, he gets +5 per dice rolled to his melee attack roll and if he scores a successful hit, his attack does damage equal to the weapon damage times the number of dice rolled. If he fails the skill, he simply gets a normal melee attack roll on the target.

Balance Skill Type: Rogue Base Cost: 50 Attribute: AGI Default: 2 (4)

This skill is used by the Rogue to walk thin ledges, ropes, narrow walkways, or any other physical maneuvers that would test the balance of a normal person.

Binding Skill Type: Rogue Base Cost: 50 Attribute: CSE Default: 3

This skill allows the Rogue to tie knots in order to bind a person and prevent them from escaping. Each dice made against this skill increase the standard escape check by 1 die.

Bladed Weapon Skill Type: Warrior Base Cost: 200 Attribute: CSE Default: non

This skill gives the Warrior the ability to use bladed weapons with increased efficiency. Each weapon will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Blind Fighting Skill Type: Rogue Base Cost: 200 Attribute: PER Default: 4 (4)

This skill allows the rogue to fight without his sense of sight. For each dice the Rogue makes versus this skill, he may subtract 2 from the penalty for not being able to see an opponent. So, on a 4 die check, the rogue can fight blind with no penalty.

Bludgeon Skill Type: Rogue Base Cost: 200 Attribute: AGI Default: non

This skill allows the Rogue to knock an unsuspecting target unconscious by striking them from behind with a blunt object. The Rogue must be positioned behind the target and the target must not be in any away aware that the Rogue is there. It is a standard 2 die check against this skill, but the GM may add or subtract dice based on the alertness of the target, the lighting, the target wearing a helmet, or other factors.

If the Rogue succeeds at the skill check, the target rolls on the Bludgeon table to determine the result. The Rogue may add additional dice to the skill check to increase the victims roll by 5% for each dice rolled.

Blunt Weapon Skill Type: Warrior Base Cost: 150 Attribute: CSE Default: non

This skill gives the Warrior the ability to use blunt weapons with increased efficiency. Each weapon will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Body Language Skill Type: Rogue Base Cost: 200 Attribute: PER Default: 4

This allows the Rogue to read the body language of someone he is speaking with. He may be able to use this information to determine if the person is trying to deceive him, for example. Creature of a different species or different culture will make this check more difficult or even impossible.

Camouflage Skill Type: Rogue Base Cost: 50 Attribute: CSE Default: 2

This skill allows the Rogue to conceal himself in a natural environment, like a forest or desert. The Rogue must gather or already have the materials needed and it takes time to camouflage oneself. The GM will determine the difficultly level based on the surrounding area and the amount of materials that are available. Each die made increases the PER check to see the camouflaged person by 1 die.

Cartography Skill Type: Pilot Base Cost: 100 Attribute: INT Default: 3

This skill gives the Pilot the ability to read, understand, and create maps. A 1 die check can be made to understand a well-designed map, while it will take more dice to figure out more complicated maps. Creating a map that people can understand requires a 2 die check, but the difficulty level is usually based on the terrain and landmarks available. A good understanding of Orienteering can reduce the checks against this skill.

Chemistry Skill Type: Nomad Base Cost: 250 Attribute: INT Default: non

This skill gives the Nomad an advanced understanding of chemistry. This can be used to make various medicines, drugs, and other substances, including explosives. Each substance has a difficulty rating which is the number of dice you must roll against this skill to make it. This assumes that you have all of the proper ingredients first.

Climbing Skill Type: Rogue Base Cost: 100 Attribute: STR Default: 2 (4)

This skill allows the Rogue to climb ropes, scale walls, and perform other acts of climbing. The difficulty level of the check is determined by the GM based on the circumstances.

Computer Skill Type: Tech Base Cost: 200 Attribute: CSE Default: non

This skill gives the Technician an advanced knowledge in the use of computers. The technician can both repair computers with this skill and get more information out of a computer they are able to access. This skill does not give the technician the knowledge to break into a computer that he does not have access to.

Create Poison Skill Type: Rogue Base Cost: 300 Attribute: CSE Default: res

The skill allows the Rogue to create poisons out of various components. The complexity and strength of the poison is based on the number of dice rolled. For each dice rolled against the skill, the rogue can create poison that either does that number of dice in damage and/or adds that number of dice to resist the poison. A poison normally has a 3d6 vs HEA resistance for half damage. See the *Creating Poisons* section for more uses for this skill.

Example: The rogue makes a 5d6 check versus his Create Poison skill. He may simply create a poison that inflicts 5d6 of damage with a 3d6 vs. HEA resistance check for half damage, or he can create a poison that does 3d6 of damage but has a 5d6 vs. HEA resistance check.

Dagger Fighting* Skill Type: Rogue Base Cost: 200 Attribute: CSE Default: non

This skill allows the Rogue to use special techniques when using a dagger as a weapon for both melee and ranged fighting, in addition to the standard techniques that are available for all weapons.

Strong Throw allows the Rogue to throw a dagger with increased force toward his opponent. For each dice made against this skill, the Rogue can add 2 to the damage on a successful hit. On a failure, the attack is an automatic miss due to an overthrow.

Accurate Throw allows the Rogue to throw a dagger with increased accuracy toward his opponent. For every two dice made against this skill, the Rogue may add 1 to his to-hit roll and lower the critical range by 1. On a failure, the attack is made as normal.

Dancing Skill Type: Nomad Base Cost: 200 Attribute: AGI Default: 2

This skill gives the Nomad the knowledge and ability to perform the dance moves for a given dance. The difficulty of the skill increases with the obscurity and complexity of the dance being attempted.

Demolitions Skill Type: Nomad Base Cost: 250 Attribute: CSE Default: non

This skill gives the user an understanding of demolitions. It gives the user the knowledge to select the right explosives for a job and the proper arming and triggering of the explosives. A normal demolition job requires a 2d6 check against this skill, but large or unusual jobs may have a higher difficulty. In addition, the difficult level can increase if the proper explosives are not available.

Diagnosis Skill Type: Nomad Base Cost: 100 Attribute: INT Default: non

This skill allows the Nomad to determine what is physically wrong with a person. This can greatly assist with other skills that can be used to treat the person and will reduce checks required to fix the diagnosed problem by 1 die.

Diplomacy Skill Type: Nomad Base Cost: 200 Attribute: INT Default: 3

This skill allows the user to negotiate with other groups or governments. The skill bestows the knowledge of current affairs and relations between two groups to give the diplomat an upper hand in any negotiation process. The difficulty of negotiations will depend on the existing relationship of the two groups and the skill level of the negotiator.

Disguise Skill Type: Rogue Base Cost: 50 Attribute: INT Default: 3

This skill allows the Rogue to apply makeup, false beards, and appearance altering items as well as select and wear clothing that will change one's outward appearance. The difficultly level of the check will be determined by the GM, but will generally be based on how different the Rogue is trying to look from himself. Each dice made increases the PER check required to see through the disguise.

Dodging Skill Type: Rogue Base Cost: 200 Attribute: AGI Default: 3

This skill allows a Rogue to dodge incoming ranged attacks. When an opponent declares that they are attempting to hit the Rogue with a ranged attack, he rolls a number of dice against this skill. If the skill is successful, for each dice made, the Rogue adds 1 to his ranged defense value for that attack. There is no penalty for failure, but only one attack can be dodged per round.

Electronics Skill Type: Tech Base Cost: 250 Attribute: CSE Default: non

This skill allows the Technician to build, repair, and deconstruct electronic equipment.

Escape Skill Type: Rogue Base Cost: 250 Attribute: INT Default: 4

This skill allows the Rogue to escape from bindings as well as other things that are physically resisting his movement. An average knot requires a 2 die check versus this skill and the GM can adjust the difficulty based on the bindings and the circumstances. If the Rogue fails, each subsequent check is made at a 1 higher difficulty level.

Exotic Technology Skill Type: Tech Base Cost: 300 Attribute: INT Default: non

This skill allows a technician that finds himself with an unfamiliar piece of technology to get a basic understanding of how it works. This may be an unfamiliar aircraft, weapon, or any other piece of technology. The GM will assign a die roll against this skill based on the similarity to existing technology and the complexity of this unfamiliar technology.

Firearm Maintenance Skill Type: Tech Base Cost: 250 Attribute: INT Default: non

This skill allows the Technician to repair and maintain firearms. Each firearm has a difficulty rating which is the number of dice the technician must roll against this skill for basic repair with the proper toolkit. Beyond basic repairs, the number of dice will increase.

Forgery Skill Type: Rogue Base Cost: 250 Attribute: INT Default: 4

This skill gives the Rogue the ability to duplicate signatures, papers, and other documents. Attempts to forge simple paperwork and signatures will require a 2 die check, while more complex documents and such will increase the difficulty level of the check. Many times forging documents will require complex and costly equipment to ensure a good forgery.

Gambling Skill Type: Rogue Base Cost: 50 Attribute: CSE Default: 2

This skill gives the Rogue a deeper understanding of the odds and strategies involved in games of chance. This will effectively give the Rogue a number of luck points equal to the number of dice he makes against his skill for the purposes of playing the game of chance. Failing the skill check, gives all of the Rogue's opponents a single luck point for the game that can only be used against the Rogue.

Grenade Skill Type: Nomad Base Cost: 250 Attribute: CSE Default: non

This skill allows for the more accurate and deadly throwing of the various types of grenades.

Bank Shot allows the thrower to accurately bank the grenade off of a surface so that, for example, it goes around a corner of a hallway. It can also be used if the target is near a wall to increase accuracy with the grenade. Generally, banking a grenade off of a wall will induce a -8 penalty to the attack roll. For each dice made against this skill, the penalty is reduced by 2. So, on a 4d6 check, the penalty is eliminated.

Impact Throw allows the thrower to judge the grenade delay and throw the grenade so that it will explode on impact. If the grenade has no feedback mechanism (like a timer or fuse) this requires a 2d6 check per round of delay, otherwise it only requires a 2d6 check regardless of the delay length. If the thrower makes the check, they hold the grenade for the delay length and throw it on the round that it will explode. This results in the grenade exploding at the end of the throwers round. If the check is failed, the grenade will detonate at the end of the full round. The thrower may act while waiting to throw the grenade, but if they forget to throw it (or are unable to throw it), it will explode in their hand.

Quick Throw allows the user to throw multiple grenades accurately in a single round. For each additional grenade, the user must make a 3d6 check versus the skill. So, it would take a 3d6 check to throw 2 grenades and a 6d6 check to throw 3 grenades in a round.

Hacking Skill Type: Tech Base Cost: 300 Attribute: INT Default: non

This skill gives the Technician the knowledge to bypass certain access controls in computer or electronic devices. This skill can be used to break into a computer or disable an electronic device. The use of this skill requires knowledge on the type of device the technician is attempting to bypass and may require the technician to have certain specialized equipment.

Heavy Weapons Skill Type: Warrior Base Cost: 500 Attribute: CSE Default: non

This skill allows the Warrior to use heavy weapons with increased efficiency. Each weapon will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Hiding Skill Type: Rogue Base Cost: 50 Attribute: AGI Default: 3 (4)

This skill allows the Rogue to use available cover to avoid being seen or to conceal another object. The GM assigns a difficulty rating based on the object the Rogue is attempting to hide behind and the Rogue rolls 2 dice against his check plus the difficulty rating. If the rogue makes the check, he is fully hidden. If he fails the check, he is partially concealed and the GM will decide how exposed the Rogue is.

Identify Minerals Skill Type: Gen Base Cost: 50 Attribute: INT Default: 2

This skill allows the user to look and feel a rock sample and identify the minerals or metal ores that it contains. The difficultly of the check is based on the minerals and metals and more dice will increase accuracy in determining the percentage of minerals in the sample.

Identify Plant Skill Type: Gen Base Cost: 60 Attribute: INT Default: 2

This skill allows the user to determine by look what a plant is and, with a more dice, what it can be used for. The rarity of the plant and familiarity with the environment can increase the difficult level of the check.

Identify Spell Skill Type: Mage Base Cost: 200 Attribute: PER Default: non

This skill allows the Mage to identify a spell that is cast by its verbal and hand gestures. This check is made in a graduated fashion, a single dice at a time until failure. A 2 die check identifies the element, a 3 die check identifies the spell group, a 4 die check identifies the rank of the spell, a 5 die check identifies the number of finesses, and a 6 die check identifies what the finesses were used for. A Mage that properly identifies a spell (makes a 4d6 check against this skill) can take 1 dice of any resistance check against it.

Immobilize Skill Type: Pilot Base Cost: 400 Attribute: STR Default: non

This skill allows the user to perform a quick blow to certain body areas that can immobilize a target. The area must be unprotected and unarmored. For completely unarmored opponents, it requires a 2d6 check against the skill and a successful roll to hit, adding in combat modifier. For more protected opponent the check becomes more difficult and fully armored opponents cannot be immobilized using this skill.

Invention Skill Type: Tech Base Cost: 400 Attribute: CSE Default: non

This skill allows the Technician to use existing components to create new devices. See the *Inventing* section for detail on the process of using this skill.

Jumping Skill Type: Rogue Base Cost: 50 Attribute: STR Default: 2 (4)

This skill allows the Rogue to perform physical jumps of more than ordinary distance or height. The base standing jump distance is 5' each die will increase the jump distance by 2'. The standard sprinting jump is 10' each die will increase the jump distance by 5'. The standing vertical jump is 1' and every two dice will increase the height by 1'.

Knowledge / Lore Skill Type: Gen Base Cost: 150 Attribute: INT Default: non

This skill is purchased when a character wishes to learn a purely knowledge based topic. Examples include demon lore, history of an area or race, knowledge of the creatures in a specific area, and any other purely knowledge based topic that is not covered by another skill. This skill must be purchased separately for each topic the character wishes to have knowledge in.

Laser Firearms Skill Type: Warrior Base Cost: 300 Attribute: CSE Default: non

This skill gives the Warrior the ability to use laser based firearms with increased efficiency. Each firearm will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Legal Skill Type: Gen Base Cost: 350 Attribute: INT Default: res

This skill is gives the character a general understanding of legal principles and the legal system in the area that he is studying. It is useful when representing someone in a court or when ensuring the legality of actions or documents. The difficult of the check is based on the similarity to the lawyer's legal area and how much legal references the lawyer has access to.

Lip Reading Skill Type: Rogue Base Cost: 50 Attribute: PER Default: non

This skill allows the Rogue to understand what someone is saying without having to hear them. The Rogue must have a skill of at least 7 in the language to be able to lip read the spoken language. At speaking distance, a 2 die check will allow the Rogue to fully understand the speaker. Distance and other factors can increase the difficultly of the check. People that have become permanently deafened can purchase this skill at base cost even if they aren't of the Rogue background.

Listen Skill Type: Rogue Base Cost: 50 Attribute: PER Default: 2 (4)

The skill give the Rogue a heightened sense of hearing when attempting to listen to a conversation or for a particular sound. When attempting to listen for something specific, the GM may assign a difficultly level against this check, or take two dice off of the PER check that would be required that is rolled against this skill instead.

Mathematics Skill Type: Tech Base Cost: 150 Attribute: INT Default: non

This skill gives the technician an advanced understanding in mathematics. This knowledge is required for the creation of certain devices and can assist in other areas as well.

Medical Skill Type: Nomad Base Cost: 250 Attribute: CSE Default: non

This skill gives the Nomad an understanding of medical devices and their use on Jaernians. This will allows the Nomad to use portable medical devices and other advanced medical devices. He can also perform basic medical procedures, such as dealing with broken bones, bleeding, and shock with this skill.

Mimicry Skill Type: Nomad Base Cost: 250 Attribute: PER Default: 4

This skill allows the Nomad to imitate the voice of someone they have heard and memorized before. It generally takes a 2 die check for a passable imitation while more difficult checks have the chance of fooling a computer.

Moving Silently Skill Type: Rogue Base Cost: 100 Attribute: AGI Default: 4 (4)

This skill allows the Rogue to move without being heard. The difficulty of this check depends on the environment and the alertness of the people around.

Navigation Skill Type: Pilot Base Cost: 100 Attribute: INT Default: 3

This skill allows the Pilot to use the proper aerial charts to plot a course and input it into a navigation computer. The difficulty of this check is based on the difficulty of the course, the accuracy of the charts, and the intelligence of the navigation computer itself.

Non-verbal Casting Skill Type: Mage Base Cost: 300 Attribute: CSE Default: non

This skill allows the Mage to cast a spell without the voice component. It requires a 2 die check to remove the verbal component from the spell and will increase the difficulty of identifying the spell by 1 die.

One-Handed Casting Skill Type: Mage Base Cost: 150 Attribute: AGI Default: non

This skill allows the Mage to cast any spell regardless of casting time using a single hand and a verbal component. It requires a 2 die check to use a single hand to cast a spell. If this is used with a multi-round spell, it increases the difficulty if identifying the spell by 1 die.

Opening Locks Skill Type: Rogue Base Cost: 100 Attribute: INT Default: non

This skill allows the Rogue to open locks without the need for a key. This skill generally works on older mechanical locks and has little value for opening locks of a high technological level.

Orienteering Skill Type: Gen Base Cost: 100 Attribute: CSE Default: 2

This skill allows the user to find the northern direction to help keep going in the proper direction. This skill can be quite useful when using maps and being without a technological way of determining north. If the user of the skill is on an unfamiliar planet, this check may not even be possible.

Pickpocketing Skill Type: Rogue Base Cost: 100 Attribute: AGI Default: 4

This skill allows the Rogue to remove objects from a victim's person without the fact being noticed. The difficulty level of the check depends on the alertness of the target and the surroundings as determined by the GM.

Piloting Skill Type: Pilot Base Cost: 200 Attribute: AGI/CSE Default: non

This skill allows the Pilot to fly various aircraft. Each aircraft has a difficulty rating that the Pilot must roll a number of dice against this skill for basic flight of the aircraft. (A difficulty rating of 0 means anyone can fly the aircraft). Advanced maneuvers and techniques will require additional dice.

Plasma Firearms Skill Type: Warrior Base Cost: 400 Attribute: CSE Default: non

This skill gives the Warrior the ability to use plasma based firearms with increased efficiency. Each firearm will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Pole arm Weapon Skill Type: Warrior Base Cost: 200 Attribute: CSE Default: non

This skill gives the Warrior the ability to use pole arm weapons with increased efficiency. Each weapon will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Powered Armor Skill Type: Warrior Base Cost: 200 Attribute: AGI Default: non

This skill allows for the use of powered armor. In order to use a set of powered armor, the user's skill must at least be equal to the difficulty rating of the armor. If he does not have the skill required to use the armor, he suffers penalties based on the specific powered armor being used.

Profession* Skill Type: Gen Base Cost: 200 Attribute: * Default: non

This is a skill that covers any profession in the system that requires skill to do that is not including with other skills. Examples include being a chef, bartender, farmer, gardener, etc. The skill must be purchased separately for each profession and the skill gives the character both knowledge and experience to make a living at the profession. The attribute associated with each profession should be determined by the GM based on the most highly valued attribute for that profession.

Projectile Firearms Skill Type: Warrior Base Cost: 300 Attribute: CSE Default: non

This skill gives the Warrior the ability to use projectile based firearms with increased efficiency. Each firearm will have a difficulty rating and attack rate, which must be rolled against this skill. The difficulty rating is the base dice that must be rolled against this skill and the attack rate is the number of extra dice that must be rolled for additional attacks.

Quick Reflexes Skill Type: Rogue Base Cost: 200 Attribute: AGI Default: non

This skill allows the Rogue to act more quickly in a combat situation. For each die made against this skill, the Rogue adds one to his initiative roll.

Robot Construction Skill Type: Tech Base Cost: 350 Attribute: CSE Default: non

This allows allow the Technician to create robots from component parts. The specific use of this skill is described in the *Creating Robots* section.

Robotics Skill Type: Tech Base Cost: 250 Attribute: INT Default: non

This skill allows the Technician to repair and maintain robotic equipment. Existing robots will have a difficulty rating which is the number of dice the technician must roll against this skill to basic repair and maintenance with the proper toolkit.

Sabotage Skill Type: Nomad Base Cost: 300 Attribute: PER Default: non

This skill allows the Nomad to make a device, aircraft, or other technology work less efficiently than it should. This does not allow the Nomad to alter the functioning of the technology, just reduce its efficiency. Each device will be assigned a difficulty rating which must be rolled against for basic sabotage with each extra dice added further decreasing the efficiency of the device being sabotaged. A device that is already functioning at decreased efficiency can only be made more inefficient by making a higher check then the previous one.

Science Skill Type: Tech Base Cost: 250 Attribute: INT Default: non

This skill gives the Technician a well versed understanding in the various sciences. This will help the technician a better idea of how various components interact with each other and how to best arrange them to get the desired result. When he performs a technician skill that uses a toolkit, the technician will get a 1 point bonus to that skill for each dice made against this skill.

Seduction Skill Type: Rogue Base Cost: 100 Attribute: COM Default: 3

This skill gives the Rogue knowledge in the art of seduction. This ability can be used to lure people into an ambush, as a simple distraction, or simply to get someone into bed. The difficulty level of the check will be based on the demeanor of the person being seduced and the current situation as determined by the GM.

Shadows Skill Type: Rogue Base Cost: 50 Attribute: AGI Default: 4 (4)

This skill allows the Rogue to use darkness to his advantage when attempting not to be detected. The lighting conditions greatly affect the difficulty level of the skill as does the distance from creatures that may detect him. Each dice made increases the PER check needed to see the Rogue.

Sleight of Hand Skill Type: Rogue Base Cost: 30 Attribute: AGI Default: 3

This skill allows the Rogue to perform minor feats of “magic” through the use of palming items. This is typically done by distraction and quick hands. It generally requires a PER check with a difficultly of two higher than the skill check made to notice the deception.

Smuggling Skill Type: Rogue Base Cost: 200 Attribute: CSE Default: 4

This skill gives the Rogue an understanding of how to bring goods and people into an area without being detected by the authorities. The more opportunity the Rogue has to study the area he is attempting to smuggle into, the easier the check.

Spell Plugging Skill Type: Mage Base Cost: 100 Attribute: PWR Default: non

Spell Plugging allows a caster to "plug" a spell affect into a spell unit pool. When the spell reaches the end of its duration it will pull enough units from the pool to extend the duration by the original spell duration (modified by any relevant finesses), thus allowing its duration to be extended. A spell caster can have several spells plugged at once as long as the combined ranks of the spells do not exceed the PWR of the pool (e.g. the caster).

The caster must make a 1d6 check versus this skill to plug the spell into their own spell unit pool. A 2d6 check is required to plug the spell into another mage's pool (and that party must be in touch range and fully willing). Spells will remain plugged until they are unplugged by the pool owner, the spell unit pool is exhausted or the spell is dropped or revoked per normal rules.

A 3d6 check versus this skill can be used to plug spell into non-intelligent pools like technological items or magical items that have a pool of units within them. In these cases, the spell will continue to run until the unit pool is exhausted or the spell is dropped to revocated.

Sprinting Skill Type: Rogue Base Cost: 50 Attribute: STR Default: 2 (4)

This skill allows the Rogue to increase his movement rate for a short period of time. For each dice made in the check, the movement of the Rogue is increase by 10' for one minute. After one minute, the Rogue can attempt the check again, but must add an additional die. If failed, the Rogue cannot attempt the check again until resting for ten minutes. Armor that has a STR penalty will add dice to this check.

Stalking Skill Type: Rogue Base Cost: 150 Attribute: CSE Default: 4

This skill allows the stalker to be able to follow a target through a crowd with the intent of gathering information or possible malevolent interception. It allows a user to be able to blend himself into a crowd but still observe his target. This skill does not allow the stalker to Move Silently or Hide; it just allows them to follow or approach someone unnoticed. This skill is intended for use in an urban setting more than rural.

Stunt Piloting Skill Type: Pilot Base Cost: 300 Attribute: AGI Default: non

This skill allows the Pilot to perform aerial acrobatics with various aircraft. Stunts can include barrel rolls, extreme dives and ascents, close quarters flying, as well as other dangerous maneuvers that a standard pilot would never learn. These maneuvers can be used in combat to give the pilot an edge as well. The pilot can only purchase this skill up to the rank that he has purchased the Piloting skill.

Surgery Skill Type: Nomad Base Cost: 300 Attribute: CSE/AGI Default: res

The skill allows the Nomad to perform complex surgical procedures on a creature. This skill can be used to install various implants as well as to fix internal medical problem a creature may be having. The number of dice for using this skill starts a two dice and requires a toolkit with the proper surgical equipment. Complex surgeries will increase the difficulty of the check.

Tackling Skill Type: Pilot Base Cost: 100 Attribute: AGI Default: 2

This skill allows the character to get a running start and knock his opponent down. If the character makes a 2 die check against this skill, he must roll a grapple attack on his target. If successful, the target is tackled, knocked to the ground, and the character gets a single free action on the target. If the character rolls additional dice against the skill, he may add +2 to his grapple roll for each additional die.

Tactics Skill Type: Warrior Base Cost: 100 Attribute: INT Default: non

A warrior with this skill has trained in the use of group tactics. This allows him to coordinate his actions with others around him through the use of verbal and hand signals and gives him the ability to predict the movement of others within his group. A one die check allows two people with the tactics skill to coordinate their actions if they are within seeing and/or hearing range. It takes one extra dice to coordinate the actions of each extra person with the tactics skill.

Target Magic Skill Type: Mage Base Cost: 200 Attribute: PER Default: 3

This skill allows the Mage to increase his ability to target spells in combat. If a Mage does not have line-of-sight, due to an opponent being behind cover, the Mage can use this skill to attempt to curve his spell around the cover. If the mage makes a 1 die check against this skill, he can roll a missile attack on the opponent at a -8 to hit. For each dice after the first, +2 is added to this roll. If the missile attack hits, the spell is successfully curved around the cover and hits the target normally.

Technical Improvisation Skill Type: Tech Base Cost: 300 Attribute: CSE Default: non

This skill allows the technician that lacks a certain resource or part to bypass the resource or part and create an alternative solution. This requires skill in the item he is attempting to alter. The GM will assign him a skill check in the appropriate skill. He may then roll up to half his dice in this skill in order to attempt the check.

Example: The main reactor fuse blew on a shuttle and a technician is trying to fix it. Unfortunately, the aircraft's supply of replacement fuses is empty. The GM assigns him a 4d6 check because he does not have the proper equipment to fix the problem. He can make a 2d6 check versus this skill and a 2d6 check versus his Aircraft Maintenance skill to improvise the proper repair.

Torture Skill Type: Rogue Base Cost: 75 Attribute: CSE Default: 3

This skill gives the Rogue knowledge in the art of torture. This involves inducing pain upon the victim with the intention of making the victim submit. The more dice the Rogue makes, the more likely he is to get information, but if his tries too many dice and fails, he may kill his victim without getting any information.

Tracking Skill Type: Rogue Base Cost: 150 Attribute: PER Default: 2 (4)

This skill allows the Rogue to follow a trail that a creature has left behind. Usually this involves following footprints that have been left, but more advanced tracking can allow the Rogue to track through other means. The time since the tracks were made, time of day and efforts by the creature to hide their tracks can modify the difficulty level of this skill.

Trading Skill Type: Pilot Base Cost: 150 Attribute: CSE/INT Default: 3

This skill allows a Pilot to get the most money out of trade goods. This skill represents an understanding of the current prices and the ability to negotiate within those prices. This skill is usually only useful with trading legal goods through legal merchants.

Traps Skill Type: Rogue Base Cost: 400 Attribute: INT/PER Default: 2

This skill will assist the Rogue in detecting, disarming, and building traps. The GM will decide the difficulty of finding a trap and disarming it. Some traps may be easy to spot, but nearly impossible to disarm, while some may be the other way around. When building trap, the player will role play the building of the trap and the GM will assign dice based on the difficultly of the built trap to determine of it works.

Tumbling Skill type: Rogue Base Cost: 100 Attribute AGI Default: 2

This skill allows the Rogue to fall distances without taking damage. For each dice made against this skill, the Rogue can reduce the dice he takes from falling by one. Thus, a three die check against this skill would allow the Rogue to fall 30’ without taking damage.

Unarmed Combat Skill Type: Rogue Base Cost: 100 Attribute: CSE Default: res

This skill allows the Rogue to use different techniques when fighting without a weapon.

Disarm allows the Rogue to rid his opponent of his weapon. This skill requires a 3d6 check versus the skill and then the Rogue must roll a melee attack without modifier. If successful, the opponent's weapon is thrown 5 feet away. Additional dice will increase this distance by 5 feet per dice.

Take Down allows the Rogue to take his opponent to the ground. The Rogue rolls 2d6 vs. this skill and then rolls a grapple attack. On success, his opponent is brought to the ground and loses his next round of action.

Power Punch/Kick allows the Rogue to deal additional damage on a single punch or kick to his opponent. For each dice the Rogue makes against this skill, he may add +2 to the damage from his punch or kick. In addition, his opponent must make the number of dice rolled d6 check against his STR or be knocked to the ground.

Underground Skill Type: Rogue Base Cost: 200 Attribute: CSE Default: 4

This skill gives the Rogue an understanding of the underground. This can allow him to obtain information, buy and sell black market goods, or hire people for not too legal tasks. See *The Underground* section for details on the underground.

Verbal Casting Skill Type: Mage Base Cost: 400 Attribute: CSE Default: non

This skill allows the Mage to use only a verbal component when casting a spell. It requires a 2 die check to only use a verbal component and will increase the difficulty of identifying the spell by 2 dice.

Weapon Casting Skill Type: Mage Base Cost: 200 Attribute: AGI Default: non

This skill allows a Mage to transfer the magic of a touch spell into their weapon, thus allowing their weapon to deliver the touch spell. This requires one hand for the casting and one hand holding the weapon. If they are casting a multi-round spell, they must use one-handed casting in order to use this skill. When a Mage uses this skill, they make a normal attack with their weapon. If they fail the skill, they don't disperse the touch spell energy (keeping their units) and get to make a normal attack. If they somehow can make more than one attack without using a skill, because you cannot use weapon skills in combination with this skill, they only get one spell, not a spell per attack. The spell is delivered on the last attack.

Wrestling Skill Type: Pilot Base Cost: 200 Attribute: CSE Default: non

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when grappling an opponent. Any **one** of these options may be used in a single combat round.

Clobbering is using your fists and feet to knock an opponent to the ground, increasing an adventurer's chance to succeed at "grapple to hold" and opponent. When the player has decided to "grapple to hold", he may at the same time roll 1d6 for each bonus of 2 that he wants to add to his grapple roll. If he succeeds the roll, he adds the sought number to his d20 roll to grapple, and uses the sum to determine the success of the "grapple to hold".

When an adventurer attempts to "grapple to throw" an opponent, he may use this skill to **Heave** the opponent farther than would be originally adjudicated by the GM. The player rolls 1d6 for each additional 5' of distance he wishes his adventurer to heave his opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave).

Pummel can only be used after an opponent has been successfully "grappled to hold" in a previous round, and while that opponent is still held. The player decides how many d6 of damage he wishes his adventurer to do to his opponent by kneeing, punching, slapping and jabbing him. Then the player rolls twice that number of d6. If he matches or gets less than the rank in this skill, he does the desired number of d6 of damage to his opponent.

Like a pummel, a **Cosh** can only be performed after the opponent is still being held. The adventurer attempts to knock the opponent unconscious by hitting him in the head, or hitting his head against the ground. The Player rolls 4d6 vs this skill, and if successful, the opponent is dazed or unconscious for 1d6 rounds (rolled by the GM).

A skillful wrestler knows a number of holds which make it more difficult for his opponent to break free. To **Pin** his opponent, the player rolls one d6 for each dice he wants to increase his opponent's attempts to break free. If he succeeds, he gets an extra die for each die made in this skill when the opponent attempts to break free. The player needs to recheck this hold every round for it to stay in effect.

When an adventurer has been held by being the target of a successful "grapple to hold", and then attempts to break free, he can **Struggle** to make the attempt easier. For each extra die he wishes to receive when attempting to break free, he must roll a d6. If the check succeeds, he rolls that many more dice when attempting to break free from an opponent.

Zero-G Combat Skill Type: Warrior Base Cost: 150 Attribute: AGI Default: 3

This skill allows a Warrior to perform combat actions in little to no gravity while reducing or eliminating any penalties for doing so.

Zero-G Movement Skill Type: Gen Base Cost: 150 Attribute: AGI Default: 2 (4)

This skill allows a character to move and perform actions in little to no gravity while reducing or eliminating any penalties for doing so.

Difficulty Level

In normal situations, the difficulty level assigned to a skill should be 0, but when a skill is used under duress or if the user wishes to perform a skill faster than normal, the difficulty level of a skill will increase. In addition, certain weapons, armor, and items have difficulty levels assigned to them when using particular skills with them.

The difficulty level is the number of base dice the player has to roll before determining that number of dice he wishes to roll against the skill. For example, if making a skill is assigned a difficultly level of 2, the player will have to roll four dice against the skill to succeed in a two die check.

Notes on Skill Checks

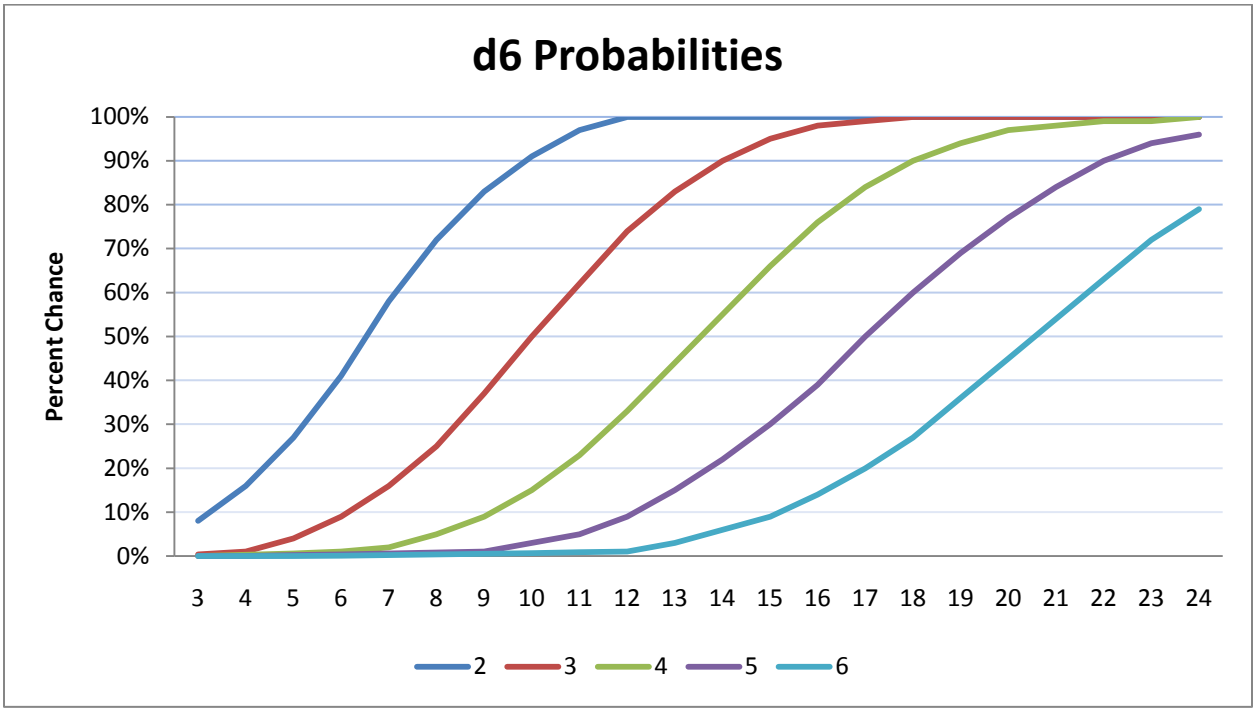

Figure 1: d6 Probabilities

The above chart shows the probabilities of succeeding at a check from 2d6 to 6d6.When a GM assigns a skill check, they should pay careful attention to the number at the 50% line. For example, if you think a person with minimal training could perform the task successfully 50% for the time, a 1d6 check would be appropriate. If they skill requires mid-level training to be 50% successful, then a 2d6 check is appropriate. Remember that even with training people will and do make mistakes.

The following table is a break down on the training level required when assigning skill checks.

Skill Check	Training Level
1d6	Minimally Trained
2d6	Mid-level Trained
3d6	Highly Trained
4d6	Expertly Trained
5d6	Expert in Field
6d6	Top in Field

Table 13: Skill Training Levels

Playing an Adventurer

Types of Play

There are multiple different types, or modes, of playing and typically revolve around how fast time is moving and how much action is going on.

Summarized Actions

This type of play involves summarizing a long period of time, such as travel on an aircraft, which is uneventful. If a player wishes his adventurer to perform an action during this time, the GM may fall into the next type of play to take actions.

Free Actions

This type of play can also be considered real time mode. This type of play involves the characters performing actions and the GM giving them a result, sometimes based on a skill or attribute check. This type of play is the most common type of play, but if combat begins, the next type of play will occur.

Combat Actions

When a conflict occurs, this type of play begins. This can also be called “moving into rounds.” Each combat round is broken into 4 second time increments. During each round, all creatures involved will state an action to be performed in that round of combat. The actions will get resolved and the next round will begin. This type of play will end when combat is permanently halted, either due to death of the opposing side, surrender, retreat, or any other reason.

Combat

Combat typically begins when one side performs some sort of offensive action or when the opposing sides make contact with each other. At this time, the GM will announce that rounds have started and that initiative is to be rolled.

Order of Combat Round

Each 4 second round is divided into phases. The phases are:

1. Initiative Phase
2. Action Phase, starting with highest initiative and working downwards
    a. Informational Questions
    b. Action Preparation
    c. Statement of Actions
        i. Triggered Actions, if any
    d. Resolution of Actions
3. Resolution Phase

Initiative Phase

Initiative is rolled to determine who will act first in a round of combat. Each side of the conflict will make a single initiative roll of 2d6. Each rank of the *Quickness* ability adds 1 to that side's initiative roll for that character only. The characters with the highest initiative roll go first in the round and it continues to the next lowest and so on. In the event of a tie, the player characters always act before non-player characters. Player characters acting on the same initiative number are acting at exactly the same time and cannot react to each other's actions.

Surprise Round

If a party performs an action on the other side is either completely unaware of the party or they are not prepared for the action, a chance of surprise exists. Each side rolls 1d6, if the party that performed that initial action has a higher roll; they get an additional free round of actions before initiative is rolled. If the other side has the same number or higher, initiative is rolled immediately and no free round is given.

Action Phase

There is a separate actions phase for each initiative number. The first to act is the characters with the highest initiative number (because their reaction was faster) and play proceeds to the next highest and so on. The Action Phase consists of four different phases itself, but these phases can be condensed as the GM sees fit.

Informational Questions

This part of the action phase involves the players asking questions about the current situation that his adventurer will be aware of. For example, what a particular person looks like or is wearing. The players should not give away their actions at this time. These questions are asked so that players can prepare their adventurer's action based on the current situation.

Action Preparation

During this part of the action phase, the players will decide what their adventurer will do based on the situation. Since initiative rounds are taking place at exactly the same time, players should not discuss their action with other players.

Statement of Actions

The players announce their adventurer's actions in an order determined by the GM. Each player rolls any dice required to perform the actions at this time and announces the results to the GM. The players will also announce any *Triggered Actions* at this time. If an action performed during this phase triggers an action, the triggered action is resolved immediately.

Resolution of Actions

After all players in the current initiative number have gone, the GM will announce the results of this action phase. This will mainly be opponents falling down, but unseen results of an adventurer's action may also result.

Resolution Phase

After all of the initiative numbers have gone, the GM will resolve anything that is not in direct control of someone involved in the initiative, for example, an exploding grenade or a rock falling. After the resolution phase, if the combat is not over, another combat round begins with the initiative phase.

Combat Actions

Below is listed a set of common actions that someone may wish to perform during a combat round. This is by no means an exhaustive list, but is meant to highlight some of the rules associated with these actions. If an action is not listed, the GM will decide exactly how it will work.

Movement

A character's movement rate determines how far they can move in a round. They can increase their movement by making a Sprinting skill check, but sprinting cannot be combined with attacking, with the exception of impaling. You can use all forms of weapons while moving, but suffer penalties based on how fast you are moving. Movement and attacks are divided into one-fourth increments and these increments determine how many attacks a character can make and any penalties they receive for moving. For example, if you spend your entire round moving your full movement rate, you suffer a -10 penalty on each attack, but if you spend your entire round moving one-fourth your movement rate, you suffer a -2 penalty for each attack. You can also use one-fourth of your round moving one-fourth your movement rate, resulting in a -10 penalty on any attacks while moving, but having no penalty on attacks taken while stopped. If the character gets 3 attacks in this situation one is made while moving, two are made while stopped. Melee attacks work the same way and characters may attack an opponent while moving past them, but will suffer the same penalties for attacking while moving.

Movement	Penalty
1/4 rate	-2 to hit
1/2 rate	-5 to hit
3/4 rate	-8 to hit
full rate	-10 to hit

Table 14: Combat Movement Penalties

Melee Attacks

A character gets a single melee attack per round, for further melee attacks, they must either use skill or have another method to allow them further attacks (like the Quicken spell). For each attack, the character rolls 1d20 and adds in combat modifier and other bonuses and subtracts any penalties to get their modified attack roll. If the modified attack roll is greater than or equal to the opponent's melee defense value, the character has hit his target and he rolls damage based on the weapon. If he misses

with an attack, he loses his next attack, but can make further attacks if he has any left. For example, if a character has 3 attacks and misses on the first attack, he loses the second attack, but still gets his third attack.

Impaling

An attacker that moves his full movement rate toward an opponent can attempt to impale with a bladed weapon or piercing weapon. The player rolls an attack roll, but does not add his modifier to the roll (although he does get all other bonuses). If successful, the attack does double the weapons normal damage and is considered piercing damage.

Throwing

Just like melee, a character can take a single thrown attack per round, for further melee attacks they must have skill or have another method of giving them additional attacks (like Quicken). For each thrown attack, the character rolls 1d20 and adds in missile modifier and other bonuses and subtracts any penalties to get their modified attack roll. If the character as aiming at an opponent and the modified attack roll is greater than or equal to the opponent's ranged defense value, the character is hit. If they are aiming at a spot, like with a grenade, they compare the modified attack roll with a 20 defense value. If they are below 20, they were off of their target by the difference between their number and 20 in feet. Typically, this would be an under throw, but the GM can decide in which direction the thrown weapon missed. If the thrown weapon results in immediate damage, the damage should be rolled on impact, otherwise, the damage roll or effect is delayed until at least the end of the next round based on the weapon delay.

Range Increments

Both thrown and firearm weapons have three range increments. They are short, long, and maximum range. Attempting to hit something from point blank up to the short range can be done without any penalty to the attack roll. Between the short and long range value carries a -10 penalty to the attack roll and between the long and maximum range value carries a -20 penalty to the attack roll.

Grappling

A character may also attempt to grapple an opponent during a round of combat. Grappling can be done in addition to movement, but the standard penalty for movement is applied to the attempt. To avoid the penalty, the character may wish to tackle the opponent using the *Tackling* skill which will carry no penalty and result in a free action. To grapple, the character rolls 1d20 and adds in grapple modifier and other bonuses and subtracts any penalties to get their modified attack roll. If the modified attack roll is greater than or equal to the opponent's grapple defense value, the character is grappled. The grappler has two choices when grappling an opponent: holding or throwing.

Holding

If a character chooses to hold an opponent, they wrap their arms around them to prevent them from moving. Assuming the grappled and the grappler are the same size, the grappled target cannot perform

any attacks or actions involving their arms or legs. On their action, they may attempt to break the hold which is done with an opposed check. Each side gets a number of dice equal to their STR divided by 3. The *Escape* skill or *Wrestling* skill can be used for additional dice on this attempt to break free. If multiple characters are grappling a single target one die gets added to that side for each additional grappler. The dice are then rolled and the higher value wins. If the grappler wins, the target remains held and loses one dice the next time they attempt to break. If the grappled target wins, they break free from the grapple. If they win by 10 or more, they get a single free action, like a single attack or one-fourth movement. If they win by 20 or more, they get an entire round worth of movement as if they were not grappled. In the event of a tie, the grappler maintains the hold, but the grappled does not lose a die on their next attempt to break free.

Throwing

The character may choose to throw the target to the ground. The target is thrown 5' in the direction specified by the grappler. If they are throwing them at another target, they must roll a thrown attack on the target, and on the hit, the target must make a 4d6 vs. STR check or they also fall to the ground. (The weight and size of the thrown opponent and target may affect the character's ability to both throw the opponent and/or knock down the target.)

Using a Firearm

A character can normally fire a single shot per round from a firearm, for additional shots, they must either use skill or have another method to allow them further attacks (like the Quicken spell). For each attack, the character rolls 1d20 and adds in linear modifier and other bonuses and subtracts any penalties to get their modified attack roll. If the modified attack roll is greater than or equal to the opponent's ranged defense value, the character has hit his target and he rolls damage based on the weapon.

Firing while Prone

If a character is prone when using a long arm firearm, they gain an additional +4 bonus to hit to all targets 50' or more away from them.

Critical Hits and Misses

When rolling any attack roll, an unmodified attack roll of 1 is an automatic miss regardless of any modifiers that may apply to the roll. On an unmodified attack roll of 20, a chance for a critical hit exists. In this case, compare the modified attack roll with the proper defense value. If the modified attack roll result in a hit, then it is a critical hit and the opponent must roll percentile dice on the critical hit chart associated with the damage type. If the modified attack roll would not normally result in a hit, it is counted as a regular hit causing the weapon's normal damage. Remember that *Luck Points* can be used to alter these rolls.

Changing Targets during a Round

If an attacker gets multiple attacks with either a melee or linear weapon, the act of changing targets during a round will cause the attacker to lose one attack each time they alter targets. This is not true for missile or grapple attacks.

Running Away

Characters that have made a consciousness check, or whose DP is at ten percent of their maximum may use a Stress Point to add an additional 20' to their movement rate for 1 minute. This movement rate can only be used to run away from combat.

Using Skills

In general, any number of skills can be used in a round, assuming their use makes sense in the time span of a round. To use a skill, the player announces to the GM they are using the skill. Some skills require the GM assigning a difficulty level to the skill based on the situation. The player rolls a number of dice equal to the difficultly level of the skill plus the number of dice they wish to make against the skill. If the number rolled is less than or equal to their skill rank, they make the check. Otherwise, they can attempt the default or fail the skill check. If the skill does not allow for a default at the number of dice they were attempting, they can attempt to default at the maximum allowed.

Defensive Rounds

Defense Values

The system has the following defense values based on the method of attack: melee, ranged, and grapple. Each defense value comes from a combination of movement, agility, and an attribute as shown in the following table. A character may get other bonuses to his defense value from various technology or magical effects.

	Movement	Statistic
Base Melee Defense =	3 + (AGI/5) +	(STR/5)
Base Ranged Defense =	3 + (AGI/5) +	(PER/5)
Base Grapple Defense =	3 + (AGI/5) +	(WIL/5)

Table 15: Defense Values

Cover

Being behind solid cover is a sure way to make your character more difficult to hit. If you are behind cover, the GM will determine how much cover you have in increments of 25%. If you are firing at an enemy during a round, you are at least 25% exposed during the round. Note that if the cover a character is hiding behind is not solid, it will provide less coverage. For example, a thin wooden board may only provide 75% coverage to a person fully covered by it when a projectile weapon is being used against it. Being completely hidden from an opponent's view always provides the equivalent of 75% coverage regardless of the cover.

Percent Cover	DV Bonus
25%	+2
50%	+4
75%	+8
100%	Unhittable

Table 16: Cover Bonuses

Invisibility

When invisible, if a creature does not know where you are, it is equivalent to having 100% cover. If the creature has a general idea where you are located, it is equivalent to having 75% cover.

Armor

Armor has the following attributes as described in the table below: primary damage reduction, secondary damage reduction, primary damage protection, armor strength, move, and difficulty.

Armor Attribute	Description
Primary Damage Reduction (DR^1)	The amount of damage each attack that is on the primary damage protection list is reduced by on a successful hit.
Secondary Damage Reduction (DR^2)	The amount of damage each attack that is not on the primary damage protection list is reduced by on the successful hit.
Primary Protection (PP)	The types of damages that the armor has maximum protection against and use the primary damage reduction. Pr = Projectile, E = Edged, B = Blunt, P = Piercing, N = Energy
Weakness	The types of damages that the armor is weak against and will cause the most damage to the wearer and the armor Pr = Projectile, E = Edged, B = Blunt, P = Piercing, N = Energy
Armor Strength (AS)	The amount of damage the armor can take before the primary damage reduction equals the secondary damage reduction. If this number is 0, the armor has unlimited strength.
Move	The fraction of the characters full movement rate they receive when wearing this armor. These values are cumulative.
Difficulty	Using the proper armor check, the base number of dice needed to roll against the armor check for this armor.
Penalties	Armor can result in penalties to checks based on certain attributes. If the column is marked, the wearer of the armor must add a dice to checks against this attribute. These penalties are cumulative.

Table 17: Armor Attributes

Example Armor

							Penalties				
Armor Name	**DR^1**	**DR^2**	**AS**	**PP**	**Weak**	**Move**	**AGI**	**STR**	**PWR**	**Diff.**	**Rare**
Kevlar Vest	6	2	10	Pr	P	5/6	X			0	1

The Kevlar Vest listed will protect the wearer against Projectile (Pr) attacks and offers up to 6 points of damage reduction against each attack of that type. This means that if the wearer is hit with two projectile attacks that do 10 and 5 damage, they will take a total of 4 points of damage $((10 - 6) + (5 - 5) = 4)$. If the user is hit with a weapon that isn't projectile based, this armor instead offers 2 points of damage reduction to the wearer. This means this if the wearer is hit with two edged attacks

that do 10 and 5 damage, they will take a total of 11 points of damage ($(10-2)+(5-2)=11$). In addition, if the armor does not reduce the damage to 0, the armor strength of the armor will be reduced by 1 point for each hit it lets through (or the amount of the multiplier on a critical hit). In the above examples, the armor would lose one and two points respectively from its strength. When the armor strength drops to zero, the damage reduction for the primary protection drops to the secondary damage reduction value (so the Kevlar Vest would provide only 2 points of protection against projectile weapons) and the armor no longer protects the wearer against other types of attacks. The wearer will either needs to get the armor repaired or replaced to increase its strength. If the armor has a weakness, the armor offers no damage reduction from those forms of damage and always loses strength from the damage.

Stacking of Armor

Armor will stack with each other, obviously within reason. For example, a wearer could wear a Kevlar Vest under a suit of armor to increase their protection against projectile attacks. The movement and stat penalties of armor are cumulative as is the damage reduction of the armor. Since the armor is layered, the first layer will absorb the damage first and, if damage is left, the second layer will absorb it, and so on. If all of the damage is absorbed by a layer, the remaining layers will not be subject to losing strength due to a hit and the wearer would take no damage.

Defensive Skills

Certain skills are to be used on the defensive round, such as the *Dodging* skill. These skills are rolled in response to an opponent performing a specific action. There are also weapon sub-skills that can be used for defensive purposes. A player may opt to roll their weapon skill at the time they are attacked if they have not had an action yet during the round. If a player chooses to do this, this roll will carry over to their action round and the only actions they can perform are one-fourth movement and attacking using the weapon they rolled skill with.

Taking Damage

If your armor does not reduce the amount of damage dealt to you to zero, you take damage. Subtract the amount of damage taken from your current DP total. If your total DP drops below 6, you must roll for consciousness by rolling 1d6. If the result is greater than that amount of DP you have remaining, your character fails unconscious, unless you stress your HEA (or use a stress point) to stay conscious. When a character's DP is 0 or less, they are automatically unconscious.

If a character's DP drops below zero, they are dying and suffer 1 DP of damage per round. When their negative DP is equal to their HEA attribute, they are dead. Undead or non-living beings do not have negative DP and will expire when their DP is lower than 0. When a character's DP is in the negative, healing effects will heal only the minimum possible. For example, a spell that would normally heal 4d6 DP would heal a dying character a total of 4 DP.

Triggered Actions

Players may state an event they think will occur during the combat. In response to the event occurring, they immediately get a bonus attack. For example, a player may say that their character will respond to a specific enemy running away. If that enemy does start to run away, the player will get a free attack on the enemy as he begins to run. His free action may be to grapple him to prevent his escape. The player will only get one free attack in a round and may only state a single event that will trigger a free attack. These triggered actions should be stated along with the character's action on the offensive round of combat and are valid until the player states otherwise or the trigger is no longer valid.

Resistance Checks

A resistance check is a roll to determine if a character is able to fully or partially resist a physical or magical effect. A resistance check is a number of d6 rolled against a specific attribute. If the resulting roll is less than or equal to a characters attribute, the character successfully resists the effect. The result of making a resistance check can be complete avoidance of the effect or can reduce the damage from an effect (like with poison or a magical spell).

In certain situations, a player may want his character to automatically fail a resistance check so that the effect he is resisting occurs. This is possible for all resistance checks except for ones against HEA, CSE, and COM.

Stressing Attributes

A character in a stressful situation may wish to increase their chance of success at the expense on losing a point in an attribute. A single attribute may not be stressing more than once in a single combat and two attributes cannot be stressed at the same time. Stressing can be done outside of combat as well at which time the amount of times a character can stress is not limited, but they can still only stress a single attribute per action. When an attribute is stressed that character loses a point in that attribute after the stressing is resolved, meaning they use the current value of their attribute for the resistance check, for example, and then lose a point in the attribute. With the exception of CSE and COM, all attributes can be stressed to lower a resistance check or attribute check by two dice. The following tables lists the effects of stressing by attribute.

Attribute	RC bonus	First Effect	Second Effect
STR	-2 dice	+10 to hit, +10 to damage on a single attack	
INT	-2 dice		
PER	-2 dice	+2 SU	
CSE	NONE		
HEA	-2 dice	stay conscious	+2 ranks to incant
AGI	-2 dice	+6 to initiative	
PWR	-2 dice	+4 EU	auto overload success
COM	NONE		
WIL	-2 dice		

Table 18: Stressing Attributes

Outside of Combat

Radiation

Radiation can be extremely harmful to living creatures in high doses. Being exposed to low level of radiation will usually not have any lasting effects on a creature but high doses can lead to a variety of health problems and can be fatal. In general, every creature is exposed to a certain amount of background radiation. When the radiation is to the point of being harmful, it will begin giving the creature radiation points. Very slight, but potentially harmful radiation exposure will give the creature 1 point over a period of 1 hour, while more harmful radiation exposure can give the creature 1 or more points per round they are exposed.

When the number of points is equal to the creature's HEA attribute, they get the first symptoms of radiation sickness, when it is double their HEA attribute; they get the next get of symptoms, and so on according to the following table:

Percent of HEA	Symptoms
100% **Minor Exposure** **Threshold 1**	Minor Fatigue and Weakness: can only carry 50% of normal without being encumbered. Movement rate is 75% of normal. Make a 1d6 check against HEA or die in a number of months equal to HEA.
200% **Medium Exposure** **Threshold 2**	Mild Headache, Moderate Fever, Severe Fatigue and Weakness: can only carry 25% of normal without being encumbered. Movement rate is restricted to 25% of normal. Make a 2d6 check against HEA of die in a number of weeks equal to HEA.
400% **High Exposure** **Threshold 3**	Moderate Headache, High Fever, Vomiting, Dizziness and Disorientation: All physical stats suffer a 2 die penalty, can carry nothing without being encumbered, movement rate is reduced to 10% of normal. Make a 3d6 HEA check (including penalties) or die with a number of days equal to HEA.
800% **Lethal Exposure** **Threshold 4**	Severe Headache, Severe Fever, Vomiting, Incapacitation, Shock: Creature is incapacitated and unable to move, 6d6 vs. WIL to remain conscious, 4 die penalty to all physical resistance checks. Make a 4d6 check against HEA (including penalties) or die in a number of hours equal to HEA, if made die in a number of days equal to HEA.
1600% **Extreme Exposure** **Threshold 5**	Seizures and Death: death in HEA minutes

Table 19: Radiation Exposures

Once a creature has reached a threshold, their body is unable to remove radiation points to get below that threshold through natural means. In general, a creature is able to subtract 1 radiation point per hour down to their current threshold level. It will require medical treatment or magic in order to remove further radiation points.

Addiction and Physical Dependence

Some substances in the system can be additive if used to large enough quantities. A character's resistance from addiction to all substances revolves around their WIL attribute. Items that are addictive will have an addiction level; with the least addictive items having an addition level of 1. When an addictive substance is taken, the character will add the addiction level of the substance to their number of addiction points for that substance. If the number of addiction points in any substance equals the character's WIL attribute, they have become addicted to that substance at Level 1. The addiction levels and their symptoms are outlined in the table below. Once an addiction level is reached, the character will remain at that level until their addiction level hits the threshold for the previous addiction level. When the addiction level reaches zero, they are free from the addiction. While addicted, the character must take a number of doses in a 24 hour period times their addiction level. If they miss doses, they suffer the penalties during the next 24 hour period unless they take the entire dosage required for the current period. When taking the substance due to addiction, the character's addiction points will continue to rise in that substance putting them further and further into addiction. Each time that a character rests, their number of addiction points in all substances is reduced by 1. If they are more than slightly addicted, when a character opts to skip a dose of the substance they are addicted to, they must make a check against their CSE equal to their addiction level or they must find and take the dose anyway. This can lead to destructive and erratic behavior at the higher addiction levels. If the character's penalties for HEA reduce it to zero or below, they enter the dying state.

Detoxification can assist in removing some of the withdrawal symptoms when attempting to remove an addiction. When a character goes through detox for a substance, the physical attribute penalties will get removed, but the CSE penalty will remain. If the character takes the substance after detox, the physical penalties will apply again. The check required to miss a dose can a reduced via a support structure or a rehabilitation program. Also, for certain substances, there are other substances that can prevent or reduce the withdrawal symptoms to a more manageable level.

% of WIL	Symptoms
100% Level 1	Must take a single dose of substance per day or suffer a -1 penalty to HEA and STR.
200% Level 2	Must take two doses of substance per day or suffer a –1 penalty to HEA, STR, and CSE for each missed dose, if skipping a dose 1d6 against CSE or must take the dose.
400% Level 3	Must take three doses of substance per day or suffer a –1 penalty to HEA, STR, CSE, and AGI for each missed dose, if skipping a dose 2d6 against CSE or must take the dose.
800% Level 4	Must take four doses of substance per day or suffer a –2 penalty to HEA, STR, CSE, INT, and AGI for each missed dose, if skipping a dose 3d6 against CSE or must take the dose.
1600% Level 5	Must take five doses of substance per day or suffer a –2 penalty to HEA, STR, CSE, INT, and AGI for each missed dose, if skipping a dose 4d6 against CSE or must take the dose.
3200% Level 6	Must take six doses of substance per day or suffer a –2 penalty to HEA, STR, CSE, INT, and AGI for each missed dose and all luck and stress points are unusable, if skipping a dose 5d6 against CSE or must take the dose.
6400% Level 7	Must take seven doses of substance per day or suffer a –3 penalty to HEA, STR, CSE, INT, AGI, and PER for each missed dose and all luck and stress points are unusable, if skipping a dose 6d6 against CSE or must take the dose.

Table 20: Addiction Levels

Home Life

A character that is not involved in an adventure does not just disappear into nothingness. When a character is not out adventuring, they must have a residence somewhere. The cost of a residence varies from city to city, but will generally run between 350 and 800 credits per month. In addition, the cost of food, clothing, transportation, health care, and other things can easily add up to 650 to 1,300 credits per month. The government also takes their cut and there is a 10% tax on all new deposits into an individual's banking account each month that is automatically deducted and goes to the various governmental entities.

If the character has a profession, he may choose to practice it during the days that he is not adventuring. In general, a character can make an amount in credits equal to the base cost of the skill per week when not adventuring, but certain locations may have a bigger need a for skill which will increase the value, while others may have little need reducing the value. A character can use multiple professional skills together for an increase in money. Total the base costs of all of the skills used together to determine the amount made during the week. Skill used together must make sense together, for example the medical and diagnosis skills.

Equipment

Encumbrance

A person can only carry so much equipment around with them before it becomes bulky and begins reducing their mobility and slowing them down. All items are given a class that is a combination of their general weight as well as their bulkiness. The classes of items are as follows:

Class	Equivalent	Description	Examples
UL (Ultra-Light)		An item that weighs very little and can easily be enclosed in ones fist.	ring, pen, coin, fuse, power cell
L (Light)	1 L = 10 UL	An item that doesn't weigh very much and/or fits in the palm of one's hand.	dagger, heavy power cell, handgun, spare parts, grenade
M (Medium)	1 M = 10 L	An item that is somewhat weighty and/or takes up a lot of space, many are also difficult to conceal.	sword, toolkit, long arm, shotgun, large rock
H (Heavy)	1 H = 10 M	An item that is very weighty and/or requires two hands to carry easily.	heavy weapon, unworn armor
UH (Ultra-Heavy)	1 UH = 5 H	An item that is too heavy to be carried by a single person and/or requires multiple people to easily carry.	flight suit, artillery weapon, small nonfunctional robot

Table 21: Encumbrance Weight Classes

In general, a person can carry an equivalent number of medium items equal to their STR attribute. For example, if a character's STR attribute is 13, they can carry 13 medium items, 130 Light items, 1,300 Ultra-light items, 1 heavy and 3 medium items or any combination of such.

When being worn, armor does not count toward the character's encumbrance but does reduce the character's movement rate as dictated by the armor. Anything else worn or wielded by the character does count toward the character's encumbrance.

For every 25% a person is above their maximum encumbrance level, they decrease their movement by one-fourth and gain a die penalty to any STR and AGI checks they attempt while encumbered. These penalties are in addition to any penalties they receive from the armor they are wearing.

Weapon List

Damage Type	Weapon Name	Weight Class	Hands to wield	STR to wield	Damage per Hit	Range Increments			Rate of Use	Reload Time	Ammo Capacity	Difficulty Rating	Rarity Rating	Cost
						Short	Long	Maximum						
THROWN WEAPONS														
P	Adamantine Alloy Throwing Dagger	L	1	6	d4	20	40	120	1	-	-	1	2	160
P	Hypersharp Throwing Dagger	L	1	6	d4+2	20	40	120	1	-	-	2	3	480
E	Adamantine Allow Razor Disc	L	1	8	d6	30	60	160	2	-	-	1	3	480
E	Hypersharp Razor Disc	L	1	8	d6+3	30	60	160	2	-	-	1	4	720
E	Explosive Razor Disc	L	1	8	d6+d10	30	60	160	2	-	-	2	3	640
DAGGERS & KNIVES														
P	Adamantine Alloy Dagger	L	1	6	d4	-	-	-	1	-	-	1	2	160
P	Hypersharp Dagger	L	1	6	d4+2	-	-	-	1	-	-	2	3	480
P	Hot Dagger (Power Cell)	L	1	6	d4+d4	-	-	-	1	1	10	2	4	960
P	Super Cooled Dagger (Power Cell)	L	1	6	d4+d4	-	-	-	1	1	10	2	4	960
P	Electrified Dagger (Power Cell)	L	1	6	d4+d4	-	-	-	1	1	10	2	4	960
BLADED WEAPONS														
E	Adamantine Alloy Sword	M	1	12	d10	-	-	-	1	-	-	1	2	400
E	Hypersharp Sword	M	1	12	d10+4	-	-	-	1	-	-	2	3	1100
E	Hypersharp Great sword	M	2	16	d12+4	-	-	-	2	-	-	2	3	1300
E	Hot Sword (Power Cell)	M	1	12	d10+d6	-	-	-	1	1	15	1	4	1500
E	Super Cooled Sword (Power Cell)	M	1	12	d10+d6	-	-	-	1	1	15	1	4	1500
E	Electrified Sword (Power Cell)	M	1	12	d10+d6	-	-	-	1	1	15	1	4	1500
N	Plasma Sword	M	1	12	d12+6	-	-	-	1	2*	5*	2	5*	5700
E	Chainsaw (Gasoline)	M	2	16	d16+5	-	-	-	2	15	20	2	3	1700
CLUBS														
B	Adamantine Alloy Club	M	1	6	d4	-	-	-	1	-	-	0	2	160
B	Shock Stick (Power Cell)	M	1	6	d4+d6	-	-	-	2	1	15	0	3	800
B	Flame Stick (Power Cell)	M	1	6	d4+d6	-	-	-	2	1	15	0	3	800
B	Cold Stick (Power Cell)	M	1	6	d4+d6	-	-	-	2	1	15	0	3	800
PHYSICAL WEAPONS														
B	Punch	-	-	-	1	-	-	-	1	-	-	0	0	-
B	Kick	-	-	-	1	-	-	-	1	-	-	0	0	-
N	Plasma Claws (Power Cell)	L	1	10	d8+4	-	-	-	1	1	15	1	5*	3800
B	Power Fist	L	1	12	d8	-	-	-	2	-	-	0	3	640
POLE ARMS & SPEARS														
P	Adamantine Alloy Spear	M	2	6	d10	-	-	-	2	-	-	0	2	400
P	Hypersharp Spear	M	2	6	d10+4	-	-	-	2	-	-	1	3	1100
E	Adamantine Alloy Pole Axe	M	2	10	d12	-	-	-	2	-	-	1	4	1900
E	Hypersharp Pole Axe	M	2	10	d12+4	-	-	-	2	-	-	2	4	2500
PROJECTILE FIREARMS														
Pr	Pistol	L	2	8	d8	30	60	180	1	2	6	0	2	320
Pr	Assault Rifle	M	2	10	d12	60	120	480	1	2	40	1	2	480
Pr	Sniper Rifle	M	2	10	d12	200	480	1440	1	2	8	1	3	960
Pr	Shotgun	M	2	8	d12	40	80	240	2	2	6	0	2	480

LASER FIREARMS														
N	Pistol (Self-Powered)	L	1	6	d8	50	100	400	1	0	2	0	2	320
N	Sniper Rifle (Self-Powered)	M	2	8	d10	400	800	3200	1	0	4	1	2	400
N	Pistol (Power Cell)	L	1	6	d8	50	100	400	1	2	15	0	2	320
N	Assault Rifle (Power Cell x2)	M	2	8	d10	100	200	800	1	4	25	1	2	400
PLASMA FIREARMS														
N	Pistol	L	1	6	d10	30	60	120	1	2*	10*	0	3*	800
N	Assault Rifle	M	2	8	d16	40	80	240	1	3*	15*	1	4*	2500
N	Shotgun	M	2	6	d12	30	60	160	2	2*	5*	0	4*	1900
SPECIAL FIREARMS														
*	Sonic Disruption Gun (Power Cell x2)	M	1	10	d8+10	10	20	-	2	2	10	2	6*	11500
HEAVY WEAPONS														
N	EMP Cannon (Heavy Power Cell)	H	2	12	d30*	10	20	40	2	2	5	1	5*	9600
*	Grenade Launcher	H	2	14	*	25	40	60	2	6	6	1	4*	4800
*	Rocket Launcher	H	2	16	d50	100	200	800	-	3	1	2	4*	8000
N	Micro Plasma Cannon	H	2	18	d30	120	240	480	2	6*	10*	2	6*	19000
Pr	Heavy Machine Gun	H	2	16	d12	120	240	960	1/2	10	100	2	4*	2000

(E = Bladed, B = Blunt, P = Piercing, Pr = Projectile, N = Energy)

Adamantine Alloy Weapon: Using adamantine and other metals and incredibly durable and sharp metal has created. When made into a weapon, this metal can cut through the thickest armors.

Auto Guided Weapons: These weapons have a micro guidance system built into them. They gain a +5 bonus to hit and their critical range is 19-20. All thrown weapons can be purchased with an auto guidance module, but it increases the rarity rating by 1 and doubles the cost.

Chainsaw: These fairly primitive weapons have received adamantine alloy blades and can cut quite well. They are difficult to wield and require a lot of skill to use well, but cause extreme amounts of damage. They run on gasoline and take a very long time to refuel if they run out. They consume 1 unit of gasoline each round they are active.

Cold Weapon: Using an embedded energy generator, these weapons chill the blade to extreme temperatures and do cold damage is addition to their standard damage. They take a full round for the weapon to cool down and require a new power call after periods of use. A single charge is used per round, not per hit.

Electrified Weapon: Using an embedded energy generator, these weapons have a constant electrical charge running through them and do electrical damage in addition to their standard damage. They take a full round to build up the electrical charge and require a new power call after periods of use. A single charge is used per round, not per hit.

EMP Cannon: This large two-handed cannon is devastating against electronics. It will effect a 10' radius area and will completely disable all non-intelligent electronic devices that fail a 6d6 WIL check. It will cause damage to intelligent electronics, like robots, but will not damage organic matter (although it could damage all of the electronics they are carrying). These heavy weapons require a heavy power cell to operate.

Explosive Weapon: Similar to grenades, they are generally thrown weapons that explode on impact. Upon exploding, the weapon is destroyed, but deals a significant amount of damage to its target.

Grenade Launcher: A large two-handed gun that fires specially made grenades. The grenades can be any existing type of grenade except plasma, but must be purchased specifically for this gun. The damage is based on the grenade type used, but a maximum damage of 30 should be used when calculating cost.

Heavy Machine Gun: This is a large two-handed machine gun that fires projectiles at a very rapid rate. It takes a bit of skill to use the weapon accurately.

Hot Weapon: Using an embedded energy generator, these weapons heat the blade to extreme temperatures and do heat damage in addition to their standard damage. They take a full round for the weapon to heat up and require a new power cell after periods of use. A single charge is used per round, not per hit.

Hypersharp Weapon: Using a technology to create a edge that is less than 1 micron, these weapon are extremely sharp and take more skill to use than a regular weapon due to the risk of injury.

Laser Weapon: These beam weapons fire a concentrated beam of light at the target. Some have a self-sustaining power source, but can be fired a maximum number of times per round, while others use a power cell. Lasers can be stopped by any type of physical or magical barrier that stops beam or light based effects, as with the Illuminations spell, *Light Wall*.

Micro Plasma Cannon: A "miniaturized" version of the ship mounted plasma cannon; these weapons deal large amounts of damage from a sizable blast of super-heated matter. In addition, they result in 1d10 points of splash damage to everyone within 10' of the target. These weapons are very difficult to get a hold of and are illegal on most worlds. This weapon requires Heavy Weapon skill to operate, but if the user's Plasma Weapon skill is greater than or equal to their Heavy Weapon skill, they can use the plasma sub-skills for this weapon.

Plasma Weapon: These weapon are quite rare, but function by firing super-heated matter at the target. While they do not have ammo, they will overheat after a certain number of continuous shots and will need to be cooled down for the reload time before they can be fired again. Resistance from heat or fire can protect the target from these weapons and results in 1 point of damage reduction for each rank of heat or fire resistance. It will also result in a 1 point per rank damage increase if they are susceptible to heat or fire. Plasma weapons are illegal on many worlds and are generally only carried by military operatives.

Power Fist: These gloves give the user a jolt of energy when punching. This gives their punches devastating effect on their target where a normal punch would do little to nothing.

Projectile Weapon: These weapons fire a physical round at very high speeds and use a physical ammunition source in an easy to reload clip. Each weapon type has a unique clip and they are not interchangeable.

Rocket Launcher: A large shoulder mounted rocket launcher that fires a single rocket a significant distance. They are usually employed to take down heavy armor, but can be useful against a group as the damage has a range of 10' from the point of impact.

Shock Stick: This is a blunt baton weapon that this electrified on a hit by the user. They are difficult to use correctly by untrained people. They use a power cell that must be changed after a number of uses.

Sonic Disruption Gun: A single handed beam weapon to fires a wave of extremely high frequency sound at a target. The sonic energy can basically ignore armor while ripping apart flesh and has significant impact against organic targets. Against electronic targets, it does not get its +10 to damage bonus. They require two power cells to function. These weapons are quite rare and illegal on most worlds.

Heavy Weapons

Heavy weapons are by their very nature heavy, both in the damage they deal and their weight. They can do devastating damage, but they require two hands to use and cannot be used at all while moving. They follow the standard *Encumbrance* rules.

Weapon Costs

The cost of a weapon is based on its damage rating and its rarity. Generally, the cost is based on the following formula:

$$Cost = Max\ Damage \times 2^{Rare} \times 10$$

The higher a weapon's rarity rating, the more difficult it is to obtain. Items with a rarity above 4 are generally restricted to military personal and can be difficult if not impossible to find on the open market. Items that have an asterisk next to their rarity are illegal and must be purchased in the underground.

Using Weapon Skills

The difficulty of a weapon is the base number of dice that needs to be rolled against the appropriate weapon skill before adding in the dice for sub-skills. If the difficulty rating is 0, no additional dice are added. For example, if a weapon has a difficulty rating of 2 and the sub-skill calls for a 1 die check, it would require a 3 die weapon check with the particular weapon you are using. If it called for a 3 die check, it would require a 5 die check with that particular weapon.

Global weapon sub-skills

Quick Draw is used to draw the weapon from a sheath, holster, or other easily accessible location quickly in order to aim and fire it on the same round. This action requires the user to roll 2d6 against their weapon skill.

Quick Attack is used to increase the number of attacks the user gets in a round of combat. The user rolls a number of dice equal to the "Rate of Use" of the weapon for each additional attack they wish to make in a round.

Precise Attack is used to increase your chance of hitting the target. For each dice, the user receives a +2 bonus to a single attack roll.

Lethal Attack is used to increase the damage on a successful hit to the target. For each dice, the user adds 2 to the damage on a successful attack.

Effective Attack is used to both increase accuracy and damage on a target. For each dice, the user gets a +1 bonus to a single attack roll and adds 1 to the damage if that attack hits.

Quick Load allows the user to rapidly reload a weapon that requires additional ammunition or a new power source. For every two dice made against this skill, the user can take one round off of the reload time for the weapon. For example, if a weapon has a reload time of 2, a 4 die check would allow the user to reload the weapon and attack with it in a single round.

Melee weapon sub-skills

Parry is used to block an opponent's attack. When you roll against your weapon skill, you may allocate some dice to parry incoming attacks. Each dice will block a single melee attack except for a critical hit. For the opponent, the act of parrying an attack automatically counts as a hit for the purposes of interrupting attacks.

Dodge is used to dodge an opponent's melee attacks. When you roll against your weapon skill, you may allocate some dice to dodge incoming attacks. Every two dice will dodge a single melee attack, which includes a critical hit. For an opponent, the act of dodging an attack automatically counts as a miss for the purposes of interrupting attacks. You can use this sub-skill without having your weapon available, but it will still count as your full action for the round.

Long Arm sub-skill

Deadly Attack allows the user who takes 3 rounds of aiming to increase the critical range of his weapon by 1 per 2 dice made on the skill check. Thus with a 6 die skill check, the shot would critically hit on a 17, 18, 19, or 20.

Shotgun sub-skill

Area Attack allows the user to attack a 5' by 15' area with the weapon. Doing so requires a 2d6 check and additional such attacks may be added for another 2d6. Thus a 6d6 check would grant 3 **Area Attacks**. The user then rolls an attack (firearm modifier is not added to this roll) which is compared against all creatures ranged defense values to judge if it is a hit is made on each one. This attack cannot critically hit, but on an unmodified attack roll of 20 all targets are successfully hit regardless of ranged defense value.

Laser sub-skill

Reflective Shot allows the user to bounce laser beams off of a highly reflective surface to shoot around corners or off other people's armor. When attempting to reflect a shot, it requires a 1d6 check against this skill and incurs a -8 penalty to hit. Each additional die rolled will reduce the penalty by 2. So, on a 5d6 check vs. the skill, this allows the user to reflect their shots without penalty. When this check is rolled it applies to all attacks made during the round.

Plasma sub-skills

Overload allows the user to overload their weapon to create a massive discharge of energy. For each 1d6 rolled in this skill, the multiplier to damage increases by one on a successful hit. For example, if the player makes a 4d6 check versus their skill, they would get a 5x multiplier on a successful hit. This is not without risk and if an unmodified attack roll of 1 occurs, the weapon explodes dealing standard damage to the user. For the purposes of overheating, this consumes the number of shots equal to the multiplier. *This skill does not work with Heavy weapons.*

Hot Shot allows the user of the weapon to fire a plasma weapon even if it is in the overheated state. If the user rolls 2d6 versus their skill, they may fire a single shot with their overheated weapon, if they roll 4d6 versus their skill, they may fire a single shot and still get credit for a round of cooling. This is not without risk and if an unmodified attack roll of 1 occurs, the weapon explodes dealing standard damage to the user.

Projectile Ammunition Types

For projectile weapon, different types of ammunition can be purchased the weapon. These types of ammunition have different effects in addition to their damage.

Ammo Type	Description
Anti-Mage	These rounds have a terisium tip and are specially designed to drain the spell units from a target. If an opponent is damaged the round, they will begin to lose 2 elemental units per round until the bullet is extracted. This effect is cumulative for each round damaging them.
Armor Piercing	When used against an armored opponent, the weapons damage is effectively doubled for the purpose of getting past armor. The opponent will take all damage that gets past the armor up to the total damage rolled. Against unarmored opponent, this ammo can fully penetrate a target's body and the shooter can roll an attack on anyone standing within 5' of the target at a -10 penalty to hit. On a hit, this attack does ½ damage and cannot be a critical hit.
Blank	This type of ammo will fire normally but will release no projectile. As such, they will cause no damage to a target.
Explosive	These rounds will explode after impact with a target. If an opponent is damage by the round, they will cause an additional 1d6 points of damage. If the round does not penetrate the armor, no additional damage is done.
Hollow Point	These rounds expand when they damage on opponent. The damage from these rounds is effectively halved for the purpose of getting past armor, but if an opponent takes damage, the damage is increased by 50%.
Non-lethal	These are a non-lethal form of ammunition that will stun an unarmored target. On a successful hit against an unarmored opponent, they will take a single point of damage and must make a 4d6 vs. WIL check or be stunned for 1 round.
Radioactive	These rounds contain a low level radioactive compound within the tip of the bullet. If the opponent takes damage from a round, they will get 1 radiation point per round until the bullet is removed. This effect is cumulative for each round damaging them.
Tracer	These rounds emit light as they travel so they can be followed as they move. This allows for the gives the shooter a +2 bonus to hit after a missed shot on a relatively stationary target.

Weapon Attachments

In addition to the base weapon, attachments can be purchased for a weapon to give them certain bonuses. This table lists common attachments for the various firearms.

Attachment	Cost	Effect
Basic Scope	100	Lose one attack to reduce range penalties by 5.
Advanced Scope	500	Lose one attack to reduce range penalties by 10.
Sniper Scope	1500	Lose two attacks to remove all range penalties.
Night vision scope	500	Allows the user to see target in the dark and reduce penalties
Laser Dot Target	150	+2 to all attack rolls, but easier to spot
Silencer (Projectile Only, No Shotgun)	150	-2 to all attack rolls, but more difficult to spot
Flashlight	25	Can see in the dark in front of gun, easy to spot.

Table 22: Weapon Attachments

Weapon and Armor Repair

Weapons and armor can get damaged for a variety of reasons. Technicians have maintenance skills that are useful in repairing firearms, armor, and other weapons that may require it. If the Technician has the proper toolkit, repairing a weapon or armor requires a 2 die check against the maintenance skill in addition to the difficultly of the weapon. So, if a weapon has a 1 difficulty rating, it would require a 3d6 maintenance check to perform basic repairs on the weapon.

Paying for the use of Skills

Sometimes the party doesn't have someone that can perform a particular skill that they require to do something, like repairing a weapon. The standard price obtain the use of a skill follows this formula:

$$Cost = \left(\frac{Skill\ Base\ Cost}{10} \times 2^{number\ of\ dice}\right) + (cost\ of\ supplies \times 2)$$

After paying the cost, no dice need to be rolled, as the professional hired will succeed at that job for the cost paid. Finding someone that is better than highly trained (3 dice) requires searching, although big cities typically have professionals that can perform skills at the Expert level (4 dice). Anything beyond expert can be extremely difficult if not impossible to find.

Grenade List

Grenade Type	Range S	Range L	Delay	Rad.	Dmg	Resist	Effect	Cost	Rare
Anti-Mage	25	50	1	10’	0	5d6 PWR	Lose 6d6 EU	100	4*
Ball O’ Death	25	50	0	5’	2d6*	4d6 HEA	none	25	2
Concussion	25	50	1	10’	6d6*	4d6 HEA	none	35	3
Dynamite	20	40	3	5’	1d6	4d6 HEA	None	15	2
EMP	25	50	1	15’	1d6	4d6 WIL	Disables electronics for d3 rounds	25	3
Fragmentation	25	50	1	20’	4d6	none	none	25	2
Plasma	25	50	1	15’	4d6*	4d6 HEA	No RC if stuck to target	150	5*
Poison Gas	25	50	1	25’	2d6	4d6 HEA	none	25	3
Revocation	25	50	1	5’	0	special	Attempts to revoke spells	500	5*
Smoke	25	50	2	60’	0	none	Create Smoke Cloud	20	2
Sonic	25	50	1	50’	2d6	4d6 HEA	Cause deafness for d3 rounds	100	4*
Sting	25	50	1	15’	1d4	4d6 WIL	Stuns targets for 1 round	40	3
Stun	25	50	0	15’	0	5d6 PER	Blinds targets for 1 round	30	2
Tear Gas	25	50	1	15’	0	4d6 HEA	Blinds targets for d6 rounds	35	2
Thermite (Incendiary)	15	30	0	0	8d6*	5d6 HEA	burns most substances	50	4*

*Damage is fire or heat based

Anti-Mage: Using a mixture of magic and technology, these grenades disrupt elemental units. Upon detonation, a wave of anti-magic energy will absorb elemental units within the area. If the mage makes the RC, the number of units lost is halved.

Ball O’ Death: These grenades are somewhat squishy, about the size of a baseball and are quite simple to use. Simply give them a hard squeeze and toss them at your target. They explode on impact and their radius is small enough so there isn’t much danger of catching yourself in the blast. They are usually stored in a hard case when not actively being used to prevent accidents.

Concussion: These grenades are designed to damage using explosive power alone. They affect a smaller area and are considered more offensive than Fragmentation grenades because they are less likely to damage the thrower.

Dynamite: While this is not technically a grenade, it can be thrown like one. The delay on dynamite varies and can be changed by length of the fuse. Each stick of dynamite will increase the radius by 5’ and the damage by 1d6. The maximum radius for dynamite is 20’ and the maximum damage is 10d6.

EMP: This grenade delivers a low-level electromagnetic pulse which can temporarily disable electronic devices.

Fragmentation: These grenades function by throwing shrapnel into the radius. These grenades are usually considered defensive weapons because they have a significant chance of causing damage to the thrower if they aren’t in heavy cover. Any target within the radius that is in cover will take less damage based how much cover they have.

Plasma: This grenade will stick to the target if a 20 or higher is rolled on the missile attack. It explodes into super-heated plasma which can cause heat damage to all within the radius. If the grenade sticks to the target, they do not receive an RC to decrease the damage (though they still get fire or heat resistance if they have it).

Revocation: These grenades were created in response to an abundance of magic items during wartime. They send out a very concentrated wave of anti-magic energy that can disrupt active spell effects within the radius. The result is equivalent to a rank 9 elemental revoke spell being cast on the entire area.

Smoke: These grenades are designed to screen an area so that the thrower is more difficult to see. This can be used with thermal vision devices to give the thrower an advantage over his opponent. They cause no damage to the targets and simply release smoke within the radius over a 4 round period. The smoke will generally last for a minute, but can dissipate faster in windy or rainy conditions.

Sonic: This grenade unleashes a blast of sonic energy that will tear through organic matter. All organics within the radius must make the RC for ½ damage as well as to avoid being deafened for d3 rounds. Non organics automatically take ¼ damage and are not deafened.

Sting: This grenade is a non-lethal form of the fragmentation grenade. They release rubber balls within the radius which can damage and stun unarmored targets.

Stun: These grenades, more generally known as flash bangs, are designed to temporality disorient a group of targets to give the thrower and his allies the upper hand. While not technically impact, they have an extremely short delay to allow for surprise. They function well in enclosed area, but not well in more open areas. If a target within the radius is in full cover, they are not subject to the effect.

Tear Gas: These grenades are designed to temporary incapacitate a group of targets. Upon detonation it will take 3 rounds to fill the radius with tear gas and anyone caught in it must make the resistance or be blinded for d6 rounds. The gas will generally last for a minute, but can dissipate faster in windy or rainy conditions.

Thermite: While not technically an impact grenade, these grenades are generally not meant to be thrown distances and have a very short delay. They result in very extreme heat at the point of impact that can cause intense burns and can melt through all but the most heat resistant objects.

Armor List

Armor Name	DR[1]	DR[2]	AS	PP	Weak	Move	Penalties AGI	STR	PWR	Diff.	Rare	Cost
Kevlar Vest	6	2	10	Pr	P	5/6	X			0	1	
Inertial Barrier Armor	15	5	5	Pr	N	½	X			1	3	
Superconductive Armor	8	2	10	N	-	½	X		X	1	4	
Energy Shield	20	0	0	N	-	1				0	5	
Force Field Generator	-	6	15	-	-	2/3	X			1	4	
Adamantine Alloy Plate	5	2	10	E, P	N, Pr	1/2	X	X	X	0	2	
Enforcer Armor	12	5	15	Pr, N	P	2/3	X			1	4*	
Light Power Armor	10	4	15	N,E,B,P	-	3/4			X	5	4*	
Medium Power Armor	15	8	25	N,E,B,P	-	3/4			X	10	5*	
Heavy Power Armor	20	12	40	N,E,B,P	-	3/4	X		X	15	6*	

(E = Edged, P = Piercing, B = Blunt, Pr = Projectile, N = Energy)

Kevlar Vest: This vest contains tightly woven synthetic fibers that have a very high tensile strength that is able to slow projectiles so they will not penetrate the vest. They have lesser protection against edged, blunt, and energy based weapons, but do not provide any protection against piercing attacks.

Enforcer Armor: This is standard issue armor for the enforcers of the law. It is actually a composite armor combining multiple different armor technologies into a single suit. It is very effective against most firearms while not as effective against melee weapons. This armor has a very distinctive and is only issued to enforcers.

Adamantine Alloy Plate: Full plate armor made from hardened adamantine alloy. It provides decent protection against melee attacks, but little to no protection against firearms. In addition, it is someone difficult to move in and carries significant penalties. On the other hand, this type of armor is quite easy to find and relatively cheap.

Inertial Barrier Armor: This armor is able to generate a barrier that will nearly halt high velocity projectiles and slow down lower velocity weapons. It will provide no protection against plasma or laser weapons though. The armor has a self sustaining power source that is said to be the armors weakness as it contributes to the low strength of the armor.

Superconductive Armor: This armor is built using special materials that can conduct energy and heat keeping it from the wearer. As such it is protects the wearer from plasma and laser weapons while providing a slight amount of protection from all other sources.

Energy Shield: An energy shield typically worn on the belt and activated during a combat situation with the push of a button. They will generate an invisible shield around the wearer that provides a lot of protection from energy based weapons. The shield will last for minute after being activated and must be exchanged for a new one after use (it costs 50% the cost with an exchange).

Force Field Generator: This armor generates an energy field around the wearer that will absorb damage from all types of weapons. It has no strengths or weaknesses but once it is damaged it offers no protection at all to the wearer.

Item List

Item	Cost	Rare	Size
Ammunition / Item Components			
Ammo, Pistol (Box 100)	100	2	M
Ammo, Assault Rifle (Box 100)	250	2	M
Ammo, Sniper Rifle (Box 50)	350	2	M
Ammo, Shotgun (Box 50)	100	2	M
Heavy Power Cell	250	3	L
Power Cell	25	1	M
Gasoline	100	3	M
Rockets (Box of 3)	100	4	H
Equipment			
Communicator, Clear Channel	50	1	L
Communicator, Encrypted	250	4	L
Data pad	500	3	L
Gas Mask	100	4	L
Infrared Goggles	1000	4	L
Night vision Goggles			L
Invisibility Suit	1500	5	M
Life-form Scanner	350	3	L
Medical Supply Kit	100	2	L
Plasma Key	100	5	UL
Portable Medic	750	4	L
Binoculars, Range Finding	150	3	L
Binoculars, Standard	50	2	L
Robotic Luggage	100	2	H
Translator	500	3	L
Camera, Digital	250	3	L
Camera, Video	500	3	L
Radio Scanner	150	4	L
Duct Tape	10	1	L
Handcuffs, Adamantine Alloy	100	4	L
Handcuffs, Steel	25	3	L
Flares (pack of 2)	10	2	L
Flashlight	25	2	L
Laser Torch	500	5*	L
C4	250	4*	L
Jetpack	5000	6*	H
X-Ray Visor	500	5*	L
Holographic Disc	25	3	UL
Robotic Scout	2000	4	UH
Magnetic Field Generator	1500	5	H
Toolkits			
Spare Parts	10	1	L
Toolkit, Aircraft Repair	100	1	M
Toolkit, Armor Repair	150	2	M
Toolkit, Chemistry	150	2	M
Toolkit, Demolitions	300	3	M
Toolkit, Disguise	250	4	M
Toolkit, Electronics	200	2	M
Toolkit, Firearm Repair	150	2	M
Toolkit, Hacking	250	3	M
Toolkit, Lock picks	150	3	M
Toolkit, Medical	150	2	M
Toolkit, Robotics	200	2	M
Toolkit, Sabotage	300	4	M
Toolkit, Surgical	300	4	M
Toolkit, Traps	350	4	M
Robotic Components			
Advanced Light Array	25	1	M
AI Core, Advanced	450	3	M
AI Core, Highly Advanced	900	4	M
AI Core, Standard	150	2	M
Chrome Plating	50	1	H
Circuitry, Advanced	100	2	M
Circuitry, Ultra Advanced	300	3	M
CPU, Advanced	400	3	L
CPU, Highly Advanced	800	4	L
CPU, Standard	200	2	L
Faraday Box, Advanced	300	2	H
Faraday Box, Simple	100	1	H
Hydraulic System, Advanced	400	3	H
Lifting Arms, Heavy	600	3	UH
Lifting Arms, Light	100	2	M
Lifting Arms, Medium	300	2	H
Lifting Arms, Ultra Heavy	1000	4	UH
Personality Unit	100	1	L
Power Unit, Fusion Reactor	2000	5	UH
Power Unit, Heavy Power Cells	300	2	H
Power Unit, Rechargeable Cells	100	1	H
Robotic Frame, Heavy	600	2	UH
Robotic Frame, Light	100	1	H
Robotic Frame, Medium	300	1	H
Robotic Frame, Ultra Heavy	1000	4	UH
Robotic Shielding, Heavy	600	3	H
Robotic Shielding, Light	100	1	L
Robotic Shielding, Medium	300	2	M
Security Unit	150	2	L
Sensor, Basic	50	1	L
Sensor, Highly Sensitive	200	2	L
Sensor, Sensitive	100	1	L
Speech Recognition Unit	150	1	L
Speech Unit	150	1	L
Task Software*	*	*	N/A

Data Pad: This electronic pad is useful for a variety of purposes including taking notes, looking up information, and doing simple calculations.

Invisibility Suit: This suit, which cannot be easily worn over any advanced armor, will bend light around the wearer making them appear invisible. While standing still, the user will be extremely difficult to see while moving makes the wear a little bit easier to spot. When used in combination with the various sneaking skills, this suit can make the wearer nearly impossible to detect.

Life-form Scanner: This item is used to scan for life forms within a 2,000 foot (1 met) radius. It can pin point the distance and direction to any life form within that radius. Obviously, it cannot be used to detect robots, nor will it detect small creatures or plants.

Medical Supplies Kit: A medical supplies kit contains the supplies needed for a medic to treat recent wounds. Using the proper skill (medical: 2) they have heal a Jaernian 1d6 points of damage that they received from a recent injury. These kits have enough supplies to treat a total of 10 wounds.

Plasma Key: This item is illegal and difficult to obtain, but it is popular among Rogues. It is a "key" the fits into a lock. When the button at the end is depressed, a plasma charge is released melting all internal components of the lock. This key, along with the proper skill, can make quick work of any keyed lock. These keys will function once and then are discarded.

Portable Medic: This expensive piece of handheld medical equipment can perform a variety of medical tasks. Using the proper skill (medical: 2 dice), a doctor can use them to diagnose injuries, perform spot repair on an area on the body as well as inject a local anesthetic. They can heal a Jaernian 2d6 points of damage that they received from a recent injury. They require the supplies from a medical supply kit to function and can heal 10 times off a single supply kit.

Power Cell: A power cell is a universal unit used to power devices, firearms, robots, and armor. They are designed to be easy to replace and will hold a charge indefinitely until it is needed. Once a power cell is used up, it can be recycled, but not recharged.

Robotic Luggage: This sleek luggage will lock onto you and follow you wherever you may go. If they lose you, they will let out a loud shriek so that you will come looking for them.

Toolkit: A toolkit is needed to correctly perform a skill. They contain the proper tools and supplies for performing the skill well. Without a toolkit, performing the skill is more difficult and usually results in a two die penalty to the skill check.

Translator: When turned on, this device will translate most known languages to Paroli. It performs one way translation so the other speaker must also have a translator keyed to their language.

Aircraft

While portals continue to be a popular means of travel between worlds, aircraft are now the primary means of travel on Jaern itself. Pilots have become as important, if not more important, then the Marines of old. This section will detail a selection of aircraft and the mechanics involved with piloting them and using them in aerial combat situations.

Aircraft Attributes

Size is simply the size of the aircraft. Sizes are: very small, small, medium, large, and very large. The size of an aircraft will have impact on its difficulty to hit with a weapon.

DP is the amount of damage the aircraft can take before it is completely destroyed and irreparable.

Shields are the amount of physical shielding the aircraft has. Shields will absorb a certain amount of damage but can be damaged themselves.

Force Fields are an energy field placed around an aircraft that will deflect incoming attacks. Each point of damage deflected will reduce the force fields by a point.

Passengers added to the number of crew are the total number of people the aircraft can hold.

Crew is the full complement of crew member required to operate the aircraft at 100% efficiency. This will include a pilot, gunners, navigators, as well as other crew. This does not include technicians even though larger aircraft tend to keep a few around in case something needs repaired.

Cargo is the number of Ultra Heavy items that ship can safely hold in addition to the equipment the passengers and crew are carrying.

Weapons is a listing of weapons that the aircraft has when purchased and the number of weapons that the aircraft can hold without modifications.

Speed is the maximum number of feet it can move in one minute (a ship-to-ship round).

Turn Speed is the number of rounds it takes the aircraft to make a 180^{o} turn while travelling at ¼ its movement rate.

Max Range is the total number of mets (1 met = 2,000 feet) the aircraft can travel before having to refuel.

Cost is the number of credits required to purchase a new one. A cost of N/A means the aircraft is not available via any legal methods.

Difficulty is the difficult required piloting the aircraft. This is the number of dice that must be rolled against the piloting skill for basic piloting. A difficulty of zero means that it does not require skill to pilot.

Equipment is a listing of equipment that the aircraft is equipped with.

Aircraft Types

Shuttle			
Class	Small Civilian	**Equipment**	A Shuttle is an aircraft designed to carry up to 8 passengers a short distance. It is lightly shielded and normally has no weapons. It is fairly slow, but is quite maneuverable.
Cost	100,000	Autopilot System	
Crew	1	2 Engines	
Passengers	8	Medical Station	
Cargo	1	Navigation Computer	
Difficulty	1	Short Range Sensors	
		Communicator	
Damage Points	250		
Shields	15		
Force Field	0		
Weapons	None (1)		
Speed	3,000	Fuel Cell (6)	
Turn Speed	1		
Max Range	600 mets		

Flight Suit			
Class	Very Small Civilian	**Equipment**	A Flight Suit is simply a wearable suit that allows the user to fly at high speeds. It takes some training to use a Flight Suit, but they are common gear among Pilots. They will not fit over heavy armor and have no ability to carry cargo. Combat with a ranged weapon is possible while flying, but increases the difficulty of flying in the suit and the user would certainly have to slow down in order to target something on the ground.
Cost	10,000	1 Engine	
Crew	1	Short Range Sensors	
Passengers	0	Communicator	
Cargo	0		
Difficulty	2		
Damage Points	50		
Shields	0		
Force Field	0		
Weapons	None (0)		
Speed	2,200	Fuel Cell (1)	
Turn Speed	1		
Max Range	120 mets		

Enforcement Vehicle

Class	Small Military	**Equipment**	These small vehicles carry up to 3 military units whose duty it is to uphold the law. The aircraft is quite well armed and has significant shielding and force fields to deter any craft of similar size from attempting to take it on. It has a small cargo hold for carrying equipment and a separate passenger compartment for prisoners they may pick up.
Cost	N/A	Medium-Range Sensors	
Crew	3	Autopilot	
Passengers	3	Military Communicator	
Cargo	1	3 Engines	
Difficulty	2	Targeting Computer	
		Defense Computer (2)	
Damage Points	500		
Shields	30		
Force Field	200		
Weapons	2 Laser Cannons		
	Disorientation Cannon		
Speed	6,000	Fuel Cell (4)	
Turn Speed	2		
Max Range	300 mets		

Skimmer

Class	Small Ground	**Equipment**	A Skimmer is a short range vehicle that hovers a few feet off the ground. They are fairly common personal vehicles and are fairly easy to pilot. They can also travel over water, but there maximum range is quite short and they need to be refueled every few hours.
Cost	25,000	Short Range Sensors	
Crew	1	Communicator	
Passengers	4	1 Engine	
Cargo	1		
Difficulty	1		
Damage Points	50		
Shields	10		
Force Field	0		
Weapons	None (0)		
Speed	3,000	Fuel Cell (3)	
Turn Speed	1		
Max Range	200 mets		

Speeder

Class	Small Ground	**Equipment**	A Speeder is a variant of the Skimmer that is designed for speed. It can move three times faster than the Skimmer and has slightly more shielding then the Skimmer. To keep the weight in the Speeder down, it is only designed to hold 2 passengers. Because it can move so much faster, it requires more skill to pilot.
Cost	45,000	Mid-Range Sensors	
Crew	1	Communicator	
Passengers	2	1 Engine	
Cargo	1		
Difficulty	2		
Damage Points	50		
Shields	12		
Force Field	0		
Weapons	None (0)		
Speed	9,000	Fuel Cell (3)	
Turn Speed	2		
Max Range	500 mets		

Portal Ship

Class	Small Military	**Equipment**	This small military class aircraft is designed for portal transport. It houses a single portal and no passengers. The portal that is bound to the aircraft usually has significant military importance and the aircraft has two plasma cannons and a force field to protect it. The portals are in separate small ships so that if the portal ever gets breeched, it doesn't compromise a large military aircraft, but these ships are designed to be docked with a larger ship when the portal is needed.
Cost	N/A	Long-Range Sensors	
Crew	2	Autopilot	
Passengers	0	Navigation Computer (2)	
Cargo	1	Military Communicator	
Difficulty	1	2 Engines	
		Targeting Computer	
Damage Points	250	Stealth Shielding	
Shields	50	Cloaking Device	
Force Field	1,000	Self-Destruct	
Weapons	2 Plasma Cannons (2)	Defense Computer (4)	
Speed	6,000	Fusion Reactor	
Turn Speed	2		
Max Range	None		

Transport

Class	Medium Civilian	**Equipment**	A Transport is a designed to carry a large number of people a medium distance. Being a medium sized aircraft, it is more difficult to pilot then the smaller Shuttle. Normally it is unarmed, but it can be customized to carry up to three weapons.
Cost	500,000	Long-Range Sensors	
Crew	6	Autopilot	
Passengers	250	4 Engines	
Cargo	20	Medical Station	
Difficulty	2	Navigation Computer	
		Communicator	
Damage Points	1,000		
Shields	25		
Force Field	0		
Weapons	None (3)		
Speed	25,000	Fuel Cell (20)	
Turn Speed	4		
Max Range	3,000 mets		

Fighter

Class	Medium Military	**Equipment**	This is a standard military fighter aircraft that that is armed with a laser cannon and several missiles. It has light shielding, but does have a force field. It has decent speed, but doesn't have significant range.
Cost	N/A	Long-Range Sensors	
Crew	4	Autopilot	
Passengers	0	2 Engines	
Cargo	0	Ejection System	
Difficulty	3	Defense Computer (3)	
		Targeting Computer	
Damage Points	1,000	Force Field Regenerator	
Shields	30	Self-Destruct	
Force Field	5,000	Military Communicator	
Weapons	1 Laser Cannons (1)	Missile Bay	
	2 Heavy Missiles		
	8 Light Missiles		
Speed	13,000	Fuel Cell (10)	
Turn Speed	1		
Max Range	800 mets		

Barge			
Class	Large Civilian	**Equipment**	A Barge is an aircraft designed specifically to transport cargo. It is lightly armored and is usually armed with a single laser or plasma cannon to fend off anyone attempting to pirate. It is not extremely fast or very maneuverable, but it does not have to refuel because of its fusion reactor.
Cost	400,000	Long-Range Sensors	
Crew	6	Autopilot	
Passengers	10	4 Engines	
Cargo	500	Navigation Computer	
Difficulty	2	Communicator	
Damage Points	1,500		
Shields	25		
Force Field	0		
Weapons	1 Laser Cannon (1)		
Speed	8000	Fusion Reactor	
Turn Speed	8		
Max Range	None		

NEED MORE AIRCRAFT

Purchasing Aircraft

Civilian aircraft are available for purchase new at the cost listed with the aircraft. Using the proper negotiation techniques, dealers may be able to be talked down up to 10% the cost of the craft. In addition, used aircraft are available for significantly less, but most likely are damaged (reduced damage points or shields), have less efficient engines (reduce movement rate), or are lacking weapons or equipment that a new aircraft would have. The character typical has more negotiating room on used aircraft versus new ones as the full condition is unknown unless inspected very thoroughly.

When purchased, aircraft must be licensed at a cost of 1% the purchase price of the aircraft. This fee is charged during the purchase of the aircraft and the only way to get out of this fee is to purchase an aircraft through an illegal dealer which carries significant risk itself as vehicles, especially larger ones, are difficult to hide.

Military aircraft are never available for purchase on the open market, but it is possible, though difficult, to find small and medium sized military aircraft on sale in the underground markets. Usually they are stripped of most military equipment and weapons and cost a great deal. Equipping these aircraft after purchasing them can be a costly endeavor itself and since it is impossible to license these craft, they are illegal nearly everywhere.

Advanced Shielding

In addition to the standard shielding that an aircraft can have, there are additional advanced types of shielding that provide additional benefits to the aircraft.

Shielding Type	Description
Energy Absorbing	This type of shielding will actually absorb the damage from energy based weapons and convert it into usable power. It can absorb an unlimited amount of damage from these types of weapons. This type of shielding is powered and if the power is disabled, so does the functionally of the shields.
Hardened	This type of shielding is hardened to offer additional protection against projectile based weapons. It can absorb double its shield rating against these types of weapons.
Self-Repairing	This type of shielding is designed to repair itself if it gets damaged. When damaged, the shielding will completely repair itself in 2 minutes.
Stealth	In addition to the shielding it provides, it will make the aircraft nearly invisible to sensors. In order for the ship to be seen on sensors, it must be within 1,000' of another aircraft.

Table 23: Advanced Shielding Types

Backup Systems

A backup system is designed to automatically take over when the primary system becomes nonfunctional. Any system can have a backup system, as long as their enough room for it on the aircraft. Generally systems whose failure would be detrimental to the functioning of the aircraft, like the sensors, are popular targets for a backup system.

Cloaking Device

A cloaking device is a very expensive piece of equipment that will hide the aircraft from normal vision. It uses the same basic technology as the invisibility suit, simply on a much larger scale. The device uses large amounts of power and the weapon systems and force field on the aircraft must be disabled to activate this device unless it is attached to a dedicated power source. The aircraft will still be visible on sensors when the cloaking device is active.

Communicators

A communicator allows the aircraft to communicate with other aircraft as well the targets on the ground. Standard communicators send communications in the clear and can be heard by anyone listening, while military communicators can use encrypted channels so they cannot be intercepted. On planets with a global communication relay system in place, communicators function planet-wide, while on a planet that does not have one, they will function within a 25 met range.

Computer Systems

Various computer systems can be installed in an aircraft that will ease the difficultly of using the aircraft and reduce the number of crew members and skill of the crews members needed to efficiently operate the aircraft. The types of computers and their functions are described in the following table:

Computer Type	Description
Autopilot	This computer will fly the aircraft without the pilot. It can also take off and land the aircraft but is of no use in a combat situation.
Defense	This computer will assist with the flying of the aircraft when it is under fire. When in use, it will increase the defense value of the aircraft by 2 per rank of the computer. A defense computer works alongside the autopilot computer, so the aircraft will need both.
Force Field Regenerator	This computer can divert power of other sources, making them non-functional. Each component that loses power causes the force fields to regenerate 10 points per combat round.
Navigation	This computer is used to plot courses and reduces the need for the navigation skill when flying long distances. Each rank of the computer decreases the number of dice rolled in navigation by the rank.
Self-Destruct System	This computer system is usually found on military aircraft to prevent them from falling prey to enemies. The system will activate when the ship is below zero damage points or can be activated manually. Once activated, it will explode in 2 minutes or any amount of time below that if activated manually. They are designed to completely destroy the ship and will deal damage equal to the aircrafts maximum damage point total to all with 500' of it.
Self-Repair	The computer can repair damage to aircraft but cannot fix destroyed components. The repairs are very slow and most repairs take over a week to complete.
Targeting	This computer will assist with the firing of the weapon systems of the aircraft. The targeting computer will give all weapons that are capable of firing more than once per round an additional attack each combat round.
Translation	This computer system will provide transparent translation of incoming and outgoing communications with all languages programmed into it. It can support a number of languages equal to its rank.

Table 24: Aircraft Computer Types

Ejection Systems & Escape Pods

Some sort of escape system is usually located on aircrafts that are designed for combat or designed to carry a significant number of passengers. An ejection system will simply eject the target, usually the pilots, from the aircraft and enchants them with a cushion spell to ensure they land safely. An escape pod system exists on large or very large aircraft and contains pods which can be ejected from the aircraft that can hold around 20 people each. The pods themselves are cushioned from impact protecting the people inside.

Electrical System

The electrical system on an aircraft is fairly standard and is recharged by the engines. This system is used to power the computers, force field, weapons, communicators, and most other equipment that an aircraft may have with the exception of the engines. If this system fails, all of these other systems will be unusable until the electrical system is restored.

Engines The type of engine that an aircraft has determines the speed and maneuverability of the aircraft. Engines come in a variety of shapes and sizes but are generally specific to the aircraft or aircrafts they are designed for. An engine requires a fuel source, which is generally a type of fuel cell that uses magically infused powered terisium to power the engines. The engines will use the magical energies for power and, when depleted, the fuel cells will need exchanged for charged fuel cells. In place of fuel cells, some aircrafts use a fusion reactor which can power an aircraft indefinitely. Obviously, the engines are not compatible between these types of fuel sources and a fusion based engine is typically 10 times the cost of a fuel cell based engine.

Larger aircrafts can have multiple engines that are used together for maximum speed. If one of the engines is damaged or destroyed, the speed of the aircraft is reduced relative to the amount of power it provided. For example, if the aircraft has 3 engines and 1 is destroyed, the ships movement is reduced by one-third.

Hidden Weapons Bay A hidden weapon bay holds a standard aircraft weapon but is not visible until it is activated by the pilot or weapon controller. These are typically installed on existing aircrafts after they are purchased and offer a degree of surprise to anyone attempting to attack the aircraft.

Jamming Device A jamming device is illegal on nearly every world, but works to jam the sensors of all aircrafts attempting to detect within the area. It does this by sending out false signals on various frequencies that, along with the real signal, are read by the sensors as background noise and discarded or interpreted as dozens or hundreds of different aircraft. Either way, the intent is to hide the aircraft from other aircraft sensors. Usually an aircraft with a defense computer will realize that a jamming device is being used, while other aircrafts will simply not detect the aircraft in question or any other aircraft within 1,000’ of it.

The result of a jamming device makes all aircraft within 1,000’ invisible to sensors taking away any bonuses an attacking aircraft receives from computer assistance, like a targeting computer. A defense computer of rank 4 or higher can decode a jamming device by studying it for 10 minutes by picking out the randomized jamming data from the actual sensor data.

Medical Station A medical station is common on civilian aircraft designed to carry passengers. They can be used like a portable medic to relieve pain, fix minor injuries, and deal with other minor medical problems. They cannot perform advanced medical procedures nor diagnose the user’s condition

Missile Bay A missile bay on an aircraft gives the aircraft 3 weapon slots on the aircraft that can hold only missiles. Multiple missile bays can exist on an aircraft.

Sensors

An aircraft's sensors allow it to detect other aircrafts around it. Without sensors, the pilot can only see aircraft in front of them and the computer systems and autopilot cannot see them at all. Sensors have various ranges as outlined on the following table:

Size of Aircraft	Short Range	Medium Range	Long Range
Very Small	1000'	1 met	5 mets
Small	2 mets	5 mets	10 mets
Medium	5 mets	25 mets	50 mets
Large	5 mets	25 mets	100 mets
Very Large	5 mets	25 mets	100 mets

Table 25: Sensor Ranges

Aircraft Weapons

Damage Type	Weapon Name	Weapon Slots	Damage per Hit	Range Increments			Rate of Use	Reload Time	Ammo Capacity	Difficulty Rating	Rarity Rating	Cost
				Short	Long	Maximum						
N	Force Cannon	1	500*	1000	2000	8000	-	2	1	2	4*	9000
Pr	Hull Shredder	2	4d6 x 10	600	1200	4800	-	1	1	4	5*	15000
N	Laser Cannon	1	4d6 x 2	3200	6400	25000	1	-	-	1	4	10000
N	Rapid Fire Laser	1	2d6	800	1600	6400	1/4	-	-	1	4	8000
N	Missile, Heavy	½	2d6 x 15	2400	4800	19200	-	-	-	2	4	4000
N	Missile, Light	¼	2d6 x 3	1200	2400	9600	-	-	-	2	3	1000
N	Missile, Plasma	1	2d6 x 30	2400	4800	19200	-	-	-	2	5*	9000
N	Particle Beam	1	4d6 x 6	400	800	3200	2	-	-	3	4*	10000
N	Plasma Cannon	1	4d6 x 4	800	1600	6400	2	2*	5*	1	5*	12000
*	Sonic Cannon	2	4d6	100	200	800	3	-	-	2	6*	50000
Pr	War Cannon	1	4d6 x 2	1600	3200	12800	1	3	6	2	4	8000
*	Anti-Missile Charges	⅛	0	100	-	-	1	-	-	0	3	200
*	Disorientation Cannon	1	0	400	800	3200	2	-	-	3	5	4000

Anti-Missile Charges: These charges are meant to confuse the guidance system of a missile in an attempt to make it miss. They are basically short range jamming devices that disrupt the ability for the missile to detect the aircraft. They result in a -8 when rolling if a missile hits an aircraft. If the aircraft has a defense computer, these are deployed automatically; otherwise they need to be deployed on the sub-phase prior to the missile hitting the aircraft.

Disorientation Cannon: A disorientation cannon sends a large anti-gravity wave at the target that is not affected by force fields or shields. On a successful hit, it causes no damage to the aircraft itself, but puts the aircraft into a spin disorienting it. It requires two extra die of piloting (or a rank 4 defense computer) to quickly recover (you only lose the next sub-phase of action) from this attack and an autopilot system takes two full minutes to recover from this attack. While the aircraft is disoriented, attacks are made at an additional -10 penalty (which also applies to missiles fired when they roll to hit) and the aircraft will continue in a straight line at its current speed until control is recovered.

Force Cannon: A force cannon fires a large burst of ionizing energy at a target which tricks the force fields into expending large amounts of energy for defense but does no actual damage to the aircraft itself. They are used to bring down the force field in order to use other ship weapons.

Hull Shredder: A hull shredder works more on the shotgun approach and fires a large number of projectiles at a target that can do massive amounts of damage. The main drawback is they require a long time to reload and can only be fired once every minute.

Laser Cannon: A laser cannon fires bursts of super concentrated light at its target that can rip holes through the thickest of metal.

Rapid Fire Laser: This weapon fires large laser bursts at a rapid speed. The weapon will fire once per sub-phase without skill and each die made in Aerial Weapons skill will grant 4 additional attacks (one on each sub-phase). A targeting computer will grant an additional 4 attacks per round. The down side of these weapons is that they cannot damage ships with more than light shielding.

Missile: A single use missile is usually fired to finish off a target when their shielding and force fields have been nearly depleted.

Particle Beam: A particle beam generates a stream of charged particles that strike the target at near the speed of light causing significant amounts of damage.

Plasma Cannon: A plasma cannon fires a large ball of super-heated plasma at its target burning anything it touches including the shielding of an aircraft. Like there smaller counterparts, they can be fired a certain number of times before they enter a cool down period.

Sonic Cannon: A sonic cannon is a very large, short range weapon. It ignores both the force fields and shielding of an aircraft and can make very short work of smaller aircrafts.

War Cannon: A war cannon fires large shells at a target which can pierce through armor. Upon a successful hit to an aircraft, the shielding of the aircraft (unless it has protection against projectile weapons) will be reduced by one-fifth of the total damage rolled.

Aerial Combat

The aerial combat system is similar to the regular *Combat* system with some modifications.

Initiative

Unlike in normal combat, initiative is not rolled. The ship that is moving fastest always goes first, if this is tied, the ship with the highest turning speed, if this is tied, then roll initiative between the tied aircraft, with player bonuses having no impact on the roll.

Length of a Round

In Aerial Combat, the length of a round is one minute instead of 4 seconds.

Action Phase

The action phase is broken into four sub-phases of actions corresponding to one-fourth of the ship's current movement rate. Starting with the ship that is currently travelling the fastest, the first sub-phase begins with each ship determining their movement and action for this part of the phase. It then proceeds to the second sub-phase, the third, and finally the fourth.

Moving

In combat, ships will move one-fourth of their current movement rate each sub-phase. The movement rate of a ship is constant for the entire combat round and can only be changed during the end of the round. A ship will normally be moved in a straight line and if a ship wishes to turn, they must look at their turn speed. This is the number of sub-phases it takes for the ship to turn a full 180˚. So, if the ship is turning 45˚, it will take the ship ¼ of its turn speed to accomplish this.

Aircraft Collision

It is possible for aircrafts to collide with each other either intentionally or via an accidental miscalculation. The damage taken by both aircraft is based on their speed at the time of impact and their relative sizes. Force fields and shielding on both aircrafts will reduce the damage done to the particular aircraft. If a force field on either aircraft absorbs all of the damage from the impact, the aircraft that was on the collision course will simply stop directly in front of the aircraft that it would have collided with and neither aircraft will take any damage because there was no impact.

The damage from the collision is calculated based on the speed of the colliding aircraft. The base damage is based on the collision speed according to the following table. If the aircrafts are moving apart, you should use the difference between the two speeds. If the aircrafts are moving toward each other the colliding aircraft will take damage based on the speed of the other aircraft while the aircraft being hit will take damage based on the speed of the colliding aircraft. The table shows the base damage that will be caused by the collision which is modified by the size difference between the two aircrafts with the smaller aircraft always taking the base damage and the larger aircraft taking the modified damage.

Speed of Collision (ft / min)	Base Damage
0 – 500	1
501-1000	1d6
1001-3000	6d6
3001-6000	6d6 x 2
6001-9000	6d6 x 4
9001-12000	6d6 x 8
12001-18000	6d6 x 16
18001-25000	6d6 x 32
25001+	6d6 x 64

Table 26: Aircraft Collision Damage

Smaller Aircraft	Larger Aircraft	Modifier
very small	small	.75
very small	medium	.50
very small	large	.25
very small	very large	.10
small	medium	.75
small	large	.50
small	very large	.25
medium	large	.75
medium	very large	.50
large	very large	.75

Table 27: Aircraft Collision Modifiers

An example is if a small aircraft with the speed of 5,000 collides head on with a medium aircraft moving 2,000. The small aircraft will take damage based on the speed of the medium aircraft or 6d6 dice of damage. The medium aircraft will take damage based on the speed of the small aircraft or 6d6 damage times 2. The medium aircraft, being the larger aircraft of the two, will modify the damage by .75.

Using Weapons

While moving, an aircraft can fire its weapons at another aircraft. Some weapons have a Rate of Use, which is the number of dice someone with the Aerial Weapons skill must make for additional attacks with the weapon. When attacking for the first time with the weapon, the skill check is made and the attacks are split among the remaining sub-phases. If the aircraft has a targeting computer, weapons capable of firing multiple times per round get an additional attack automatically (which would happen on the third sub-phase if no additional attacks are given). The character firing the weapon will roll 1d20 and may add in their firearm modifier to the attack on. They then add all bonuses and subtract all penalties to obtain their “modified attack roll.”

When rolling to hit a target the following bonuses and penalties apply:

target is a very small aircraft	-10 penalty to hit
target is a small aircraft	-5 penalty to hit
target is a medium aircraft	no penalty
target is a large aircraft	+5 bonus to hit
target is a very large aircraft	+10 bonus to hit
speed difference < 50	+5 bonus to hit
speed difference > 1000	-2 penalty to hit
speed difference > 2500	-5 penalty to hit
speed difference > 5000	-8 penalty to hit
speed difference > 9000	-15 penalty to hit
range is 0 to short	no penalty
range is past short to long	-10 penalty to hit
range is past long to maximum	-20 penalty to hit

Table 28: Aerial Combat Bonuses and Penalties

Missiles

A missile that is fired will travel a distance equal to its short range per sub-phase and does not suffer from range penalties. They have built in guidance systems which will lock onto a selected target when they are fired. The actual roll to hit a target is rolled when the missile impacts with the target, not when the missile is fired. If the target is within the short range of the missile, the roll to hit occurs the same sub-phase it is fired. The missile should be tracked during flight and weapons, including other missiles, can be used to destroy the missile. A successful hit on a missile regardless of damage will destroy it. For the purposes of attacking a missile, it is considered a very small aircraft that is mobile with a speed equal to its short range times 4.

Defense Values

The defense value of an aircraft is mainly based on the pilot or computer flying it. An aircraft that is moving will get a base defense value of 3. If the aircraft has a defensive computer, the aircraft's defense value increases by 2 for each rank of the defense computer. A pilot can also manually pilot the aircraft and the aircraft will receive 1 defense for each die of piloting skill the pilot makes taking into account the difficulty level of the aircraft. If the pilot has the *Stunt Piloting* skill, he may use it to instead add 3 to the defense of the aircraft for each die made. This skill can only be used on aircrafts as large as medium. These skills can be rolled during the resolution phase when altering the speed of the aircraft.

aircraft is mobile	+3 to defense value
aircraft has a defense computer	+2 to defense value for each rank of computer
aircraft is being manually flown by a pilot	+1 to defense value for each die of piloting
aircraft is being manually flown by stunt pilot	+3 to defense value for each die of stunt piloting

Table 29: Aircraft Defense Values

Taking Damage

An aircraft can have multiple layers of protection against incoming fire. A force field will absorb all damage that would be done to an aircraft until it is depleted. Each point of damage will decrease the

force field by a point. After a force field is depleted, the shielding will give the aircraft damage reduction equal to the amount of shielding. If damage still remains, it is taken by the aircraft itself reducing its damage point total. The damage is done to the aircraft itself and does not affect any of the ship's systems, like the engines.

Once an aircraft's damage points reach 50% of its maximum, the aircraft must roll 1d20 and consult the system column of the *Aircraft* Critical Hit Table. If the aircraft rolls an effect on the table, it occurs, but no extra damage results from this roll.

Critical Hits and Misses

When rolling any attack roll, an unmodified attack roll of 1 is an automatic miss regardless of any modifiers that may apply to the roll. On an unmodified attack roll of 20, a chance for a critical hit exists. In this case, calculate the modified attack roll and if it is a hit, then it is a critical hit and the opponent must roll percentile dice on the critical hit chart associated with ship-to-ship combat. If the modified attack roll would not normally be a hit, it is counted as a regular hit causing the weapon's normal damage. Remember that *Luck Points* can be used to alter these rolls.

Disabling Aircraft

An aircraft that reaches zero damage points or less is disabled. If it has a self-destruct mechanism, it will normally activate at this time. The aircraft is basically so damaged that is can no longer stay in flight and will crash to the ground. From a high enough altitude this could kill everyone on board, but most aircrafts have a safety system to prevent casualties in the event of a crash. If the aircraft reaches its maximum damage points in negative damage points, it will explode killing everyone on board.

End of Sub-Phase

The combat actions in each sub-phase are simultaneous. If an aircraft reaches zero damage points during the sub-phase they will still get a combat action during that sub-phase because damage is assigned at the end of the sub-phase.

Resolution Phase

At the end of the action phase, all of the ships have the option of adjusting their speed. Normally they can increase movement to up to twice their current speed, or reduce their speed to up to ½ their current speed. Some aircraft have the ability to quickly accelerate or quickly slow down and this will affect these numbers. This all occurs simultaneously so ships cannot respond to each other's changes in speed.

Nomads

Nomads of present day are significantly changed from the Nomads of the past. They are no longer solitary peoples, but have integrated themselves quite tightly into society. They were isolated for so long that they have become a very human like race and have shed their need for a guardian spirit and now have a permanent link to the Kurago. Characters of the Nomad race are the only ones that can prepare Nomadic incants.

Missions

When a Nomad first starts out, they take on one of the four missions: Keeper, Destroyer, Seeker, or Saboteur. This mission determines which incants the nomad can purchase at base cost and which incants he must purchase at double cost (three times and four times cost if not a background Nomad).

Keeper

While the Nomadic people have changed significantly over time, a Nomad with this mission attempts to keep the old ways alive. They are generally the most proficient in medical techniques as well as other types of "medication."

Destroyer

A Nomad with this mission seems to always know the best way to blow something up. They commonly carry around various types of explosives and tend to be a bit overzealous in their efforts to destroy things. Their mission revolves around destroying old inefficiencies in order to clear the way for newer, more efficient ones.

Seeker

A Seeker's mission is to rid of the world of wrong and is the most combative of the Nomad missions.

Saboteur

The Saboteur's mission is, quite simply, to cause problems. They believe that while technology can be very useful, it can also create its share of difficulties. A Saboteur may play the part of another background or another nomad mission in an attempt to gain the trust of others so they can wreak their havoc.

Spiritual Units

When a nomad prepares an incants, he draws a certain amount of energy from the Kurago. This energy is referred to as Spiritual Units or SU. The amount of energy that he can draw from the Kurago is equal to twice his HEA attribute.

Regaining SU

Spiritual Units are regained by resting. A nomad will regain a number of SU equal to one-fifth of their HEA attribute plus their PER attribute after 8 hours of rest. When an incant is prepared, the Spiritual Units used to prepare it are stored in the incant and cannot be regained until the incant (all doses if multiple doses are created with a single ritual) is used or destroyed. SU from permanent incants cannot be regained until the incant's effect ends, typically from the focus object being destroyed or the seal removed.

Preparing an Incant

In order for a Nomad to prepare an incant, he must perform a ritual. The time it takes to perform the ritual is listed under each incant. As a nomad makes incants at higher ranks, it takes more time to prepare them. The amount of time of it takes to perform the ritual must be continuous and any disruption of the ritual will require the Nomad to restart the ritual from the beginning. In addition to the ritual, an incant will require a number of ingredients which the nomad must purchase beforehand. Most incants simply have a cost in credits to acquire these ingredients which are easily available from various sources. Some incants have special ingredients which are listed separately. These special ingredients are more difficult if not impossible to find on the open market. In addition, some incants have a skill associated with them. Typically, the skill is used to increase the power of the incant and is rolled upon completion of the ritual.

Once the ritual has been completed, the ingredients used during the incant are consumed. The Nomad subtracts the rank of the prepared incant from his SU total. Instead of allotting SU to an incant, the nomad may choose to spend XP instead. If the nomad chooses to spend XP, the nomad spends XP equal to the incant's base cost times the incant rank. This is normally done when preparing permanent incants so that the Nomad can regain the SU required to create them.

Types of Incants

Seals

To prepare a seal, the nomad slowly draws the seal in the air in front of him. The seal drawn by each nomad is unique in design, but seals contain certain aspects that can be recognized by any nomad that has purchased that incant allowing them to determine what a particular seal does. A seal, once created, houses the spiritual units put into the incant and until the seal's duration expires or the seal is removed, the spiritual units put into the seal cannot be regained by the nomad.

Bombards

A bombard is an incant that is placed into a small, easily breakable container. They follow the standard rules for thrown items and will shatter on impact activating the incant. Once a bombard is created, it will last indefinitely. The spiritual units will remain in the bombard and cannot be recovered until the entire set of bombards created is used.

Powders

A powder can be spread over an area, object, or item, or it can be thrown. A powder can only be thrown 5 feet in any direction and does not require a roll to hit a target. When a powder is created, it will last indefinitely. The spiritual units will remain in the powder and cannot be recovered until the powder is used.

Potions and Gels

A potion, which can also be called a draught, dram, elixir, or tonic, must be consumed to be activated. A gel, lotion, or salve must be applied directly to the skin, unless stated otherwise, to be activated. Both potions and gels will last indefinitely or until they are activated or destroyed.

Focal Objects

Some incants result in a focal object, like a ring, amulet, or staff. These objects house the spiritual units for the incant. As long as the incant is in effect on the object, the spiritual units will remain on the object and cannot be recovered. The incant will end after the duration expired, if there is one, or the focal object is broken.

Invocations

An incant that does not result in a seal or object is considered an invocation. An invocation draws spiritual units from the nomad upon completion and the spiritual units are not recoverable until the effect of the incant ends.

Using an Incant

Incants do not require a Nomad to maintain contact with them, but typically a Nomad will not let an incant he prepared out of his sight because some of his SU is permanently tied to the incant. It is common knowledge that the easiest way to limit a Nomad's power is by stealing his incants and storing them away so that his SU cannot be regained.

Incants that have been prepared can be used by anyone and do not require the Nomad that made them be present unless the incant states otherwise.

Disenchanting Incants

The original nomad that created an incant can disenchant it, removing the spiritual units tied it, by spending a single spiritual unit. In the case of bombards, powders, potions, and focal objects, the items revert to standard items that have no effect. In the case of seals and invocations, the effect of incant stops. A nomad cannot disenchant the effects from item based incants as the effects do not require spiritual units to remain active. The act of disenchanting an incant takes a full round action.

Sabotaging

The *Sabotage* skill is designed to reduce the effectiveness of equipment in order to slow down a group and give them a disadvantage in combat, all without them realizing it before it is too late. There are many methods that a Nomad can use to sabotage equipment and they outlined in the following table:

Effect	Works On	Result
Decreased Movement	Robots, Aircraft	Each die in sabotage will lower the movement rate of the target by 5%
Decreased Range	Aircraft, Weapons	Each die in sabotage will decrease the maximum range by 5%. For a weapon it will also decrease the short and medium ranges by 5%.
Decreased Accuracy	Weapons	Each die in sabotage will result in the weapon having a -2 to hit.
Decreased Damage	Weapons	Each die in sabotage will result in a -1 to all damage rolls
Decreased Damage Absorption	Armor, Aircraft, Robots	Each die in sabotage will decrease the armor or shielding damage reduction by 10%.
Decreased Strength	Armor	Each die will decrease the strength of the armor by 10%.
Bad Readings	Aircraft, Items	Every two dice will increase the number of skill dice required to use the item by 1.
Prone to Misfire	Weapons	Every two dice will increase the chance of an automatic miss by the weapon. So, with a four die check, the weapon would miss on a 1, 2, or 3 automatically.
Power Hungry	Weapons, Robots	The weapon or robot will use 1 + the number of dice rolled times power meaning it can fire less on a power cell or operate for a decreased amount of time.
Unstable	Computers, Robots	Every time the computer or robot is used for a task it was designed for, roll 1d20. If the result is less than or equal to the number of dice rolled, it crashes and requires a manual reset to function again.

Table 30: Sabotage Effects

The Saboteur rolls a number of dice against their sabotage check according to the result they wish to obtain. If they do not have the proper toolkit, they must add an additional die to the check. Sabotage involves cutting wires and damaging components to get the desired result and it cannot be reversed except by repairing the item. Once the item is sabotaged, the saboteur will generally not sabotage it again because it can break the item entirely, which is not the goal. For each additional effect the saboteur wants to put on an item, they must roll two more dice then the previous attempt. If they fail any sabotage check, they break the item completely, or the effect becomes completely obvious, such as an aircraft being unable to move or a firearm always misfiring. The saboteur can increase an existing effect on an item by rerolling the sabotage check with additional dice.

Incants

Core Incants	Keeper Incants	Destroyer Incants
Amulet of Magic Protection	Arithmetic Snuff	Controlled Burn
Bond Summon	Brew	Corroding Gel
Dark Transcript	Corpse Ward	Corrosion Bombard
Elixir of Wakefulness	Courage Draught	Degaussing Powder
Green Touch	Deep Sleep	Destruction Powder
Light of Life	Dram of Energy	Disarming Powder
Living Staff	Hangover Liquor	Emblem of Warning
Mist Bombard	Healing Sleep	Explosive Seal
Portal Disruption Powder	Infertility Lotion	Find Weakness
Remove Seal	Love Potion	Fire Bombard
Sleep Bombard	Luck Ritual	Fire Wand
Sleep Draught	Luck Séance	Guiding Hand
Smoke Bombard	Power Seal	Hammer of Destruction
Spirit Barricade	Raz-Beri's Berry Tonic	Living Bomb
Spirit Bombard	Sago Weed	Ornament of Might
Spirit Cage	Ship Seal	Protection Seal
Spirit Call	Stimulant Chew	Radiation Seal
Spirit Guard	Strength Seal	Spirit Flare
Spirit Message	Suppress Pain	Spirit Strength
Spirit Sound	Tonic	Triggered Explosives
Stone Guides	Will Seal	
Third Eye		

Seeker Incants	Saboteur Incants
Acid Salve	Addiction Power
Anklet of Dexterity	Amulet of Deception
Armband of Fortitude	Arthritis Powder
Assimilation	Bond Pain
Breath Gel	Brain Fevers Draught
Crystal Gate	Disabling Powder
Ethereal Salve	Dose of the Itch
Ferret Object	Fear Draught
Fire Salve	Grippe Dose
Gauntlet of Might	Moon Shroud
Headband of Thinking	Pain Bombard
Insight Gem	Powder of Phantasm
Iron Salve	Ring of Likeness
Mirror of the Past	Ring of Subjugation
Moon Boots	Seal of Homing
Moon Crystal	Seal of the Lamprey
Shock Salve	Spirit Guise
Soul Sight	Spirits of Consumption
Spirit Exchange	Tongue Ring
Spirit Seal	Vial of Ill Omen
Spirit View	
Thermal Salve	

Core Incants

Amulet of Magic Protection

Base Cost:	1500
Credit cost:	250 / rank
Time to Prepare:	2 hours / rank
Skills:	none
Special Ingredients:	¼ ounce terisium

When activated, this amulet reduces the effect of magic on its wearer. The wearer takes two dice off any elemental spell that has a rank equal to three times the incant rank or less. The wearer can also take two dice off damage for those spells. Once activated, the incant is effective for a number of days equal to its rank.

Bond Summon

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	bit of target's body

The nomad requires something from the body of the target, like a piece of hair or a fingernail cutting. The nomad creates an effigy of the target with includes the sample. The nomad then calls the target to him. The target must make a check of one die per rank of the incant against WIL, or travel as fast as possible to the effigy.

Dark Transcript

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

The nomad slow draws a seal in the shape of an eye in the air and lures an animal spirit to the seal. He then directs the seal at a target and it appears on their body. If the seal is exposed while the target sleeps, when he wakens images seen by the spirit during his sleep appear in his mind. The spirit can perceive up to 10 feet per rank of the incant and has a PER equal to the rank of the incant. Creating a new Dark Transcript releases any previous animal spirits bound to this incant.

Elixir of Wakefulness

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	none

This bitter potion keeps the target awake and alert. While under the effect of this potion the target will not fall asleep through exhaustion, spells, or tiredness, but can be knocked unconscious by damage. The target stays awake for a number of hours equal to the rank of the incant + 1 for each dice of Medical skill. After that time the target will fall immediately into a deep sleep for the same amount of time (excluding the amount added via Medical skill). Normally, this incant will make a single dose, but for every two dice made in Medical skill, the nomad can use additional ingredients to create another elixir without requiring additional spiritual units.

Green Touch

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Gardening
Special Ingredients:	none

The nomad touches a damaged plant, and it is restored to health. At rank one it will restore a 2' radius area and each additional rank will double the area affected. If the nomad used Gardening while making the incant, the radius is additionally multiplied by the number of dice made in the skill.

Life Light

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes /rank
Skills:	none
Special Ingredients:	blood from target

A small vial is filled with a mixture of silver dust and the blood of a targeted individual. The nomad holds the vial and touches the target during the creation of this incant. The vial begins to glow softly with a silver glow, as long as the target is still alive and target's blood within 50 times the rank of the incant in mets.

Living Staff

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Gardening
Special Ingredients:	none

This incant is produced by the nomad infusing a wooden staff with the power to grow again. When activated by the nomad the staff sprouts branches that surround the staff and the nomad. This growth hides the nomad if a searcher fails a PER check of one die per rank of the wooden staff ritual. The growth remains for 20 minutes or until the nomad commands it to return to normal. The staff must be planted in the ground for 8 hours before it can be used again, this time is reduced 1 hour for each die made in Gardening.

Mist Bombard

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites on contract with the air forming a sparse cloud of orange smoke. The cloud has a radius of 10 feet times the rank of the incant and is subject to wind effects. Anything invisible within the mist is clearly outlined. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard without requiring additional spiritual units.

Portal Disruption Powder

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	¼ ounces of terisium

When this powder is thrown into a portal, the portal will cease to function for a number of hours equal to the rank of the incant. This powder can also be spread into a 100 square foot area which will cause anyone attempting to teleport in or out of the area to make a check against PWR equal to the incant rank to succeed.

Remove Seal

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	none

A nomad uses this incant to remove a nomadic seal from a target. The rank of the incant used must be equal to or higher than the rank of the seal the nomad is attempting to remove. If the seal was originally created by the nomad using this incant, the incant automatically succeeds. Otherwise, each incant rolls its rank in d6. If this incant's total is higher than the seal's total, the seal is removed.

Sleep Bombard

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the power ignites into a dense blue cloud of pleasant smelling smoke. The cloud will fill a radius equal to 5 times the incant rank in feet and is subject to wind effects. All creatures in the radius must make a check against WIL equal to the incant rank or fall asleep for a number of hours equal to the incant rank. Creatures must make the check every round they remain in the cloud. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard without requiring additional spiritual units.

Sleep Draught

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	none

The consumer of this draught must make a check against WIL equal to the incant rank. If they fail this check, they fall asleep for a number of hours equal to the incant rank.

Smoke Bombard

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites into a dense cloud of black, impenetrable smoke that blocks all vision. The cloud will fill a radius equal to 10 times the incant rank in feet and is subject to wind effects. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard without requiring additional spiritual units.

Spirit Bombard

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder produces a cloud of red scintillating smoke Any spirits, elementals, or ethereal creatures in the cloud are clearly outlined by the smoke. The cloud will fill a radius equal to 10 times the incant rank in feet and is subject to wind effects. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard without requiring additional spiritual units.

Spirit Call

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	none

The nomad uses this ritual to call forth a spirit from the Kurago to manifest itself in the material plane. Those present must concentrate on him and not disturb the area with negative thoughts. The nomad spends the time building up the ritual, and then with an enormous effort of will attempts to draw the spirit in question from the Kurago to himself. If the spirit fails a check against WIL of a die per rank of the ritual, or is willing, it is pulled to the nomad and then must manifest itself, either visibly as a ghost, or through sound, or through possession of the nomad. It can remain on the material plane for a number of minutes equal to the incant rank.

Spirit Cage

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

The nomad constructs an enclosed cage or container with no holes or gaps greater than two inches. The rank of the ritual times 3' is the maximum of any dimension of this container. Once complete the cage isolates its interior from the Kurago and any spirit that resides there. A nomad in such a container is isolated from the Kurago and is unable to prepare or use incants while inside it. A spirit possessing a body in the container cannot flee or escape. If the cage is broken, its magic is dispersed.

Spirit Guard

Base Cost:	2000
Credit cost:	500 / rank
Time to Prepare:	2 hour / rank
Skills:	none
Special Ingredients:	part of creature

The nomad slowly draws a seal in the air and call for an animal spirit to aid him. He must have a small piece from a creature of the type he is attempting to call. At the end of the ritual, the seal appears on the nomad's body. Whenever the nomad loses consciousness and the seal is uncovered, the spirit bound to the seal strikes out at the opponent who caused the injury dealing the creature's normal base damage plus 1d6 per rank of the incant. The spirit then remains dormant until the nomad is fully healed at which point it will defend the nomad again.

Spirit Message

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	1 minute / rank
Skills:	none
Special Ingredients:	written message

After preparing a message, the nomad folds the parchment into an aerodynamic shape and being the ritual concentrating on the person they wish to receive the message. The message becomes infused with spiritual energy which guides it at 20 times the rank of the incant feet per round towards the intended recipient. If the recipient is not existent on the plane the nomad is currently on, the message will attempt to navigate it through the proper portals to get to the recipient. If the message cannot be delivered within 2 times the rank of the incant hours, the message will make its way back to the nomad. If the message cannot be sent back to the nomad after 2 times the rank of the incant hours, the message will evaporate into nothingness.

Spirit Snare

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	large quartz crystal

A large quartz crystal is endowed with spiritual magic. Any spirit that touches the crystal must make a resistance check equal to the incant rank in d6 against their WIL attribute or be ensnared within the crystal. Only one spirit can be held in a single crystal and the spirit can only be released by the destruction of the crystal.

Spirit Sound

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	none

Through this ritual a nomad infuses an earring to allow him to hear spirits. When worn the nomad makes a check of 6 minus the rank of the incant in dice against PER. If the check is successful the nomad can faintly hear the nearby spirits.

Stone Guides

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	identical pearls

The nomad gathers a number of nearly identical small pearls. He may use as many pearls as the incant rank plus one. After the ritual is complete, each pearl will glow if it is within 1 met times the rank of the incant from any of the other pearls. The brightness varies from identical pearls barely perceptible when farthest apart, to the equivalent to a candle when they are touched together.

Third Eye

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws a seal in the air resembling an eye and lures an animal spirit to it. He then directs the seal at a target where it appears somewhere on his body. The target is afterward able to see from this eye as well as his normal eyes. The target may see up to 10 feet per rank of the ritual from this new eye. Only one such eye will function. If the Drawing skill was made while preparing this incant, the distance the eye can see is multiplied by the number of dice made.

Keeper Incants

Arithmetic Snuff

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Mathematics
Special Ingredients:	none

When sniffed through the nose, this powder awakens latent areas in the user's brain. Tasks that involve mathematical abilities are made at a die less per incant rank. In addition, the user can add 1 to their missile modifier for each die of Mathematics the nomad made while creating the incant. The incant lasts for 1 hour per rank.

Brew

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Chemistry
Special Ingredients:	¼ oz. terisium / rank

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. If the Chemistry skill was made, the incant will protect against additional lower ranking effects, one per two dice made in the Chemistry skill. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 2 dice. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

Courage Draught

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	100+ year old wine

This mixture endows the user with greater courage to face any task. Fear spells as well as other emotion altering magic have no effect on the target. In addition, all INT checks must be made at 1 die higher than normal. The draught last for 1 hour per incant rank. An unwilling target can make a PWR resistance check equal to the rank of the incant in dice.

Corpse Ward

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	holy symbol

Using this ritual, the nomad focuses spiritual energy into a priest holy symbol. Once the ritual is complete, the object becomes an anathema to undead beings. When the holy symbol is brandished at an undead, it must make a WIL resistance check equal to the rank of the incant or flee from the holy symbol. If an undead successfully resists the holy symbol, the spiritual energy leaves the object.

Deep Sleep

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	blue diamond

The nomad uses this to place him or a willing target into a deep, coma-like sleep from which he cannot be awakened. When beginning the ritual, he decides how long the sleep should last and the target will slowly enter a trance. While the target is sleeping, a blue diamond is placed beside him. In that state, the target will not need food nor drink and very little air. The target ages but a single day for each rank of the incant. The maximum sleep time is based on rank: 1. 1 year 2. 16 years 3. 81 years 4. 256 years 5. 625 years 6. 1,296 years. After specified sleep time is up or the blue diamond is disturbed, the target awakens with no knowledge of events the occurred while in the trance.

Dram of Energy

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	none

This mixture alleviates the fatigue of the user and increases his PER by 1 per rank of the incant. The user will also become agitated and more argumentative. The user suffer a 1 point penalty to all CSE checks, but a successful Medical skill check will reduce this penalty based on the number of dice made in the skill. Once consumed, the incant will last a number of hours equal to the incant rank.

Hangover Liquor

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

This powerful, but deceptive liquid causes effects similar to alcohol. When someone consumes the potion, which can be mixed with other liquids, they must make a resistance check against HEA equal to the rank of incant. A few hours after failing, they will have a severe headache, dizziness, and a general malaise resembling the after effect of excessive drinking.

Healing Sleep

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	none

This ritual lulls a willing target into a deep sleep where they feel no pain. The production time of the ritual begins as the target falls asleep and must continue to the needed amount of time for the rank of the incant. The healing rate of the target is multiplied by the rank of the incant plus the number of dice made in the Medical skill for the purposes of DP recovery only.

Infertility Lotion

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Medical
Special Ingredients:	none

This lotion is applied to a woman's abdomen to prevent her from becoming pregnant by normal means. This effect will last a number of months equal to the rank of the incant and, if Medical skill is used, multiplied by the number of dice made. Normally, this incant will make a single dose, but for every two dice made in Medical skill, the nomad can use additional ingredients to create another dose without requiring additional spiritual units.

Love Potion

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Chemistry
Special Ingredients:	none

This brew directly effects the drinker's emotions and after drank they must make a resistance check against WIL equal to the rank of the incant. If the target fails, he will fall madly in love with the next person he sees of the sex he would normally be attracted to. This state will last for a number of days equal to the rank of the incant plus the number of dice made against the Chemistry skill.

Luck Ritual

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

Through the contact with the spirits, a nomad may improve the flow of subtle forces that surround him and the nearby world. When this ritual is complete, the nomad gains a number of luck points equal to the rank of the incant. These luck points last for a number of hours equal to the incant rank.

Luck Séance

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

The nomad communicates with the spirits and names a task. For a number of hours equal to the incant rank, all luck points used for that specific task can alter a die roll an additional number of points equal to the rank of the incant.

Power Seal

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws a seal in the air and directs it at a target. The seal that nomad drew in the air is placed on the target's forehead and for a number of hours equal to the incant rank, the target's PWR attribute is increased by 2 points per incant rank plus 1 point per rank of Drawing skill made.

Raz-Beri's Berry Tonic

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Medical
Special Ingredients:	none

The nomad creates a sweet mixture of various berries. When this mixture is consumed, the consumer gains 1d6 DP per rank of the incant. Normally, this incant will make a single dose, but for every two dice made in Medical skill, the nomad can use additional ingredients to create another potion without requiring additional spiritual units.

Sago Weed

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	special herbs

This is a special blend of rare herbs, some of which are illegal. Once prepared, the nomad can invite up to 3 of his friends to share in smoking the mixture. This will take up at least 1 hour during which time the smoke penetrates the smokers and clears their thoughts of excess emotions, fears, and other mental aberrations. For the following 4 hours, the effected smokers get a 2 point bonus to all CSE rolls per rank of the incant, but are not cumulative with any other CSE bonuses. This will also temporarily clear many mental illnesses from the minds of the effected for the same period of time.

Ship Seal

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Drawing
Special Ingredients:	none

While aboard a target small aircraft, the nomad slowly draws a seal in the air. When the ritual is completed, the seal appears on the floor of the aircraft where the nomad was standing. While active, the aircraft becomes cloaked and requires a PER check equal to 3 plus the rank of the incant to spot. The effect lasts for 30 minutes times the rank of the incant plus the number of dice made in Drawing skill. If the aircraft is ever hit with a weapon, it is revealed and the incant ends.

Stimulant Chew

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

Using this ritual, the nomad is able to create a minty flavored chewing substance. When chewed by a target, the target become less fatigued and is able to stay awake for an additional hour per rank of the incant plus the number of dice made in Chemistry. After the incant has expired, the user must make a resistance check against HEA equal to the rank of the incant. If failed, they immediately fall asleep for at least 2 hours. If made, they remain awake, but are fatigued as they were before using the incant. Normally, this incant will make a single dose, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another dose without requiring additional spiritual units.

Strength Seal

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws a seal in the air and directs it at a target. The seal that nomad drew in the air is placed on the target's forehead and for a number of hours equal to the incant rank, the target's STR attribute is increased by 2 points per incant rank plus 1 point per rank of Drawing skill made.

Suppress Pain

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Medical
Special Ingredients:	none

The nomad inserts thin iron needles in the body of the sufferer (himself possibly), into major nerves leading from an injured body area. He then uses the needles to channel his ritual to the nerve, ordering it to stop transmitting pain to the sufferer's brain. Any check the sufferer must make because of his pain is reduced by one die for each rank of the incant. The effect last for a number of hours equal to the incant, plus, if Medical skill was made, times the number of dice of Medical skill made.

Tonic

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	¼ oz. terisium / rank

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. If the Chemistry skill was made, the incant will protect against additional lower ranking effects, one per two dice made in the Chemistry skill. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 1 die. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

Will Seal

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws a seal in the air and directs it at a target. The seal that nomad drew in the air is placed on the target's forehead and for a number of hours equal to the incant rank, the target's WIL attribute is increased by 2 points per incant rank plus 1 point per rank of Drawing skill made.

Destroyer Incants

Controlled Burn

Base Cost: 500
Credit cost: 50 / rank
Time to Prepare: 30 minutes / rank
Skills: none
Special Ingredients: explosive devices

This nomad performs this ritual on a number of explosive devices equal to the rank of the incant. While performing the ritual, the nomad concentrates on people, items, and objects that he wants to not damage with the explosion. For the next two hours times the rank of the incant, if any of these devices are exploded, any of the people, items, or objects, the nomad concentrated on during preparation are not directly affected by the explosion, though they can still suffer from indirect effects.

Corroding Gel

Base Cost: 500
Credit cost: 50 / rank
Time to Prepare: 30 minutes / rank
Skills: none
Special Ingredients: target material

The nomad prepares this incant using a sample of the target material and forms it into a gel. When the gel is applied to the material, it causes the material to instantly corrode and break apart. If this is done to the weak point of a structure, it can cause the strength of the structure to degrade or even cause a structure to collapse. The amount of corrosion to the material is based on the rank of the incant with rank 1 causing minor corrosion, while rank 6 causes complete corrosion. The amount of gel that can be applied is equal to a 10 square foot area, but must all be used in a single application on a single item.

Corrosion Bombard

Base Cost: 500
Credit cost: 50 / rank
Time to Prepare: 30 minutes / rank
Skills: Chemistry
Special Ingredients: none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder creates a cloud of a corrosive mist. The cloud will fill a radius equal to 10 times the incant rank in feet. Any armor within the area takes damage equal to the rank of the incant. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard.

Degaussing Powder

Base Cost: 250
Credit cost: 25 / rank
Time to Prepare: 25 minutes / rank
Skills: none
Special Ingredients: none

When the nomad toss this powder on a target or spreads it over an item, it will remove any magnetic field, including magically created ones, from the target. Any type of magnetic media will be permanently erased and any devices requiring a magnetic effect to function is stop working. After a minute times the rank of the incant, any active magnetic fields will continue functioning.

Destruction Powder

Base Cost: 1000
Credit cost: 100 / rank
Time to Prepare: 1 hour / rank
Skills: none
Special Ingredients: none

When the nomad tosses this powder into a 5 foot radius times the rank of the incant area, all exposed electronic devices within the area become complete destroyed requiring expert repair. Electronics devices that have a consciousness take 2d6 points of damage for each rank of the incant and can attempt a resistance check against HEA equal to the rank of the incant for half damage.

Disarming Powder

Base Cost: 250
Credit cost: 25 / rank
Time to Prepare: 15 minutes / rank
Skills: Chemistry
Special Ingredients: none

The nomad throws or sprinkles this powder on an active delayed explosive device, such a grenade or bomb. The nomad must then make a check against INT equal to 7 minus the rank of the incant. If successful, the explosive device is disarmed and becomes completely inert. The incant will normally work on a single explosive device, but if the nomad makes a Chemistry check while preparing the incant, it can affect 1 additional explosive for every two dice made.

Emblem of Warning

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	gold emblem

The nomad prepares this incant with a gold emblem and performs that ritual. The nomad then hangs the emblem on a door or opening. Anyone that sees that emblem knows that it signifies danger and anyone that attempts to enter the opening the emblem is attached to must make a resistance check against WIL equal to the incant rank. Once the emblem is attached, it cannot be removed or damaged except by the nomad that created it. If, on the other hand, the opening no longer exists, the incant is dispelled.

Explosive Seal

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	1 minute / rank
Skills:	Demolitions
Special Ingredients:	none

The nomad slowly draws a seal in the air and directs it at an item, such as a floor or doorknob. The seal is appears on the item, but disappears to all but the nomad that created it. If the seal is touched, it creates an explosion causing 1d6 points of damage for each rank of the incant to a 10 foot radius per rank of the incant area. Anyone taking damage can make a 4d6 vs. HEA resistance check for half damage. If the nomad makes Demolitions check while preparing the incant, damage is further increased by the number of dice made in the skill in d6. The incant lasts for a number of days equal to the incant rank and when someone takes damage from the seal, they are able to see it.

Find Weakness

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	1 minute / rank
Skills:	Demolitions
Special Ingredients:	none

The nomad places his hands on an object, or area, made of wood, stone, or metal. He may then find the weakest spot or spots (a patch, material imperfection, etc.) in a square area 10 feet per rank of the incant on a side. If no such weakness exists, the ritual will reveal there is none. If the Demolitions skill was made during the preparation of the incant, the nomad can multiply the effective area by the number of dice made in Demolitions.

Fire Bombard

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites into ball of fire the damage anyone in it. The fire will fill a radius equal to 10 times the incant rank in feet and will cause 1d6 points of damage per rank of the incant. Anyone taking damage can make a 4d6 vs. HEA resistance check for half damage. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard. without requiring additional spiritual units.

Fire Wand

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	tungsten rod

The nomad performs the ritual on a tungsten rod. Upon completion, the rod begins glowing, as if on fire. The nomad may touch this rod to an object and cause the fire at the point of impact to become real. If the object is flammable, it will light on fire. Otherwise, it will deal 1 point of heat damage per incant rank to the object per round.

Guiding Hand

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	thrown objects

The nomad performs this ritual on a number of objects to be thrown equal to the desired rank of the incant. For a number of days equal to the incant rank, if any of these objects are thrown, the spirits help guide them to the proper target. In effect, the thrower gets a +2 bonus to their roll to hit for every rank in the incant.

Hammer of Destruction

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	Adamantite hammer

The nomad performs the ritual placing spiritual energy into an Adamantite hammer. Once the ritual is complete, the hammer can be used to destroy beyond repair any one item. The size of the item that can be destroyed is based on the rank of the incant as follows: 1. Ultra-light 2. Light 3. Medium 4. Heavy 5. Ultra-Heavy 6. Non-living being or robot. The nomad must roll a melee attack on the target and if the target has a consciousness, and they can make a resistance check against HEA equal to the rank of the incant. The spiritual magic leaves the hammer after it is used.

Living Bomb

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	living creature

The nomad slowly draws a seal in the air and places it on a living creature that is either willing, or fails a 4d6 resistance check against WIL. When the creature dies, it will explode causing 2d6 points of damage per incant rank to everyone within 20 feet times the rank of the incant. Anyone within the area can make a 4d6 resistance check against HEA for half damage. Only one of these incants can be in effect on a creature at a time.

Magic Destruction Powder

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

When this powder is thrown at a magical effect, it begins to spark and the magical effect must roll a number of d6 equal to the base spell rank. If the total rolled is less than the incant rank times 9, then the magic effect is disrupted. If multiple magical effects exist on a single target, the powder will affect the highest ranking one. If the powder is thrown at a mage that does not have any active spell effects on them, the mage must make a resistance check against PWR equal to the incant rank or lose 1d6 times the rank of the incant in elemental units. If the powder is sprinkled over a magic item, the item must roll against all of the spells on it and any of the spells that fail are permanently dispelled from the magic item.

Ornament of Might

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	small version of item

The nomad acquires a miniature version of the item he wishes to perform this incant on. The miniature version does not have to be made of the same materials, but must have the same shape and look as the original. The nomad then performs the ritual between the miniature and the original object bonding them together. For as long as the incant is in place, it will take 1 plus the rank of the incant times more force to damage the item and 10 times the incant rank more force to break the item. This will also protect the item from destruction via spells and incants. Spells will need to have a total rank (spell plus finesses) of 4 times the incant rank to succeed and incants need to be of a rank that is one higher than this incant to succeed.

Protection Seal

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws the seal in the air and directs it at a target. The seal the nomad drew in the air is placed on the target's forehead. The target is then completely protected from immediate damage from the next explosion they are in the radius of regardless of size and damage. Any side effects of the explosion, such as building collapse or radiation can still harm the target. The seal will remain on the target for a number of days equal to the rank of the incant. For every two dice of Drawing skill made while preparing the incant, the seal will protect against an additional explosion.

Radiation Seal

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws the seal in the air and directs it at a target. The seal the nomad drew in the air is placed on the target's forehead. For each rank of the incant, the seal absorbs 5 points of radiation exposure instead of the target. If the Drawing skill was made while preparing the incant, multiply the amount of absorption by the number of dice made in Drawing. The seal will glow with increasing brightness as it absorbs radiation. The seal will remain on the target for a number of hours equal to the rank of the incant or until it has absorbed its maximum amount of radiation.

Spirit Flare

Base Cost:	100
Credit cost:	10 / rank
Time to Prepare:	5 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

Using this ritual, the nomad creates a flare, that when ignited, will light up an area in a color the nomad chooses when preparing the incant. The number of flares created is equal to the rank of the incant plus the number of dice made in the Chemistry skill and will burn for a number of hours equal to twice the incant rank.

Spirit Strength

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	melee weapon

The nomad performs the ritual on a single melee weapon. After the ritual is complete, a glowing flame appears on the weapon. When the incant of activated, the weapon's wielder is granted additional combat strength by the spirits that increases the weapon's damage by 2 times the rank of incant. The additional strength will last for a number of minutes equal to the rank of the incant.

Triggered Explosives

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Demolitions
Special Ingredients:	fajrovervo flame

The nomad uses a breakable object when preparing this incant as well as some explosives. The nomad then places the explosives in the desired location. When the object used to prepare the incant is broken, the explosives are immediately detonated. The nomad does not have to be on the same plane as the explosives. The rank of the incant determines the amount of explosives that can be detonated using the incant as follows: 1. Up to 3 die explosion 2. Up to 6 die explosion 3. Up to 12 die explosion 4. Up to 20 die explosion 5. Up to 50 die explosion 6. Up to 200 die explosion. If the Demolitions skill is used, the nomad can trigger multiple (1 plus the number of dice in Demolitions skill made) delayed explosions with a single incant, but they all must fit within the total maximum explosion size.

Seeker Incants

Acid Salve

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	akvovervo water

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of acid damage per rank of the incant. If the Medical skill was made, multiply the amount of damage absorbed by the number of dice made in Medical. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Anklet of Dexterity

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	3 hours / rank
Skills:	none
Special Ingredients:	Tiger's paw

The nomad performs the ritual creating an anklet out of the tiger's paw. Anyone who wears the anklet gains a +1 bonus to their AGI attribute for each rank of the incant. Anklets are not cumulative and only the highest rank anklet worn has an effect.

Armband of Fortitude

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	3 hours / rank
Skills:	none
Special Ingredients:	hair from a unicorn

The nomad weaves the hair from a unicorn into a fashionable armband and performs the ritual. Anyone who wears the armband gains a +1 bonus to their HEA attribute for each rank of the incant. Armbands are not cumulative and only the highest rank armband worn has an effect.

Assimilation

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	Mimicry
Special Ingredients:	none

A nomad need not feel out of place after using this incant, because he is able to read subtle physical and mental clues from the strangers about him and adapt to their culture. For the a number of days equal to the rank of the incant, the nomad takes in the culture around him and mimics it to appear that he is not out of place. Observers must make a check against PER equal to the rank of the incant plus the number of dice in Mimicry made during the creation of the incant. After a full day, the nomad picks up on the culture and is able to emulate it as if he had been living there for a few years. After five days, the nomad could be mistaken for a native. After the incant expires, the nomad retains the cultural knowledge as long as he doesn't leave it for more than a month.

Breath Gel

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	aerovervo essence

When this gel is applied to the nose and mouth, it satisfies to user's need to breathe for 1 hour times the rank of the incant. Normally, this incant will make a single dose, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another potion without requiring additional spiritual units.

Crystal Gate

Base Cost:	5000
Credit cost:	2500 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	high purity quartz glass ½ oz. terisium / rank

The nomad, with the assistance of a glassblower if he lacks the skill, creates two glass spheres from the same batch of molten glass. Performing a ritual over them while they cool, links the two spheres to work as a two-way audio-visual gate that can be used to communicate over any distance, including across dimensions. When someone wishes to use a sphere, he touches it and calls out. The other sphere emits a periodic beeping noise, and when it is touched by someone, the two people may see and speak to each other for 2 minutes per rank of the incant. The spheres may be used a number of times per day equal to the rank of the incant. If a sphere is broken, the spiritual magic is released from both.

Ethereal Salve

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

When this salve is applied to the skin, it protects the user from any effect that originate from ethereal creatures. The user can reduce damage by 1 die for each rank of the incant and can also reduce resistance checks by 1 die for each rank of the incant. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Ferret Object

Base Cost:	100
Credit cost:	5 / rank
Time to Prepare:	5 minutes / rank
Skills:	none
Special Ingredients:	none

The nomad touches a person, who then concentrates on an item he has lost within the last 2 days per rank of the incant. If the visualization is clear and the item is within 100 feet per rank of the incant, the nomad hears a sound which will show him the direction and distance to the object.

Fire Salve

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	fajrovervo burnt item

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of fire damage per rank of the incant. If the Medical skill was made, multiply the amount of damage absorbed by the number of dice made in Medical. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Gauntlet of Might

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	3 hours / rank
Skills:	none
Special Ingredients:	Piece of a terovervo

The nomad embeds a piece of a terovervo into a gauntlet and performs the ritual. Anyone who wears the gauntlet gains a +1 bonus to their STR attribute for each rank of the incant. Gauntlets are not cumulative and only the highest rank gauntlet worn has an effect.

Headband of Thinking

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	3 hours / rank
Skills:	none
Special Ingredients:	Griffin feather

The nomad performs the ritual creating a headband. Anyone who wears the headband gains a +1 bonus to their INT attribute for each rank of the incant. Headbands are not cumulative and only the highest rank headband worn has an effect.

Insight Gem

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	3 hours / rank
Skills:	none
Special Ingredients:	perfect sapphire

The nomad embeds the sapphire into an earring and performs the ritual. Anyone who wears the earrings gains a +1 bonus to their PER attribute for each rank of the incant. Earrings are not cumulative and only the highest rank earrings worn have an effect.

Iron Salve

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	draco scales

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of melee attack damage per rank of the incant. If the Medical skill was made, multiply the amount of damage absorbed by the number of dice made in Medical. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Mirror of the Past

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	handheld mirror

The nomad creates a connection to the Kurago to a handheld mirror. The spirits there watch events visible from the mirror. A number of times per day equal to the rank of the incant, the nomad can touch the mirror and concentrate on any event that occurred within the last 2 days for each rank of the incant. The spirits will then show him the event from the perspective of the mirror. There is no audio, and the air spirits can refuse to show the nomad an event, but the spirits must make a check against WIL equal to the rank of the incant to refuse.

Moon Boots

Base Cost:	2500
Credit cost:	250 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	½ oz. terisium / rank

Starting with a well-fitting pair of boots, the nomad displays these under the light of one of the moons and creates this incant. When done, while he wears the boots, and is in the light of the moon they were created under, he is 10% lighter for each rank of the incant. This lets him carry 25% more, move 25% faster, and jump 25% higher than normal for each rank of the incant.

Moon Crystal

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	perfect quartz

Using a perfect quartz crystal of at least 2 inches in size, the nomad prepares this incant by the light of one of the moons. When complete, he can then use the crystal to mesmerize / hypnotize willing subjects. He cannot force information from them, but with their cooperation and if they fail a WIL check equal to the rank of the incant, the nomad can get around magical and spiritual mind blocks and reveal hidden or erased memories. The crystal glows with the light of the moon it was created under while being used.

Moon Sleep

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

This vial is worn on a silver chain around the neck of the nomad. When it is lit by the light of the moon under which it was created, the nomad may roll a WIL check of 7 minus the rank of the talisman in dice. If successful the nomad goes into a deep trance and his body fades into the Kurago. While there, the wearer may not break the trance nor may he be harmed. When the moon no longer shines on the place he was, he returns and regains consciousness. If the WIL check fails the talisman is unusable until the next night.

Shock Salve

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	Vatrole skin

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of electrical damage per rank of the incant. If the Medical skill was made, multiply the amount of damage absorbed by the number of dice made in Medical. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Soul Sight

Base Cost:	10000
Credit cost:	1000 / rank
Time to Prepare:	4 hours / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws the seal in the air and directs it at a target. The seal then appears on both of the target's eyelids. When he closes his eyes he can see any immaterial spirits that are within 10 feet times the rank of the incant. Ghosts, spirits of the Kurago, and elemental spirits can be seen, including any that may be inhabiting another nomadic incant. Creatures that are simply invisible cannot be seen with this incant. If the Drawing skill was made during the ritual, the distance that can be seen is multiplied by the number of dice made.

Spirit Exchange

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

The nomad prepares two potions. When two living creatures drink the potions, it allows them to exchange their spirits with each other. Effectively, the creatures exchange bodies. All mental attributes and memories go with the exchange. If one creature is unwilling, it can make a WIL check equal to the rank of the incant. If successful, the incant fails. The exchange lasts for 1 hour per rank of the incant, and cannot be ended prematurely. If one of the two bodies die while the spirits are exchanged, the exchange will end, spirits returning to their original bodies, and the body will remain dead.

Spirit Seal

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	Drawing
Special Ingredients:	none

The nomad slowly draws a seal in the air which is designed to attract a specific type of animal spirit. At the end of the ritual, the spirit is drawn into the seal and the seal appears on a target's body. Thereafter, whenever the entire seal is uncovered, its owner can touch an object or location, releasing the spirit from the seal and binding it to that spot. They can then concentrate on a specific condition the spirit can understand, such as *A human passes this way*, or *this rock is disturbed*, or *it begins to rain*. When that condition occurs the spirit returns to the owner, and he is aware the condition has been triggered. The target can, at any time, recall the spirit back to him. The target must be within 10 mets plus the number of dice in Drawing skill made or the link to the spirit is interrupted until he returns. The spirit may be set a number of times per day equal to the rank of the incant plus the number of dice in Drawing skill made. Attempting to bind a second scout to a target releases the first. When the sealed target dies, the spirit is released and goes free.

Spirit View

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	target creature

This mixture allows the imbiber to view the world through another living creature's senses. The nomad prepares the mixture with a sample of the creature's hair, feathers, blood, etc. After anointing himself with it, he places himself in a trance, and may then experience what the creature does. He may remain in this trance for up to 30 minutes per rank of incant. Nomads keep birds of prey (noted for their sight) for this very purpose.

Thermal Salve

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	shard of arctic ice

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of cold damage per rank of the incant. If the Medical skill was made, multiply the amount of damage absorbed by the number of dice made in Medical. A single salve of any type may be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank.

Saboteur Incants

Addiction Potion

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	none

When someone drinks this potion mixed with another fluid, he becomes addicted to the other fluid. At the end of each full day he is without the fluid, he must attempt a check against HEA equal to the rank of the incant. If successful the addiction is broken, if failed the subject loses 1d6 DP, having progressively worse withdrawal symptoms based on the incant rank and the number of days of the addiction. For every two dice in Medical skill made during the creation of the potion, the number of checks that must be made to break the addiction that the end of the day increases by 1.

Amulet of Deception

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	lock of victim's hair picture of loved one

With a small locket, the nomad uses a lock of hair from the intended target, and a picture of someone to which the victim is emotionally attached to create this amulet. When the target sees the nomad wearing the unopened locket, and he fails a PER check equal to the rank of the incant, he will believe the wearer to be his loved one. If the PER check is made, or the amulet is destroyed, the deception is revealed and the spiritual energy in the amulet is dispelled.

Arthritis Potion

Base Cost:	750
Credit cost:	75 / rank
Time to Prepare:	45 minutes / rank
Skills:	Medical
Special Ingredients:	none

This potion induces an illness of the joints making movement painful. If the drinker fails a check against HEA equal to the rank of the incant, the victim loses 1 point of AGI per two ranks of the incant. The AGI loss lasts for a number of weeks equal to the rank of the incant. If the nomad made the Medical skill while creating the incant, the length of the loss is multiplied by the number of dice made in the Medical skill.

Bond Pain

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	target sample

The nomad must possess a small bit of his intended target (a lock of hair, a nail clipping, a scrap of skin, etc.). He incorporates this object into an effigy of the target while infusing it with energy. At the appropriate time, he holds the effigy and punches, hits, or stabs it. The target experiences an incapacitating pain, and rolls a check against HEA equal to the incant rank. He suffers this pain each round until he makes his check. He can take no actions while in pain, and after ten rounds of failed checks goes unconscious. After one use the bond with its victim is broken.

Brain Fevers Draught

Base Cost:	750
Credit cost:	75 / rank
Time to Prepare:	45 minutes / rank
Skills:	Medical
Special Ingredients:	none

When consumed, it induces a fever that damages the brain. If the target fails a check against HEA equal to the rank of the incant, he loses 1 point of INT per two ranks of the incant. The INT loss lasts for a number of weeks equal to the rank of the incant. If the nomad made the Medical skill while creating the incant, the length of the loss is multiplied by the number of dice made in the Medical skill.

Disabling Powder

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Sabotage
Special Ingredients:	none

When the nomad tosses this powder into a 5 foot radius times the rank of the incant area, all exposed electronic devices within the area stop working for a number of minutes equal to the incant rank plus the number of dice made against the Sabotage skill. Electronics devices that have a consciousness, can attempt a resistance check against HEA equal to the rank of the incant.

Dose of the Itch

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Medical
Special Ingredients:	none

The only symptom of The Itch is a very aggravating full body rash. If the target fails a check against HEA equal to the rank of the incant, he breaks out in an irritating, painful rash. The target's AGI and PER attributes are lowered by 1 point per two incant ranks for a number of days equal to the incant rank. If the nomad made the Medical skill while creating the incant, the length of the loss is multiplied by the number of dice made in the Medical skill.

Fear Draught

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	none

This liquid attacks the brain and makes its imbiber fear all unknown people and objects. Every time the imbiber meets a person, or is introduced to a new item, he must attempt a check against HEA equal to the rank of the incant. If he fails, he is uncontrollably fearful of it. The effect last for a number of day equal to the incant rank.

Grippe Dose

Base Cost:	750
Credit cost:	75 / rank
Time to Prepare:	45 minutes / rank
Skills:	none
Special Ingredients:	none

This potion induces an illness which is temporarily incapacitating. The nomad administers the potion, and the target must make a check against HEA equal to the rank of the incant. If he fails, he is incapable of performing any actions and must attempt the HEA check every day until successful, at which time they recover.

Moon Shroud

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	silver crescent

The nomad uses a well-crafted silver crescent, at least 2 inches in size, hung on a silver necklace. Taking this out into the light of one of the moons, he falls into a trance concentrating on the moon above and weaving power from the Kurago into the talisman. Afterwards when someone wears this necklace at night under the light of the moon it is aligned to, the talisman makes the user unseen to others who fail a PER check of one die per rank of the talisman. Magical means will still reveal the person.

Pain Bombard

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Chemistry
Special Ingredients:	none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites into a thick yellow smoke that will cause those who inhale it to make a resistance check against HEA equal to the rank of the incant. Those who fail are afflicting with a wracking pain in the lower abdomen and a fierce headache. This causes the afflicted to fall to the ground and remain there unable to cast spells or engage in any kind of activity for a minute per rank of the incant. The gas dissipates normally and will disperse within 2 minutes in open air. Normally, this incant will make a single bombard, but for every two dice made in Chemistry skill, the nomad can use additional ingredients to create another bombard without requiring additional spiritual units.

Powder of Phantasm

Base Cost:	250
Credit cost:	25 / rank
Time to Prepare:	15 minutes / rank
Skills:	none
Special Ingredients:	none

This powder is sprinkled over a circular area of a diameter 10 feet times the rank of the incant. At the time the powder is used, the nomad focuses on an alternative appearance for the area. His static vision becomes visible to all looking at the area. This is only a visual illusion, and is obviously an illusion when in direct sunlight. In other lighting conditions, the vision appears real unless touched.

Ring of Likeness

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	none

The nomad visualizes a particular visage and dress as he prepares this incant. The ring, when worn, makes the wearer appear as what the nomad envisioned. All viewing the wearer may make a check against PER equal to the rank of the incant to break through the illusion. The check should only be allowed if the individual suspects the illusion.

Ring of Subjugation

Base Cost:	3000
Credit cost:	500 / rank
Time to Prepare:	2 hours / rank
Skills:	none
Special Ingredients:	none

When the ring is pierced through the target's skin, it fuses solid and cannot be harmed or removed. Anytime the nomad directs a verbal command at the target, he must perform it, unless he succeeds a check against WIL equal to the rank of the incant. The piercing can only be removed by another nomad using the proper incant.

Seal of Homing

Base Cost:	1500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	Drawing
Special Ingredients:	none

The nomad draws a seal in the air and when the ritual is complete, the seal appears on the target. The seal quickly fades from view of all, except the nomad who can still see it clearly. At anytime the nomad may know the direction and distance to the person he marked, if the target fails a check against WIL equal to the rank of the incant. If the nomad made a Drawing check while preparing this incant, the victim must make additional WIL checks equal to half the number of dice in Drawing made. This incant ends if the victim makes the resistance check three times in a row on three different attempts.

Seal of the Lamprey

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	blood of victim

The nomad draws in the air a seal of a lamprey, leech, or other parasitic creature and applies an amount of the victim's blood to an area of the target's skin. After the ritual, the seal appears on the target's body infusing with the blood. Whenever the blood victim awakens from sleep, he makes a check against HEA equal to the rank of the incant. If failed, the regained DP the victim would receive from rest instead are added to the next regaining of DP from rest by the target. If the Drawing skill was made while preparing this incant, the victim must make addition HEA checks equal to half the number of dice in Drawing made. This incant ends if the victim makes the resistance check three times in a row on three different attempts. Only one seal of this type can exist on a target.

Spirit Guise

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	dead ones jewlery

Acquiring a piece of personal jewelry from one whom is dead; the nomad concentrates on the visage of the dead target. The nomad enters a trance and attempts to draw the dead spirit from the Kurago. If the spirit is in the Kurago and fails a resistance check against WIL equal to the incant rank, a small part of the mind of the spirit remains within the jewelry. Thereafter, for 20 minutes per rank of the incant per day, when the nomad is wearing the jewelry, he may take on the guise of the dead person including their mannerisms and physical quirks, but not their voice, knowledge, or memories.

Spirits of Consumption

Base Cost:	1500
Credit cost:	150 / rank
Time to Prepare:	1 hour / rank
Skills:	Medical
Special Ingredients:	none

This illness of the lungs causes chronic coughing and a general degradation of health. The nomad administers the potion and the victim makes a check against HEA equal to the rank of the incant. If he fails he acquires this eventually fatal disease. He loses 1 point per incant rank of HEA point per month. When he reaches 0 HEA the victim dies. If the nomad used the Medical during the preparation on the incant, the victim also loses a point from their maximum DP for each dice of Medical skill made. If the victim is cured of the disease all of the lost points return to him in two weeks.

Tongue Ring

Base Cost:	500
Credit cost:	50 / rank
Time to Prepare:	30 minutes / rank
Skills:	none
Special Ingredients:	dead ones ring

Possessing a small ring or earring from a person who is no longer, the nomad prepares this incant by piercing his tongue (if it isn't already pierced) and inserting the jewelry. Incanting the ritual, he draws a small piece of the spirit into the ring if it fails a resistance check against WIL equal to the incant rank. While wearing the tongue ring, the nomad can speak in the voice of the dead person for 20 minutes per rank of the incant per day. The wearer does not gain the knowledge, experience or wisdom of the target.

Vial of Ill Omen

Base Cost:	1000
Credit cost:	100 / rank
Time to Prepare:	1 hour / rank
Skills:	none
Special Ingredients:	blood of victim skin from corpse

The nomad combines a small amount of blood of his intended target with skin from a corpse and ground basil in a small vial. The nomad then infuses the mixture with the powers of bad luck. After the ritual, the target is struck with ill omen. In any situation a resistance check is rolled the victim must roll an additional check per rank of the incant. The victim is affected as if the worst of this series of checks was the roll for resistance. To remove this curse, the vial must be destroyed.

Technicians

Technicians have a significant understanding of all things technology related. They are high skilled a repair and maintenance tasks and can improvise repairs when need. While not the best at combat, they are known to build robots to fight in their place or beside them.

Repairing Items

After a certain amount of use or after an unlucky accident, you may find an item that you have is broken and either working less efficiently or not at all. A technician with the proper knowhow can repair broken items to get them working as good as new. In order for an item to be repairable, it must still be in largely intact. An item damaged more than this will either be irreparable or will increase the difficulty of the repair significantly.

In order to repair an item, the technician needs spare parts that he will use to repair the item. For an item work less efficiently, he will need spare parts equal to 10% the cost of the item, for a broken item he will need spare parts equal to 25% the cost of the item. If he doesn't have the proper parts, all is not lost, he may be able to use his improvisation skill to create a temporary fix until he can locate the correct parts.

Once the technician has the correct parts, he will need the proper toolkit for the skill he will be using the repair the item. The most frequently used skills are Electronics, for repairing small electronic devices, Firearm Maintenance, for repairing firearms, and Armor Maintenance, for repairing armor. If the technician does not have the proper toolkit, he will need to add an additional two dice to his attempt to repair an item using an alternate toolkit. (If he doesn't have any tools, he can't even attempt to repair an item.)

The difficulty to repair an item is based on its rarity. The technician must roll 2 dice plus a number of dice equal to the rarity of the item divided by 2 (rounded down). Regardless of success, the process takes a number of minutes equal to 10 times the number of dice rolled. If the technician succeeds at the check, the item is repaired. If the technician fails the check by 5 or less, he fails, but the item remains the same as before and no parts are lost, just time. Failing by 6 to 9, means the technician ruined the parts he was using the attempt to fix the item and the item is broken, even if it was functional before. Failing by 10 or more, means the item is completely ruined and the parts are also ruined.

Inventing

Inventing is the process of creating new items either by combining existing items into better or more efficient items, or by combining various parts to create a new, never before seen item. In large part, the act of inventing involves coming up with a concept item using technology that is currently available and creating a write up of the item. You should determine what parts you will be using and what skills you will need to create this item. For example, if you are trying to invent a new type of electronic device, you will almost certainly need the electronics skill to put the parts together. After you have created the write up of the item, the GM will determine if the item is possible to crease and, if it is, the cost of the parts

required to create the new item. In general, the cost of the parts should be around three times more expensive them purchasing the same item. So, you can determine what you think the street cost of the item would be and multiply that number by 3.

After the Technician purchases the correct parts, he will need to use his skill to create the item. The complexity of the item will determine the number of dice they will need to roll against their skill to create it. The GM will assign a number of dice against the skills required to make the item and the player will roll them one after the other. The player will then roll a number of dice against their invention skill equal to the highest number of dice among the skills they rolled against. Inventing is a slow process involving a significant amount of trial and error. It takes a number of months equal to the total number of dice rolled against all skills to perfect an invention.

If any of the skills are failed, the following results occur: If one of the skills for creating the device fails by 5 or less, then a month's time is lost and the player may attempt the check again without any other penalty. If the check is failed by 6 to 9, then a month is lost and 10% of the parts are ruined, after repurchasing the correct parts, the player may attempt the roll again. If the check is failed by 10 or more, a month is lost and 50% of the parts are ruined, after repurchasing the correct parts, the player may attempt the roll again. If the invention roll fails by 5 or less, the cost of the invention parts increase by 10%; failing by 6 to 9 increases the cost by 25%, failing by 10 or more increases the cost by 50%. The player must attempt the invention check until they succeed or give up because of the overwhelming cost. If the Technician gives up during the invention process, they still must spend 10% of the total cost in parts at the time of giving up. This cost is put into the invention and the parts are lost, but are usable if the Technician decides to attempt the same invention again. These used parts may only be used to cover 25% of the final cost of the invention on future attempts to create the item.

Creating Robots

A technician may wish to create a robot for a variety of reasons. This act involves quite a bit of credits and skill in order to create a robot that will perform well in the field. There are four basic components to a robot that must be present for the robot to function, they are: a robot frame, a CPU, an AI core, and a power source. The technician will add additional components to the robot in order to give it a function.

Robot components consist of the levels of technology represented by the components. There are usually standard, advanced, and highly advanced version of the components. The level used determines the basic stats of a robot with are rolled after the creation of the robot. For example, using a standard CPU will give the robot a single dice when rolling for its INT attribute, while a highly advanced CPU will give the robot 3 dice.

Basic Parts

AI Core	The AI core is the unit responsible for the robot being able to reason and make decisions on its own. This determines a robot's CSE score.
CPU	The central processing unit of the robot determines how quickly the robot can process commands and also how well it can adapt to multiple different tasks. This determines a robot's INT score.

Power Source	The power source of the robot does not directly affect an attribute score, but it will determine who long the robot can function before it needs to be recharged or have its power cells changed.
Robot Frame	This will determine the movement speed, armor rating, and AGI of the robot. The lighter the frame, the better the speed and AGI, but the lower the armor rating.

Table 31: Basic Robot Parts

Additional Parts

Circuitry	While all robots have circuitry, more advanced circuit design can protect a robot from shock and corruption from EMP and magnetic sources. This will help to increase a robot's WIL score.
Faraday Box	A faraday box is designed to protect the enclosed electrical equipment against electric and magnetic fields. This can significant increase a robot's WIL score.
Hydraulic System	The hydraulic system is part of the lifting arms, but an advanced hydraulic system can increase the amount that a robot can lift and carry.
Lifting Arms	Lifting arms allow the robot to lift and carry objects. Robots can be designed with an object that is built into it, but in order to acquire or interact with objects that are not built into the robot; they need a method to do it. The heavier the arms are, the heavier the frame needs to be. The frame weight must match or exceed the arm weight.
Personality Unit	This component part gives the robot a personality when communicating with other. This allows for easier communication with the robot and can avoid some awkward situations. The AI Core can further augment the personality of the robot.
Security Unit	This component part prevents the robot from being tampered with by others.
Sensor	Many different types of sensor exist, for ones that will simply give the robot the ability to see or ones that will allow the robot to detect radiation. These sensors are responsible for a robot's PER score.
Shielding	Shielding will better protect the robot against elemental damage, like hot or cold. This will help to increase a robot's HEA score.
Speech Recognition Unit	This unit allows the robot to understand the language programmed into the speech unit. It does not allow the robot to speak the language itself.
Speech Unit	This unit allows the robot to communication using the language programmed into the speech unit. It does not allow the robot to understand speech itself.
Task Software	In lieu of programming the robot yourself, it is possible to purchase software designed to allow the robot to perform a specific task. The cost of the software is generally indication of how well the robot will perform the task.

Table 32: Additional Robot Parts

In addition to the parts listed other parts, designed for a robot or not, may be used in the construction of the robot. For example, a portable medic or laser torch may be added to the robot so it can perform healing or welding functions. With the proper skill, almost any device or weapon can be incorporated into a robot, but if the device requires skill to use, then the robot must also be programmed with the skill to use the device.

Putting the Parts Together

After the Technician has purchased or otherwise obtained the parts he wishes to use to build the robot, he must put the robot together. In general, this requires checks against his Robotic Construction and Electronics skill depending on the complexity of the robot. The base number of dice for this check is 2 dice while every three additional parts being built into the robot will increase the check by 1 dice. The time it takes to construct a robot is equal to one day per part but additional dice in robot construction can decrease the time by two days per additional dice. The checks must be rolled each day for construction. On a failure of 5 or less, the day is lost and the construction requires an additional day to

complete. On a failure of 6 to 10, mistakes were made that ruined a random component which must be repurchased and causes two days of setback. On a failure of more than 10, there was a large mistake which ruined half of the parts and all days are lost. In order to continue, the ruined parts must be repurchased and the technician must start over again.

Completion of a Robot

Once the robot is completed, a card is created for the robot and statistics are rolled up for it. The number of dice the robot gets to roll for each statistic depends on the quantity and quality of the parts used for that specific stat.

STR	The robot's ability to lift and move heavy objects. The number of dice is based on the quality of lifting arms that the robot was given. 1 = Light, 2 = Medium, 3 = Heavy, 4 = Ultra Heavy. An Advanced Hydraulic System will increase the number of dice by 1.
INT	The robot's ability to interpret commands and alter its purpose. If a robot's INT is low, that means it was designed for a single purpose and can't deviate from that purpose. The number of dice is based on the CPU or CPUs built into the robot. 1 = Standard, 2 = Advanced, 3 = Highly Advanced. A second CPU of the same level can be added to the robot to increase the number of dice by 1. Only one additional CPU can be added.
PER	The robot's ability to perceive the world around it. This number of dice is based on the sensors that are added to the robot. The robot can have various types of sensors and a different PER score will be associated with each different type of sensor. 1 = Basic, 2 = Sensitive, 3 = Highly Sensitive. Up to three sensors of the same level and type can be added to the robot to increase the number of dice by 1 for each additional. If the robot doesn't have any sensors, it cannot perceive the world around it.
CSE	The robot's ability to reason on its own without assistance. The robot with a low CSE score cannot reason and will simply perform a programmatic task without regard for itself or others. This number of dice is based on the AI Core that is built into the robot. 1 = Standard, 2 = Advanced, 3 = Highly Advanced.
HEA	The robot's resistances to elemental damage like heat or cold. This number is based on the amount of shielding that the robot has. The robot starts with 1 dice and the shield will add to the result. +2 = Light, +5 = Medium, +10 = Heavy. Shielding cannot be layered.
AGI	The robot's ability to quickly maneuver. This determines how fast the robot can turn and react. This number is based on the frame used for building the robot. A lighter frame results in a more maneuverable, but less armored robot. Light = 3, Medium = 3, Heavy = 2, Ultra Heavy = 1.
PWR	The robot's resistance to certain magical effects. There are currently no parts to increase the number of dice in this statistic. The robot gets 1 dice; and subtracts 3 from that number to a minimum of 0.
COM	The robot's sleekness and shininess. This is basically how nice the robot looks and doesn't factor in to how the robot functions. This number of dice is determined by various parts that may increase the look of the robot. A standard robot gets 1 dice, but chrome and other items can increase the number of dice.
WIL	The robot's resistance to shock and corruption. This would be, for example, the robots ability to resist EMP as well as data corruption from magnetic fields. This number of dice is determined by the type circuitry used and if a faraday box is used for the robot. The robot starts with 1 die. Circuitry: Advanced +1 die, Ultra Advanced +2 dice. Faraday Box: Standard +1 die, Advanced +2 dice.
DVs	The defense value of the robot is based on the standard statistics (except grapple is based on CSE not WIL).
DP	The amount of DP the robot has is based on the robotic frame and any other armor the robot may have. The DP is the robot is as follows: Light = 4d6 DP, Medium = 6d6 DP, Heavy = 10d6 DP, Ultra Heavy = 16d6 DP.
Armor	The light robot frame provides the robot has the following stats: DR^1 = 2, DR^2 = 1, PP = Pr,E,P, W = N,L. 2 points is added to DR^1 and 1 point to DR^2 for each step up. In addition, Light Shielding will remove the Laser weakness, Medium Shielding will remove the Energy weakness, and Heavy Shielding will add Laser to the PP list.
Resistance	Shielding will give the robot heat and cold resistance at 1, 2, or 3 dice depending on the amount of shielding.
Move	A robot's base movement is 40' per round. Anything that is "Heavy" will decrease the movement by 5' per part and "Ultra Heavy" will decrease the movement by 10' per part.

Modifier	The combat, missile, or firearm modifier is based on the PER of the robot and the robot's programing. Every 3 points of PER (for the robot's highest PER value) will add one to a modifier of the builder's choice. Each dice used to program the robot will add an additional point of modifier of the builder's choice. Task software can be used in place of programming the robot to add modifier.
Skills	The robot can be programmed with various skills that the builder possesses. The builder must roll 1 dice against his computer skill for every 3 points of skill he wishes to program into the robot. The robot can only have skill up to 4 less than his builder. For each additional skill programmed after the first, the builder must add an additional die to his computer skill check.
Language	If the robot has a Speech Unit, it will already have a specific language programmed into it. The robot can speak this language with a skill of 6. If the robot has a speech recognition unit, the robot can understand the programmed language at 6. It should be noted that both units don't have to use the same language.
Duration	The duration of a robot is the amount of time the robot can run continuously before it stops due to lack of power. A fusion reactor will provide enough power for most robots to function indefinitely, although a very large robot may require additional reactors. A Heavy Power Cell Power Unit can use up to two Heavy Power Cells and will run for a number of hours equal to the robot's movement rate per Heavy Power Cell. A Rechargeable Power Unit will run for a number of minutes equal to the robot's movement rate and then must be recharged which will take 25% of its runtime off a standard power source.

Table 33: Robot Attributes

High INT, Low CSE: This robot is a multi-purpose robot, but doesn't have the ability to reason on its own. The robot can be commanded to do a specific task and it will do exactly what it is asked to do, but if the order is at all ambiguous or unspecific, the robot is unable to reason out the logic behind it.

Low INT, High CSE: This robot is a single purpose robot, but it can reason quite well and can determine, for example, friend from foe, or injured person from uninjured person. As such, it can perform its purpose much more efficiently and, possibly, much more safely.

Zero PER: This robot is not able to perceive the world around it. It may be a chair that a user sits in and presses a button to get medical attention, for example. Some robots do not need a PER to be effective.

No or Low AGI: This robot either cannot move or has a very slow turning speed, perhaps due to it being heavily armored or due to design.

Low COM: This robot may not have all of its seams welded or may have loose wires hanging out of it. Regardless of the reason, this robot doesn't look very fantastic, but that doesn't necessarily mean it is a faulty robot.

Robots in Action

Once a robot is completed, it will most likely be put into action by the technician that built it. Robots should be run by the player that is responsible for them, but the GM can intervene can require dice rolls in order for robot to perform specific tasks. For example, if a robot has a low CSE score and is in combat, it will have a difficult time determining friend from foe. As such, the GM may ask for the robot to make a 2d6 CSE check and if it fails make the player roll randomly to determine the robot's target, which may be a party member.

Generally robots will do what they are told, but over a period of time, robots with a high CSE will develop a personality along with a set of morals and possibly a motive that guides their actions. While robots are generally designed to obey, a robot may refuse to do something based on its developed morals or motive. It is even possible for a robot to abandon its master and choose another master or go off on its own. The higher the CSE score that a robot has, the more likely it is to develop in this fashion. In game terms, each robot must make a 5d6 CSE check every month and if it succeeds at this check, the

AI Core has developed a set or morals and possibly a motive for its existence. A GM and the player will decide what these are based on the robots past experiences. For example, if the robot has been part of missions that involved helping other people, he may feel that helping others is a good thing to do, while a robot that has been involved in war and destruction, may be quick on the trigger when confronted with any opposition no matter how non-threating it may be. In general, a robot will develop its morals and motive based on its experiences which will most likely mirror the morals and motives of its master.

Rogues

Rogues are highly skilled in stealth and unarmed and armed combat techniques. They have an extensive list of background skill revolving around deception. They rely heavily on their agility and cunning as opposed to heavy weapon and brute force.

Creating Poisons

The creation and possession of poisons is illegal nearly everywhere and, as such, the art of creating poison is pretty much exclusive to Rogues. Using the skill, a Rogue can create poisons that can damage, paralyze, drain, or outright kill a target. To create any poison, the player will roll a number of dice against the characters skill. The results are based on the extent of success or failure:

Result of Roll	Result
succeed by 10+	10 doses of poison are created
succeed by 5-9	6 doses of poison are created
succeed by 0-4	4 doses or poison are created
fail by 1-5	failure, lose 10% of cost
fail by 6-9	failure, lose 25% of cost
fail by 10+	failure, lose 75% of cost

Table 34: Poison Creation Results

The time it takes to create a poison is equal to the number of dice rolled against the skill in hours and the cost is based on the number of dice rolled against the skill as follows. The poisons created using standard methods have been developed to use easily available ingredients that the Rogue can purchase from nearly any market district within a decent sized city.

# of dice	Cost in Credits
1	10
2	40
3	80
4	160
5	320
6	640
7	1280

Table 35: Poison Creation Costs

To create a poison that simply causes damage, the Rogue rolls a number of dice against his Create Poison skill. He assigns each die to either damage or resistance. Each dice assigned to damage will cause the poison to do an additional 1d6 points of damage. Each dice assigned to resistance will add 1d6 to the resistance against HEA the victim must make for half damage. The resistance check for every damage poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. For damage poisons, it is possible to find rare ingredients that will cause the poison to do more damage. These ingredients will usually cause dice assigned to damage to result in additional poison damage.

To create a poison that causes paralysis, the Rogue rolls two dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every paralysis poison begins at 2d6

against HEA and has a maximum of 6d6 against HEA. The paralysis will last 10 minutes at which point the creature will have to make a die check equal to one less than the original check, if successful, the paralysis effect ends, otherwise it continues for another 10 minutes and the creature must make another check at one die lower again and so on until they succeed.

To create a poison that drain a creatures, the Rogue first chooses an attribute they wish to drain among INT, STR, HEA, AGI, and PER. The Rogue then rolls a number of dice against his Create Poison skill. He assigns each dice to either potency or resistance. Every two dice assigned to potency will cause to poison to drain a single point in the selected attribute from the victim. Each dice assigned to resistance will add 1d6 to the resistance against HEA the victim must make to avoid the drain effect. The resistance check for every drain poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. The drain effect will last an hour and the creature will have to make a die check equal to one less than the original check, if successful, the drain effect ends, otherwise it continues for another hour and the creature must make another check at one die lower again and so on until they succeed.

To create a lethal poison, the Rogue rolls four dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every lethal poison begins at 2d6 against HEA and has a maximum of 6d6 against HEA. If the creature fails the check, they will lose 1d6 DP per round (Resistance to Poison will not reduce this damage) until they reach the dying state at which point they will lose 1 point per round until they are dead.

The following table has some example poisons and the number of dice needed to be rolled against the Rogue's skill, as well as the cost to create them.

Poison Description	Dice	Cost
3d6 damage with a 4d6 against HEA resist for half	4	160
6d6 damage with a 4d6 against HEA resist for half	7	1280
3d6 damage with a 6d6 against HEA resist for half	6	640
paralysis with a 4d6 against HEA resist	4	160
paralysis with a 6d6 against HEA resist	6	640
drain 1 point of STR with a 3d6 against HEA resist	2	40
drain 2 points of HEA with a 4d6 against HEA resist	5	320
lethal with a 4d6 against HEA resist	6	640

Table 36: Poison Creation Examples

The Underground

Many of the activities that a Rogue performs and the items that he tends to carry are illegal in most places. In addition, obtaining certain items can be difficult, if not impossible, to obtain in the open market either due to them being illegal or being rare. The underground is essentially a contact based network of people that can be used to obtain information, weapons, and items that can be impossible to get elsewhere. The *Underground* skill is designed to represent the Rogue's knowledge of the underground and the number and quality of his contacts within it.

The underground is full of questionable and even illegal activities and any character that has a reputation of lawfulness will be shunned by the underground and will have a much more difficult time

obtain contacts. In game terms, this will result in a 2 die penalty to all checks against the Underground skill if the character is currently associated with lawful activities, such as the military or law enforcement. Characters that have been part of a lawful activity previously will be under heightened scrutiny. This will not give them a penalty to the skill check, but will affect the maximum number of dice they allowed to attempt against the skill.

The access that a character can get to underground activities is based on their trust level. To begin with, a character trust level is “neutral,” unless they have a previous lawful background, in which case it is “under scrutiny.” As a character performs more and more transactions in the underground, their trust level will increase, but this can be a slow process. Giving gifts and performing missions for underground contacts is a good way to increase ones trust level in a more expedient manner.

The following table breaks down the activities that a character can perform based on the number of dice in the skill check and the trust level required performing them. The activities ability on this chart are cumulative meaning the higher skill check allow the character to perform all of the activities of the lower skill checks as well.

# dice	Trust Level	Activities Available
1	any trust level	Gather small amounts of information on activities that have nothing to do with the underground. If this information has value and the trust level of the character is "neutral" or less, they will charge for the information based on its value.
2	at least "under scrutiny"	Gather more detailed information on activities that are outside of the underground and small amounts of information on some of the legal, but shady underground dealings. If this information has value and the trust level of the character is "neutral" or less, they will charge for the information based on its value. Ability to purchase and sell goods that are not illegal in any way. Very limited access to underground banking system.
3	at least "neutral"	Gather detailed information on activities that are outside of the underground and a more detailed information of some of the legal underground dealing. Very limited access to information on the mildly illegal activities in the underground. If this information has value and the trust level of the character is "neutral" or less, they will charge for the information based on its value. Ability to purchase and sell goods, including goods that are mildly illegal. Limited access to the underground banking system.
4	at least "somewhat trusted"	Can obtain information on legal subjects at little to no charge depending on the difficult to obtain the information. Increasing access to information on the illegal activities in the underground although nothing of the highly illegal nature. If the trust level of the character is not at least "trusted" there is a charge for this additional information. Ability to purchase and sell goods, including some illegal ones. Most limits to the underground banking system are lifted and it is much easier to access ones money.
5	at least "trusted"	Information on all but the highly illegal activities is available although a cost might apply to information on the more illegal ones. The ability to purchase and sell goods includes most illegal goods (not aircraft or illegal rarity 6+ goods). Complete access to underground banking system.
6	at least "very trusted"	Information on all but the most sensitive information is available although a cost might apply to the highly illegal ones. The ability to purchase and sell goods includes near every illegal good sold which the exception of 7+ rarity illegal good. Access to some of the underground hideouts.
7	at least "underground contact"	All information is available and free of any cost. The ability to purchase and sell goods includes all goods. Ability to perform underground banking transactions for others. Access to most of the underground hideouts.

Table 37: Underground Activities

When this check is rolled and failed, the Rogue spends around 2 hours, but is unable to find a contact that is willing to work with him at the level that he wants to work. He may attempt additional checks against the skill of at the least one dice less if he still desires a lower level activity.

Trust Level

The trust levels follow this progression from least trusted to most trusted: known law person, very untrustworthy, untrusted, under scrutiny, neutral, somewhat trusted, trusted, very trusted, underground contact.

Moving up a trust level in the underground can be a difficult process as they are hesitant to let strangers into their activities. Performing tasks for a contact is usually the quickest way to increase your trust level, but performing a large number of transactions can increase your trust level as well. In general, you will need to perform the *Underground* skill at the maximum possible level in several occasions for your trust level to be able to move up at all. If a character ever drop sin trust, rebuilding that trust can be that much more difficult

When a character is at the trusted level, they gain a 1 die bonus to checks against the *Underground* skill. When a character is at the underground contact level, they gain a 2 die bonus to any checks.

Purchasing and Selling Goods

When purchasing from the underground, the cost of goods depends on the trust level of the purchaser and not the number of dice made on the skill roll. If a good is legal, the cost of the good is always around twice the price as on the open market, although a very trusted or higher character can purchase them at street price. At neutral, illegal goods cost 6 times their normal price and that number decreases by 1 for each trust level above neutral a character is.

When selling to the underground, the price paid is based on the cost of the item on the open market and they will only purchase items that you have access to. For legal goods, they will generally pay ¼ the cost on the open market. For a very trusted or higher character, they will purchase goods at ½ the open market price. For illegal goods, they will generally pay the street price listed for the item, but for a very trusted or higher character, they will pay street price plus 50% for the item.

There is no currency used for underground transactions as it requires a government license to be able to use the credit based banking system. If you have an underground banking account, you may use it to purchase goods and receive money for your sold items. Otherwise, you are expected to sell goods to the value of the goods you are purchasing.

The types of goods available for purchase typically depends on the size of the city the Rogue is attempting to purchase from and the level of law enforcement. In a large city with lax law enforcement, most anything can be purchased, but as the law enforcement increases, the ability to large items and items of higher rarities decreases. In general, a city with a mediocre law enforcement (as is usual) will carry on penalties, cities with better law enforcement will add 1 or 2 dice of difficulty to the skill check against *Underground* for purchasing and selling goods; cities with little or no law enforcement can generate a 1 or 2 die bonus.

Hideouts

The hideout locations in the underground are shifting constantly as to avoid law enforcement. In order for the Rogue to know the current hideout location, he must find out from a contact as, as such, must roll a check against his skill. Only the most trusted people are given this information. The first tier hideouts are typically place to hide until the heat from some activity dies down. A Rogue can remain here for up to two weeks and while nearly always avoid discovery by anyone that is not very trusted within the underground. The second tier hideouts are reserved for important underground individuals and their locations are only known by a selected few. They are very well hidden and have method of escaping a city unnoticed, such as a tunnel or teleportation device. A Rogue can remain in a tier two hideout for up to six months and can avoid discovery from all but a selected few high level underground people.

Banking

An entire underground banking system was created in order to avoid the extensive governmental tracking of credits. The system created for the underground, while not entirely illegal, is targeted by law enforcement because they view it as an attempt to dodge taxes and believe that most of the money funneled through it is used for illegal activities. The system uses platinum bars, a legal trade currency, as the physical currency, although money is rarely ever removed from the system and is typically used to purchase goods.

In order to create a new account, you must find a contact that will create a new account for you. The contact will provide you with an electronic key which is used to create account statements for merchants. Once the account is opened, it can be used at an underground merchant. In order to use the account, the Rogue must first get a valid statement of balance from a contact. This statement is then given to the merchant that verifies it. If money is received, the merchant will provide you a statement of deposit which you must take to a contact. If money is debited, you provide the merchant with a statement of withdrawal, which he will bring to a contact.

A Rogue's trust level determines how much access they have to the banking system. At the lowest level, they are limited to purchasing only with the money they have, have an account limit of 500 credits, and you are charged a 25% fee on all withdrawals. At the next level the credit amount doubles and you are charged a 15% fee on all withdrawals. At the third level, they are allowed to run a negative balance of up to 1,000 credits, the limit is raised to 10,000 credits and you are charged a 10% fee on all withdrawals. At the last level, they are allowed to have a negative balance of 10,000 credits, the maximum limit is lifted, and the withdrawal fee is reduced to 5%. In addition, at the highest level, they will allow the Rogue to remove money from the system via platinum trade bars, but it is never a welcome thing to do as you are removing resources from the underground. The transferring of money between accounts is quite easy as one simply needs to create a statement of deposit for the other, although a withdrawal fee is still charged.

Mages

With the downfall of the priesthoods, Mages are the only one that use magical spells on an everyday basis. Mages have learned to control the elements of fire, water, earth, and air to create various effects. Each mage is specialized in a specific elemental at which he can purchase at base cost, all other elements cost him more. In addition, each mage has a number of elemental units or EU that he uses to cast spells.

Elemental Units

The number of elemental units or EU that a mage has is equal to the number of spells that the mage has learned. When a spell is cast, a number of EU units equal to the rank of the spell are deducted from the caster's EU pool. As such, the caster can only cast a certain number of spells with his elemental units until he runs out of units.

Regaining EU

Elemental Units are regained by resting. A mage will regain a number of EU equal to his PWR attribute after 8 hours of rest.

Casting a Spell

To cast a spell, the player announces that his character is beginning to cast a specific spell. The character uses his hands and voice to invoke the spell (a single hand is needed if the spell's casting time is one round). If the character casts for the entire casting time of the spell without interruption, the spell is successfully cast and the effect goes off as described in the spell. A mage can only be moving at ¼ his movement rate for the entire time he is casting the spell, unless he has a skill that states otherwise.

Casting Interruption

If a mage is distracted while casting a spell either by taking damage, being grappled or making a spell resistance check, his spell casting may get interrupted. If it is no longer possible for the mage to cast because, for example, he is grappled, then the spell casting is incomplete and the mage does not lose any EU for being interrupted. On taking damage, the GM will assign a WIL check that the mage is attempt to keep casting, this check is usually 1 die for every 2 points of damage the mage takes, but the Concentration skill can be used to alter this check. On a resistance check, the WIL check is 1 die for every dice in the RC, so if the mage had to make a 4d6 against HEA resistance check, he will need to make a 4d6 against WIL check to continue casting. If the mage fails this WIL check, he spell is interrupted and he must begin casting again.

Spell Duration

Once a spell has been cast, the effect will continue for the listed duration without the caster's interference. If the spell can be modified during its duration, the mage must concentrate on the spell in order to modify it and it must be within his line-of-sight. While concentrating on the spell, the mage can only move at ¼ his movement rate.

Terminating a Spell Effect

A mage can terminate a spell before its duration expires by spending a single EU to drop the spell. The mage need not have line-of-sight on the spell his is dropping, but it does take the mage a full round to drop a spell.

Finessing Spells

A mage has the option of putting increased power into a spell in order to get increased effectiveness out of it. Each finesse costs the mage one additional EU and there is no limit on how many times a spell can be finessed, although the amount of units used for the spell cannot exceed the PWR attribute of the mage casting the spell. In the spell description, the spell will list certain parameters that can be increase by finessing. For example, a spell that has a duration of 2 + 1/F H normally will last 2 hours after it is cast. With a single additional unit when casting the spell, it will last 3 hours instead of 2. Parameters can be finessed up or down to the amount specified, but the mage has significant control within that range. For example, the mage could finesse the previous spell once and have it last for 2 hours and 16 minutes or 1 hour if desired.

Overloading

If a mage has not purchased up a certain spell, it is not out of the question to be able to still cast the spell. The mage must have the required units to cast the spell and he is not allowed to finesse a spell that he has not actually acquired. This can be done because the mage has a base knowledge in the group and he can extrapolate the proper gestures to cast the higher rank spell. The further the spell is from his current rank, the more difficult and more risky this can be.

In order to overload, the mage must first have the spell group up to a least rank 1. Then the player determines how many ranks past his character's current rank in the spell group the spell he wants to cast is. If the spell is more than 6 ranks higher, overloading is not possible. If overloading is possible, the character begins casting the spell for the casting time. After the casting time, the player deducts the EU for the spell from his pool and rolls 2d6 subtracting the number of ranks he is overloading from the dice total and consults the following chart:

Result	Effect
6+	Success
5	Failure, random spell in same group of lower rank is cast
4	Failure, caster suffers 1d10 DP in damage
3	Failure, caster loses consciousness for 1d4 hours
2	Failure, random spell effect (GM discretion)
1	Failure, caster loses 2d20 spell units
0	Failure, caster suffers (units)d4 DP in damage
-1	Failure, caster loses a single point of PWR
-2	Failure, caster loses a single point of INT
-3	Failure, caster loses two points of PWR
-4	Failure, caster loses two points of INT

Table 38: Overloading Results

Stacking Spells

The concept of stacking spells is to put multiple spells (either the same spell or different spells) on a target that have the same effect, thus creating a more powerful effect. In general, spells that have the same or very similar effects do not stack. Casting a spell onto something that already has the spell in effect will cause the spell effect to last for the duration of the newly cast spell. If a different spell is cast on something that already has a different spell that has the same or very similar effects, the highest ranking spell will take precedence, or the most recently cast in case they are the same rank. Area of effect spells also do not stack, two of the same spells that overlap an area will only have a single instance of the effect on the area. Spells that are instantaneous must go off at the exact same time (same initiative round) and must be area of effect spells in order for the stacking limit to be placed on them.

Examples of this in action are of a spell that produces an effect within an area that causes anyone within the area to make a resistance check or pass out. If the same spell is cast in the area, it does not force people to make multiple resistance checks. If a new spells is cast in the area that has a more difficult resistance check and is of higher rank, it would take precedence and creatures in the area have to make the higher resistance check, but would no longer have to make the lower resistance check.

Spell Targeting

The targeting of the spell is the method by which the magical energy is directed. Several different targeting methods exist as described below.

Caster

A spell that has caster as the target can only target the Mage that casts the spell. These spells can be deferred or cast into storage items, but may not be directly cast on another person or creature.

Touch

A spell that has touch as its target requires the mage to physically touch the target of the spell (which may be the caster). When cast at a mobile, unwilling target, the mage must roll a melee attack on the target to touch them. If they fail to touch the target, the spell is cast, but is suspended until the caster touches a target (the caster can attempt to touch the target each subsequent round without having to recast the spell) or gives up on the spell by performing a different action. Regardless, the EU required to cast the spell is deducted after the casting time.

Multitouch

This is very similar to a touch spell, but they will affect all of the targets touched within the casting time of the spell. If the caster fails to touch any targets during the casting time, the spell is not cast and EU is not lost.

Hearing

This targeting method will affect anyone that can hear the caster. Typically these spells have a specific verbal component described in the spell description. In an open area with no other sounds, the caster can usually be easily heard from a distance of 240' unless he is trying to be louder or quieter than normal. If a target cannot hear or is unable to hear, they are not affected by the spell. If the spell requires the target to understand the language of the caster, then this could also have impact on the spell's effects. The GM should adjudicate how well characters in the area can hear and assign PER checks accordingly. Hearing spells cannot be transmitted through a sound projection device, like a megaphone or a radio.

MemLoc

This targeting method involves a location that has been memorized by the caster. To memorize a location, the player must state this to the GM and his character must spend at least 10 minutes to complete the memorization (unless the location being memorized is extremely simple or overly complex). A character can memorize a maximum number of locations equal to his INT attribute and the memorization will only last for a period of four weeks unless the character visits the location before that time. If the location memorized changes significantly, the memloc becomes invalid.

Distance

With this targeting method the caster simply needs to specify a distance and direction from him to target when the spell is cast. The spell then travels the specified distance and direction and activates. These spells will travel through intervening objects and the caster does not have to see the location that he is targeting.

LOS (Line-of-sight)

This targeting method is similar to the distance method except the caster must be able to see the location that he is targeting. These spells are affected by intervening objects which will prevent the spell from hitting a target. These spell generally cannot be cast through artificial means of seeing, such as through a video monitor or a scrying spell. The *Target Magic* skill can be used on LOS spells to attempt to hit a target the caster cannot see.

None

A spell with a target of none will activate where the caster is standing when the spell is cast, but does not directly target the caster of the spell.

Areas of Effect

When a spell is targeted and subsequently cast at a target, the spell will affect a certain area. This determines exactly what is affected by the resulting spell effect. When determining an area, if the spell is a LOS spell, intervening objects will prevent the area for extending assuming it blocks the entire area of the spell effect. In addition, to be affected by a spell effect, an object must be more than 50% inside the area. If the object is not at least 50% in the area of effect, it is not subject to the effect of the spell, with the exception of damage of which it will take half.

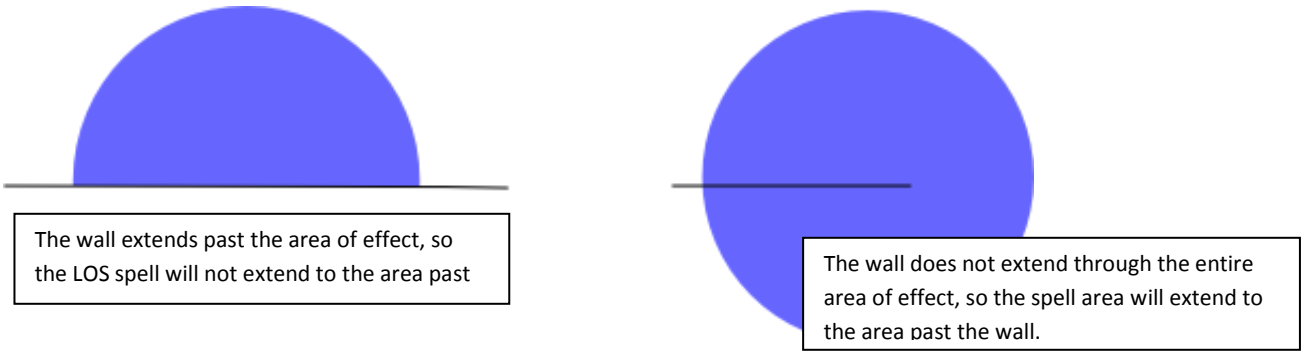

Figure 2: Area of Effect Example

Radius

This area of effect will result in a spherically shaped area with the specified radius. Once the spell fills the area, the effect will activate.

Volume

This area of effect will result in a rectangular prism of the size chosen by the caster. The dimensions of the area must fit within the total volume specified, for example, if the spells area is 10’ x 10’ x 10’, the total volume must equal 1000 cubic feet. No single dimension can be more than four times the value of any other dimension. Finesses to the area will increase or decrease a single dimension up to the specified amount.

Cone

This area of effect creates a cone shaped area emanating from the caster's hand. The first number in the area is the diameter of the cone's base and the second number is the length of the cone. Finesses will increase or decrease the length of the cone.

Single Targets

A spell may state a specific type of target; the following is a list of some things that may be the target (area of effect) of a spell:

Being

A being is any living or non-living entity. Examples include an undead, a human, a ghost, a tree, an insect, or an intelligent plant.

Creature

A creature is any living being. Examples include a human, a tree, an insect, or an intelligent plant.

Person

A person is any intelligent creature. Examples include a human or an intelligent plant.

Undead

An undead is any non-living, but magically animated being.

Item

An item is a non-living object that is 25 Jaernian pounds times the rank of the spell being cast. Finesses to the spell can be used to increase this limit, 25 pounds per finesse.

Object

An object is pretty much anything tangible and can be living or non-living. If the object is a being, it has no weight limit; otherwise it has the same weight limit as an item.

Elemental Magic

Elemental magic is derived from the natural forces present in the environment: Air, Water, Earth, and Fire. Magicians must learn how to control and shape these forces to create magical manifestations. Each type of force, or **element**, is controlled in very different and incompatible ways. When a magician begins to learn his art, he must choose an element with which to work. Once declared, the magician may buy spell groups from that element at base cost, all spells outside of this elemental as more expensive.

There are seven spell groups common to all magicians, and four unique spell groups related to each element. The base cost of the **Necromancy/Time**, **Mind Twisters**, **Charms** and the **Dimensions** groups is 600 XP. The base cost of the rest of the spell groups is 300 XP.

Elemental Core Spells

All magicians have access to certain "core" spells. These spells are created by the power of the caster's element, but manifest themselves similarly regardless of the element. Thus, some form of the caster's element must be present so that he may draw elemental power from it.

Defer spells are the means by which a magician manufactures magical items and creates permanent or delayed spell effects.

Common Magics is a group that makes a magician's every day and professional life easier.

Movement spells enable the magician to move quickly and efficiently from place to place.

Revocation spells are used to cancel another magician's magic. It has no effect on divine magic.

Tongues and Scripts provide the means to communicate by spoken, written, or cyphered word. All elemental mages understand and use the same basic concepts and ideas when casting, teaching and learning about their magics. These concepts transcend any normal human tongue, being the same for all elemental casters regardless of race, sex, or creed. This group of spells includes the ability to create, interpret and use this elemental cypher.

Shadow Magics enables the magician to manipulate shadow for useful and wondrous effects. They involve the use of both light and darkness. Light is used to delineate darkness, and thus these spells cease to function in the presence of extreme light (greater than daylight), or absolute darkness. The shadows created have no physical substance, and cannot be harmed by any physical or magical attacks. They cannot, on the other hand, have any effect upon things in the physical world except as explicitly stated within each spell

Interdictions spells allow a mage to better resist elemental magic. Due to similar magical properties, spell within this group cannot be deferred using the Defer spell. This means that magic items cannot be made from most of the spells in this group. All of the spell in this group (except Forbid) are held on the target for a period of two minutes until they are activated (the method of activation is describe in the spell description itself). Only one of these spell may be activated at a time, but multiple spells may be held on a target.

1. Defer

1 Defer 1
2 Defer 2
3 Defer 3
4 Defer 4
5 Defer 5
6 Defer 6
7 Defer 7
8 Defer 8
9 Defer 9
10 Defer 10
11 Defer 11
12 Defer 12
13 Defer 13
14 Defer 14
15 Defer 15
16 Defer 16

2. Revocation

1 Revocation 1
2 Revocation 2
3 Revocation 3
4 Revocation 4
5 Revocation 5
6 Revocation 6
7 Revocation 7
8 Revocation 8
9 Revocation 9
10 Revocation 10
11 Revocation 11
12 Revocation 12
13 Revocation 13
14 Revocation 14
15 Revocation 15
16 Revocation 16

3. Common Magics

1 Lamp
2 Change Temperature
3 Renew Object
4 Glue
5 Mending
6 Fetch
7 Find
8 Weapon Charm
9 Reassemble
10 Know Element
11 Armor Charm
12 Fasten
13 Shelter
14 Servants
15 Know Magic
16 Sunder

4. Movement

1 Tireless Walking
2 Cushion
3 Stickum
4 Catspaw
5 Quicken
6 Leap
7 Tireless Running
8 Slow
9 Grasshopper
10 Speed
11 Mire
12 Puppet
13 Hasten
14 Lightfoot
15 Snatch
16 Emulate

5. Tongues and Scripts

1 Lexesoterica
2 Message
3 Cipher
4 Name Tongue
5 Encrypt
6 Quiet
7 Speed Read
8 Fluency
9 Scriptknow
10 Lockjaw
11 Interpolate
12 Scribe
13 Babble
14 Need
15 Translator
16 Mindspeak

6. Shadow Magics

1 Shadow Spawn
2 Shadow Carry
3 Contrast
4 Shadow Object
5 Shadow Servant
6 Shadow Hide
7 Shadow Horse
8 Light Bane
9 Shadow See
10 Multishadow
11 Shadow Leap
12 Shadow Mount
13 Shadow Life
14 Shadow Target
15 Shadow Guardian
16 Shadow ‘Port

7. Interdictions

1 Resist Magic
2 Identify Magic
3 Energy Sink
4 Spell Block
5 Protect from Magic
6 Lesser Counterspell
7 Lesser Rebound
8 Delay
9 Greater Protection
10 Greater Counterspell
11 Greater Rebound
12 Spell Shield
13 Forbid
14 Extreme Counterspell
15 Extreme Rebound
16 Greater Spell Shield

Defer

* – **Defer**

Spell Rank: 1 to 16
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 2 hours
Area: 1 item
Effect: delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks some non-living object and casts the **Defer** spell on the object. This places a magical field about the object that can hold any number of spells in rank equal to or less than the rank of the **Defer** spell used. Immediately after this, the caster casts his other spells into the same item. The magical field created by the **Defer** ensnares these spells, holding within the field.

As long as the **Defer** spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if he had cast it originally. The spell's release from the **Defer** takes a single round, despite the casting time of the spell. If the **Defer** spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than himself to be able to release and direct the spell, he may finesse the original **Defer** to include a trigger that others can use. The number of finesses determines what kind of trigger is used, as follows:

0	Thought Activated for the original caster
1	Mechanical
2	Spoken Word or Phrase
3	Thought Activated by anyone
4	Activated by a condition

Spells cast with an unfinessed **Defer** can only be thought activated by their original caster, when he is touching the item. A single finesse allows the spell to be triggered by any moving part of the item. Two finesses allow the spell to be triggered by a key word or phrase. Three finesses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

The caster may choose to target the spell either at the time of casting the **Defer** spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the **Defer** is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the **Defer** spell.

Defer spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new **Defer** spell on your deferred spell extends the duration of the original **Defer** spell by an additional 2 hours.

The Elemental **Defer** spell can only be used to contain elemental spells.

Revocation

* **– Revocation**
Spell Rank: 1 to 16
Time to Cast: 3 R
Resist Check: none
Target: LOS 80 + 20/F'
Duration: instantaneous
Area: 1 magical effect
Effect: nullify elemental power

Revoking Spells

The Revocation group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and items; potions and other single use items are considered as spells for Revocation purposes.

The mechanics for determining if a Revocation is successful are simple. The player rolls a number of d6 equal to the rank of the Revocation his character is casting and totals them. The GM rolls a number of d6 equal to the rank of the effect the caster is attempting to revoke and totals them. The higher total wins, i.e., if the player's total is higher the target effect is negated; if the Gms total is higher the Revocation fails. In the effect of a tie, the original spell effect wins.

Affecting Items

Each magical item has at least two components: a spell effect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempts to revoke the spell effect. Dice are rolled as described stated above. If the player's total is higher the Revocation works and the difference between his and the Gms total is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item the caster must revoke the **Defer** spell. Dice are rolled, and if the player's total is higher than the Gms the item is made permanently non- magical.

Common Magics

1 – **Lamp**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 item
Effect: illuminate

Lamp causes any non-living object to shed light equivalent to a normal torch.

2 – **Change Temperature**

Time to Cast: 1 R
Resist Check: none
Target: 10 + 5/F'
Duration: 6 + 2/F H
Area: 15' radius
Effect: see text

Change Temperature allows the caster to set and maintain any desired air temperature between 0 degrees and 100 degrees Fahrenheit within an enclosed and moderately well insulated space without need for normal heating or cooling devices.

3 – **Renew Object**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 item
Effect: restore appearance

Renew Object enables the magician to restore one item to its new/clean appearance. Clothing, dishes, books, etc. are likely targets.

4 – **Glue**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: 2 objects
Effect: glue together

This spell allows the caster to glue two surfaces of any two items together. The items cannot be separated by any physical means while this spell is in effect. Normally it lasts 4 minutes. One finesse allows it to last for one hour, two for one day, three for one week and four for one month. Needless to say, the caster's finger is not stuck to the items while he targets this spell.

5 – **Mending**

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 1 item
Area: 1 non-living object
Effect: fix it

Mending allows the caster to restore any broken, non-living item to its original condition if the caster has handled the object before it was broken and all the original pieces are at hand.

6 – **Fetch**

Time to Cast: 1 R
Resist Check: none
Target: LOS 200 + 50/F'
Duration: instantaneous
Area: 1 item
Effect: see text

Fetch causes any non-living, free standing item in the caster's line of sight to be immediately brought to him.

7 – **Lesser Heal**

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: 10 + 5/F' radius
Effect: heals all in area

All within the area that are willing or fail the RC are healed by 2d6 DP.

8 – **Weapon Charm**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 item
Effect: enchant weapon

Weapon Charm causes any object to function as if once enchanted for the duration of the spell. Using an object thus enchanted gives its bearer a +1 on any roll using combat, missile, or linear modifier and +1 DP on any direct damage roll (not indirect damage, like with grenades).

9 – **Reassemble**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 item
Effect:	make whole again

Reassemble allows the caster to restore any broken, non-living object to its original condition. The caster must have the majority of the original pieces, but need not know the object's original shape.

10 – **Heal**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	instantaneous
Area:	20 + 10/F' radius
Effect:	heals all in area

All within the area that are willing or fail the RC are healed by 4d6 DP.

11 – **Armor Charm**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	30 + 10/F M
Area:	1 item
Effect:	enchant armor

Armor Charm causes any armor to function as if once enchanted for the duration of the spell. Using armor thus enchanted gives its wearer an additional +1 damage reduction.

12 – **Fasten *****

Time to Cast:	1 R
Resist Check:	none
Target:	20 + 5/F'
Duration:	instantaneous
Area:	10 + 2/F' radius
Effect:	work 1 + 1/F fastenings

With Fasten, the caster can fasten or unfasten ropes, buckles, buttons, latches, etc. at a distance. By finessing, up to five fastenings can be worked in the area of effect.

13 – **Shelter**

Time to Cast:	1 H
Resist Check:	none
Target:	40'
Duration:	instantaneous
Area:	20 + 10/F' radius
Effect:	create building

The caster visualizes a structure within the given size limits as he begins to cast this spell. The magic then takes any needed trees within 120' of the target and processes them into lumber. The lumber, and any other building supplies left at the site by the caster, are used to construct a building as near to the visualization as the raw materials allow.

14 – **Servants**

Time to Cast:	1 H
Resist Check:	none
Target:	10'
Duration:	12 + 3/F H
Area:	200 + 100/F' radius
Effect:	1 + 1/F servants

The magician can automate certain aspects of his surroundings by creating invisible servants to handle such mundane chores as cooking, cleaning, laundering, trash removal, etc. Each servant has a single specific task. The servants must stay within the spell's area of effect.

15 – **Greater Heal**

Time to Cast:	2 R
Resist Check:	6d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	instantaneous
Area:	20 + 10/F' radius
Effect:	heals all in area

All within the area that are willing or fail the RC are healed by 8d6 DP.

16 – **Sunder**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 item
Effect:	break object

Sunder enables the caster to break any non-magical, non-living object, regardless of its composition.

Movement

1 – **Tireless Walking**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: walk without fatigue

Tireless Walking uses elemental power to increase the endurance of the caster's body while walking, i.e., moving at half movement rate. While this spell is in effect, the caster will not tire or weaken.

2 – **Cushion**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: non-damaging fall

While under the protection of Cushion, the caster may fall from any height and suffer no impact damage. The speed of descent is unaffected by this spell; the impact occurs as if the laws of momentum have been temporarily suspended. This impact must occur before the spell duration expires, otherwise damage is calculated normally.

3 – **Stickum**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: climbing aid

Stickum enables the caster to climb vertical surfaces, or hang from horizontal surfaces, with the surefootedness of a fly or spider. While sticking to a surface the caster can move at up to one quarter his normal land movement rate.

4 – **Catspaw**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: silent movement

Catspaw empowers the caster to move across potentially noisy areas (dry leaves, loose gravel, etc.) without a sound. Note that this spell will not silence speech, rustling clothing, etc.

5 – **Quicken**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: increase speed

Quicken allows the caster to increase his movement by 10'/R and allow his one additional attack each round for the duration of the spell. This does not affect spell casting in any way. Additional attacks are not cumulative with any other skill or spell.

6 – **Leap**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: 40 + 10/F' jump

Leap multiplies the force of the caster's legs to propel him in a jump. The total length of the leap is up to 40' + 10'/F, and may be any combination of vertical and horizontal distance that does not exceed the total. The caster obviously takes no damage when landing.

7 – **Tireless Running**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: run without fatigue

Tireless Running allows the caster to run (move at full movement rate) for the duration of the spell without fatigue.

8 – **Slow**

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: 20 + 5/F'
Duration: 1 + 1 /F M
Area: 10 + 5/F' radius
Effect: slow beings

Slow reduces the movement and attack rates of all within the area of effect by 1/2.

9 – **Grasshopper**

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	multitouch
Duration:	4 + 2/F R
Area:	1 + 1/F being(s)
Effect:	leap 40 + 10/F'

Grasshopper allows the caster to empower up to five beings he touches to perform one jump (as in Leap) each round of the duration.

10 – **Speed**

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	multitouch
Duration:	1 + 1 / F M
Area:	touched beings
Effect:	speed movement

Speed increases the targets' movement by 20'/R and allows them two additional attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skills or spells.

11 – **Mire**

Time to Cast:	3 R
Resist Check:	5d6 vs PWR negates
Target:	20 + 5/F'
Duration:	1 + 1/F M
Area:	10 + 5/F' radius
Effect:	slow 3 + 1/F beings

Mire reduces the movement and attack rates of all within the area of effect to 1/3.

12 – **Puppet**

Time to Cast:	1 R
Resist Check:	5d6 vs WIL negates
Target:	touch
Duration:	special
Area:	10 + 5/F' radius
Effect:	endow with movement

Puppet allows the caster to share the use of a movement spell to all within the area of effect. After casting this spell, he then casts a movement spell rank 11 or below on himself. All those that fail the resistance check for Puppet or are willing, are under the effect of that spell as long as it continues to affect the caster.

13 – **Hasten**

Time to Cast:	3 R
Resist Check:	5d6 vs WIL negates
Target:	multitouch
Duration:	1 + 1/F M
Area:	touched beings
Effect:	speed enhancement

Hasten increases the targets' movement by 30'/R and allows them an additional three attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skill or spell.

14 – **Lightfoot**

Time to Cast:	3 R
Resist Check:	5d6 vs WIL negates
Target:	touch
Duration:	2 + 1/F H
Area:	1 being
Effect:	unnatural speed

The target of Lightfoot is momentarily endowed with the ability to run at a movement rate of 500'/R. This is approximately 225 mets per hour.

15 – **Snatch**

Time to Cast:	1 R
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	special
Area:	1 being
Effect:	grab unmoving objects

Snatch allows the target to grab any moving object and move with it. The object must have enough momentum to lift the target, else nothing happens (GM discretion). The target is also protected from any damage that might normally occur. Thus an adventurer can snatch hold of a boulder flung by a siege machine, fly over a wall, and land unharmed.

16 – **Emulate**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	emulate movement

Emulate allows the caster to assume the movement ability of any creature he can see. The magician must still take precautions if movement is planned in a hostile environment (under water, through fire, etc.).

Tongues and Scripts

1 – **Lexesoterica**

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: 30 + 10/F M
Area: 1 being
Effect: decipher magical text

With this spell a target is enabled to read any script written in the special cipher of elemental magicians. Scrolls and other written material prepared with the Cipher spell need this spell to be understood or used. A code or key phrase may need to be spoken while casting this spell if the Cipher was prepared in conjunction with the Encrypt spell.

2 – **Message**

Time to Cast: 1 R
Resist Check: none
Target: LOS 500 + 250/F'
Duration: 1 + 1/F M
Area: 1 creature
Effect: long range speech

The caster can communicate with another person or creature within his line of sight by casting the spell, then whispering the message. Total privacy is not assured, as the whispered speech can be heard emanating from the target's ear.

3 – **Cipher**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: magical writing

The magician uses Cipher when he wishes to write something in elemental cipher. These ciphers can only be understood with the use of the Lexesoterica spell.

4 – **Name Tongue**

Time to Cast: 1 R
Resist Check: none
Target: LOS 5'/hearing
Duration: 4 + 2/F R
Area: special
Effect: identify language

Name Tongue allows the magician to identify an unknown language or script. Script identification has no duration. For spoken languages, the speaker must remain within hearing of the caster for the duration of the spell.

5 – **Encrypt**

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: special
Area: caster
Effect: encrypt magical cipher

Used in conjunction with Cipher, this spell allows the caster to use a word or a short phrase to code the produced cipher. To use the cipher, the code must be spoken when Lexesoterica is cast.

6 – **Quiet**

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 30 + 10/F M
Area: 10 + 5/F' radius
Effect: eliminate sound

Quiet creates an immobile area absolutely devoid of noise of any kind. It makes verbal communication impossible, and masks the natural noises of anyone or anything in the affected area. Those within the area may still cast spells by mouthing the focus words, even if they cannot be heard.

7 – **Speed Read**

Time to Cast: 2 M
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster
Effect: 4 + 1/F x faster

With this magic the caster may read, with perfect comprehension, anything written in a language he already knows. The basic rate is one page per minute; the hastened rate depends on the finesses applied.

8 – **Fluency**

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: enhance communication

Fluency enables the caster to understand any spoken or written communication. He can also speak in this tongue if it is humanly possible. This encompasses all languages and even animal grunts and squeaks if such could be considered normal communication for the animals involved.

9 – **Scriptknow**

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	time to read
Area:	1 item w/ writing
Effect:	handwriting analysis

Scriptknow allows the caster to know the personality of the writer of a document at the time it was written. The veracity of the words is not revealed, though some clue may be provided. Note that analysis of a dictated message reveals the personality of the scribe, not the speaker.

10 – **Lockjaw**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F’
Duration:	1 + 1/F M
Area:	1 being
Effect:	prevent speech

Lockjaw is used to prevent an individual from speaking. Thus orders can be disrupted and spell casting prevented.

11 – **Interpolate**

Time to Cast:	2 M
Resist Check:	special
Target:	touch
Duration:	instantaneous
Area:	1 item w/ writing
Effect:	special

Interpolate supplies five words for each illegible word written on any surface, one of which is correct. Each finesse reduces the number of suggestions by one. If Interpolate is combined with Fluency, the writing can be in any language. Combined with Lexesoterica, Interpolate can be used to complete fragmented magical text.

12 – **Scribe**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	record speech in memory

Scribe allows the caster to accurately record, and later recall or write down, any normal speech within his hearing. It can be combined with Fluency if the language is unknown to the caster.

13 – **Babble**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 40 + 10/F’
Duration:	1 + 1/F M
Area:	1 being
Effect:	confuse speech

If the unfortunate target of this casting fails his RC, any attempt to speak or form coherent communication is sabotaged. His voice comes out as gibberish, his writing as meaningless scrawls. Attempts to use hand signal turns into a hilarious stomping and waving gesture. Any attempt to cast magical spells fail since forming the focus for the cast is impossible.

14 – **Need**

Time to Cast:	1 R
Resist Check:	willing target
Target:	touch
Duration:	instantaneous
Area:	1 creature
Effect:	communicate need

The caster may designate one willing person or creature to be the recipient of this spell. The caster casts the spell upon the target to attune the target to the magic. Thereafter, any time the caster casts Need and names the recipient, the caster’s desire is immediately communicated to the target, which must make every effort to comply.

15 – **Translator**

Time to Cast:	4 R
Resist Check:	6d6 vs WIL negates
Target:	multitouch
Duration:	2 + 1/F H
Area:	touched beings
Effect:	enhance communication

Translator is an enhanced Fluency spell, allowing those the caster can touch within the 4 round casting time to also understand otherwise incomprehensible speech or writing. Willing targets need not make an RC.

16 – **Mindspeak**

Time to Cast:	4 M
Resist Check:	6d6 vs WIL negates
Target:	1 creature anywhere
Duration:	30 + 10/F M
Area:	1 being
Effect:	voiceless speech

Mindspeak allows the caster to open two-way mental communications with anyone he has memorized, regardless of where they are, for the duration of the spell.

Shadow Magics

1 – **Shadow Spawn**

Time to Cast: 1 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 1 + 1/F M
Area: 10 + 3/F' radius
Effect: make shadows

Shadow Spawn enables the caster to make pockets of shadow in the area of effect, as if the natural lighting direction had shifted to the caster's desire.

2 – **Shadow Carry**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: give shadow strength

Shadow Carry enables the caster's natural shadow to carry any items the caster could normally carry. These items are visible while being carried.

3 – **Contrast**

Time to Cast: 1 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 1 + 1/F M
Area: 10 + 3/F' radius
Effect: reveal the hidden

Contrast deepens the tone of any shadow, thus causing anything hidden or concealed therein to stand out sharply against a pure black background.

4 – **Shadow Object**

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 item
Effect: create item

Shadow Object enables the caster to make a non-living object from its shadow. The shadow must be motionless, and the caster must touch it to call the object's form from its shadow. The created object is the size of the shadow.

5 – **Shadow Servant**

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster
Effect: make a servant

Shadow Servant creates a servant from the caster's own shadow. The magician gives the shadowy butler a task, which it immediately carries out. This cycle can be repeated until the duration expires. The tasks must be those that the caster could actually perform and must not involve combat. The shadow servant has none of the magical abilities of the caster. If struck by a weapon, the shadow disperses.

6 – **Shadow Hide**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster
Effect: see text

Shadow Hide is an enhancement of Shadow Carry. Items given to the shadow are not visible while being carried.

7 – **Shadow Horse**

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: caster
Effect: create equine

Shadow Horse calls forth an equine creature from any natural shadow. This can be a horse to be ridden, a mule for carrying heavy items, etc. The creature functions in all respects like its normal counterpart, except it does not need food or water.

8 – **Light Bane**

Time to Cast: 1 R
Resist Check: none
Target: 20 + 10/F'
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: banish illumination

Light Bane causes any non-magical illumination device to go dark (though its fuel is still consumed) in the area of effect.

9 – **Shadow See**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	use shadow to see

Shadow See enables the magician to see with his shadow. The caster can see whatever is in the line of sight of the head of his shadow. Multishadow can be used in conjunction with this spell.

10 – **Multishadow**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	caster
Effect:	2 + 1/F shadows

Multishadow enables the caster to create up to six (when fully finessed) duplicates of his own shadow as if more than one directional light source were striking him from different directions. This spell is most useful in conjunction with other shadow spells.

11 – **Shadow Leap**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	4 + 2/F R
Area:	caster
Effect:	see text

With Shadow Leap, the magician can make an instantaneous move to any point his own shadow touches. One such move can be made each round for the duration of the spell.

12 – **Shadow Mount**

Time to Cast:	4 R
Resist Check:	none
Target:	LOS 10'
Duration:	12 + 3/F H
Area:	1 shadow
Effect:	create mount

Shadow Mount allows the magician to create any type of creature for use as a mount by throwing its shadow on a surface and calling the creature forth. The shadow can be created with hand gestures, a paper cutouts, etc. The created creature has the standard physical abilities of the copied creature, but will not engage in combat.

13 – **Shadow Life**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	vivify shadow

Shadow Life endows the caster's shadow with independent action. The shadow takes on the physical attributes of the caster, and for the duration of the spell can do any physical actions the caster could, including combat, but not spell casting. The shadow must remain within the caster's line of sight for the duration, or else the spell is cancelled.

14 – **Shadow Target**

Time to Cast:	1 R
Resist Check:	see text
Target:	LOS
Duration:	instantaneous
Area:	1 shadow
Effect:	attack shadow

This spell allows the caster to affect a target by performing an action or attack on the target's shadow. The effect or attack is performed as the spell is cast and is adjudicated normally, with the effect targeted at the shadow but affecting the shadow's source.

15 – **Shadow Guardian**

Time to Cast:	1 M
Resist Check:	none
Target:	LOS 10'
Duration:	1 week or until activated
Area:	1 shadow
Effect:	create a trap

The magician first makes the shadow of a creature on a surface, through hand manipulation, a paper cutout. etc. The caster then states (in 25 words or less) the condition that will trigger the spell. When triggered, the Shadow Guardian steps out of its shadow and attacks with the normal physical (not magical) abilities of the creature it mimics. The shadow disperses after it or the intruder is slain.

16 – **Shadow 'Port**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	caster
Effect:	go to source

By standing on a shadow and casting Shadow 'Port, the magician travels instantly to the exterior or interior of the shadow's source. The caster may choose where to appear in relation to the source, though he must know the layout of interior destinations to be completely successful. If he doesn't, he must roll his AGI or less on 4d6 to avoid a stumbling re-entry and loss of initiative for 1d4 rounds.

Interdictions

1 – Resist Magic

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: caster
Effect: make next RC easier

Activates the next time another spell or magic-based effect specifically targets the person protected by this spell. That target must attempt to resist that spell if possible, and any resist checks are made at one die less. If there is no resist check, then this spell activates to no effect.

2 – Identify Magic

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: LOS 30 + 5/F'
Effect: identifies next spell

Activates the next time a spell is cast within the range. That spell's name is immediately known to the one under this spell (this spell activates on spells cast by the one under this spell as well). No further information about the spell being cast is given to the user of this spell. If (due to simultaneous action) more than one spell is cast at once, the user of this spell knows only the first announced.

3 – Energy Sink

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: caster
Duration: special
Area: LOS 60 + 10/F'
Effect: make spell cost more

This spell is activated by the caster upon a spell within range. If that spell's caster fails the power check, he or she must spend an additional 1 + 1/F EU or their spell has no effect (the units originally used to cast the spell are still used). This spell has no effect against spells cast from items or non-elemental spells.

4 – Spell Block

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: special
Area: caster
Effect: create spell shield

Activates the next time a spell specifically targeting the caster of this spell is cast within a 180 degree arc of where he/she is facing. That spell's caster rolls the spell rank in D6 vs. your 4D6. If the caster of this spell wins, the spell has no effect; otherwise the spell goes off as normal.

5 – Protect from Magic

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: caster
Effect: make next RC much easier

The same as Resist Magic (again, activates against the very next spell that targets the one protected by this spell), but any checks are made at two dice less rather than one.

6 – Lesser Counterspell

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 90 + 15/F'
Effect: block minor spell

Caster may activate this spell on a spell cast from within the range. Roll 6d6, and the spell's caster rolls the spell rank in d6. Each adds up the total. If the caster of this spell wins, the spell has no effect; otherwise the spell goes off as normal.

7 – Lesser Rebound

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: LOS 60 + 10/F'
Effect: redirect minor spell

Caster may activate this spell on a spell specifically targeting him or her that is being cast from within the range. Roll 6d6, and the spell's caster rolls the spell rank in d6. Each adds up the total. If the caster of this spell wins, the spell is redirected back at the original caster; otherwise the spell goes off as normal.

8 - Delay

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: LOS 60 + 15/F'
Effect: prevents minor spell

Caster activates upon a spell cast from within the range. If the spell is elemental, and is of rank 6 or below, it has no effect. The caster of that spell does not use the EU that was required to cast that spell (in effect, making him or her waste a round). A mage does not innately know the rank of the spell being cast, unless the proper skill is used.

9 – Greater Protection

Time to Cast: 2 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: caster
Effect: make RC much easier

Caster may activate when he/she is a target of another spell or magic-based effect. Take two dice off of any resistance check required by that spell.

10 – Greater Counterspell

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 120 + 15/F'
Effect: block spell

Caster may activate this spell on a spell cast from within the range. Roll 10d6, and the spell's caster rolls the spell rank in d6. Each adds up the total. If the caster of this spell wins, the spell has no effect; otherwise the spell goes off as normal.

11 – Greater Rebound

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 90 + 15/F'
Effect: redirect spell

Caster may activate this spell on a spell specifically targeting him or her that is being cast from within the range. Roll 10d6, and the spell's caster rolls the spell rank in d6. Each adds up the total. If the caster of this spell wins, the spell is redirected back at the original caster; otherwise the spell goes off as normal.

12 – Spell Shield

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: once active, 1 + 1/F M
Area: caster
Effect: block many spells

Activates the next time a spell or magic-based effect makes you roll a resistance check. As long as this spell is up, such effects must roll their equivalent rank in d6 versus your 12d6 or have no effect upon you. This includes spells that you would cast upon yourself, including all spells in this group up to here. This spell has no effect upon spells already active you.

13 – Forbid

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 200 + 30/F'
Effect: prevents spell

This spell is cast on the defensive, at the time when other spells in this group would be activated. This spell will target a spell cast within the range. If it is rank 12 or below, it has no effect. If the spell is above rank 12, its caster rolls its rank in d6 versus your 13d6. If the caster of this spell wins, the spell has no effect; otherwise the spell goes off as normal.

14 – Extreme Counterspell

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 120 + 15/F'
Effect: block any spell

Caster may activate this spell on a spell cast from within the range. The spell has no effect.

15 – Extreme Rebound

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: special
Area: LOS 90 + 15/F'
Effect: redirect any spell

Caster may activate this spell on a spell specifically targeting him or her that is being cast from within the range. The spell is redirected back at the original caster.

16 – Greater Spell Shield

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: once active, 1 + 1/F M
Area: caster
Effect: block many major spells

Activates the next time a spell or magic-based effect makes you roll a resistance check. As long as this spell is up, such effects must roll their equivalent rank in d6 versus your 16d6 or have no effect upon you. This includes spells that you would cast upon yourself, including all spells in this group up to here. This spell has no effect upon spells already active you.

Earth Magic

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

Earth Magics typifies the power of the element, and magician's ability to manipulate that power.

Hindrances are used to pose obstacles in another's path, through the blocking nature of earth and stone.

Magnetism spells allow the caster to manipulate the natural and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called "ferromagnetic." Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non- ferromagnetic items with that property.

The **Necromancy/Time** spells form a very powerful group capable of affecting the dimension of time through the timelessness of Earth and dealing certain death to return living matter to the clay from whence it came. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. The base cost for these spells is 600.

1. Earth Magics
1 Rockfist
2 Liquify
3 Open
4 Wane
5 Trench
6 Sculpt
7 Wax
8 Masonry
9 Stretch
10 Earth Force
11 Transparency
12 Flatten
13 Chasm
14 Adamant
15 Terovoki
16 Crumble

2. Magnetism
1 Compass
2 Magnetize
3 Iron Defense
4 Ironize
5 Hither
6 Deflect Missile
7 Flux Shield
8 Ironwood
9 Repulse Metal
10 Dervish
11 Monopole
12 Magic Buckler
13 Ironflesh
14 Magic Matrix
15 Rebound
16 Conversion

3. Hindrances
1 Bar
2 Springe
3 Lock Arcane
4 False Door
5 Jam
6 Caltrops
7 Punchdoor
8 Deadfall
9 False Trails
10 Camodoor
11 Trigger
12 Thorny Maze
13 Blockade
14 Mankiller
15 No Trace
16 Seal

4. Necromancy/Time
1 Shiver
2 Mist
3 Cold Touch
4 The Voice
5 Root
6 Pause Time
7 Soul Catcher
8 Earthbone
9 Suspend Time
10 Soul Home
11 Scythe
12 Halt Time
13 Soul Hold
14 Obliterate
15 Retreat Time
16 Soul Banish

5. Stone Magics
1 Rock
2 Gravel
3 Stone Ball
4 Club
5 Boulder
6 Petrify
7 Lava
8 Burrow
9 Stone Bridge
10 Axe
11 Catapult
12 Rock Skin
13 Stone Skin
14 Tower
15 Gorge
16 Mountain

Earth Magics

1 – **Rockfist**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 object
Effect:	1d6 + 1/F punch

Rockfist empowers the caster to punch an object as if hitting it with a rock. The spell energy is only expended on a successfull attack roll.

2 – **Liquify**

Time to Cast:	2 R
Resist Check:	none
Target:	25 + 5/F'
Duration:	1 + 1/F M
Area:	10 + 2/F' radius
Effect:	make mud

Liquify turns a horizontal surface of earth, sand or clay into a viscous mud. The mud cuts movement rates to 1/4 normal, and reduces all defense values by 2. When the spell expires, the mud turns into a soft loam from which ensnared creatures can easily escape.

3 – **Open**

Time to Cast:	2 R
Resist Check:	none
Target:	touch
Duration:	30 + 10/F M
Area:	5 + .25/F' radius
Effect:	open passage

Open allows the caster to create a small cylindrical opening in earth or stone. This may only be a niche if the stone is very thick.

4 – **Wane**

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	4 + 2/F R
Area:	1 creature
Effect:	lower STR 1d6 + 2/F

Wane reduces the strength of living creatures as well as lowering damage from physical attacks. Any successful melee attacks by the affected target are automatically lowered by 1d6 + 2/F damage points for the duration of the spell.

5 – **Trench**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 10 + 3/F'
Duration:	instantaneous
Area:	5 + 2/F' radius
Effect:	dig hole in earth

A caster using Trench can dig a hole downward into earth, but not stone, of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and remains until manually filled.

6 – **Sculpt**

Time to Cast:	1 H
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	stone item
Effect:	work stone

By using this spell and the appropriate tools, the caster can quickly create finished objects (statues, weapons, etc.) from stone within the casting time. The workmanship cannot exceed what the caster is capable of without the use of this spell.

7 – **Wax**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	4 + 2/F R
Area:	1 creature
Effect:	raise STR 1d6 + 1/F

Wax increases the strength of its target as well as raising damage from physical attacks. Any successful melee attacks by the affected target are automatically raised by 1d6 + 2/F damage points for the duration of the spell.

8 – **Masonry**

Time to Cast:	3 R
Resist Check:	none
Target:	30 + 5/F'
Duration:	1 + 1/F M
Area:	10 + 5/F' radius
Effect:	erect a wall

Masonry enables the caster to magically construct a stone wall. Stones rise up through the earth (or from whatever source seems reasonable) and are fitted and mortared together. The wall can be shaped as desired within the limits of the Area. At the end of the spell the mortar disintegrates and the whole construct can be easily knocked down.

9 – **Stretch**

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 creature
Effect: double normal reach

Stretch enables the target to stretch his arms as if they were made of rubber. Thus the top of a wall may be reachable, opponents may be attacked while preventing them from striking, etc.

10 – **Earth Force**

Time to Cast: 1 R
Resist Check: none
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 6 + 2/F' radius
Effect: 0 to 2 Gs

With this spell the caster has control over the force of gravity. Creatures and objects in the area of effect can be made weightless so they rise from the ground if they push with their feet, or made up to 2 times heavier than normal, impeding all their actions by the factor of the G force.

11 – **Transparency**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 + .5/F' radius
Effect: see thru stone

By this magic the caster allows light to pass through earth or stone, creating a cylindrical viewing portal. This portal allows viewing in only one direction of the caster's choice.

12 – **Flatten**

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 10 + 5/F M
Area: 1 being
Effect: make two-dimensional

Flatten enables the caster to make one target and his possessions as thin as a piece of paper. The target is still capable of movement, and can slip under doors or through cracks. Since a thin target is harder to hit, he receives a +6 defense bonus.

13 – **Chasm**

Time to Cast: 2 R
Resist Check: none
Target: 150 + 50/F'
Duration: instantaneous
Area: 40' x 10' x 10' + 5/F'
Effect: open crack in earth

Chasm causes the earth to tremble and produces a crack in the area of effect. Structures spanning the crack may be damaged or destroyed, depending upon the sturdiness and depth of their foundations (GM's discretion). Each finesse extends one dimension by 5 feet.

14 – **Adamant**

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 item
Effect: make unbreakable

Adamant endows normally breakable non-living objects (glass, pottery, etc.) with the durability of the hardest metal. It works on normal and magical objects alike.

15 – **Terovoki**

Time to Cast: 5 R
Resist Check: none
Target: 100 + 20/F'
Duration: 30 + 10/F M
Area: special
Effect: summon earth elemental

Terovoki summons 1d6+1 earth elementals to any point within the caster's range. A source of earth must be available and must be part of the planet. The elementals will serve the caster, even in combat. They will not turn on him, but will make note of who summoned them. There is a 10% chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 – **Crumble**

Time to Cast: 4 R
Resist Check: none
Target: 100 + 30/F'
Duration: instantaneous
Area: 30 + 10/F' radius
Effect: turn stone to dust

Crumble causes the indicated area of natural stone or stone work to crumble into dust.

Magnetism

1 – **Compass**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	1 item
Effect:	find magnetic north

Compass enables the magician to make a device from any ferromagnetic item of less than 1 foot radius. The item points to magnetic north (not necessarily true north) for the duration of the spell.

2 – **Magnetize**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	1 + 1/F M
Area:	1 object
Effect:	magnetizes object

This spell magnetizes one non-magical ferromagnetic object giving it a minor magnetic force.

3 – **Iron Defense**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	reduce damage by 2 + 1/F

The magician uses Iron Defense to decrease the damage the he receives from a particular type of weapon (edged, piercing, projectile, laser, plasma) by surrounding him in a small amount of the planet's magnetic energy.

4 – **Ironize**

Time to Cast:	1 R
Resist Check:	special
Target:	LOS 20 + 5/F'
Duration:	1 + 1/F M
Area:	1 item
Effect:	see text

Ironize allows the caster to make any metallic or stone item ferromagnetic. This spell is most useful as a preparatory step to other magnetism spells.

5 – **Hither**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 20 + 5/F'
Duration:	4 + 2/F R
Area:	1 object
Effect:	pull item to caster

Hither enables the caster to pull a ferromagnetic object toward him. The object must be free standing and normally liftable by the caster. The caster gestures at the item and pulls and then the object moves at a rate of 4 feet per round directly towards him.

6 – **Deflect Missile**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	see text

Deflect Missile gives the caster the ability to cause any missile with a metal head to swerve harmlessly to one side of the magician (caster's choice). It is possible that someone else might be struck by the missile.

7 – **Flux Shield**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	see text

Flux Shield protects the caster from any natural or magically induced magnetic field, including the spells in this group.

8 – **Ironwood**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	1 + 1/F M
Area:	5 + 2/F' radius
Effect:	magnetize plants

Ironwood temporarily makes plant material ferromagnetic. All plants within the area of effect that do not make the RC are affected.

9 – **Repulse Metal**

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 20 + 10/F' radius
Effect: push items away

Casting this spell and pushing causes ferromagnetic items to move away from the caster at a rate of 4 feet per round.

10 – **Dervish**

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 object
Effect: spin 60 RPM

Dervish causes a ferromagnetic item to spin in an alternating magnetic field. The target spins at 60 RPM and if sentient, cannot perform any actions while under the effect.

11 – **Monopole**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 object
Effect: anti-magnetism

Monopole creates a magnetic monopole from a single ferromagnetic object. Such monopoles are anti-magnetic in that they repel rather than attract other ferromagnetic items.

12 – **Magic Buckler**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: deflects attacks

A Magic Buckler uses magnetism to deflect all attacks from ferromagnetic weapons, regardless of the direction of the attack.

13 – **Ironflesh**

Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 creature
Effect: magnetize flesh

The target of Ironflesh becomes ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

14 – **Magic Matrix**

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 6 + 2/F' radius
Effect: prevents magic

A Magic Matrix protects all those within it from the effect of all magician core spells, plus one type of elemental magic. The area is centered on the caster. The caster states the element to be excluded at the time of casting. Matrix spells can be "nested" to provide protection from more than one type of elemental magic.

15 – **Rebound**

Time to Cast: 1 R
Resist Check: 6d6 vs STR negates
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: rebounds attacks

The ultimate in protection against physical attacks, Rebound enables the magician to turn attacks upon him from ferromagnetic weapons back onto his attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound is in place, the caster is free to perform other actions.

16 – **Conversion**

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 4 + 1/F' radius
Effect: convert magic

The powerful magic of Conversion enables the caster to convert any elemental spell directed at him into another elemental spell as if it were cast by the caster. Essentially, this allows the caster to cast a spell using someone else's power. The converted spell must use fewer elemental units than the original spell and must be a spell the caster knows.

Hindrances

1 – **Bar**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	bar a door

Bar applies a magical force across the inside of an existing door just as if it were barred with a stout length of wood. STR checks to open the door are made with one additional die.

2 – **Springe**

Time to Cast:	4 R
Resist Check:	3d6 vs PER finds
Target:	touch
Duration:	until tripped
Area:	5' radius
Effect:	lay a snare

Springe enables the magician to quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim's feet and lift him into the air. The snare can be found and avoided by making the RC.

3 – **Lock Arcane**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	lock a door

Lock can protect any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply twice as much force as would normally be necessary.

4 – **False Door**

Time to Cast:	4 R
Resist Check:	4d6 vs PER finds
Target:	touch
Duration:	permanent
Area:	1 door
Effect:	hide real door

False Door creates a door that leads nowhere and cannot be opened. Upon examination and a successful RC versus PER, it becomes apparent that this is someone's idea of a joke. False Door can be used in combination with Camodoor or other spells.

5 – **Jam**

Time to Cast:	2 R
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	wedge door

Jam reinforces and wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying four times the necessary force, destroying the door in the process.

6 – **Caltrops**

Time to Cast:	1 R
Resist Check:	none
Target:	20 + 5/F'
Duration:	30 + 10/F M
Area:	6 + 2/F' radius
Effect:	prickly footing

Caltrops will guard the indicated area with hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at one fourth normal speed or suffer 4d4 points of damage per round.

7 – **Punchdoor**

Time to Cast:	2 R
Resist Check:	none
Target:	touch
Duration:	30 + 10/F M
Area:	1 door
Effect:	hit with door

A portal under Punchdoor delivers the same number of dice and type of damage as that used to try to open it.

8 – **Deadfall**

Time to Cast:	5 R
Resist Check:	4d6 vs PER finds
Target:	touch
Duration:	until tripped
Area:	3' radius
Effect:	create deadfall

Deadfall enables the caster to identify a good trap area and speedily set up a deadfall using available materials. The deadfall can be noticed by making the indicated RC, and tripped without damage. Stumbling into a stone deadfall inflicts 4d6 points of damage; a wooden one 2d6.

9 – **False Trails**

Time to Cast:	4 R
Resist Check:	4d6 vs PER negates
Target:	multitouch
Duration:	instantaneous
Area:	touched beings
Effect:	2 + 1/F trails

False Trails enables the caster and those he touches within the casting time to rush off in seemingly 2 to 6 directions. One trail is real, of course, but can only be positively identified by making the RC. These trails no longer radiate magic after being created, and will age naturally.

10 – **Camodoor**

Time to Cast:	4 R
Resist Check:	4d6 vs PER finds
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	blend door

A door under this spell blends perfectly with its surroundings. It can only be found by making the RC (one attempt per person).

11 – **Trigger**

Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	30 + 10/F M
Area:	6 + 2/F' radius
Effect:	triggers spell

Trigger creates a circular plane that serves as a threshold over a doorway or opening. While casting Trigger, the caster casts a second spell that is held in suspension with the Trigger. If the threshold is breached, the second spell is set off. The triggered spell is subject to its normal resistance checks.

12 – **Thorny Maze**

Time to Cast:	1 M
Resist Check:	5d6 vs WIL negates
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	create a maze

Touching a door protected with Thorny Maze and failing the RC puts the target in the midst of a maze of dense thorn bushes. He must roll 10 or above on 2d6 to extricate himself (check each round). For every failed attempt he takes 1d6 points of damage. On a successful check the maze disappears and he is once again standing before the door.

13 – **Blockade**

Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	1 door
Effect:	1 + 1/F object type

When the caster utters this spell on a normal door, persons, creatures, or items he names (up to 5) cannot pass unless the RC is made.

14 – **Mankiller**

Time to Cast:	1 M
Resist Check:	5d6 vs AGI avoids
Target:	touch
Duration:	until tripped
Area:	10 + 2/F' radius
Effect:	make deadly trap

Mankiller creates a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup is up to the caster, using up to four such weapons. The trap is so elegant that it cannot be discovered until it's too late. The victim dies unless the RC is made.

15 – **No Trace**

Time to Cast:	4 R
Resist Check:	6d6 vs PER finds
Target:	multitouch
Duration:	12 + 3/F hours
Area:	touched beings
Effect:	obliterate trail

At the end of the spell, the caster and those he touched during the casting time may travel and leave no visible signs of their passage, regardless of the terrain. Anyone making the RC can find the trail, but only one attempt per seeker is allowed.

16 – **Seal**

Time to Cast:	1 M
Resist Check:	special
Target:	touch
Duration:	permanent
Area:	1 door
Effect:	see text

A Sealed area cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door and fails a 5d6 vs PWR RC, suffers one of these effects which the caster designates on setting the seal:

1 Finesse:	Paralysis
2 Finesses:	Petrifaction
3 Finesse:	Death
4 Finesses:	Obliteration

Necromancy/Time

1 – **Shiver**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 80 + 20/F’
Duration:	1 R
Area:	1 being
Effect:	causes a cold shiver

This spell sends a chilling shiver up the spine of its target. The spell requires little hand motion and no speech, so no one can tell the caster used a spell.

2 – **Mist**

Time to Cast:	1 R
Resist Check:	none
Target:	100 + 25/F’
Duration:	4 + 2/F R
Area:	10’ radius
Effect:	creates cloud

The necromantic magician uses this spell to create a cloud of dust and mist. This is especially good for impressive entrances and exits and will obscure the caster. Finessing the effect will allow the caster to shape or sequence the cloud in any way he chooses.

3 – **Cold Touch**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	4 + 2/F R
Area:	1 being
Effect:	produces chill

Touching a target while this spell is up produces a very deep chilling sensation, as if the target was being gripped by the hand of death. No actual damage is done, but if the target fails his RC, he can perform no action while the spell exists and he is gripped by the caster.

4 – **The Voice**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	hearing
Duration:	4 + 2/F R
Area:	creatures
Effect:	changes voice

This spell changes the caster’s voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their RCs can perform no actions while the caster is speaking. Targets get an RC attempt each round of the duration.

5 – **Root**

Time to Cast:	2 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	special
Area:	1 being
Effect:	change to plant

If the target fails his RC, his feet become growing roots, rooting him to the spot. Each succeeding week sees another 10% of his body turned into a plant; after 10 weeks the victim is a plant. During the transformation he gains nourishment from his roots. If Root is Revoked before he is totally changed to a plant form, the effects can be reversed. Once the victim is 100% plant, he remains so forever.

6 – **Pause Time**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	4 + 2/F R
Area:	1 being
Effect:	halt passage of time

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and cannot be affected by anything other than its revocation. When the duration expires or the spell is revoked, the affected being will not know anything has happened to them.

7 – **Soul Catcher**

Time to Cast:	3 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	permanent
Area:	1 being
Effect:	stores essence

The living target of this spell must have a soul and be touching a stone with a weight of at least 10 pounds. If he fails his RC the essence of his being is drawn into the stone, leaving his body as a living empty husk.

8 – **Earthbone**

Time to Cast:	3 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	1 being
Effect:	special

Any being the caster touches, who fails the RC, is immediately turned to stone. Successfully Revocating this spell returns the target to normal, with no knowledge of the intervening time, but a memory of being turned to stone.

9 – **Suspend Time**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	1 being
Effect:	suspend life

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and cannot be affected by anything other than its revocation. The target's body doesn't die nor require sustenance or air. He continues existing when the spell is revoked with no concept of the passage of time or knowledge of events that transpired during his magical sleep.

10 – **Soul Home**

Time to Cast:	1 M
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 creature
Effect:	implants soul

This spell allows the caster to take a stored soul and implant it into a living creature's body. If the target is a soulless body, or is willing, there is no RC.

11 – **Scythe**

Time to Cast:	2 R
Resist Check:	3d6 vs AGI negates
Target:	20 + 5/F'
Duration:	1 + 1/F R
Area:	1 being
Effect:	instant death

The target must be standing on earth, stone, or metal to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If he makes a successful RC, the blade misses and the target is unharmed. If the RC fails, the blade hits and the victim is cut in half, decapitated, disemboweled, etc. (GM's discretion).

12 – **Halt Time**

Time to Cast:	1 R
Resist Check:	6d6 vs PWR negates
Target:	80 + 20/F'
Duration:	1 + 1/F days
Area:	30 + 10/F' radius
Effect:	stops time

Everything with 50% or more of their mass within the radius are surrounded by a blue field of energy which suspends the passage of time. The field and the objects appear immaterial and cannot be affected by anything other than its revocation. No one within the area will be aware that the spell occurred or that any time has passed.

13 – **Soul Hold**

Time to Cast:	1 H
Resist Check:	none
Target:	caster
Duration:	1 month
Area:	caster
Effect:	locks soul

Soul Hold allows the caster to lock his soul within his body, preventing it from leaving even if the body dies. The soul animates the body, which continues to function, past death. The body will decompose normally, and he will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches zero the spell expires, the body collapses, and the soul leaves.

14 – **Obliterate**

Time to Cast:	3 R
Resist Check:	6d6 vs PWR negates
Target:	touch
Duration:	instantaneous
Area:	1 being
Effect:	utter annihilation

The target of Obliterate must be touching earth or stone. If he makes his RC the effect is negated. If he fails he is immediately, irretrievably turned to dust.

15 – **Retreat Time**

Time to Cast:	1 R
Resist Check:	none
Target:	none
Duration:	instantaneous
Area:	special
Effect:	reverses time

The caster causes the flow of time about him to reverse for one round. Thrusting himself into the past, at the conclusion of this spell he will find himself at the place and time of the beginning of the previous round. No one else will have any knowledge that this occurred, and the caster will only know because he will remember the events of the aborted round, and have the spell energy for this spell expended.

16 – **Soul Banish**

Time to Cast:	1 R
Resist Check:	6d6 vs WIL negates
Target:	LOS 100 + 30/F'
Duration:	instantaneous
Area:	1 creature
Effect:	eliminates soul

If the target fails his RC, his soul is totally and utterly obliterated, leaving his body an empty husk.

Stone Magics

1 – **Rock**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: create rock

This spell creates a 10 pound rock in the caster's hand. The shape of the rock can be changed with finesses (GM's discretion).

2 – **Gravel**

Time to Cast: 2 R
Resist Check: none
Target: 25 + 5/F'
Duration: instantaneous
Area: 10 + 2/F' radius
Effect: make gravel

This spell turns a pile of rock into gravel. Walls, ceilings, etc. are not considered piles of rock (they are structures). It can be used to clear a cave-in or similar pile of debris.

3 – **Stone Ball**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 4 + 2/F R
Area: caster
Effect: throws stones

When the caster invokes *Stone Ball*, any handful of earth that he touches turns into a rock in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll a "thrown attack") once each round for the duration of the spell causing 1d6 + 1/F damage as long he has earth that he can grab.

4 – **Club**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: caster
Effect: create magical club

This spell enables the caster to gather existing earth and stone into a stone club and wield it like a once enchanted club for the spell's duration. The *Club* does 1d4+1 points of blunt damage per successful attack.

5 – **Boulder**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: create boulder

This spell creates a 40+10/F pound boulder next to the caster's side.

6 – **Petrify**

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: turn plant to stone

This spell changes the indicated amount of plant matter or wood into stone. The magical properties (if any) are unaltered.

7 – **Lava**

Time to Cast: 2 R
Resist Check: 4d6 vs HEA halves
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: turn rock to lava

This spell changes the indicated amount of stone into lava. Any object that touches the lava suffers 6d6 points of fire damage, or half if the RC is made. The lava will cool at a normal rate and eventually turn back into stone.

8 – **Burrow**

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: burrow through stone

This spell allows the caster to burrow through clay, earth, sand, or stone at a rate of five feet per minute. The GM will adjust accordingly for other materials, such as concrete or metal ore. The diameter of the tunnel cannot exceed the height of the caster.

9 – **Stone Bridge**

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 10 + 5/F M
Area: 120 + 30/F' length
Effect: create bridge

Stone Bridge causes stones to rise from the ground to create a bridge 10 feet wide and up to 240 feet long. At the end of the duration, the bridge sinks back into the ground.

10 – **Axe**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create magical axe

This spell enables the caster to gather existing earth and stone into a stone axe and wield it as a twice-enchanted battle axe for the spell's duration. The Axe does 1d12+2 points of damage per successful attack.

11 – **Catapult**

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster
Effect: throw large stones

This spell allows the caster to hurl stones at targets up to 100' away (roll a "thrown attack"). The stone may weigh no more than 40 +10/F pounds. Upon a successful hit, the stone inflicts 1d10 damage per 10 pounds it weighs. Only one stone can be thrown each round. The rate of fire can't be affected by any other spells.

12 – **Rock Skin**

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: turn skin to rock

After casting this spell, caster's body becomes covered in a protective layer of rock. This layer provides damage reduction of 4 on successful attacks that get through the target's other armor. While protected, the caster's movement rate is reduced by 50%.

13 – **Tower**

Time to Cast: 1 day
Resist Check: none
Target: LOS 100'
Duration: instantaneous
Area: 50' x 50' x 100' + 10/F'
Effect: create tower

This spell allows the caster to raise a stone tower out of the ground. The layout of the tower may be of the caster's choosing. If the caster is stopped or the spell is revoked before the duration is up, the tower stops growing. After the duration is over this spell cannot be revoked by any means. This spell cannot be deferred.

14 – **Gorge**

Time to Cast: 1 week
Resist Check: none
Target: LOS 1 met
Duration: instantaneous
Area: 500' x 500' x 2000'
Effect: separate earth

Gorge causes the ground to sink while the caster is concentrating on the spell. If the caster stops casting the spell prematurely, then the Gorge stops growing. For example, if the caster stops casting half way through the spell, then the Gorge is only half its full size. This spell cannot be revoked by any means after the duration is over. This spell cannot be deferred.

15 – **Stone Skin**

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: turn skin to stone

After casting this spell, caster's body becomes covered in a protective layer of very hard stone. This layer provides damage reduction of 12 on successful attacks that get through the target's other armor. In addition, it is resistant to all types of physical and elemental damage giving 6d6 off of damage from those sources. While protected, the caster's movement rate is reduced by 75%.

16 – **Mountain**

Time to Cast: 1 month
Resist Check: none
Target: LOS 5 mets
Duration: instantaneous
Area: 20 mets x 10 mets x 5 mets
Effect: create a mountain

Mountain is the ultimate earth-moving spell. The ground rises while the caster is concentrating the spell. If the caster stops casting the spell prematurely, then the Mountain stops growing. For example, if the caster stops casting half way through the spell, then the Mountain is only half its full size. This spell cannot be revoked by any means after the duration is over. This spell cannot be deferred.

Fire Magic

Magicians of the Fire element spend endless hours of hot and sweaty concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

Fire Magics typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The **Illumination** group provides the caster with light and darkness spells of varying power.

Conjurations are used to create phantasms and shams to delude the foolish and gullible.

Mind Twisters are similar to the Charms group of the Water magicians, but are generally more powerful and, perhaps, even sinister. Because of the great power that must be channeled to use this spells, they are more difficult to learn, and drain their user. The base cost for these spells is 600 XP.

Smoke spells usually result in a small fire that will create certain types of magical smoke. The fire is magical in nature and can only be put out through magic means.

1. Fire Magics
1 Flint and Steel
2 Flaming Arrows
3 Flame
4 Part Fire
5 Immolate
6 Quench
7 Nimble
8 Fireball
9 Flame Dance
10 Firebreath
11 Flame Barrier
12 Flameshape
13 Conflagration
14 Comet
15 Fajrovoki
16 Spirit Fire

2. Illumination
1 Glowworm
2 Magic Torch
3 Light Shield
4 Magic Lantern
5 Whip
6 Limn
7 Alarm
8 Color Shift
9 Rainbow Bridge
10 Dazzle
11 Blade
12 Mirror Wall
13 Reflective Travel
14 Sun Call
15 Ruby Death
16 Beamrider

3. Conjurations
1 Veil
2 Emit Self
3 Phantasmal Fire
4 Emit Object
5 Mask
6 Emanate Self
7 Phantasmal Air
8 Emanate Object
9 Shrouding
10 Radiate Self
11 Phantasmal Water
12 Radiate Object
13 Envelop
14 Project Self
15 Phantasmal Earth
16 Project Object

4. Mind Twisters
1 Gutter
2 Flame Dreams
3 Dismay
4 Unman
5 Forget
6 Stray Thought
7 Chaos
8 Befriend
9 Neophyte
10 Betask
11 Charlatan
12 Arson
13 Amnesia
14 Babe
15 Fever
16 Pith

5. Smoke
1 Cloud
2 Incense
3 Smog
4 Obscuring Smoke
5 Tint
6 Tear
7 Intoxicate
8 Sleep
9 Spirit
10 Toxic
11 Cataract
12 Apparition
13 Armor
14 Burning Smoke
15 Magic Absorption Smoke
16 Destructive Smoke

Fire Magics

1 – **Flint and Steel**

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster
Effect: make a flame

Flint and Steel enables the caster to snap his fingers and produce a one inch high flame from his thumb.

2 – **Flaming Arrows**

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 arrow
Effect: make burning arrows

Once each round (starting with the round in which the spell is cast) the caster can cause one arrow, ready for firing, to burst into flames. The arrow will inflict an additional 1d8 points of damage if it hits. The caster must have uninterrupted concentration for the duration of the spell.

3 – **Flame**

Time to Cast: 1 R
Resist Check: 3d6 vs AGI halves
Target: LOS 30'
Duration: 3 + 1/F R
Area: 1 object
Effect: 1d6 fire damage

Flame causes a ball of flame to appear harmlessly in the caster's hand. He may then hurl it up to 30', once per round, to automatically hit any target in direct LOS. Non-living, flammable targets can be ignited by the fire. Living things are not ignited, but do take damage.

4 – **Part Fire**

Time to Cast: 1 R
Resist Check: none
Target: LOS 10 + 3/F'
Duration: 1 + 1/F M
Area: 5' x 5' x 5' + 5/F'
Effect: part fire

Part Fire allows the caster to clear a narrow path through continuously burning natural or magical fires. The path must be straight, and creatures no larger than a normal man may pass through the flames unscathed. This spell is of no use against flame attacks.

5 – **Immolate**

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 1 being
Effect: flaming form

Immolate envelops the target's form in magical flames. These flames do no actual fire damage. The target becomes more resistant to flame attacks (subtract 3d6 DP from each damage roll). He is also more difficult to see through the flames, giving him an effective 25% cover will in the flames for the purpose of melee and ranged attacks.

6 – **Quench**

Time to Cast: 1 R
Resist Check: none
Target: LOS 50 + 10/F'
Duration: instantaneous
Area: 5' + 5/F' radius
Effect: extinguish fire

Quench reverses the normal burning process and snuffs out natural fires of the size indicated by the area of effect. This spell has no effect versus magical fires or sudden fire attacks.

7 – **Nimble**

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 creature
Effect: raise AGI and skills

Nimble increases the AGI of the target creature. The target's AGI increases 1d6 ranks, and all his existing AGI based skills increase 2 ranks for the duration of the spell.

8 – **Fireball**

Time to Cast: 1 R
Resist Check: 4d6 vs HEA halves
Target: LOS 120 + 30/F'
Duration: instantaneous
Area: 40 + 5/F' radius
Effect: 8d6 fire damage

Fireball allows the caster to draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their RCs take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.

9 – **Flame Dance**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	1 being
Effect:	move with flames

Flame Dance enables the target to match his body's movements to that of fire. He can walk through normal and magical flames for the duration of the spell without damage. While within the flames, his has an effective 50% cover for the purpose of melee and ranged attacks.

10 – **Firebreath**

Time to Cast:	2 R
Resist Check:	4d6 vs AGI halves
Target:	0
Duration:	4 + 2/F R
Area:	30' x 10' cone
Effect:	4d6 fire damage

Firebreath enables the caster to spout flame from his mouth once each round for the duration of the spell. All creatures within this area that fail their RCs take the indicated damage. Non-living, flammable objects can be ignited with the spell.

11 – **Flame Barrier**

Time to Cast:	2 R
Resist Check:	5d6 vs AGI for half
Target:	40'
Duration:	1 + 1/F M
Area:	20' x 20' x 20' + 10'/F area
Effect:	4d6 fire damage

Flame Barrier calls forth a roaring wall of fire, which may be in any shape the caster chooses as long as it does not exceed the area indicated. The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take 4d6 damage points each round for as long as the crossing takes, subject to an RC each round.

12 – **Flameshape**

Time to Cast:	4 R
Resist Check:	special
Target:	touch
Duration:	2 + 1/F H
Area:	10 + 5/F' radius
Effect:	create fiery object

This spell causes flames to become solid and harmless to the caster. The caster may work the flame into any shape he desires while the spell is being cast, and once the casting time is over the shape lasts until the spell expires.

13 – **Conflagration**

Time to Cast:	1 R
Resist Check:	none
Target:	100'
Duration:	1 + 1/F M
Area:	30' x 30' x 30' + 15'/F area
Effect:	6d6 fire damage

Conflagration is an enhanced version of the Flame Barrier spell. The flames are more intense, and can set combustible materials afire even if they are wet. Normal rain cannot extinguish a Conflagration, though Water spells can.

14 – **Comet**

Time to Cast:	2 R
Resist Check:	5d6 vs HEA halves
Target:	LOS 200 + 50/F'
Duration:	instantaneous
Area:	special
Effect:	14d6 fire damage

Comet is a super potent Fireball. On the first round of casting the caster conjures a great quantity of elemental fire directly in front of him. He then directs it to explode at a specific point. Creatures within 20 feet of the target take full damage, those within 60 feet take half damage, and those within 100 feet take quarter damage. A successful RC reduces the damage by another half.

15 – **Fajrovoki**

Time to Cast:	4 R
Resist Check:	none
Target:	LOS 40 + 10/F'
Duration:	30 + 10/F M
Area:	special
Effect:	summon fire elementals

Fajrovoki summons 1d6+1 fire elementals from any flame source (a candle is sufficient) within the target area. The elementals will serve the caster as he desires, even in combat. The elementals will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons that the elementals will attempt to take the caster back to their fiery halls with them at the end of their service.

16 – **Spirit Fire**

Time to Cast:	2 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	selective damage

Spirit Fire allows the caster to duplicate Flame, Firebreath, Flame Barrier, Fireball, or Comet. The range, duration, area, resistance check and effect are the same as the duplicated spell. A Spirit Fire burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged; combustible materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.

Illumination

1 – **Glowworm**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	2 + 1/F H
Area:	1 item
Effect:	make item glow

Glowworm causes an inanimate target to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work. The item must be liftable by the caster to be affected, and can be moved about if needed.

2 – **Magic Torch**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 10 + 5/F'
Duration:	2 + 1/F H
Area:	1 item
Effect:	create torchlight

When Magic Torch is cast on a handheld object, the object sheds light equivalent to a normal torch for the spell's duration.

3 – **Light Shield**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	see text

Light Shield enables the magician to gather existing light into a circular shield and use it as a normal shield. The base spell yields a buckler, two finesses a shield, and four finesses a shield which subtracts 2 from any damage done on a successful attack against the caster. There must be at least one torch within 10 feet of the caster for this spell to function.

4 – **Magic Lantern**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	2 + 1/F H
Area:	1 item
Effect:	create lantern

Magic Lantern enables the caster to create a controllable light source. The magician can vary the amount of light produced, from full lantern light to completely dark, on command.

5 – **Whip**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	create enchanted whip

This spell enables the caster to gather existing light into a long, flexible beam and wield it like a once enchanted whip for the spell's duration. The Whip does 1d6+1 damage points per successful attack.

6 – **Limn**

Time to Cast:	1 R
Resist Check:	4d6 vs AGI negates
Target:	LOS 20 + 5/F'
Duration:	4 + 2/F R
Area:	5 + 3/F' radius
Effect:	outline with light

Limn is only useful in dim or dark surroundings. It causes tendrils of light to flash from the caster's fingertips into the described area. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC. Creatures and objects within the area (including invisible or otherwise hidden ones) are outlined with light, making them easier to see.

7 – **Alarm**

Time to Cast:	1 M
Resist Check:	4d6 vs PER detects
Target:	LOS 100'
Duration:	12 + 3/F H
Area:	see text
Effect:	2 + 1/F beams

Alarm is useful to protect a room, building, campsite, etc. Each entrance (up to six) is spanned by a faint beam of light which, when broken, emits a shrill alarm. Each beam can extend up to 20 feet, if necessary.

8 – **Light Wall**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 5'
Duration:	30 + 10/F M
Area:	10' x 10'
Effect:	create wall of light

Light Wall creates a 10' x 10' wall of light that completely blocks line-of-sight and will also absorb any light that attempts to pass through it, such as lasers or light based spells. Anything else can pass freely through the wall of light. The wall can be any color light of the caster's choosing.

9 – **Rainbow Bridge**

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	multitouch
Duration:	30 + 10/F M
Area:	120 + 30/F’
Effect:	create bridge

Rainbow Bridge enables the magician to create a bridge of light up to 240 feet long. As many people or creatures the caster can touch during the casting time may use the bridge.

10 – **Dazzle**

Time to Cast:	1 R
Resist Check:	4d6 vs AGI negates
Target:	40 + 10/F’
Duration:	4 + 2/F R
Area:	10 + 5/F’ radius
Effect:	blind for 1d4 R

Dazzle causes a ball of light to appear in the caster’s hand and may be hurled up to 80 feet. The ball explodes within 2 rounds, producing a shower of brilliant light fragments that temporarily blind any vision-endowed creature in the area of effect.

11 – **Blade**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	see text

Blade gathers existing light into a narrow, blade-shaped beam which the magician may wield as a twice enchanted, one-handed sword. Such a weapon does 1d10+2 damage points per successful strike.

12 – **Mirror Wall**

Time to Cast:	4 R
Resist Check:	5d6 vs PER negates
Target:	touch
Duration:	30 + 10/F M
Area:	10 + 5/F’ radius
Effect:	creates one way mirror

Mirror Wall turns any flat surface into a one-way mirror for the duration of the spell. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their RCs.

13 – **Reflective Travel**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	instantaneous
Area:	caster
Effect:	travel 1000 met LOS

Reflective Travel allows the caster to instantly travel to the source of a reflection.

14 – **Sun Call**

Time to Cast:	2 R
Resist Check:	none
Target:	self
Duration:	2 + 1/F H
Area:	20 + 10/F’ radius
Effect:	make daylight

Sun Call empowers the magician to bring the brilliance of the noon sun to any area.

15 – **Ruby Death**

Time to Cast:	1 R
Resist Check:	6d6 vs AGI avoids
Target:	LOS 120’
Duration:	instantaneous
Area:	1 object
Effect:	15d6 damage

Ruby Death enables the caster to fire a red ray of concentrated light energy from his finger. If the target fails the RC, it takes the indicated amount of damage.

16 – **Beamrider**

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	instantaneous
Area:	caster
Effect:	travel 1000 mets LOS

Beamrider enables the caster to travel to the source of any light within his LOS in the blink of an eye.

Conjurations

1 – **Veil**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	veils caster

This magic casts a distorting veil over the caster's face and clothes. Anyone viewing the caster who fails the RC will believe the caster to be a total stranger.

2 – **Emit Self**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	make an image

This spell allows the caster to create a transparent image of himself. The image can be directed to appear in any direction at a distance of up to 40 + 20/F', possibly through intervening obstacles. The image moves, sounds and smells like the caster. The image can range from one inch in size up to the caster's true size.

3 – **Phantasmal Fire**

Time to Cast:	1 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	duplicate Fire spell

This spell allows the caster to appear to cast any spell in the Fire element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch), or any of these conjuration spells.

4 – **Emit Object**

Time to Cast:	2 R
Resist Check:	none
Target:	LOS 10'
Duration:	30 + 10/F M
Area:	1 object
Effect:	make an image

Emit Object enables the caster to project an image of another person or object 40 + 20/F' away under the same constraints as the Emit Self spell. The object can be no larger than the caster.

5 – **Mask**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	6 + 2/F H
Area:	caster
Effect:	disguises caster

The caster first visualizes the memorized image of a person and concentrates. Mask then makes the caster appear as that person, including clothing. The caster cannot change race or general size with this magic. The adventurer must inform the GM when he is memorizing a person, which takes 5 minutes of game time.

6 – **Emanate Self**

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	caster
Effect:	make an image

This spell allows the caster to project a non-transparent, real-seeming image of himself 40 + 20/F' away. Other aspects of the image are as in the Emit Self spell.

7 – **Phantasmal Air**

Time to Cast:	1 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	duplicate Air spell

This spell allows the caster to appear to cast any spell in the Air element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. The spell cannot duplicate any spell whose effect is visual only.

8 – **Emanate Object**

Time to Cast:	4 R
Resist Check:	none
Target:	LOS 10'
Duration:	30 + 10/F M
Area:	1 object
Effect:	make an image

The caster can project an image of another person or object 40 + 20/F' away under the same constraints as the Emanate Self spell. The object can be no larger than the caster.

9 – **Shrouding**

Time to Cast: 3 R
Resist Check: 4d6 vs PWR negates
Target: multitouch
Duration: 30 + 10/F M
Area: targeted beings
Effect: disguises group

When the magician casts this spell, he and those around him appear to anyone failing the RC as a group of people that would be expected to be found in that environment. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

10 – **Radiate Self**

Time to Cast: 6 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: make an image

Radiate Self creates an image 50 + 30/F' away which can move, sound and smell either independently or under control of the caster. All other aspects of this spell are the same as the Emanate Self spell.

11 – **Phantasmal Water**

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Water spell

This spell allows the caster to appear to cast any spell in the Water element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

12 – **Radiate Object**

Time to Cast: 6 R
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

Radiate Object allows the caster to project an image of another person or object 50 + 30/F' away under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

13 – **Envelop**

Time to Cast: 4 R
Resist Check: none
Target: multitouch
Duration: 30 + 10/F M
Area: targeted beings
Effect: disguises group

When the magician casts this spell, he and his companions appear to blend perfectly into the background. They must be touched to be found.

14 – **Project Self**

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: program image

This spell allows the caster to preprogram an image to appear 60 + 40/F' away at some time up to one year into the future. It can be triggered by a specific time, the utterance of a particular word, or the occurrence of a particular event. All other aspects of the image are as in the Radiate Self spell.

15 – **Phantasmal Earth**

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Earth spell

This spell allows the caster to appear to cast any spell in the Earth element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

16 – **Project Object**

Time to Cast: 1 M
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

This spell allows the caster to project an image of another person or object 60 + 40/F' away under the same constraints as the Project Self spell. The object can be no larger than the caster.

Mind Twisters

1 – **Gutter**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 R
Area:	5’ radius
Effect:	cause doubt

Gutter causes beings, within melee range and able to see a flame held in the caster’s hand, to suffer momentary doubt as to how to attack. They automatically lose initiative the next round.

2 – **Flame Dreams**

Time to Cast:	1 M
Resist Check:	none
Target:	LOS 20 + 5/F’
Duration:	1 + 1/F M
Area:	1 creature
Effect:	plan dream

The target of Flame Dreams must already be asleep and within 20’ of a fire (campfire, fireplace, etc.). It will then have a dream, and the caster can dictate the circumstances of the vision. Fire must be a component of the dream. If the target is present in the dream and killed, he will awake just before his dreamed death.

3 – **Dismay**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	4 + 2/F R
Area:	80 + 20/F’ radius
Effect:	non-intelligent creatures flee

Dismay causes any non-intelligent creatures, within sight of the caster and failing the RC, to flee from the caster at their maximum movement rate.

4 – **Unman**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	4 + 2/F R
Area:	60 + 15/F’ radius
Effect:	intelligent creatures flee

Unman causes intelligent creatures within sight of the caster, who fail the RC, to pause one round in fear of the caster. They then flee at their maximum movement rate, away from the caster, for the spell’s duration.

5 – **Forget**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 person
Effect:	forget recent events

Forget causes the target to forget the events from the present back four rounds. One finesse changes the time period to four minutes, two to one hour, three to one day. Each additional finesse after the third increases the time period by one day.

6 – **Stray Thought**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 40 + 10/F’
Duration:	4 + 2/F R
Area:	1 person
Effect:	insinuate action

The caster formulates the action he would like the target to perform, then casts Stray Thought. If the target fails the RC it will take the thought as its own and act accordingly. The planted thought must be reasonable under the circumstances, otherwise the spell fails.

7 – **Chaos**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 40 + 10/F’
Duration:	4 + 2/F R
Area:	10 + 5/F’ radius
Effect:	create disorder

This spell causes those within the area of effect who fail the RC to act erratically for the duration of the spell. There is a 10% chance they will carry through with their planned actions; otherwise, intelligent creatures will start bickering among themselves, while non-intelligent creatures will simply mill about or (25%) attack each other.

8 – **Befriend**

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	60 + 15/F’
Duration:	1 + 1/F M
Area:	10 + 5/F’ radius
Effect:	enemies = friends

Befriend immediately cancels any hatred towards the caster and his companions by those creatures within the area of effect who fail the RC. This will last as long as none of the perceived friends take a hostile action (including casting spells) towards the Befriended targets.

9 – **Neophyte**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 40 + 10/F’
Duration:	4 + 2/F R
Area:	1 person
Effect:	forget background

The target of Neophyte who fails the RC suddenly forgets all his background training for the spell’s duration. Warriors don’t have a clue as to the use of their weapons, magicians can no longer remember spells, pilot cannot recall how to fly an aircraft, etc.

10 – **Betask**

Time to Cast:	1 M
Resist Check:	5d6 vs WIL negates
Target:	touch
Duration:	1 year or until complete
Area:	1 person
Effect:	set a task

If the target fails the RC, the caster may set him a single task. The object of the task must be within the ability of the target to accomplish, and cannot take longer than a year, else the spell fails. The target feels duty-bound to perform the assigned mission, and will devote all his energies and resources to its accomplishment. Once the task is complete, or a year goes by without its completion, the spell ends.

11 – **Charlatan**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	1 + 1/F M
Area:	1 person
Effect:	act as other background

If the target of Charlatan fails his RC, he immediately assumes a different background, of the caster’s choosing, for the spell’s duration. Whatever the new background, the target feels he is giving a stellar performance, but blows never hit, spells never succeed, etc. regardless of the targets actual skills in that background.

12 – **Arson**

Time to Cast:	2 R
Resist Check:	6d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	30 + 10/F M
Area:	1 person
Effect:	change surroundings

If the target of Arson fails the RC, he suddenly finds himself in a vaguely familiar, but perplexing, network of flaming walls for the spell’s duration. The basic layout is any building the target is familiar with (preferably his home), and the target must act accordingly.

13 – **Amnesia**

Time to Cast:	1 R
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 person
Effect:	forget events

Amnesia causes the target to forget events from the present back one week. Each finesse cumulatively quadruples the about of time forgotten. 1 = 4 weeks, 2 = 16 weeks, 3 = 64 weeks, 4 = 256 weeks, etc.

14 – **Babe**

Time to Cast:	1 M
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	1 + 1/F days
Area:	1 person
Effect:	turn into baby

If the target of Babe fails the RC, he is immediately reduced to the intellect and physical coordination of an infant, though his body remains full-sized.

15 – **Fever**

Time to Cast:	1 M
Resist Check:	6d6 vs WIL negates
Target:	caster
Duration:	12 + 3/F H
Area:	special
Effect:	obviate sendings

If anyone attempts a scrying spell on a magician under a Fever spell, the former suddenly feels overcome by a fever. He must make the RC to avoid serious brain damage (INT drops to 1). If the RC is made, the scrying spell proceeds.

16 – **Pith**

Time to Cast:	4 R
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	1 + 1/F days
Area:	1 person
Effect:	scramble brain

If the target of Pith fails the RC, his brain is magically scrambled. Basic brain function remains to keep the body alive, but thought and coordinated actions are impossible until Pith is Revoked.

Smoke

1 – **Cloud**

Time to Cast: 1 R
Resist Check: none
Target: LOS 100 + 25/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: cloud of smoke

A small fire creates a white cloud of smoke that obscures all objects within the area of effect.

2 – **Incense**

Time to Cast: 1 R
Resist Check: none
Target: LOS 60 + 20/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: scented smoke

A small fire creates a cloud of gray smoke that fills the area with a non-offensive odor. The exact smell of the incense is of the caster's choosing.

3 – **Smog**

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: 10' radius
Effect: unpleasant smoke

A small fire creates a brown, noxious cloud of smoke that contains dust and other fine particles. Anyone in the area of effect that fails the RC begins coughing. They continue until they are exposed to clean air.

4 – **Obscuring Smoke**

Time to Cast: 1 R
Resist Check: none
Target: LOS 30 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: thick smoke

A small fire creates a thick black smoke that prohibits anyone from seeing into or out of the area. Alternate forms of vision can be used to see through the smoke.

5 – **Tint**

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 1 object
Effect: tint glass

Any crystal or glass object that fails the RC darkens and becomes translucent. This will block half of all light from passing through the object. Light-based spells passing through the affected glass are affected accordingly (GM's discretion).

6 – **Tear**

Time to Cast: 2 R
Resist Check: 3d6 vs HEA negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: tearing smoke

A small fire creates a pink cloud of smoke that causes all breathing creatures within it that fail the RC to be brought to tears. Their vision is reduced to a couple of feet and targeting LOS spells is very difficult (GM's discretion).

7 – **Intoxicate**

Time to Cast: 2 R
Resist Check: 4d6 vs HEA negates
Target: LOS 20 + 10/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: drugged smoke

A small fire creates a green smoke that fills the area. Those in it who fail the RC feel the effects normally associated with Sago Weed. They become happy, hungry, and lethargic. If the victim leaves the area of effect, then the feeling of being "doped up" will remain for an additional half an hour.

8 – **Sleep**

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 15/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: sleeping smoke

A small fire creates a purple smoke that fills the area. All creatures within the area of effect that fail the RC fall into a magical sleep for 30 + 10/F minutes. Resistance checks must be made for every round that a creature is in the area of effect.

9 – **Spirit**

Time to Cast: 3 R
Resist Check: none
Target: LOS 40 + 15/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: spirit smoke

A small fire creates a red smoke that fills the area and outlines all ethereal creatures and spirits.

10 – **Toxic**

Time to Cast: 4 R
Resist Check: 4d6 vs HEA halves
Target: LOS 40 + 15/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: toxic smoke

A small creates a yellow smoke in the area. Creatures in the area of effect who breathe in the smoke start coughing violently and take 4d6 points of damage. Creatures must make the RC every round they remain in the smoke.

11 – **Cataract**

Time to Cast: 3 R
Resist Check: 5d6 vs HEA negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: cloud vision

If the target fails the RC, then they develop cataracts in both of their eyes. The lenses of their eyes cloud over and vision is reduced. This results in the creature getting two ranks of *Poor Vision*. A successful *Revocation* spell will reverse the effects.

12 – **Apparition**

Time to Cast: 3 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 30 + 10/F M
Area: 1 creature
Effect: turn into smoke

The target assumes a gaseous form that resembles a cloud smoke of any color the caster chooses. While in this form, the target can pass through small cracks, pipes, or move through the air at their normal land movement rate. Wind conditions can affect the target's normal movement. While in this form, the target cannot be harmed by normal physical objects.

13 – **Armor**

Time to Cast: 1 R
Resist Check: none
Target: LOS 5'
Duration: 1 + 1/F M
Area: 1 creature
Effect: protecting smoke

A small creates an orange smoke the surrounds the nearest creature. The smoke will give the creature 4 points of damage reduction against all attacks. Once the smoke is surrounding the creature, it will move with it for the spells duration.

14 – **Burning Smoke**

Time to Cast: 2 R
Resist Check: 5d6 vs HEA halves
Target: LOS 120 + 20/F'
Duration: 4 + 2/F R
Area: 20' radius
Effect: acidic smoke

A small fire creates a cloud of blue, acidic smoke. The acid suspended in the smoke causes 5d6 points damage to any creature every round they remain in the area of effect. The cloud can be moved by natural or magical wind, but will retain its shape for the duration of the spell.

15 – **Magic Absorption Smoke**

Time to Cast: 3 R
Resist Check: none
Target: LOS 120 + 20/F'
Duration: 1 + 1 /F M
Area: 10' radius
Effect: smoke absorbs magic

A small fire creates a near transparent cloud of smoke that fills the area. If a spell is cast into the smoke, it will create a crackle that is more significant for higher ranked spells. This results in any spells resistance check being reduced by 2 dice and damage also being reduced by 2 dice.

16 – **Destructive Smoke**

Time to Cast: 4 R
Resist Check: 6d6 vs HEA negates
Target: LOS 120 + 20/F'
Duration: 4 + 2/F R
Area: 20' radius
Effect: smoke destroys

A small fire creates a cloud of dark red smoke that fills the area. Anything that is within the area of the smoke and fails the resistance check begins to break apart. For objects, this makes them unusable until repaired (or for delicate objects completely destroys them) and for beings, this results in 6d6 points of damage per round while in the smoke.

Air Magic

Magicians devoted to the Air element spend much of their time out of doors where they may feel the power of the wind and the subtleties of light breezes. Some dismiss Air magicians as flighty and fickle, but they are the most cerebral of the elemental magicians.

Air Magics typifies the power of the element, in spells like Lightning Bolt and Anaerobia, and the ability to manipulate the element.

Dimensions involve summoning or sending items to or away from the caster. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and draining to the magician. The base cost for these spells is 600 XP.

Vision spells enhance the seeing ability of the magician.

Scrying spells are information-gathering magics.

Air Forms allows the mage to create things out of the air.

1. Air Magics
1 Minibolt
2 Gust
3 Arise
4 Fresh Air
5 Ironlungs
6 Lightning Bolt
7 Fly
8 Wind
9 Air Temperature
10 Anaerobia
11 Hawksoar
12 Ekblovego
13 Vacuum
14 Blitzen
15 Aerovoki
16 Wrath

2. Vision
1 Murk
2 Distortion
3 Crystal
4 Glamor
5 Intuit
6 One Eye
7 Discovery
8 Parallax
9 Long Eyes
10 Heat Vision
11 Night Sight
12 Invisibility
13 Sight License
14 Blind
15 Projection
16 See All

3. Scrying
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2 Hear
3 Read Emotions
4 Mask Motivation
5 See
6 Witchsmeller
7 Know True Motivation
8 Locate
9 Senses
10 Truthtell
11 Futuresee
12 Legends
13 Thingtell
14 Backfire
15 Scan
16 Godspeak

4. Dimensions
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2 Thought Move
3 Send Object
4 Peer
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6 Call Object
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8 Giant Stride
9 Send Package
10 Pocket
11 Portable Hole
12 Call Package
13 Magic Door
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16 Banish

5. Air Forms
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2 Stolen Breath
3 Fists of Wind
4 Whispering Air
5 Thunder Clap
6 Talons
7 Air Walk
8 Foul Smoke
9 Mist of Chaos
10 Boundaries
11 Air Wall
12 Uplift
13 Air Stones
14 Air Items
15 Poison Smoke
19 Air Form

Air Magics

1 – **Minibolt**

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 60 + 15/F’
Duration:	instantaneous
Area:	1 object
Effect:	1d6 damage

Minibolt calls forth a small electrical charge from the air and sends it blasting towards the target. A Minibolt always hits the target, but magical resistance can negate or reduce the damage.

2 – **Gust**

Time to Cast:	1 R
Resist Check:	none
Target:	60 + 10/F’
Duration:	1 + 1/F M
Area:	5’ x 20’ + 10/F’ cone
Effect:	30 + 10/F mph gust

Gust produces a blast of air in the area of effect sufficient to extinguish unprotected flames, fan a large fire, etc.

3 – **Arise**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	accelerate 4 + 1/F’ /R

Arise immediately counteracts the effects of gravity, allowing the caster to float into the air like a kite. The magician, while concentrating, can accelerate up or down at a rate of 4 + 1/F’ per round. The caster is at the mercy of winds and other forces that could cause lateral movement. He cannot carry more than he could normally lift above his head.

4 – **Fresh Air**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	4 + 2/F R
Area:	10 + 5/F’ radius
Effect:	freshen air

With Fresh Air the caster can cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if he so chooses.

5 – **Ironlungs**

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	10 + 5/F M
Area:	1 creature
Effect:	hold breath

Ironlungs enables the recipient to hold his breath for the spell’s duration. Total concentration by the target is necessary, so Ironlungs prevents most forms of spell casting.

6 – **Lightning Bolt**

Time to Cast:	1 R
Resist Check:	3d6 vs HEA halves
Target:	LOS 120 + 30/F’
Duration:	instantaneous
Area:	1 object
Effect:	6d6 damage

The caster uses this spell to create opposed electrical charges between the caster’s fingertip and his intended target. This electrical potential causes a bolt of electrical energy to travel from his finger to the target along the path of least resistance. Intervening objects and people along this path are affected by the bolt, as is the target.

7 – **Fly**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F’
Duration:	1 + 1/F M
Area:	1 person
Effect:	fly 120 + 30/F’ /R

Fly enables the recipient to fly at a rate of 120 or more feet per round. Simple actions can be performed without penalty while in flight, but weapon attacks are made at a -8 penalty (in addition to the normal penalties for moving), and spell casting is impossible. The target cannot fly while overloaded or while carrying a heavy weapon.

8 – **Wind**

Time to Cast:	4 R
Resist Check:	none
Target:	none
Duration:	6 + 2/F H
Area:	60 + 20/F’ radius
Effect:	control wind

Wind allows a magician to control the speed and direction of the wind around him. Wind speeds of up to 30 + 10/F MPH can be maintained. The wind is strong enough to propel a sailing vessel if desired, although a sail is an obvious necessity.

9 – **Air Temperature**

Time to Cast:	2 R
Resist Check:	none
Target:	100 + 20/F’
Duration:	6 + 2/F H
Area:	60 + 20/F’ radius
Effect:	change temperature

This spell enables the caster to change the temperature in the chosen area by 30 + 10/F degrees Fahrenheit. Air Temperature can be targeted on the caster or another person, and its area of effect will move with that person.

10 – **Anaerobia**

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 10/F’
Duration:	2 + 1/F H
Area:	1 creature
Effect:	survive without air

This spell satisfies the target’s need for oxygen, making normal breathing unnecessary. All actions may be performed normally. Anaerobia does not protect the target from possible physical damage caused by hostile environments, such as fire, extreme cold, etc.

11 – **Hawksoar**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	1 + 1/F M
Area:	1 person
Effect:	fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. The movement rate per round remains at 120 + 30/F’. All actions are allowable and not subject to any penalties.

12 – **Ekblovego**

Time to Cast:	3 R
Resist Check:	5d6 vs STR for half
Target:	none
Duration:	4 + 2/F R
Area:	30’x 150’ + 30/F’ cone
Effect:	massive wind blast

An Ekblovego is a massive blast or gust of wind traveling nearly 150 MPH. All free standing objects and creatures are blown backwards 80 feet and suffer 1d6 damage points each round they remain in the effect. Some structural damage to buildings may even result (GM’s discretion).

13 – **Vacuum**

Time to Cast:	3 R
Resist Check:	5d6 vs HEA negates
Target:	100 + 30/F’
Duration:	instantaneous
Area:	30 + 10/F’ radius
Effect:	remove air

Vacuum creates an airless space in the area of effect. Aerobic creatures who fail the RC become comatose. Fires are immediately extinguished, sailing vessels becalmed, and other processes involving air are likewise halted. The GM will adjudicate any side-effects of the sudden decompression.

14 – **Blitzen**

Time to Cast:	2 R
Resist Check:	5d6 vs AGI halves
Target:	160 + 40/F’
Duration:	4 + 2/F R
Area:	15 + 5/F’ radius
Effect:	1 lightning strike/R

Blitzen causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer 6d6 damage points for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

15 – **Aerovoki**

Time to Cast:	4 R
Resist Check:	none
Target:	40 + 10/F’
Duration:	30 + 10/F M
Area:	special
Effect:	summon air elementals

Aerovoki summons 1d6+1 air elementals to any point within the range and the caster’s LOS. Air must be available, of course. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their airy halls with them at the end of their service.

16 – **Wrath**

Time to Cast:	4 R
Resist Check:	6d6 vs HEA halves
Target:	160 + 40/F’
Duration:	4 + 1/F M
Area:	up to 1/4 met radius
Effect:	summon wind storm

Wrath allows the caster to summon a wind storm of unbelievable strength. It can be in the form of a hurricane, tornado, or a straight line wind. Wind velocity is 300 mph or more, few structures will survive (the GM may give stone buildings an RC). Each round in the effect creatures suffer 3d6 damage points from being struck by flying debris. Spell casting is impossible. The RC must be made each round.

Vision

1 – **Murk**

Time to Cast:	1 R
Resist Check:	3d6 vs PER negates
Target:	20 + 5/F’
Duration:	1 + 1/F M
Area:	10 + 5/F’ radius
Effect:	reduce visibility

Murk causes dust particles in the environment to coalesce onto water droplets to create a dirty, murky area. Anyone that fails the RC cannot see through the murk. The resistance check must be made every round. Murk is effective underwater as well as in air.

2 – **Distortion**

Time to Cast:	1 R
Resist Check:	none
Target:	none
Duration:	10 + 5/F M
Area:	5 + 2/F’ radius
Effect:	obscure vision

Distortion causes light rays to bend and shift erratically in the area of effect. Forms within the area become blurry, indistinct, and are 90% unrecognizable.

3 – **Crystal**

Time to Cast:	1 R
Resist Check:	none
Target:	20 + 5/F’
Duration:	1 + 1/F M
Area:	10 + 5/F’ radius
Effect:	increase visibility

Crystal is the opposite of Murk, cleansing the area of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.

4 – **Glamor**

Time to Cast:	2 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	10 + 5/F M
Area:	1 creature
Effect:	boost COM 2 + 1/F

Glamor alters the natural COM of the target, affecting reactions accordingly.

5 – **Intuit**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	caster
Effect:	boost PER 2 + 1/F

Intuit allows the caster to temporarily increase his PER for the duration of the spell.

6 – **One Eye**

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	20 + 5/F’
Duration:	4 + 2/F R
Area:	1 creature
Effect:	blind one eye

The target of One Eye is temporarily blinded in one eye (caster’s choice). The target’s attack modifiers are reduced by 2 to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.

7 – **Discovery**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	caster
Effect:	magnify 8 + 2/F times

Discovery enables the caster to see minute things or details that escape normal vision. Rolls against PER are made with one less die than normal.

8 – **Parallax**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	boost DV by 2 + 1/F

Parallax causes the caster’s body to seem to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster’s DVs.

9 – **Long Eyes**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	caster
Effect:	closer 8 + 2/F times

Long Eyes empowers the caster to see distant objects as if they are much closer. He must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by half. This also will increase the range of other LOS spells cast during Long Eyes' duration. Finesses to increase the range of these spells are applied before Long Eyes multiplies the range.

10 – **Heat Vision**

Time to Cast:	2 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	10 + 5/F M
Area:	1 creature
Effect:	see heat 40 + 10/F'

The recipient of this spell is empowered to see heat instead of (NOT in addition to) light. Objects will vary in color from jet black (very cold) to bright red (very hot). A cold draft or emanations from ice interfere with heat vision by making forms opaque.

11 – **Night Sight**

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	caster
Effect:	see in the dark

Night Sight enables the caster to see in natural darkness and shadows as well as he can see in bright moonlight. If the effect is finessed four times, he can even see in magical darkness or shadows.

12 – **Invisibility**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	10 + 5/F M
Area:	1 item or being
Effect:	make invisible

Invisibility surrounds the target with a magical field which shifts light out of phase. An invisible creature can walk about and open doors, but cannot drop or pick up anything nor physically attack someone. Spells which have a physical manifestation will break the enchantment. Invisible creatures are in the same phase and can see one another.

13 – **Sight License**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	1 creature
Effect:	allows sight

The recipient of a Sight License is temporarily granted the power of sight, even if it is blind or lacks sight organs.

14 – **Blind**

Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	1 + 1/F days
Area:	1 creature
Effect:	remove vision

Blind makes the target blind for the spells duration. The target must be capable of vision for the spell to be effective, i.e., Blinding a worm is of little consequence.

15 – **Projection**

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	LOS 250 + 100/F'
Effect:	create mass vision

All beings in the area of this spell see just what the caster desires them to see. The vision appears quite real, but has no audio, temperature or touch components. The caster MUST maintain concentration for the duration of this spell, or the vision disappears immediately.

16 – **See All *****

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	create LOS

See All enables the caster to see through one solid object or creature. This can be as small as a rabbit or as large as a mountain, but can be only one thing. Thus the caster can cast a line of sight spell through any interposing creature or object subject to that spell's normal range restrictions.

Scrying

1 – **Detect Motivation**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	4 + 2/F R
Area:	1 person
Effect:	confirm motivation

The caster may learn the target’s motivation with this spell, making one attempt per round of the duration. Upon casting, the magician thinks of a motivation. If the target has that motivation, the caster will know it positively. The target will not realize he is being probed until the third round, at which time he is allowed the RC. If successful, further Detect Motivation attempts fail.

2 – **Hear**

Time to Cast:	2 R
Resist Check:	none
Target:	40 + 10/F’
Duration:	10 + 5/F M
Area:	10 + 5/F’ radius
Effect:	remote hearing

The caster first chooses an area within range, which does not have to be in his LOS. He may then hear, but not necessarily understand, any noises or speech in the area as if his ears were there.

3 – **Read Emotions**

Time to Cast:	1 M
Resist Check:	3d6 vs WIL negates
Target:	LOS 40 + 10/F’
Duration:	10 + 5/F M
Area:	1 creature
Effect:	know thoughts

Read Emotions allows the caster to know the surface thoughts of the targeted creature. These are very general and primal in nature, such as hunger, anger, contentment, sadness, etc., regardless of the creature’s INT.

4 – **Mask Motivation**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	2 + 1/F H
Area:	1 creature
Effect:	mask motivation

Mask Motivation enables the caster to deny that information, or feed false information (caster’s choice), to anyone using spells.

5 – **See**

Time to Cast:	2 R
Resist Check:	none
Target:	60 + 15/F’
Duration:	10 + 5/F M
Area:	10 + 5/F’ radius
Effect:	remote vision

The caster selects an area within range, but not necessarily in his LOS, and then casts See. He may then see everything in the area as if his eyes were there. After casting See, the caster must remain motionless and concentrate or the spell is broken.

6 – **Witchsmeller**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	4 + 2/F R
Area:	10 + 5/F’ radius
Effect:	uncover magic

Any enchanted items in the area of effect glow with a silver aura in the eyes of the caster. Very magical items, such as relics, glow with a gold aura. The strength of the glow is reflective of the strength of the magic.

7 – **Know True Motivation**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 60’
Duration:	instantaneous
Area:	1 person
Effect:	see true motivation

This spell functions similarly to Detect Motivation, except the caster can see through any deceptions and know the true motivation of any creature in the area of effect with a single casting. Mask Motivation, however, will deceive this spell.

8 – **Locate *****

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	caster
Duration:	10 + 5/F M
Area:	200 + 20/F’ beam
Effect:	discover location

Locate allows the caster to locate any item or creature which he as previously seen or touched. The caster first visualizes the target of his search. A search beam moves with the caster, and an image forms as soon as the subject comes within range. The vision can only be seen by the caster, and recedes into the distance to where the item or creature is actually located.

9 – **Senses**

Time to Cast:	2 R
Resist Check:	none
Target:	60 + 15/F'
Duration:	10 + 5/F M
Area:	special
Effect:	1 + 1/F senses

Senses enables the caster to have one or more of his five senses operate remotely. This poses certain risks, for damaging effects present in the remote area can attack the magician through the spell. For example, if poison gas is present and the caster wishes his sense of smell to function in the area, he is subject to any damage the gas inflicts. The caster must remain motionless for the spell's duration.

10 – **Truthtell**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1 + 1/F M
Area:	1 creature
Effect:	prevent lying

Any creature failing the RC must answer all the caster's questions truthfully for the duration of the spell.

11 – **Futuresee**

Time to Cast:	2 M
Resist Check:	none
Target:	caster
Duration:	3 + 1/F questions
Area:	caster
Effect:	see the future

Futuresee enables the caster to determine what will happen in the immediate future (1 + 1/F days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from 50 + 10/F percent. If not truthful, responses can be totally false, or couched as half-truths (GM's discretion).

12 – **Legends**

Time to Cast:	see text
Resist Check:	none
Target:	special
Duration:	1 + 1/F clues
Area:	special
Effect:	know antiquity

Legends is used to gain knowledge of the items, places, and people of antiquity. If the caster is touching the item, standing on the site, or next to a grave, the casting time is one day; otherwise one week. The caster can learn pieces of information about the subject in the form of clues, or as a range of numbers. The information is always truthful, but the player must make correct interpretations.

13 – **Thingtell**

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	10 + 5/F M
Area:	1 object
Effect:	speak with objects

Thingtell enables the magician to "speak" with inanimate objects like chairs, rocks, trees, bushes, etc. The object cannot volunteer information, but will answer all of the caster's questions truthfully.

14 – **Backfire**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	12 + 3/F H
Area:	caster
Effect:	reverse scrying

Backfire not only protects the caster from scrying attempts, but reverses the process so that he finds out what information the opposing caster was seeking from his target, ignoring any normal RCs. He can also learn the direction and distance of the attempt.

15 – **Scan *****

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	800 + 300/F' beam
Effect:	scan area

The caster must first decide on what piece of information he wants to know ("horses nearby?", "any carnivorous plants in the area?", etc.). When the spell is cast, a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at the object of the scan if it contacts it, giving direction and distance. The beam moves with the caster, but is blocked by stone walls, etc.

16 – **Godspeak *****

Time to Cast:	1 day
Resist Check:	none
Target:	caster
Duration:	1 + 1/F questions
Area:	caster
Effect:	find unmitigated truth

The caster must be on good terms with his sworn deity, through regular obeisance, performance of deeds to further the deity's goals, etc. Optionally, the spell always functions, but there may be some penalty on EU recharging time if the caster has been lax, or the deity may only answer one question regardless of finesses (GM's discretion). The caster may ask any question and be assured of a 100% truthful answer.

Dimensions

1 – **Shimmer**

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	LOS 20 + 5/F’
Duration:	4 + 2/F R
Area:	1 creature
Effect:	increase melee DV 2 + 1/F

While under the influence of Shimmer, the target’s physical form appears indistinct and wavering, effectively increasing his melee defense value. The caster must be touched by air while murmuring the spell.

2 – **Thought Move**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	instantaneous
Area:	1 item
Effect:	move 20 + 5/F lb

Thought Move allows movement of a non-living, free standing object within the weight limit and in the caster’s LOS, from one place to another within the allowable range. Since the motion is slow, no damage is inflicted from striking other objects, unless circumstances dictate otherwise (walking into a set spear, falling from a height, etc.).

3 – **Send Object**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 item
Effect:	send small object

To use this spell, the caster encloses an object within his fist, and then sends it to any previously memorized location.

4 – **Peer**

Time to Cast:	2 R
Resist Check:	none
Target:	memloc
Duration:	10 + 5/F M
Area:	60’ radius
Effect:	see memorized place

Peer enables the caster to monitor any memorized location for the spell’s duration. Only sight is allowed; no sounds, smells, etc. can be discovered.

5 – **Magic Fence**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	caster
Duration:	2 + 1/F H
Area:	5 + 2/F’ radius
Effect:	exclude summonings

At the end of the spell, the area centered on the caster is bounded by a glowing boundary (shaped to the caster’s choosing). Other planer and immaterial creatures, and magically transported objects cannot pass this line unless the RC is made (objects save vs. the WIL of the caster of the spell transporting it).

6 – **Call Object**

Time to Cast:	3 R
Resist Check:	none
Target:	special
Duration:	instantaneous
Area:	1 + 1/F item(s)
Effect:	recall from storage

Call Object allows the caster to retrieve objects from the place where they were previously stored by a Send Object spell. The objects do not have to have been sent to the same location.

7 – **Hole**

Time to Cast:	3 R
Resist Check:	none
Target:	touch
Duration:	1 + 1/F M
Area:	6 + 6/F“ radius
Effect:	create hole

This creates a hole (6 + 6/F inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through with no resistance. Magical objects get a 4d6 RC versus PWR to negate the effect.

8 – **Giant Stride**

Time to Cast:	2 R
Resist Check:	none
Target:	multitouch
Duration:	4 + 2/F R
Area:	touched beings
Effect:	port 160 + 40/F’

Giant Stride allows the caster to shorten distances somewhat by opening a temporary two-way door some distance away to a spot within his LOS. The door is invisible, except to the caster and anyone he touches during the casting time. The starting and ending points must be touched by air. The effect for observers is that the caster (and perhaps others) disappear into thin air, and then reappear in the blink of an eye.

9 – **Send Package**

Time to Cast:	3 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 item
Effect:	send package

An inanimate object can be sent to any previously memorized location.

10 – **Pocket**

Time to Cast:	3 R
Resist Check:	none
Target:	multitouch
Duration:	1 + 1/F M
Area:	touched beings
Effect:	open elemental pocket

At the end of the spell a small opening appears suspended in air, visible only to the caster and anyone he touches during the casting time. If they enter, they appear to vanish into thin air. Normal human life is supported in the dimension, and at the end of the duration anyone still within the dimension is pushed out to his starting point. The caster must be touching air for this magic to work.

11 – **Portable Hole**

Time to Cast:	7 R
Resist Check:	none
Target:	touch
Duration:	6 + 2/F H
Area:	6 + 6/F" radius
Effect:	create portable hole

This creates a hole (6 + 6/F inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through. Grasping the hole by the outside edge, the Portable Hole can be peeled off, rolled up, and reused elsewhere. Magical objects get a 4d6 RC versus PWR to negate the effect.

12 – **Call Package**

Time to Cast:	5 R
Resist Check:	none
Target:	special
Duration:	instantaneous
Area:	1 + 1/F item(s)
Effect:	recall package

Call Package allows the caster to retrieve packages from the place where they were previously stored by a Send Package spell. The packages do not have to have been sent to the same location.

13 – **Magic Door**

Time to Cast:	4 R
Resist Check:	none
Target:	multitouch
Duration:	12 + 3/F H
Area:	touched beings
Effect:	open door to memloc

This spell opens a door to any location the caster has memorized that is visible only to him and those he touches during the casting time. The caster must be touching air, and air must be available at the destination for the spell to work. The location can be any distance away, but must be on the same plane.

14 – **Vanish**

Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	12 + 3/F H
Area:	1 creature
Effect:	send to pocket dim.

The caster must be touching air for this spell to work. If the target fails the RC, he is immediately dispatched to a small, life supporting pocket dimension in the air for the duration of the spell.

15 – **Otherworld**

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	1 + 1/F days
Area:	10 + 5/F' radius
Effect:	open portal

The caster must have at hand still air with a volume of at least the area of effect. When the spell is cast, the caster concentrates on a dimension and the place within that dimension where the portal will lead. A visible portal opens, providing a corridor to the target. Anyone can then step through this portal, and be there. The corridor cannot be opened onto the same dimension from which it is cast.

16 – **Banish**

Time to Cast:	4 R
Resist Check:	6d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	permanent
Area:	1 creature
Effect:	send creature

Banish is the same as Vanish, except the RC is more difficult and the duration is permanent unless Revoked.

Air Forms

1 – Sweet Breeze

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 creature
Effect: freshen air

Sweet breeze causes the air immediately around the target to be lightly perfumed and sweet smelling. It does not create air, nor purify the air that the target breathes.

2 – Stolen Breath

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: LOS 20 + 5/F'
Duration: instantaneous
Area: 1 creature
Effect: lose action

The target of Stolen Breath must make a RC or have the air in its lungs forcibly removed. The creature can then breathe normally, but loses its next action to gasping for air.

3- Fists of Wind

Time to Cast: 1 R
Resist Check: 3d6 vs STR halves
Target: LOS 40 + 10/F'
Duration: 1 + 1/F R
Area: 1 creature
Effect: pummels target

Fists of Wind creates two solid fists of air which pummel the target. This causes the target 2d4 DP of blunt damage and knocks them to the ground. If they succeed at RC, they take half damage and remain standing.

4 – Whispering Air

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: hear sounds

Whispering air sharpens the sound waves reaching the caster's ears. He can hear any sound provided he can identify the source and there is an unobstructed air pathway to the source of sound.

5 – Thunderclap

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: LOS 200 + 25/F'
Duration: 1 + 1/F R
Area: 30 + 5/F'
Effect: loud thunder

Thunderclap creates hundreds of tiny vacuums which collapse with a deafening roar. All within the area of effect must make a RC or be temporarily deafened. Every 10 minutes, a deafened character must make a HEA check for hearing to return. This check begins at 4d6, and every subsequent check is made at 1 die less than the previous check.

6 – Talons

Time to Cast: 1 R
Resist Check: 3d6 vs AGI halves
Target: LOS 100 + 25/F'
Duration: 1 + 1/F R
Area: 5' x 30' + 5/F' cone
Effect: damaging air

This spell creates ripping claws of air which rush along in a cone from the caster's hand. All in the cone take 4d6 damage and must make a 4d6 vs. STR check or be thrown back 20 feet. Non-living objects will also be affected by the spell, and may be pushed back or damaged as appropriate.

7 – Air Walk

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: walk on air

Air Walk solidifies a small area of air under the targets feet, allowing him to walk on air. The maximum ascent/descent rate is as if the target were on steep stairs. If knocked down, the target will fall onto the air supporting him and remain at his current altitude.

8 – Foul Smoke

Time to Cast: 2 R
Resist Check: 4d6 vs HEA negates
Target: LOS 100'
Duration: 1 + 1/F M
Area: 25 + 5/F' radius
Effect: sickening smoke

This spell creates a noxious smoke which obscures vision and sickens those inside it. Those failing a RC are at -4 to all attack and skill rolls while inside. The RC must be made every round while inside the smoke or until failed. The smoke can be moved by air currents but will retain its size and effect until the duration expires.

9 – Mists of Chaos

Time to Cast: 2 R
Resist Check: 4d6 vs CSE negates
Target: 50 + 10/F'
Duration: 1 + 1/F M
Area: 50 + 5/F' radius
Effect: cause confusion

Mists of Chaos creates a swirling sphere of color. Those inside must make a RC every round or become totally disoriented and unable to take any action other than stumble about blindly. The mists can be moved by air currents but will retain their size and effect until the duration expires.

10 - Boundaries

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 200 + 20/F' radius
Effect: sense surroundings

This spell allows the caster to sense the location of the boundaries of the air in the area of effect, allowing him to function in pure darkness by knowing the shape and location of everything in the area.

11 – Air Wall

Time to Cast: 1 M
Resist Check: none
Target: LOS 200 + 50/F'
Duration: 12 + 3/F H
Area: special
Effect: create wall of air

Air Wall creates a wall of solid yet transparent air. The wall must be placed between two solid structures and may be of any size to a maximum length of 100 feet and a height of 50 feet. A 6d6 check versus STR will allow a creature to push through.

12 - Uplift

Time to Cast: 2 R
Resist Check: 5d6 vs STR negates
Target: LOS 150 + 25/F'
Duration: instantaneous
Area: 50 + 5/F'
Effect: pick up and drop

Uplift causes a mighty updraft of wind to pick up all objects under 500 lbs. in the area of effect, lift them 50 feet in the air, and drop them. Items inside strong structures will hit the ceiling, and then fall to the floor.

13 – Air Stones

Time to Cast: 1 R
Resist Check: 5d6 vs AGI halves
Target: LOS 50 + 10/F'
Duration: 1 + 1/F R
Area: 5' x 50' + 5/F' cone
Effect: create balls of air

Air Stones creates hundreds of rock sized balls of solid air. These balls stream from the caster's hand, causing 8d6 damage to all in their path. Those struck must make a 5d6 check vs. STR or be knocked down.

14 - Air Items

Time to Cast: 2 R
Resist Check: none
Target: LOS 5'
Duration: 1 + 1/F M
Area: 100 + 50/F' radius
Effect: create item from air

Air Items creates invisible yet solid items out of the ambient air. The size of the items is limited to what will fit within the area of effect, and only one item is possible at a time. Others can use the items, so an air ladder could carry as many people as a regular one. Once the item is created, it persists for the duration and then vanishes.

15 – Poison Smoke

Time to Cast: 2 R
Resist Check: 6d6 vs HEA negates
Target: LOS 50 + 5/F'
Duration: 4 + 2/F R
Area: 25 + 5/F' radius
Effect: creates poison gas

Poison smoke creates a cloud of swirling, toxic gases. All in the area of effect must make the RC every round they are in the smoke or die. The smoke can be moved by air currents but will retain its size and effect until the duration expires, at which time it simply vanishes.

16 – Air Form

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: become wind

Air form allows the caster to change his body, but not equipment or clothes into pure air. The caster is as invisible as air, but others may detect his passing by the wind he makes while moving (especially at 150 MPH). The caster controls his movements and is not affected by other air currents. Maximum rate of travel is 150 MPH, and the caster can enter anywhere a gas can penetrate.

Water Magic

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern. Like the ocean, they seem timeless, with an inevitability to their actions.

Water Magics typifies the power of the element, in spells like Well and Ocean Cold, and the ability to manipulate the element.

Charms are used to impose the caster's will on living creatures. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. Their base cost is 600 EP.

Wardings provide protection to creatures and objects.

Changings allow the magician or target to assume a different physical form.

Forging allows the mage easily forge metals into objects that they can create.

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2 Gold
3 Silver
4 Tin
5 Copper
6 Brass
7 Bronze
8 Terisium
9 Steel
10 Platinum
11 Iron
12 Adamantite
13 Terisium Alloy
14 Hardened Adamantite
15 Adamantite Alloy
16 Exotic Metals

Water Magics

1 – **Spray**

Time to Cast:	1 R
Resist Check:	3d6 vs AGI negates
Target:	40 + 10/F’
Duration:	4 + 2/F R
Area:	10 + 5/F’ radius
Effect:	saturate

Spray causes elemental water to spurt from the caster’s fingertips. The spray is very fine, and everyone in the area of effect who fails the RC is drenched as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM discretion).

2 – **Well**

Time to Cast:	1 M
Resist Check:	none
Target:	LOS 40 + 10/F’
Duration:	10 + 5/F M
Area:	6 + 2/F’ radius
Effect:	dig a well

Well enables the caster to find potable water in any natural environment. He, in effect, digs a well from which any creature may drink. The water is real and can be stored for later use.

3 – **Level *****

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 30 + 5/F’
Duration:	1 + 1/F M
Area:	5 + 2/F’ radius
Effect:	change 4 + 1/F’

Level allows the caster to control the level of any aqueous liquid within the area indicated. The liquid is displaced, not created or destroyed.

4 – **Ice Ball**

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 + 1/F M
Area:	caster
Effect:	1d6 blunt damage

When the caster invokes Ice Ball it creates a sparkling nugget of elemental ice in his hand. He may then throw it at any target 50 + 10/F’ away in his LOS once each round for the duration of the spell. In addition to the damage, the Ice Ball will cause 1 point of damage to any armor it strikes regardless of the damage the armor absorbs.

5 – **Gills**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	2 + 1/F H
Area:	1 creature
Effect:	breathe water

Gills enables the recipient to extract oxygen from water. It conveys no movement or other benefits to a submerged creature.

6 – **Hot or Cold**

Time to Cast:	2 R
Resist Check:	none
Target:	LOS 60 + 15/F’
Duration:	30 + 10/F M
Area:	4 + 2/F’ radius
Effect:	control water temp.

Hot or Cold enables the caster to control the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature.

7 – **Rain Dance *****

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	1 + .5/F met radius
Effect:	see text

The magician who performs a Rain Dance can increase or decrease the level of precipitation by up to 1/2 inch per hour. The form will be as rain or snow, depending upon the prevailing air temperature. The area is centered on the caster and moves as he does.

8 – **Hail**

Time to Cast:	1 R
Resist Check:	4d6 vs HEA halves
Target:	60 + 20/F’
Duration:	1 + 1/F M
Area:	60 + 20/F’ radius
Effect:	2d6 blunt damage

Hail causes a hail storm to strike the area indicated within range. In addition to the damage, the Hail will cause 1 point of damage to any armor it strikes each round regardless of the damage the armor absorbs.

9 – **Dam *****

Time to Cast: 3 R
Resist Check: none
Target: LOS 100 + 30/F'
Duration: 2 + 1/F H
Area: 40 + 20/F' radius
Effect: stop flowing water

Dam creates an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the Dam with increased force on either side. When the spell ends, any pent-up water is released.

10 – **Riverman**

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: multitouch
Duration: 10 + 5/F M
Area: targeted creatures
Effect: walk on water

Riverman allows the caster and anyone he can touch during the casting time to match his body's movements to that of water. Those under the spell can walk on water without sinking.

11 – **Demolish**

Time to Cast: 1 R
Resist Check: none
Target: LOS 60 + 20/F'
Duration: instantaneous
Area: 5 + 1/F' radius
Effect: freeze objects

Demolish creates a wave of extreme cold that causes objects to instantly freeze and thaw. On most armor, this will result in 2d6 points of damage to the armor itself possibly reducing its effectiveness. In addition, it will break most delicate items, like glass and pottery and decrease the effectiveness of sensitive equipment and firearms.

12 – **Ocean Cold**

Time to Cast: 2 R
Resist Check: 5d6 vs HEA halves
Target: LOS 80'
Duration: 1 + 1/F M
Area: 80 x 10' wide cone
Effect: 3d6 damage

Ocean Cold puts the chill of the deepest oceans at the caster's command. The effect covers a cone-shaped area extending from the caster outstretched hands and becoming 10 feet wide at the limit of the range. Creatures in the area of effect suffer 3d6 damage per round. In addition, their movement rates are reduced to half speed due to the shock of the intense cold. In addition to the damage, the Ocean Cold will cause 1 point of damage to any armor in the area each round.

13 – **Torrent *****

Time to Cast: 1 M
Resist Check: none
Target: self
Duration: 2 + 1/F H
Area: 2 + 1/F met radius
Effect: torrential downpour

Torrent causes the sky to cloud over and unleash 2 inches of rain per hour. Such a massive downpour of rain may cause structures to be washed away or damaged (GM's discretion).

14 – **Divert *****

Time to Cast: 10 R
Resist Check: none
Target: 120 + 30/F'
Duration: see text
Area: 100 + 50/F' wide
Effect: change course

Divert enables the caster to change the course of a stream, redirecting the flow in any direction, even uphill. The new channel is permanent, although directional changes (reversing normal flow direction, etc.) will only last one day.

15 – **Akvovoki**

Time to Cast: 4 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 30 + 10/F M
Area: special
Effect: call water elementals

Akvovoki summons 1d6+1 water elementals from any water source (a cup of water is sufficient) within the spell's target area. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their watery halls at the end of their service.

16 – **Tidal Wave**

Time to Cast: 2 R
Resist Check: special
Target: LOS 240 + 60/F'
Duration: instantaneous
Area: special
Effect: create tidal wave

Tidal Wave creates a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 times 10' for a river or lake to 1d20 times 10' for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either a 5d6 RC vs Swimming or a 7d6 RC vs STR or drown.

Wardings

1 – **Forfend**

Time to Cast:	4 R
Resist Check:	3d6 vs PWR passes
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	area protection

The magician must touch at least three points during the casting time to set the ward. Any person or creature attempting to enter the Forfended area must make the RC to do so. The area could be a pouch, a door, an opening, etc.

2 – **Fountain**

Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	5 + 3/F' radius
Effect:	audible alarm

Fountain may be cast anywhere, though it is most effective when cast on a dry fountain. When an intruder enters the protected area the fountain starts to flow with a gentle burbling noise that awakens the caster, even from a magical sleep.

3 – **Poisonward**

Time to Cast:	4 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	30 + 10/F M
Area:	1 creature
Effect:	see text

Poisonward reveals the presence of poisonous objects in the target's LOS. If the effect is finessed four times, the target is allowed to subtract one die from his RC if hit by a poisonous attack during the spell's duration.

4 – **Stay**

Time to Cast:	4 R
Resist Check:	3d6 vs PWR leaves
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	prevent exit

The magician must touch four corners of the area to be warded (the four cardinal points if a circular area) within the casting time. Anyone can enter the warded area, but cannot leave unless the RC is made.

5 – **Weapon Ward**

Time to Cast:	4 R
Resist Check:	4d6 vs WIL passes
Target:	touch
Duration:	2 + 1/F H
Area:	1 creature
Effect:	reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of his LOS. Anyone carrying weapons cannot approach within melee range of the target unless the RC is made.

6 – **Snugbug**

Time to Cast:	4 R
Resist Check:	4d6 vs PWR passes
Target:	touch
Duration:	6 + 2/F H
Area:	see text
Effect:	provide safe sleep

The caster must touch at least four corners of the area to be warded during the casting time. Anyone within the area at the end of the casting time immediately falls into a restful sleep that can only be interrupted by inflicting damage. Snugbug also wards against spells like Flame Dreams; the caster must make the RC to force the spell through the ward.

7 – **Monitor**

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	12 + 3/F H
Area:	caster
Effect:	check wards

Monitor enables the caster to remotely monitor the condition of any wards he has set, finding out if they have expired or if they have been tested or breached. The caster establishes Monitor by touching the perimeter of the warded area or object and casts the spell. The magician can then go elsewhere. Up to INT/5 (rounded down) wards may be simultaneously monitored through multiple uses of this spell.

8 – **Debar**

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	bar 1 + 1/F backgrounds

Debar gives the caster control over who may enter the warded area, by background. The ward is set by touching at least four corners of the area during the casting time while stating which backgrounds are excluded. People of those backgrounds must make the RC to enter; others may pass freely.

9 – **Claw Ward**

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	6 + 2/F H
Area:	1 creature
Effect:	shield natural weaponry

Creatures with claws, fangs, or other natural weapons attacking the recipient of Claw Ward must make the RC before attempting the blow. If the RC is failed, no attack can be made by that creature that round.

10 – **Water Tongue**

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	special
Area:	up to 4 liters
Effect:	20 + 5/F words

Water Tongue enables the caster to endow a volume of water with the ability to deliver a short message (25 words or less) when a preset triggering event occurs. The trigger must be detailed by the caster at the time of casting. The spell remains on the object until Revoked or triggered. Water Tongue cannot be used to cast another spell.

11 – **Magic Ward**

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	6 + 2/F H
Area:	see text
Effect:	block spells

The magician must touch at least four corners of the area to be warded during the casting time. A spell cast into the warded area must roll a number of d6 equal to its rank and score higher than the ward's 11d6 roll to be successful.

12 – **Master Ward**

Time to Cast:	7 R
Resist Check:	5d6 vs PWR passes
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	see text

Master Ward enables the caster to set up any spell he can cast as a penalty for breaching a ward. The ward is set by touching the four corners of the area, casting Master Ward, and then the penalty spell (including any allowable finesses). The indicated RC must be made to breach the ward. If the ward is breached, the second spell is triggered.

13 – **Spirit Ward**

Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	ward against spirits

Spirit Ward is set by the caster by touching at least four corners of the area during the casting time. Spirits cannot enter the warded area unless the RC is made.

14 – **Bliss *****

Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	permanent
Area:	see text
Effect:	make items invisible

The caster sets Bliss by touching at least four corners of the area during the casting time while designating 1 + 1/F inanimate items in the area. At the end of the casting time those items become invisible, and can only be seen from within the area by making the indicated RC.

15 – **Spongelungs**

Time to Cast:	4 R
Resist Check:	6d6 vs PWR negates
Target:	touch
Duration:	12 + 3/F H
Area:	see text
Effect:	deadly ward

Spongelungs is set as described for previous wards. If the RC is failed the creature's lungs fill with water, causing death in four rounds. If drowning is inappropriate for the victim, death may not result (GM discretion).

16 – **Multicheck**

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	see text
Area:	see text
Effect:	1 + 1/F RC

Multicheck is cast immediately after another warding spell. It forces additional RC checks (up to 5) to be made to breach the ward. The duration and area of Multicheck matches the original ward.

Changings

1 – **Distill**

Time to Cast: 1 R
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 + .5/F liters
Effect: change liquids

Distill allows the caster to change any aqueous liquid into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. The caster needs to have tasted the created liquid, which must be non-poisonous and non-magical.

2 – **Drought**

Time to Cast: 1 R
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 + .5/F' radius
Effect: liquid to earth

Drought changes the indicated amount of aqueous liquid into sand, clay, and/or stone. Magical properties (if any) of the material are not altered.

3 – **Flaming Waters**

Time to Cast: 1 R
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: liquid to fire

This spell changes the indicated surface of an aqueous liquid into fire.

4 – **Condense**

Time to Cast: 2 R
Resist Check: 2d6 vs PWR negates
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: air to water

Condense changes the indicated volume of air to water, the resultant volume decreasing to 10% of its original size. The magical properties (if any) are not affected. The GM will adjudicate any decompression effects.

5 – **Dissolve**

Time to Cast: 2 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 + .25/F' radius
Effect: earth to water

Dissolve changes any sand, clay and/or stone objects up to the volume indicated into water. The magical properties (if any) are unaltered.

6 – **Dowse**

Time to Cast: 2 R
Resist Check: 3d6 vs PWR negates
Target: LOS 10 + 3/F'
Duration: instantaneous
Area: 1 + .5/F' radius
Effect: fire to water

Dowse changes any normal fire up to the diameter indicated into water.

7 – **Evaporate**

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: liquid to air

Evaporate changes the indicated amount of aqueous liquid into air. The volume increases by a factor of 10. The magical properties (if any) are unaffected. The GM will adjudicate any pressurization effects.

8 – **Disguise**

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: change appearance

Disguise allows the caster to alter the appearance of one creature, of the caster's own race, to roughly the same height and weight (within 10%). Sex, hair and eye color, etc. may be freely changed.

9 – **Endwarf**

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: see text

Endwarf enables the caster to shrink another of his own race, including equipment, down to 10% of the target's original size, or 1% if the effect is finessed once (a 6 foot tall being could be made 7" tall, or 7/10" with one finesse). The target's STR is proportional to his reduced size (e.g., one with an 18 STR shrunk 50% would have a 9 STR for the spell's duration), but other physical abilities remain the same.

10 – **Transmute**

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: change appearance

Similar to Disguise, this spell allows the caster alter the race of the target, if desired, as well as the appearance. The height and weight limitations are the same..

11 – **Enmass**

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: up to 300 + 100/F%

Enmass is the opposite of Endwarf, and affects the target (who must be of the caster's race) and his equipment. If the target is originally 6' tall, he could be made up to 18' with the base spell, or up to 42' tall with four finesses. The target's STR is commensurate with his height increase, but his other physical abilities remain the same.

12 – **Elemental Mastery**

Time to Cast: 3 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 1 + .5/F days
Area: 1 + .5/F' radius
Effect: change any element

Elemental Mastery enables the magician to convert the indicated volume of one element to another as he desires. Outlining the area to be converted with his hand, he casts the spell and the area changes to the indicated material(s) for the duration of the spell.

13 – **Age**

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: instantaneous
Area: 1 creature
Effect: age 1d20 + 4/F years

The target of Age who fails the RC, instantly and permanently becomes older.

14 – **Mutate**

Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: "improve" species

Mutate empowers the caster to make changes or "improvements" to a species. Extra arms or legs can be added or removed, eye position and number changed, skeletal shape altered, etc. One change can be made with the base spell, plus one change for every two finesses. All changes must be paid for with experience points or attribute loss.

15 – **Rebirth**

Time to Cast: 4 R
Resist Check: 6d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: regain d20 + 4/F years

Rebirth is the opposite of Age. However, no creature may be made younger than 14 years old.

16 – **Transmogrify**

Time to Cast: 4 R
Resist Check: 6d6 vs PWR negates
Target: touch
Duration: 1 month
Area: 1 creature
Effect: totally transform

Transmogrify enables the caster to change any living creature into another living creature. The transmogrified creature loses its original abilities and takes on the natural abilities of the new form. The new form cannot have a "Rating" higher than the original form.

Charms

1 – **Rockabye**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	until awakened
Area:	1 person
Effect:	put INT >3 asleep

The intelligent target of this spell must not be in combat, and must be unaware that the caster is attempting a spell. If the spell succeeds, the target slips into a natural sleep, but will awaken normally. If the spell fails, the target is unaware of the attempt.

2 – **Drowse**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	until awakened
Area:	1 creature
Effect:	put INT <3 asleep

The effect of Drowse is the same as Rockabye, but the target must be non-intelligent.

3 – **Jackfrost**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	20 + 5/F’
Duration:	instantaneous
Area:	5 + 2/F’ radius
Effect:	inactivate plants

Plants or plant-like creatures in the area of effect which fail the RC are blasted with a light ice, which melts away in one round. The plants then turn brown and lie flat on the ground, just as if frosted. The plants will return to their original condition over time.

4 – **Frostfeet**

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	4 + 2/F R
Area:	1 + 1/F creature(s)
Effect:	freeze in place

The intelligent targets of this spell are prevented from moving, as if their feet were frozen to the ground.

5 – **Snare**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	4 + 2/F R
Area:	1 + 1/F creatures
Effect:	halt INT <3 movement

The non-intelligent targets of Snare which fail the RC feel incapable of movement, as if bound or caught in a snare, for the duration of the spell.

6 – **Shock**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/F’
Duration:	4 + 2/F R
Area:	10 + 3/F’ radius
Effect:	bind plants

If the RC is failed, plants in the targeted area are prevented from moving, as if bound with rope like shocks of grain in a field, for the spell’s duration.

7 – **Witchy Sleep**

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 25 + 5/F’
Duration:	6 + 2/F H
Area:	1 + 1/F person(s)
Effect:	induce magical sleep

If the intelligent targets of Witchy Sleep fail their RCs, they slip into a deep, magical sleep. They will only awaken when the spell is cancelled by the caster, Revoked, or the duration expires.

8 – **Hibernate**

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 25 + 5/F’
Duration:	6 + 2/F H
Area:	1 + 1/F creature(s)
Effect:	induce magical sleep

This spell is similar to Witchy Sleep, except it works only on non-intelligent creatures.

9 – **Dormant**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	25 + 5/F’
Duration:	6 + 1/F days
Area:	10 + 3/F’ radius
Effect:	halt plant processes

Dormant causes all plants in the targeted area which fail the RC to immediately suspend all normal plant functions such as growth, photosynthesis, fruit production, etc.

10 – **Siren**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 25 + 5/F’
Duration:	1 + 1/F M
Area:	1 + 1/F person(s)
Effect:	impose will on INT >3

Siren enchants any intelligent creature to do the caster’s bidding. If the target disobeys the caster, the spell is broken, but the target loses one point of WIL permanently. When the spell ceases, the target will be completely aware of the enchantment and his actions while enspelled.

11 – **Drover**

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 25 + 5/F’
Duration:	1 + 1/F M
Area:	1 + 1/F creature(s)
Effect:	impose will on INT <3

Drover is similar to Siren, except it only works on non-intelligent creatures. Other aspects of the spells are the same.

12 – **Greenthumb**

Time to Cast:	2 R
Resist Check:	6d6 vs WIL negates
Target:	25 + 5/F’
Duration:	1 + 1/F M
Area:	10 + 3/F’ radius
Effect:	impose will on plants

Greenthumb allows the caster to coerce plants in the targeted area, which fail the RC, to do his bidding. Such actions must be within the abilities of the plants, i.e., ground movement is impossible unless the plant has that ability. Accelerated growth, entanglement, etc. are likely uses. A sentient plant which disobeys will lose 50% of its growth and the spell ends. It can regrow normally.

13 – **Nightmare**

Time to Cast:	2 R
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	permanent
Area:	1 person
Effect:	withdraws mind

The intelligent target of this spell has his mind thrust into his subconscious, where he has non-ending and terrifying nightmares. His body seems vacant and vegetable-like. This spell stays in effect until cancelled by the caster or Revoked.

14 – **Davy Jones**

Time to Cast:	4 R
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	permanent
Area:	1 creature
Effect:	confinement

The target must be within 20 feet of a 200 square foot or larger body of water for the spell to work. This powerful Water magic causes any flesh-and-blood creature to be drawn into the water. The creature does not die, and may be brought back by Revoking the Davy Jones at the site of the confinement.

15 – **Mesmerize**

Time to Cast:	3 R
Resist Check:	6d6 vs WIL negates
Target:	LOS 5 + 1/F’
Duration:	permanent
Area:	1 creature
Effect:	hypnotize

At the end of the casting time, scintillating water droplets stream from the caster’s fingertips and weave a seductive pattern before the targeted (any flesh-and-blood) creature. If the RC is failed the creature is totally under the caster’s control and can be made to do anything short of committing suicide.

16 – **Decant**

Time to Cast:	2 M
Resist Check:	6d6 vs WIL negates
Target:	touch
Duration:	permanent
Area:	1 person
Effect:	move life force

The caster can pour the immersed target’s life force into a decanter filled with water, or to return it to a vacant body. If the RC is failed, the life force is transferred. No more than one life force can inhabit a body, unless all parties are willing. Any life force inhabiting water is destroyed if evaporated. If the water is diluted into a body of water, the life force is not destroyed, but is unrecoverable with Decant.

Forging

1 - 12 – **Forging**

Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	special
Area:	5 + 1/F lbs of material
Effect:	shape material

By using this spell and the appropriate tools, the caster can quickly create finished objects (small statues, weapons, etc.) from the indicated material within the casting time. Items normally made of the material will last indefinitely, otherwise they will return to their previous shape after one day. The workmanship cannot exceed what the caster is capable of without the use of this spell. The material that can be used is based on the rank of the spell cast:

1 Glass
2 Gold
3 Silver
4 Tin
5 Copper
6 Brass
7 Bronze
8 Terisium
9 Iron
10 Platinum
11 Steel
12 Adamantite
13 Terisium Alloy
14 Hardened Adamantite
15 Adamantine Alloy
16 Exotic Metals

Additional Spell Clarifications

In this section we will look at specific spells to clarify their exact use within the system.

Mutate

The *Mutate* spell allows a caster to change a creature's DNA. This allows the caster to give a creature new abilities and features or take away existing ones. The mutate spell can only requires the creature to spend XP if the creature is willing (regardless of the RC), the RC is only for mutating the creature with disadvantages or features that do not require experience points. In no way can the mutate spell allow a creature to gain XP as mutating disadvantages costs the creature no XP, but also gives them no XP even for additional mutates.

If the mutate requires spending experience points, the creature can spend up to 5,000 XP on a single ability or purchase a single rank in an ability, whichever costs more, for a single change and each change should be handled separately even if they are all purchasing the same ability. Any ability or feature that gives the creature an advantage costs the creature XP based on how much advantage it gives the creature. In addition, mutates can only be used to give a creature physical abilities. It cannot grant a creature mental or magical abilities.

For example, a creature wants to mutate the regeneration ability which has a base cost of 1,000 XP. If the creature is granted three changes (because Mutate was finessed three times), the creature would purchase two ranks with the first change (because 3 ranks would exceed the 5,000 XP spending limit) and one rank with the next two changes. This would give the creature 4 ranks of regeneration and cost the creature a total of 10,000 XP.

Transmogrify

The *Transmogrify* spell allows the caster to change another living creature into a different living creature as long the new creature has a rating that is less than or equal to the old creature. In order for this spell to work correctly, the caster must choose a creature that is not of higher rate than the creature he is casting the spell on, or the spell will simply fail. Otherwise, the target buys down all of its abilities, skills, DP, spells, etc. and obtains a pool of experience points. They then must purchase all of the abilities and DP of the creature they are being changed into. If they cannot purchase all of the abilities and DP, the spell fails because the creature was too high rate. If they have experience left in the pool, they then purchase back any of the skills, spells, or DP bought down previously (not any new ones). If any experience is left over, it is lost while the creature is in its transmogrified form.

If a creature that is transmogrified has the spell effect dropped or revoked, they change back into the creature they previously were and the experience they spent while transmogrified are immediately spent on the same things that it was spent on while transmogrified. If this results in the experience being lost or otherwise unusable, then that is what happens. For example, if a creature purchased skill in the new creature's natural weapon and then changed back, that experience is effectively lost because, while they understand how to use that weapon, they no longer have it to use.

Reassemble

The *Reassemble* spell works by taking a broken object and restoring it to its original condition. In order for this to function, the caster must have over 50% of the original object and the spell will use other materials to fill in the pieces that are not available. The caster will need the materials that need to be replaced either from purchasing them or finding them. If the spell doesn't have the proper materials to restore the object completely, the spell will fail and nothing will happen. Materials cannot be substituted for similar materials, this spells will only work if the caster has the exact materials needed to restore the object.

Rebound

The *Rebound* spell allows the casters to turn attacks back onto his attackers. If a creature gets multiple attacks against someone under this spell effect, they may choose to stop attacking them after the first attack is rebounded back at them. At that point, they may choose an alternate target or give up their remaining attacks.

Conversion

The *Conversion* spell will convert an elemental spell directed at someone under its effect into a lower ranked elemental spell they have purchased and redirect it at a new target. This will work for any spell that is targeted within the radius of the spell, not necessarily directly at the person affected by conversion. This includes area of effect spells, but only if the spell is centered within conversion's area of effect.

Soul Home

The *Soul Home* spell allows the caster to implant a soul stored with the *Soul Catcher* spell into another living creature's body. If the body already has a soul and the creature fails to resist the spell, it has its soul pushed aside and the implanted soul controls the body. Ultimately, this will result in a fight for control of the body by the two souls inhabiting it.

Regardless, when a soul has control of a body, it gets the physical attributes associated with the body (STR, HEA, AGI, and COM), but keeps all of the other attributes, with the exception of PER which is averaged between the two. The soul that controls a body does not gain any of the knowledge that the body had prior to the soul controlling it. It also does not get any of the instinctual or mental abilities that the creature had prior to the new soul taking control. For example, if the creature has wings, the new controlling soul will not know how to use them and will have to purchase the fly skill in order to use them.

Retreat Time

The *Retreat Time* spell allows the caster to reverse time by a single round. After casting this spell, the current round is aborted (because it will never happen) and the previous round will begin against. Initiative is not rerolled and everyone, except the caster, acts on the same initiative number as before (if you cannot remember do that best you can). The caster can choose any initiative number to act on, meaning that he can go first, last, or in any position that he wishes. The round proceeds as it did before

with everyone performing the same actions as they did when the round was previously played. They actually do not even have to announce actions or roll dice because the events resolve exactly the same as before. The caster can perform any action he wishes and if it alters the situation, like warning someone of impending danger or killing an enemy another is targeting, characters affected by the result of the action may modify their actions accordingly.

Phantasmal Fire/Air/Water/Earth

The *Phantasmal* spells will duplicate the visual, sound, and smell effects of any spell within the spells element. The spells will be completely harmless and, as such, will not cause creatures to go unconscious or create any other type of negative effect. It is possible for creature to lose a round of action due to surprise.

The target, duration, and area of effect are identical to the original spell, so permanent spells would last until the phantasmal spell is dropped or revoked and the spells can be plugged as normal via the *Spell Plugging* skill.

Invisibility

The *Invisibility* spell shifts light around the target out of phase thus making the target invisible to standard vision. The target will still radiate heat and, thus, can be seen via heat vision. In addition, a creature that is invisible via this spell can see another creature also invisible under this spell. A creature that is invisible can interact with other objects but the spell will drop if the creature tries to pick up or drop an object, which includes firing a gun or throwing a grenade. Physical attacks with a melee weapon will also cause the spell to drop, but physical attacks with a creature's natural weapon will not. If the invisible creature is hit with any physical object, this will also break the spell. This can include physical objects that are created via a spell effect, such as *Hail*. Spell effects will not break the invisibility if they do not actually physically strike the creature that is invisible.

Creature Abilities

Mutations and various other forms of magic and technology can alter the DNA of a creature giving it new abilities. This list is by no means exhaustive, but is designed to give a general idea of what abilities a creature may have. These abilities, like everything else in the system, have a base cost. Ranked abilities must be purchased up from rank zero. While with unranked abilities, the base cost must be paid once and the creature has the ability.

Most abilities have a particular attribute associated with them which defines the maximum rank the creature is able to get the ability up to. If the ability has two attributes, the creature can purchase it as high as the lower of the two attributes.

Creature Advantages

Advantages are abilities that benefit the creature that has them. When purchased by a character through some means, the adventurer must pay the cost of the ability using saved up experience points. If the character does not have the proper XP, they lose points in an attribute based on the ability type equal or exceeding the amount of the experience the attribute would cost to purchase, any excess XP from losing attributes points is forever lost. Physical abilities will result in HEA loss, mental abilities will result in INT loss, and magical abilities will result in PWR loss.

Adhere Base Cost: 2000 Attribute: STR Type: Physical UNRANKED

The creature can adhere to other materials and creatures. If the creature's target is mobile, and it is in contact with such a target for one round, the target must make a check of 3d6 vs STR to escape.

Armor Base Cost: 100 Attribute: STR * 3 Type: Physical

Every creature has a different type of skin or outer covering. Each type of covering will give the creature an amount of damage resistance to certain effects. The creature purchases ranks in this ability which are distributed to damage resistances among the various types (edged, blunt, piercing, projectile, and energy).

For example, giving a creature 5 points of resistance in all categories would require the purchase of 25 ability ranks in armor which would cost 32,500 XP. You could also use the 25 ability ranks to give the creature 25 points of edged damage resistance for the same amount of XP.

For every five points a creature has in the armor ability, they suffer a cumulative -1 penalty to all of their movement rates (land, water, and air). This would mean that a creature with 25 points in armor ability would suffer a -5 or 50 feet per round movement rate penalty.

Beam Port Base Cost: 1000 Attribute: PWR Type: Magical

The creature can dematerialize into a beam of light and rematerialize at any location within its line-of-sight that is no further than 5000 feet away. The rank of the ability determines how many times a day the creature can use the ability.

Breath Weapon Base Cost: 2000 Attribute: HEA Type: Magical

The creature can breathe a cone at the target of a specific type (fire, acid, ice, lightning, etc.). The cone is 10 times the ability rank long and 5 times the ability rank wide and does 1d6 times the ability rank in damage. Anyone within the effect that makes a 5d6 vs. AGI resistance check takes half damage. The creature itself takes 2 points of damage for each ability rank when it is used (resistance against this damage will reduce or negate this).

Cling Base Cost: 500 Attribute: STR Type: Physical

The creature can cling to walls and ceilings. The movement of the creature while clinging is equal to the 10% the creature's normal land movement times the ability rank.

Damage Base Cost: 100 Attribute: none Type: Physical

The creature's rank in damage determines the die size used for the creature's physical attacks. For odd die sizes, use the lower die and add damage on after the roll. For example, if the creature's damage rank is 5, roll 1d4 and add one to the result.

Typically, a creature will get a single attack with their natural weapon in a round, but a creature can purchase skill specifically in its natural weapon for 30 times the damage rank in XP. This would give the creature the standard weapon skills for use with their natural weapon. If the damage from their natural weapon changes, they must buy down the old skill to zero and buy back up the new skill to account for the modified damage. This skill cannot exceed the CSE of the creature and if they have extra XP after buying down and then buying up, it cannot be spent on anything else.

Damage Armor Base Cost: 1000 Attribute: PWR Type: Magical

In addition to the standard damage the creature deals, it will cause the ability rank in damage directly to any armor that it strikes. This damage occurs regardless of how much damage the armor absorbed from the standard damage roll. When armor is layered, this damage is dealt to the first layer of armor that still has points of strength remaining.

Death Venom Base Cost: 15000 Attribute: HEA Type: Physical

The creature's physical attack is accompanied by an injection of lethal venom. The target must roll a 4d6 check vs. his HEA or will enter the dying state. The venom can be used for a number of attacks per hour equal to the ability rank

Detonation Base Cost: 300 Attribute: HEA Type: Physical

When the creature dies, its remains violently explode and inflict 1d6 points of damage for each ability rank to anyone within 10 times the ability rank feet. Those within the blast radius that make a 4d6 vs HEA check takes half damage. The type of damage is determined when purchasing the ability, but can be fire, acid, shrapnel, etc.

Distance Judgment Base Cost: 2000 Attribute: PER Type: Physical UNRANKED

This ability allows the creature to discern the exact distance to any object that it can see within 2000' of it.

Electric Shock Base Cost: 500 Attribute: HEA Type: Physical

If the creature has two points in contact with a target, or is within two feet of it underwater, it can discharge electricity from its body. The target will take 1d6 of damage for each ability rank. The creature can use this ability two times every two hours.

Enhanced Hearing Base Cost: 2000 Attribute: PER Type: Physical

The creature has a heightened sense of hearing which allows them to hear noises from farther away than normal. Whenever the creature must make a check vs. PER that involves hearing, they decrease the number of dice rolled by the ability rank.

Enhanced Smell Base Cost: 1000 Attribute: PER Type: Physical

The creature has a heightened sense of smell which allows them to detect the presence of others from a distance. Whenever the creature must make a check vs. PER that involves smell, they decrease the number of dice rolled by the ability rank.

Enhanced Vision Base Cost: 3000 Attribute: PER Type: Physical

The creature has a better sense of sight than normal allowing them to see more distant objects. Whenever the creature must make a check vs. PER that involves sight, they decrease the number of dice rolled by the ability rank.

Ethereal Base Cost: 10000 Attribute: PWR Type: Magical

The creature is able to Phase into partial non-existence making them unable to affect or be affected by solid objects or physical effects. Ethereal creatures appear as translucent images and can be seen by making a 4d6 vs. PER check. A creature is able to stay ethereal for a number of minutes per day equal to the creature's PWR times the ability rank. Ethereal creatures are able to interact with each other.

Fear Base Cost: 1000 Attribute: WIL Type: Magical

The creature is able to make other living creatures flee at its very presence. Upon seeing this creature, living creatures must make an RC vs. WIL with the number of dice being equal the ability rank. Upon failing the skill, the creature must flee as quickly as possible away for a number of rounds equal the ability rank.

Flying Base Cost: 200 Attribute: AGI Type: Physical

The creature can fly and simultaneously use any of its abilities, spells, and attacks. The maximum movement rate while flying is 10 times the ability rank per round.

Heat Vision Base Cost: 300 Attribute: PER Type: Physical

The creature can see the infrared spectrum with this ability. The distance the creature can see is equal to 10 feet times the ability rank. Rain and other temperature based effect can block or severely limit this ability.

Immaterial Base Cost: 6000 Attribute: PWR Type: Magical

The creature can transmute its body into a gaseous material making it unable to be touched by physical objects nor touch them itself. An immaterial creature can still be affected by some physical effects, like fire and cold. It requires a 3d6 vs. PER check to see a creature it is immaterial. A creature is able to stay immaterial for a number of minutes per day equal to the creature's PWR times the ability rank.

Invisibility Base Cost: 15000 Attribute: PWR Type: Magical

The creature cannot be seen by normal vision because the creature can make visible light bend around it. A creature may become invisible or visible at will but can only stay invisible for a number of minutes equal to its PWR times the ability rank. Invisible creature cannot see each other, but can be seen with heat vision and other magical or technological means.

Jumping Base Cost: 200 Attribute: STR Type: Physical

The creature can leap a linear distance of 10 feet times the ability rank either horizontally or vertically. If jump horizontally, the vertical height of the jump will be half the horizontal distance of the jump at its apex.

Land Movement Base Cost: 100 Attribute: STR Type: Physical

The creature can move across land at a maximum movement rate of 10 times the ability rank.

Lucky Base Cost: 10000 Attribute: PWR Type: Magical

The creature gets its ability rank in *Luck and* Stress Points per day.

Magic Shield Base Cost: 500 Attribute: PWR Type: Magical

The creature reduces damage by one point per ability rank from weapons that do not contain terisium or are not enchanted. A weapon that reduces damage in this way produces a shower of multicolored sparks that increases in intensity with the ability rank.

Material Sense Base Cost: 1000 Attribute: PER Type: Physical UNRANKED

The creature can determine what material or materials something is made out of based on the feel of the item. They can detect the material make up of an item based on materials they have previously studied before.

Mental Stubbornness Base Cost: 2000 Attribute: WIL Type: Mental

The creature with this ability has a stronger than normal grasp on life. If the creature ever needs to roll of consciousness, they roll using a d4 instead of a d6. In addition, if there DP is up to three points below zero, they are instead taken to zero and do not enter the dying state. When in the dying state, they can be reduced to double their HEA before succumbing to death.

Mist Base Cost: 1200 Attribute: HEA Type: Physical

The creature can create a cloud of mist that is 10 feet times the ability rank in radius. The mist remains until dispersed by existing air currents. The range of vision is reduced by 50% within the mist.

Night Vision Base Cost: 1000 Attribute: PER Type: Physical

The creature can see in the dark and can take 1 die off per ability rank for sight based checks in the dark. The check can only be reduced to what to check would be under normal light conditions.

Other Port Base Cost: 2500 Attribute: PWR Type: Magical

The creature can transport itself and what it can carry to and from its natural plane of existence. It can only travel to a plane that is adjacent to the plane that it is currently on. The creature can used this ability a number of times per day equal to the ability rank.

Paralysis Base Cost: 3500 Attribute: HEA Type: Physical

The creature is ability to inject a paralysis poison on its target after a successful melee attack. The target must make a 4d6 vs. WIL resistance check or they lose all control of their muscles for 1d6 minutes. The creature can use this ability a number of times per day equal to the ability rank.

Petrification Base Cost: 6000 Attribute: PWR Type: Magical

The creature can turn flesh to stone simply by looking at a target that is up to 100' away. The target must make a 3d6 vs. PWR resistance check or they are turned to stone (as per the Earthbone spell). The creature can use this ability a number of times per day equal to the ability rank.

Quickness Base Cost: 2000 Attribute: AGI Type: Physical

A creature with this ability can react faster in a combat situation. The creature can choose get a +1 to its initiative roll per ability rank during combat. The creature can choose to take their entire bonus or none of it; they cannot take a partial bonus.

Regeneration Base Cost: 1000 Attribute: HEA Type: Physical

The creature can regain lost damage points while mostly idle (i.e. not in combat or while running). In order to regenerate, the creature must eat within one hour of regeneration of lose a point of HEA. The creature will regenerate 1 DP per minute times its ability rank. The maximum number of DP that can be regenerated per day is equal to twice the creature's HEA times the ability rank.

Resist Acid Base Cost: 2000 Attribute: HEA Type: Physical

The creature reduces damage from acid by one die per ability rank. In addition, any check against acid based effects is reduced by one die per ability rank.

Resist Charm Base Cost: 1200 Attribute: WIL Type: Mental

The creature is more mentally able to resist charm effects and reduces checks against these effects by one die per ability rank.

Resist Cold Base Cost: 1200 Attribute: HEA Type: Physical

The creature reduces damage from cold effects by one die per ability rank. In addition, any check against cold based effects is reduced by one die per ability rank.

Resist Elemental Base Cost: 20000 Attribute: PWR Type: Magical

The creature reduces damage from elemental spell effects by one die per ability rank. In addition, any check against elemental spell effects is reduced by one die per ability rank.

Resist Fire Base Cost: 2000 Attribute: HEA Type: Physical

The creature reduces damage from fire effects by one die per ability rank. In addition, any check against fire based effects is reduced by one die per ability rank.

Resist Lightning Base Cost: 2000 Attribute: HEA Type: Physical

The creature reduces damage from electrical effects by one die per ability rank. In addition, any check against electricity based effects is reduced by one die per ability rank.

Resist Poison Base Cost: 2500 Attribute: HEA Type: Physical

The creature reduces damage from poison by one die per ability rank. In addition, any check against poison based effects is reduced by one die per ability rank.

Resist Radiation Base Cost: 1200 Attribute: HEA Type: Physical

This creature reduces the number of radiation points they receive during an hour of exposure by one per ability rank.

Resist Sleep Base Cost: 1200 Attribute: WIL Type: Mental

The creature is more mentally able to resist sleep effects and reduces checks against these effects by one die per ability rank.

Resist Water Base Cost: 600 Attribute: HEA Type: Physical

The creature reduces damage from water effects by one die per ability rank. In addition, any check against water based effects is reduced by one die per ability rank.

Resuscitate Base Cost: 1500 Attribute: WIL Type: Magical

The creature can touch another creature that is unconscious or dying and heal it a number of damage points equal to the ability rank. If the creature's DP is brought above zero, they may roll for consciousness. Once the creature regains consciousness, this ability will no longer heal them.

Shield Base Cost: 500 Attribute: STR Type: Physical

The creature has a special shield like protection that can get in the way of incoming melee or ranged attacks. For each ability rank, it will add one to the creature's melee, ranged, or grapple defense value.

For example, to add 2 to each defense value, the creature would need an ability rank of 6, which would cost 10,500 XP. For the same amount of XP, the creature could increase its ranged defense value by 6.

For every five points a creature has in the shield ability, they suffer a cumulative -1 penalty to all of their movement rates (land, water, and air). This would mean that a creature with 10 points in shield ability would suffer a -2 or 10 feet per round movement rate penalty.

Silent Movement Base Cost: 2500 Attribute: AGI Type: Physical

The creature has the natural ability to move silently. While using the ability, it requires anyone attempting to hear the creature to add 1d6 per ability rank to PER checks.

Silver Shield Base Cost: 250 Attribute: PWR Type: Magical

The creature reduces damage by one point per ability rank from weapons that do not contain silver, terisium or are not enchanted. A weapon that reduces damage in this way produces a shower of silver sparks that increases in intensity with the ability rank.

Siren Base Cost: 8000 Attribute: WIL Type: Magical

A creature that hears this creature's song must make a 4d6 vs. WIL resistance check or be drawn toward the sound. They may not take any other action until they are touched by the creature. This ability can be used a number of time per day equal to the ability rank.

Speech Base Cost: 100 Attribute: INT Type: Mental

The creature can purchase a language and is able to physical (or mentally) speak to language properly. The ability must be purchased for each language the creature can speak.

Spirit Armor Base Cost: 1000 Attribute: PWR Type: Magical

This creature is not fully within the plane and, as such, reduces the damage it takes from all physical attacks by 1 point per ability rank.

Stench Base Cost: 750 Attribute: HEA Type: Physical

The creature can give off a noxious smell when threatened. When used, any living creature that is within 50' of the odor must make a 4d6 vs. HEA resistance check. Upon failing, the creature must flee the area. Missing the check by more than 6 causes the creature to become ill and vomit while failing the check by 12 or more causes the creature to pass out for 1d6 minutes. The creature can use this ability a number of times per day equal to the ability rank.

Swimming Base Cost: 200 Attribute: STR Type: Physical

The creature can move through water at a maximum movement rate of 5 feet times the ability rank.

Teleport Base Cost: 1200 Attribute: PWR Type: Magical

The creature can move instantly from its current location to somewhere on the same dimension that it has been to in the last six days. It can do this a number of times per day equal to the ability rank.

Toxic Attack Base Cost: 600 Attribute: HEA Type: Physical

The creature injects poison into the victim on a successful melee attack. The victim suffers 1d6 points of damage for each ability rank. The creature can use this ability a number of times per day equal to the ability rank.

Web Base Cost: 1000 Attribute: HEA Type: Physical

The creature can launch a sticky web at a single human sized creature. The creature trapped in the web must make a 4d6 vs. STR check to break free of the web with a dice being added after each unsuccessful attempt. If the creature breaks free by 10 or more, they get a single free action. If the check is made by 20 or more, they get a full round of action. The ability can be used a number of times per day equal to the ability rank.

Creature Disadvantages

Disadvantages are abilities the negatively impact a creature. Instead of being purchased, these abilities are typically forced upon a creature. In order to get rid of a disadvantage the creature will effectively purchase an advantage that counteracts the disadvantage with the advantage having the base cost of the disadvantage. Getting a disadvantage never grants a character XP to spend on other abilities.

Aversion to Race Base Cost: 2000 Attribute: WIL Type: Mental

The creature has an immense fear of a specific race. If it sees a creature of that race, it must make a 4d6 vs. WIL resistance check or move as fast as possible away from it.

Damaged by Material Base Cost: 500 Attribute: HEA Type: Physical

The creature increases damage caused by a specific material. Examples include iron, steel, adamantite, terisium, etc. If the creature takes damage from the material, it adds additional damage equal to the ability rank to each successful hit. *Note: This ability can at most double the amount of damage dealt to the creature.*

Damaged by Sunlight Base Cost: 2500 Attribute: HEA Type: Physical

The creature takes 1d6 points of damage per ability rank each round whenever it is exposed to sunlight.

Damaged By Water Base Cost: 2500 Attribute: HEA Type: Physical

The creature takes 1d6 points of damage per ability rank each round whenever exposed to any type of water.

Distinctive Odor Base Cost: 500 Attribute: HEA Type: Physical

The creature has a natural, distinctive order that others can smell from a distance. The order is noticeable at a distance of 20 feet per ability rank.

Frequent Eating Base Cost: 250 Attribute: HEA Type: Physical

The creature must feed on a sufficient quantity of an appropriate foodstuff a number of times each day equal to the ability rank or lose a point of HEA.

Poor Hearing Base Cost: 2000 Attribute: PER Type: Physical

The creature does not have a good sense of hearing and must add 1 die for each ability rank to hearing based PER checks.

Poor Olfactory Sense Base Cost: 1000 Attribute: PER Type: Physical

The creature does not have a good sense of smell and must add 1 die for each ability rank to smell based PER checks.

Poor Vision Base Cost: 3000 Attribute: PER Type: Physical

The creature does not have good sense of sight and must add 1 die for each ability rank to sight based PER checks. This ability can also only affect sight during daytime or nighttime, in which case the ability cost is halved.

Slow Reaction Base Cost: 2000 Attribute: AGI Type: Physical

A creature with this ability reacts slower in a combat situation. The creature always gets -1 to its initiative roll per ability rank during combat.

Susceptible to Acid Base Cost: 2000 Attribute: HEA Type: Physical

The creature increase damage from acid by one die per ability rank. In addition, any check against acid based effects is increased by one die per rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Charm Base Cost: 1200 Attribute: WIL Type: Mental

The creature is less mentally able to resist charm effects and increase checks against these effects by one die per ability rank.

Susceptible to Cold Base Cost: 1200 Attribute: HEA Type: Physical

The creature increase damage from cold effects by one die per ability rank. In addition, any check against cold based effects is increase by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Elemental Base Cost: 20000 Attribute: PWR Type: Magical

The creature increase damage from elemental spell effects by one die per ability rank. In addition, any check against elemental spell effects is increased by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Fire Base Cost: 2000 Attribute: HEA Type: Physical

The creature increases damage from fire effects by one die per ability rank. In addition, any check against fire based effects is increased by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Lightning Base Cost: 2000 Attribute: HEA Type: Physical

The creature increases damage from electrical effects by one die per ability rank. In addition, any check against electricity based effects is increased by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Poison Base Cost: 2500 Attribute: HEA Type: Physical

The creature increase damage from poison by one die per ability rank. In addition, any check against poison based effects is increase by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Susceptible to Sleep Base Cost: 1200 Attribute: WIL Type: Mental

The creature is less mentally able to resist sleep effects and increase checks against these effects by one die per ability rank.

Susceptible to Water Base Cost: 600 Attribute: HEA Type: Physical

The creature increases damage from water effects by one die per ability rank. In addition, any check against water based effects is increased by one die per ability rank. *Note: This ability can at most double the amount of dice of damage rolled.*

Appendix A: Important Charts

Critical Hit Charts

Edged

Roll	Assassin	Mult	Result
01	-	x1	Self Hit, roll normal weapon damage on self taking armor into account
02-03	01	x1	Weapon broken, requires repair, hit
04-05	02	x1	Weapon bent, use at -5 to strike and damage
06-07	03	x1	Weapon cracked, use at -2 to strike and damage
08-10	04	x2	Weapon stuck in opponent or opponent's armor, 3d6 against STR to free
11-40	05-15	x2	Double Damage
41-60	16-25	x3	Triple Damage
61-72	26-35	x4	Quadruple Damage
73-77	-	x2	Opponents weapon or shield is broken
78-82	-	x3	Armor loses 1d4 points of strength
83	-	x2	d6 ribs broken (if weapon damages opponent)
84	-	x2	Leg/Tail broken (if weapon damages opponent)
85	-	x2	Arm/Wing broken (if weapon damages opponent)
86	-	x2	Shoulder/Wing damage (if weapon damages opponent)
87	36-40	x2	Hand severed (if weapon damages opponent)
88	41-45	x3	Arm/Wing severed (if weapon damages opponent)
89	46-50	x3	Leg/Tail severed (if weapon damages opponent)
90	51-55	x3	Groin cloven, incapacitated 20 – HEA minutes (if weapon damages opponent)
91	-	x2	Head hit, stunned d4 rounds (if weapon damages opponent)
92	56-60	x3	Neck slashed, lose 1 DP per round until healed (if weapon damages opponent)
93	61-65	x3	Head hit, unconscious d4 minutes (if weapon damages opponent, otherwise stunned d4 rounds)
94	66-70	x4	Kidney destroyed, if both gone, enter dying state (if weapon damages opponent)
95	71-75	x4	Internal organs pureed, enter dying state (if weapon damages opponent)
96	76-80	x4	Chest opened, heart and lungs slashed, enter dying state (if weapon damages opponent)
97	81-85	x5	Spine severed, permanently paralyzed (if weapon damages opponent)
98	86-90	x6	Head split, instant death (if weapon damages opponent)
99	91-95	x6	Cleft in twain, instant death (if weapon damages opponent)
00	96-00	x6	Head severed, instant death (if weapon damages opponent)

Table 39: Edged Critical Hit Results

Bludgeon

Roll	Result
01-02	Roll again, apply results to self
03-08	Shoulder hit, 1 point of blunt damage
09-12	Shoulder hit, target fails to ground
13-20	Glancing hit, 1d2 points of blunt damage
21-30	Target stunned for 1d6 rounds
31-40	Target stunned for 1d6 round and falls to ground
41-70	Target falls unconscious for 1d6 times 10 minutes
71-80	Target falls unconscious for 2d6 hours
81-86	Target remains in a coma for 1d6 days and has a 1 in 10 chance of suffering amnesia
87-90	Target remains in a coma for 1d6 weeks and has a 1 in 6 chance of suffering amnesia
91-00	Target dies from blunt force trauma

Table 40: Bludgeon Critical Hit Results

Piercing

Roll	Assassin	Mult	Result
01-03	01	-	Weapon broken, no hit
04-07	02	x1	Weapon broken, hit
08-10	03	x2	Weapon stuck in opponent or opponent's armor, 3d6 against STR to free
11-30	04-09	x2	Double Damage
31-45	10-16	x3	Triple Damage
46-55	17-24	x4	Quadruple Damage
56-60	24-32	x5	Quintuple Damage
61-66	-	x3	Armor loses 1 point of strength**
67-68	-	x2	Shoulder/Wing pierced*
69-70	-	x2	Leg/Tail pierced*
71-72	-	x2	Arm/Wing pierced*
73-74	33-36	x3	Hamstrung, unable to walk for 30 – HEA days*
75-76	37-40	x3	Hand impaled, 2d6 STR to remove*
77-78	41-44	x2	Ear sheared *
79-80	45-48	x3	Nose removed*
81-82	49-52	x4	Eye hit, permanent blindness in eye*
83-84	53-57	x3	Stomach hit*
85-86	58-62	x3	Kidney hit, lose 1d4 points of HEA until fixed*
87-88	63-67	x4	Liver pierced, lose 1d6 points of HEA until fixed*
89-90	68-72	x4	Lung hit, incapacitated until healed*
91-92	73-77	x5	Groin pierced, incapacitated until headed*
93-94	78-82	x6	Head hit, enter dying state*
95-96	83-88	x6	Heart pierced, instant death*
97-98	89-94	x6	Throat pierced, instant death*
99-00	95-00	x6	Eye pierced, instant death*

Table 41: Piercing Critical Hit Results

* This result only applies if the weapon actually damages the opponent

** This result does not apply if the armor has strength points and is strong against piercing attacks

Blunt

Roll	Mult	Result
01	x1	Self Hit, roll normal weapon damage of self taking armor into account
02-03	-	Weapon broken, no hit
04-05	x1	Weapon broken, hit
06-09	x1	Arms shocked, lose all remaining attacks
10-50	x2	Double Damage
51-70	x3	Triple Damage
71-73	x2	Opponents weapon or shield is broken
74-77	x3	Armor loses 1d2 points of strength**
78	x2	d6 ribs broken*
79	x2	Leg/Tail broken*
80	x2	Arm/Wing broken*
81	x2	Shoulder/Wing damage*
82	x2	Arm/Wing smashed and unusable*
83	x2	Leg/Tail smashed and unusable*
84	x2	Hand smashed and unusable*
85	x2	Chest hit, stunned d4 rounds*
86	x2	Stomach hit, stunned 14 – HEA rounds*
87	x3	Groin smashed, stunned 20 – HEA rounds*
88	x3	Head hit, stunned d4 minutes*
89	x2	Hand severed*
90	x2	Face hit, blood blinds for d4 round*
91	x2	Face hit, permanently blind*
92	x3	Head hit, unconscious d4 minutes*
93	x3	Knee cap shattered, movement rate reduced to 10%*
94	x3	Jaw broken, no speech*
95	x3	Kidney damaged, incapacitated d4 hours*
96	x4	Massive internal bleeding, enter dying state*
97	x4	Chest caved in, enter dying state*
98	x3	Spine smashed, permanently paralyzed*
99	x5	Head crushed, instant death*
00	x5	Head removed, instant death*

Table 42: Blunt Critical Hit Results

* This result only applies if the weapon actually damages the opponent

** This result does not apply if the armor has strength points and is strong against blunt attacks

Grapple

Roll	Result
01	Attacker trips and opponent has the option to grapple him without a roll
02-03	Attacker breaks a finger and is unable to use hand until fixed
04-05	Attacker damages armor his a wearer, it loses 1 point of strength
06-09	Attacker's finger gets jam and he cannot use his hand for 1 round
10-50	Take 1d4 blunt damage, if opponent takes damage, rib cracked
51-70	Take 1d8 blunt damage, if opponent takes damage, rib broken
71-73	Opponent's weapon or shield is thrown 10 feet away
74-78	Armor loses 1d2 points of strength*
79	Left Leg/Tail broken
80	Left Arm/Wing broken
81	Left Shoulder/Wing dislocated
82	Right Leg/Tail broken
83	Right Arm/Wing broken
84	Right Shoulder/Wing dislocated
85	Hand broken and unusable
86	Chest hit, stunned 1d4 rounds*
87-88	Stomach hit, stunned 14 – HEA rounds*
89	Groin smashed, stunned 20 – HEA rounds*
90	Head hit, stunned 1d4 minutes*
91	Face hit, blood blinds for 1d4 round unless wearing helmet
92	Head hit, if helmet, stunned for d4 minutes, else unconscious d4 hours
93	Severe knee injury, movement reduced to 10%
94	Jaw broken, no speech*
95	Kidney destroyed, if both gone, enter dying state*
96	Internal organs crushed, enter dying state*
97	Chest caved in, enter dying state*
98	Spine smashed, permanently paralyzed*
99	Neck broken, instant death*
00	Head torn off, instant death*

Table 43: Grapple Critical Hit Results

* This result does not apply if the armor has strength points and is strong against blunt attacks

Projectile

Roll	Assassin	Mult	Result
01	01	1x	Freak ricochet, roll weapon damage on self, taking armor into account
02-03	-	-	Weapon malfunction, requires repair, no hit
04-06	02-03	1x	Weapon malfunction, requires repair, hit
07-10	04-05	1x	Weapon mishandled, lose remaining attacks plus one next round, hit
11-30	06-10	2x	Double damage
31-50	11-16	3x	Triple damage
51-60	17-25	4x	Quadruple damage
61-64	26-31	2x	Shoulder/Wing hit*
65-69	32-38	2x	Leg/Tail hit*
70-73	39-45	2x	Arm/Wing hit*
74-76	46-52	3x	Knee hit, leg unusable*
77-78	53-58	3x	Elbow hit, arm unusable*
79-80	59-60	2x	Ear removed*
81-82	61-62	3x	Nose removed*
83-87	63-72	3x	Stomach hit*
88-89	73-76	4x	Groin hit, incapacitated until healed*
90-93	77-83	4x	Chest hit, enter dying state*
94-95	84-90	5x	Throat hit, enter dying state*
96-97	91-95	6x	Head hit, enter dying state*
98-99	96-98	6x	Chest destroyed, instant death*
00	99-00	6x	Head destroyed, instant death*

Table 44: Projectile Critical Hit Results

Energy

Roll	Assassin	Mult	Result
01	01	1x	Weapon explodes, roll weapon damage on self, taking armor into account
02-03	-	-	Weapon malfunction, requires repair, no hit
04-06	02-03	1x	Weapon malfunction, requires repair, hit
07-10	04-05	1x	Weapon mishandled, lose remaining attacks plus one next round, hit
11-30	06-10	2x	Double damage
31-50	11-16	3x	Triple damage
51-60	17-25	4x	Quadruple damage
61-64	26-31	2x	Shoulder/Wing hit*
65-69	32-38	2x	Leg/Tail hit*
70-73	39-45	2x	Arm/Wing hit*
74-76	46-52	3x	Knee hit, leg unusable*
77-78	53-58	3x	Elbow hit, arm unusable*
79-80	59-60	2x	Ear removed*
81-82	61-62	3x	Nose removed*
83-87	63-72	3x	Stomach hit*
88-89	73-76	4x	Groin hit, incapacitated until healed*
90-93	77-83	4x	Chest hit, enter dying state*
94-95	84-90	5x	Throat hit, enter dying state*
96-97	91-95	6x	Head hit, enter dying state*
98-99	96-98	6x	Chest destroyed, instant death*
00	99-00	6x	Head destroyed, instant death*

Table 45: Energy Critical Hit Results

* This result only applies if the weapon actually damages the opponent

Aircraft

Roll	System	Mult	Result
01		1x	Weapon explodes causing weapons normal damage to firing aircraft
02-03		-	Weapon malfunction, requires repair, no hit
04-06		1x	Weapon malfunction, requires repair, hit
07-10		1x	Weapon malfunction, lose all remaining attacks for the round, hit
11-40		2x	Double damage
41-60		3x	Triple damage
61-64		1x	Wing/Tail of aircraft damaged (difficulty to pilot increases by 1)
65-69	11	2x	Shield damage, shield absorption reduced by 25%
70-73	12	2x	Engine damaged, maximum speed is reduced by 25%
74-76	13	2x	Weapon hit, single weapon or missile bay becomes unusable
77-78	14	2x	Computer damaged, a single computer system fails*
79-80	15	2x	Sensors damaged, only 50% effective, or destroyed if already damaged*
81-82	16	3x	Wing/Tail of aircraft destroyed (difficultly to pilot increases by 3)*
83-87		3x	Engine destroyed, if no backup engine aircraft crashes*
88-89	17	3x	Cargo Hold breeched, lose all cargo in hold*
90-93	18	3x	Hull breech, shrapnel causes 4d6 edged damage to all near breech*
94-95	19	3x	Electrical systems destroyed, all weapons and computers fail*
96-97		4x	Cockpit hit, piloting aircraft impossible*
98-99	20	4x	Large hull breech, shrapnel causes 8d6 edged damage to all near breech*
00		4x	Engine explodes causing additional 4d6 x 10 damage to aircraft*

Table 46: Aircraft Critical Hit Results

* This result only applies if the weapon actually damages the aircraft

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