



IFGS

INTERNATIONAL FANTASY GAMING SOCIETY

**VERSION 6.97 RULES
FIELD GUIDE**

IFGS VERSION 6.97 RULES FIELD GUIDE

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A Note About the 6.97 Rules

The goal for the IFGS rules set 7.0 currently being discussed by the FRC is to increase the heroic high fantasy flavor of our system. To do this we are attempting to simplify the rules to eliminate unneeded complexity, which in turn will limit confusion. To do this it is our intention to give each character class the ability to be more self-sufficient by increasing the number of spell/courage/ranger/monk points that are available (as well as more per day uses for fighters and thieves). Also by changing the rules we are hoping that individual characters to have reason to use more of their own abilities instead of relying on other classes, or one or two specific classes, to help them. We are not trying to make each class totally independent of the other classes but we are trying to make sure that no one class is considered mandatory when putting together a team for a game. Mostly we are trying to increase the amount of fun we can have by enhancing the role playing chances in the game.

By necessity we will have to remove certain SASs to achieve these goals. We will look for ways to replace these losses with new chances to explore and investigate your character and your character surroundings. We do not take the removal of a SAS lightly and will only do so when we feel that it will better the game. Like wise we do not want to give out new abilities unless we see a class that lacking a key ability.

As a note, as you look at these proposals, please remember two things. First, that what you see here are only proposals that we would like input on before we finalize anything and second, try to not think of how the changes affect only your character or favorite class, but on how the changes affect the entire system.

THE IFGS VERSION 6.97 RULES, FIELD GUIDE, IS INTENDED TO TEST THE PROPOSED 7.0 RULES.

If you wish to send comments, ideas, or criticisms on any of the 7.0 proposed rules, remember this: give reasons for your opinion, and suggestions to make it better.

Send email feedback to: frc@ifgs.org

Chapter 1

Getting Started in Games

IFGS games are played in a variety of settings with full-size foam weapons, mock armor, and costume. In an IFGS game, you have the opportunity to become a different person. The creativity and imagination you pour into the character is what can make the game the most fun. This chapter is designed to give you some idea of what is involved in live-action fantasy role playing games and how to get started in them.

Creating a Player Character (PC)

Creating a character begins with your imagination. The first thing to decide when starting a new Player Character (PC) is what Character Class to be. It is best to start by reading the chapter that defines each class and details the abilities each class possesses. A summary of each class is provided below.

Clerics

Clerics and their spells are strong in three areas: healing, information, and effectiveness against undead creatures. No other class can heal as well as a Cleric. A Cleric's closeness with his god gives him unique informational abilities and the ability to deal with the undead.

Druids

Druids are in tune with nature. With their spells and abilities, they can control the elements. Druids have a wide variety of abilities that aid both the group and themselves. They also have some spells to attack their foes with both magical and physical damage.

Fighters

The strength of a Fighter is in his skill with weapons and armor, his ability to take damage, and his capacity to heal his own wounds. No other class can do as much damage in melee. In terms of skill with hand-to-hand weaponry, the Fighter is unparalleled.



Knights

Knights are strong, courageous, and honorable, and their abilities are based on their code. All that they do relies on their courage. For feats of strength, no other class can match the Knight, and in courage and valor, they are supreme.

Magic Users

Magic Users rely on magical spells for most things: protection, doing damage, and aiding their team. Of all the classes, they are able to do the most damage. Their skills in combat are based in the arcane abilities they possess. Most of the protections a Magic User has can only be used on himself.

Monks

Meditation is the power that sets Monks apart from other characters. Through physical training and mental discipline, Monks can perform feats that may seem miraculous. Because of how they obtain their abilities, most of what they can accomplish, they can only do for themselves.

Rangers

A Ranger's skills make him at home in the wilds. Rangers are hunters and trackers. The Ranger is best with the bow and has many different skills using arrows. Rangers can gain valuable information from their surroundings and can often sense things in the physical world that others miss.

Thieves

Thieves have skills that can be picked up on the streets and back alleys of life. They are experts on detecting, bypassing, and setting traps. In combat, they specialize in the surprise attack. They are perhaps the least gullible, and most convincing, of the character classes.

Character History

After you know what class your character is, you should determine who the character is. Now is the time to put some thinking into your character and establish his background. Determine how your character will act in any given situation. Give some thought to why the character is adventuring. Is it for fame and fortune? Does he have something to prove? Use your imagination and be as creative as you like.

A character's roots can be as detailed or as superficial as you care to make them. You can learn a lot about the character from a small amount of information. You can get bogged down in trivial matters if you strive for too much detail. Experience will tell you when to keep going and when you know enough. Some of the points below might give you a place to start.



Examples: Age, place of birth, size of family, number of siblings, type of childhood, views on life, reasons for adventuring, fears, hates, likes, loves, goals and ambitions, weapons preferred, where he trained, etc.

Some choose to give their characters interesting personality quirks. These can add depth to the character and fun to the role playing. Quirks could include simple fears such as fear of water, fear of people of the opposite sex, or a fear of fighting. Your character can have odd allergies or an old curse. Consider also that you can make your character a little more distinctive by playing a nonhuman. A little makeup, props, or part of a mask can create an elf, ogre, or wolf-man.

It is important that you separate your own feelings from those of your character. When things happen to your character in a game, they are not directed at you personally, so don't take them as such. Stay in character and let the game follow its course no matter what the fate of your character. Even if your character should die, when the game is over, you will still be very much alive.

Character Alignments

Alignment can be an important part of your character's personality. For IFGS, alignment is defined as the following: the personal psychological or moral bearing of an individual or an item (as in the case of some magical objects). The definition is intentionally broad. Some idea of your character's alignment is helpful in determining how your character will react in various situations. Alignments are optional.

Alignment is commonly divided into two groups: social alignment and legal alignment. The social alignments are good, evil, and neutral. The legal alignments are lawful, chaotic, and neutral. The combination of the two yields nine distinct alignment classes: lawful good, lawful neutral, lawful evil, neutral good, neutral neutral (true neutral), neutral evil, chaotic good, chaotic neutral, and chaotic evil. The tendencies represented by these alignments could be defined by any number of other methods, but these are used for simplicity. Some of the tendencies of these alignments are:

Legal Alignments

Lawful - given to a code or set of beliefs, tend to keep their word.

Neutral - tend to seek a balance between lawful and chaotic.

Chaotic - not given to a code, tend to resent authority, like to be "free form".

Social Alignments

Good - tend towards seeking others' well being, try not to deceive others.

Neutral - balance between good and evil.

Evil - tend to seek own benefit, tend to be uncaring about others.

Alignments are optional and can be chosen by the PC when the character is created. If a GM determines that a PC has a certain alignment based on his in-game actions, the GM may impose an alignment change on the PC, including a change from "no alignment."

Usage of some magic items will in some cases also dictate a PC's alignment (this notification should be made in secret and generally no one but the player and record keepers will be informed of the assignment).

Role Playing

Role playing involves acting or playing a role trying to think, feel, move, and act like another person. IFGS adventures are fantasy role-playing games. Role playing is a form of improvisational acting. It is for you to decide what your character will say and how your character will behave, move, and dress. Try to imagine yourself actually being the character you have created, and act accordingly. Any reasonable action is allowed, as long as it falls within the rules. IFGS games are typically based on the medieval era. Most players try to avoid using present day slang words or expressions; references to modern machinery and automation are avoided. Players imagine themselves living in a fantasy world with dragons, magic, and sword play. For effective role playing, they act accordingly.



Some players choose to design characters completely different from their own personalities. Role playing gives them an opportunity to be someone else for a while. They can be the hero, scholar, or brave Fighter. Other players are more comfortable making a character who is similar to their own persona. In either case, role playing is the fun part of the game. It establishes the atmosphere, and allows you to experience things that you might never be able to any other way.



Role playing is an individual effort and everyone has a different approach to it. The following are a few suggestions that can help to create a richer atmosphere.

Staying in Character

Staying in character means the players only talk about their adventuring and their character's history, not yesterday's football game or other non-game happenings. Try to become the character you are playing. You will be surprised at how easy it is to forget the real world, and it will help the enjoyment of other players if you do.

Combat

When your character is engaged in combat, role-play the damage you receive. When you are hit for the maximum amount of damage one of your limbs can take, play it realistically. If your arm is now useless, drop whatever you are holding in that hand and don't attempt to use it again until you have been healed. If your leg no longer functions, you can still stand, but only with all your weight on the other leg. Don't bend the injured leg up at the knee and hop around. Think about how you would move, maneuver, attack and defend with a damaged limb. Play it correctly. If you take enough damage to die, don't be a ham. A short cry or even no sound at all is far better acting. Dead characters should lie still and stay out of the way.

Magic

In fantasy games, magic must be treated as real. When a spell or an item's effect is called out on you, believe it and act it. If you get hit with a Dead Eye or a Lightning Bolt, role-play it. Yell, cry out in pain, or double over. If a caster turns you into an animal, have a good time and role play that animal. IFGS games are for fun.

Costuming

Costuming is an excellent way to enhance your role playing. The simple act of dressing as your character will help you escape into that persona. With a jerkin, breeches, and boots or accessories you look the part, and it



is only a short time until you feel the part. Most recommendations on the subject of costuming are common sense and not firm rules. The next chapter discusses the restrictions on costume colors.

First decide what effect you want to achieve. A Cleric may want a robe or ceremonial vestments. A ranger might wear the practical garb of someone who spends a lot of time out of doors. Your costume does not need to be elaborate. A simple tabard or shirt with a pair of pants or a long skirt will be enough to help you play the role. With stage makeup, you create a new face. Please avoid the use of crosses, pentagrams, and other similarly recognized religious symbols. It is not the intent of the IFGS to insult other people's religions, and we would not want to do so accidentally.

Design your character's costume for practicality as well as atmosphere. Make sure you can wear it for long periods in the outdoors. Pockets, belts, and pouches are useful for carrying all your necessary items. Uniforms of a military nature dating after 1700 A.D. are not allowed in any IFGS event. Don't worry if some of the things you need to bring with you seem out of place or anachronistic, for they will usually be ignored. For example, eyeglasses have been around since at least the 13th century, so don't feel unrealistic if you need to wear them.

Spell casters may carry spell books that contain a list of spells that they can use, along with their incantations, and any other information the caster wants quick access to during the game. They are not required.

Getting Into a Game

After you have put thought and craft into your character, it is time to play in a game. There are several different types of games, each with its own rules.

Draft Games

In a draft game, there is a player draft held before game day. It is good to hold this at least a couple of weeks before game day to allow for any adjustments needed to teams. At the player draft, teams are selected and formed for an upcoming adventure.

Before an adventure, flyers are distributed announcing the adventure. The flyers usually contain the following: a little hint of what the game is about, the date(s) on which it will occur, who the people responsible for it are, who the people leading the teams are, how much it will cost to play, the level of difficulty of the game, and the length of the game. Each flyer includes a registration form. In order to play, you must be registered by the date given on the flyer and pay the registration fee. This date is before the player draft.





Just registering for a game doesn't guarantee you a place on a team. You should come to the player draft, held before the game. At the draft, the Lore masters (LMs), selected leaders for each team, choose the players to compose their team. If you can't make it to the draft for some reason, you can give your proxy to someone else who will be attending the draft. Game Producers (GPs) will try to accommodate all people who want to play in their game.

At the draft, each LM is asked, in a specific order, to choose one player at a time for his team. If the LM asks you to play, you have two options. If you accept the offer, you are a member of that team for the upcoming adventure. If you refuse, that LM must ask someone else. You may say no to each LM only once during the draft and that LM cannot ask you again.

If you are a new player, it may appear that you don't have a very good chance of being chosen for a team if no one knows you. The IFGS has a Novice Rule to prevent this from happening. The Novice Rule requires every team for most major low-level games to have at least one or two people who have never played in a major game before. Some Game Writers also write games for novice players only.

After you are chosen for a team, your LM may want to get the whole team together and schedule a team meeting(s). Make every effort to attend all of these meetings. At these meetings, teams discuss strategy, practice fighting, go over game lore, and discuss individual abilities, strengths and weaknesses.

Invitational Games

Some games don't have a player draft. These are called invitational games. The GD chooses the LMs and lets them invite players to form their teams, rather than choosing from a pool of registered players. The best way to get on these teams is to find out who the LMs are for a game and contact the LM with whom you wish to play. Most chapters publish newsletters announcing dates of games, Game Producers, and usually the LMs for each game.

Open Registration

In this registration type, all characters that want to play may do so. There is not a limit to the number of players that can participate. Open games can limit the number of characters a single player may play over the duration of the game. This method is quite common for room games.

A variation of this registration is the Limited Open. In this method, the first X number of players who want to play may bring characters into the game. If the game is a team game, then the teams are either built by the Game Producer or Game Staff, or randomly assigned. Usually this type of registration is used for non team or Solo games.



Chapter 2: General Rules and Information

IFGS Registry

The Registry in a chapter keeps the records of each character's magic items, treasure, etc., and keeps the Experience Point totals for all the PCs. The Registry distributes gold or IFGS currency to players before each game and is present at the end of each game to collect the gold. Players do not keep the gold between games. All new characters start the game with the equivalent of 100 gold pieces.

IFGS currency usually consists of small, colored stones, paper scrip, or metal coins, representing differing amounts of gold pieces (gp). Be careful that you don't accidentally lose any gold in the game. If you lose it somewhere in the game, then your character is also considered to have lost the gold.

Players gain gold as a part of their treasure in their adventuring. Gold can be found on the bodies of monsters, in locked chests, and other similar places. The amount of gold available in a game is dependent upon the length and difficulty of each game. A PC is not allowed to borrow money from the Registry, but a PC may attempt to get another PC to lend them money. PCs are also not required to bring all their gold into a game. They can tell the Registry how much of their character's gold they wish to take into each game.

Counterfeiting is not allowed. If a player knowingly passes counterfeit gold pieces, the player could be expelled from the game.

At the end of the adventure, any special or magical items a PC acquired during the adventure must be checked in with the Registry. You will then find out if you can keep the representation of the item or if you must return it and make your own. Any item you do not want the other members of your team to know about must still be checked in to the Registry, although you may be discreet about it.

Because the local Chapter Registries only have a finite amount of gold piece representations, money must be returned at the end of each adventure. Anything that you do not check in with the Registry at the game's end will not be shown to be in your possession for any future events.

For further details about Registry, please see the IFGS Registry Handbook.



Game Personnel

Running an IFGS game requires the contributions of many people. The following section describes the responsibilities of those people. For more information on these positions, contact either your Chapter's local Sanctioning Committee, or the Society Sanctioning Committee (SSC).

Safety Officer (SO)

The Safety Officer's job is to ensure that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, administering first aid, and ensuring that combat sites are as safe as possible. In the matter of safety, the SO is the final authority and cannot be overruled by other game personnel; however, anyone may decline to do anything they consider to be personally dangerous for them. The Safety Officer may not take any other role that prevents them from carrying out their primary safety duties. If they do have another role in the game, such as Registry Representative or Game Aide, that role must be considered secondary to their Safety Officer job, even if it means the whole game is delayed while the Safety Officer deals with a safety issue.

Watchdog (WD)

When a game is sanctioned by the governing sanctioning committee, a Watchdog will be selected for the game. The WD is responsible for ensuring that the game runs as sanctioned. The WD has final say over ensuring the game runs according to script. The WD also has the sole authority on game day to approve or reject any proposed changes needed to ensure that ratings and flavor of the game remain as sanctioned. The WD represents the Chapter Sanctioning Committee during the running of the game and he or she may not be overruled by the GM or the Game Writer/Producer in these areas. It is recommended that the WD not be a GM for a team or take an NPC role that might be involved in controversy since if the GM and the WD are the same person, players have no one to appeal to if they disagree with a GM ruling.

Game master (GM)

The Game master is the head judge who typically accompanies a team of adventurers through the game and fields all player questions. The GM has a copy of the game script and should be briefed before the game by the Producer. The GM may make rules interpretations during the course of the game and the GM's decision in regard to the rules is final on course. The GM also makes decisions as to the facts of any event during the game, such as setting off traps, spell ranges, etc.

Game Producer (GP)

The Game Producer puts together an IFGS game in the same way a theatrical producer puts together a play. The Game Producer is responsible for ensuring that site, staff, cast, props, players, and budget all come together on game day. Although a good producer will delegate many of the details to game staff, the Game Producer is often the busiest person on the game course. If changes need to be made on game day it is the Game Producer's responsibility to clear those changes with the Watchdog.

Game Writer (GW)

The Game Writer is the person who creates the adventure using the IFGS fantasy rules system. Although the Game Writer follows the IFGS fantasy rules in writing a game, occasionally the nature of the game will require something not covered by the rules. Therefore, a Game Writer can alter the rules within their game. However, neither these rule changes, nor items that carry the effects of these rule changes, can leave that game.

Game Designer (GD)

A Game Writer who produces their own game is known as 'Game Designer'.

Game Aide (GA)

In order for a game to run successfully, a Game Producer often relies on the assistance of many people, called Game Aides. Game Aides can have a variety of roles in making the game happen, such as editing the game script, recruiting NPCs, organizing setup of the game course, and building props.

Registry Representative (RR)

Historically this position has been called the Bank Representative. It is the Registry Representative's job to prepare all record and evaluation forms for participants before the game starts and complete them at the end of the game. The Registry Representative will usually supply players representations for any gold that they are carrying into a game.

Scorekeeper (SK)

Scorekeepers assist the Game master with keeping track of the players' statistics, such as Life Points and Spell Points. They also serve as the Game master's extra eyes and ears. Score keeping is a good role for people new to IFGS, as the duties are light and they get to see the entire game from start to finish.

Loremaster (LM)

The Loremaster is an individual who is challenged by a Game Producer to assemble and lead a team of adventurers into a game. The Loremaster is usually an experienced player.

Player Character (PC)

A Player Character is an individual who is playing the game. The player decides upon his or her character's class, personality, history and attitudes.

Non-Player Character (NPC)

A Non-Player Character is an individual who is acting in one or more of the roles in a game. The actions, personality, and history of the NPC are written into the game script by the Game Writer. An NPC could be a kindly old sage, a marauding orc, a small child, or a knight on a quest.

Game Definitions

Sanctioned Games

Sanctioned games are games that have been reviewed and approved by a designated IFGS sanctioning committee. The purpose of a sanctioning committee is to judge a game for fairness, safety, consistency, playability, and cost. The IFGS only recognizes games that have been sanctioned by an approved committee. People only receive Experience Points in sanctioned games, and only sanctioned games are covered by the IFGS insurance policy. The following lists some of the more common types of games. Variations on these types exist, and these game types can be combined.

Line Course

A Line Course is the most common type of IFGS game. A line course has set encounters that the players encounter in a predetermined order. Typically several teams play one of these games, going through the encounters sequentially. When multiple teams are playing in a Line Course, they rarely meet.

World Course

A World Course is a game where the players are free to move around at will; there is no predetermined order to the locations the Players may visit. A World Course can have one or more teams, or the players can arrive as individuals, forming and breaking teams within the game as they desire.

Room Game

A Room Game is a game that takes place in or about a single structure. Historically these were called Bar Games. However in keeping with IFGS policy, no real alcohol is served. Players typically arrive at room games as individuals.

Down Time

Down time is a period of out-of-game time planned into longer games; during this time in-game effects are suspended. It lasts eight hours during a given 24 hour period. In longer games, this gives players and staff time to sleep, eat, and collect their wits. Under unusual circumstances, short game breaks may be called during a game, and the Game master will inform the team as to the start and end of these periods.

Game Day

A game day typically extends from the start of the game until game end or planned down time, whichever comes first. Game Writers can also designate that a new game day starts or ends at other times, if they so desire.

Safety and Comfort

Above all else, safety is the goal of the IFGS. You will see this repeated many times through out this book. Everything that is done in the IFGS, from designing an adventure, to building a weapon, to making a costume, needs to be done with safety in mind. Safety doesn't detract from the fun of the game. It doesn't take any more time, and in the long run it adds to the pleasure that everyone experiences. Everyone is responsible for safety and everyone benefits.

For safety reasons, real weapons are banned from IFGS events. The only exception to this rule is the survival-type pocket knife that should be carried in the outdoors; the knife should be hidden from view and brought out only if necessary.

Time Stop

Time Stop may be called in a game by the GM for game reasons or by anybody on course for safety reasons. It may NOT be called by characters for any other reason. When time stop is called, all action should stop and the GM shall either give instructions or the person calling the time stop will explain to the GM the safety problem.

There may be times when an effect or rule is not clear between two participants. In these cases the participant who is clear on the effect or rule may, as a courtesy, wish to take a step back and explain to the other person the exact nature of the effect. In most cases, these type of

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problems can be handled between two participants without stopping an encounter for everyone else. There is a variation on Time Stop called Time Freeze (See Glossary).

Costuming and Dress

Dress for the weather. In the mountains of many states, it may be 60° F and sunny in the morning and get down to 10° F with possible snow by the end of the night. In the warmer states, temperatures can reach extreme heat during the afternoon. Occasional deluges of rain have also occurred. A simple way to deal with this problem is to carry a backpack in which you may stow garments until needed. The following suggestions might help you be more comfortable in a game:

Feet - You may walk many miles during the course of a game, and nothing will make you more miserable than cold feet, blisters, or sore feet. Wearing old, worn out shoes, new shoes that aren't fully broken in, or sandals can be uncomfortable. Sturdy tennis shoes work well, but you may not want to wear them in the longer games or in rugged terrain. Wearing cotton socks against your skin and wool socks over these can keep your feet warm in the cold and cool in the heat. Your shoes may not be quite what you wanted to complete your overall costuming effect, but your feet will thank you for being practical.

Legs - Having a pair of long underwear in your pack could be useful, especially for an overnight adventure.

Body - During cooler days, wearing layers of clothing rather than one or two heavy pieces can be more efficient in keeping you warm. You can peel them off if you don't need them and you will be better insulated if you do need them. Wool, though sometimes uncomfortable, is far superior to cotton for keeping you both warm and dry.

Head - Wearing a hat or headpiece in keeping with the style of your costume can keep your head warm or protect it from sunburn.

Hands - Though you may play your best when your hands are uncovered, a pair of gloves may keep your hands warm.

Practicality - Design your character's costume for utility. Have a multitude of places to carry things. This type of costume can be modern or fantasy style clothing, but hopefully it will also add to game atmosphere.

There are many other factors to consider when outfitting and costuming yourself for outdoor adventures. It is the responsibility of each individual to know what to bring for a safe, good time in the wilds. All of these things are suggestions only. Actual decisions are the responsibility of the individual.

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Disguises

PCs and NPCs are not allowed to use physical disguises to hide their character's identity, with the exception of the Thief Disguise ability. Physical disguises are considered to include things that will change the physical appearance, such as wigs, false beards or mustaches, fake ears, or masks (note that this does not apply to characters who actually have pointed ears, etc.).

Since many participants may use actual physical disguises as props to better represent their characters physical appearance, such as an elf having pointed ears, the use of physical disguises, for the purposes of deception, becomes impractical. It is important to be able to tell if the person in encounter 15 is playing the same role as they were in encounter 3. This is easily achieved through the use of physical disguises and costuming.

Costuming and Color Schemes

To reduce confusion in a game, each character (both PCs and NPCs) should wear only one specific costume, distinct from other costumes. If you see the same PC or NPC later in the same costume, then they are probably playing the same character. If the individual is in a different costume, then they are probably playing a different character. A Player Character should not make drastic changes in costume during a game.

The costume of each player on a team should be one predominant color, different from other colors on the team. If two or more players were the same color, then different color armbands should be used to distinguish players from each other. This allows for the rapid and accurate identification of both PCs and NPCs by anyone on the course. Having each character identifiable by one color makes targeting for missile fire and spell casting easier. When calling the effect of missile fire or a spell, the caller can use color as an identifier. It is important to call out "who" is affected, "what" is happening, and what the "effect" is. If the NPCs attacking the party call out "Arrow, red, nine points", "Green, Lightning Strike, 15 points, 5 second knockdown" or "Crash, 5th level, Blue" it is readily apparent which PCs were affected. Within this structure, a PC may wear various shades of a single color, so long as the shades don't confuse the impartial viewer. GMs will rule as to the acceptability of chosen hues and shades.

If two PCs are wearing the same color and it is unclear which is supposed to receive an attack called against that color, they both should take the effect of the attack until the true target can be clarified. So if you come in a color too close to a teammate's, you may end up taking his or her damage as well as your own.

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The same color rule applies to NPCs as well, although the GD does have some leeway. All the NPCs in an attacking band may be wearing the same type of costume, possibly as a hint as to what army they belong to. If so, their shields or arm bands may be different colors and these will distinguish each one from the others.

The color white is reserved for GMs and SKs, as well as being used to indicate that an item or person is invisible. GMs and SKs can also wear black-and-white striped shirts or jerseys. Note: some local chapters may have designated a color other than white for game personnel. You should always ask what color is being used for game personnel when checking into a game in a chapter other than your own.

Items Allowed

Weapons, costuming, and armor are up to the individual players to design using the safety guidelines set forth in this volume. Players may bring rope, hooks, mirrors, candles, containers, paper, writing tools, or any other mundane device that is reasonable for a character in the game world to have. If you have a question about an item, talk to your GM or the GD for the game. Remember that safety is important. Carrying around a large grappling hook would not be considered safe. None of these items have any gold piece cost. They are considered to be items available to the average adventurer for minimal cost.

Some characters choose to come into a game fully equipped with almost every item imaginable. Others choose to come into a game with just their weapons and lunch. What items you bring is your choice and can enhance your role playing opportunities. Be aware that you are expected to have reasonable representations of any particular mundane item your character is carrying on course. If you do have an item with you, you may use it in the game and it may serve to your advantage.

Magic items, magic weapons, and treasure that was not procured in another sanctioned IFGS game may not be brought into an adventure. If a character finds a magic item during an adventure, they will be informed whether or not they may take the representation of the item. If they can't take the item (it may be needed for the other teams on the course), then they must make or obtain a copy of the item for use in future adventures.

Physical Representations Required

Players must carry whatever weapons they are going to use into a game, and if they are using a bow they must carry a physical representation of the bow. With respect to other items, if you claim to have them, then you should have some representation of them. Items such as a mirror or a candle are small enough to carry into a game, but if you are claiming to have a 50 foot length of rope, a 50 foot representation of cord may be adequate. However, you should discuss this with your GM before the game

to make sure it is acceptable. Also, any magical items, scrolls or potions that you may have acquired in previous games must have a physical representation or they are considered to be "off course" and unusable for that game.

Many skills and spells require physical components such as a flag or a piece of duct tape. If the physical component is not present, the skill, spell or ability does not function.

Between Game Actions

When your character is "between games", what they are allowed to do is very limited. Spells, Skills, Abilities, and Magic Items cannot be used between games. Gold and treasure may not be traded, sold, or acquired. Between game actions are for role playing purposes only (for example, Boralb meets Sir John and they become fast friends), and between game actions cannot generate in-game effects or benefits.

Life Points

Naturally, each creature can only withstand so much damage before keeling over. Life Points represent the amount of damage a character can take before they die. Many fantasy role playing games refer to Life Points as Hit Points, but the concept is the same. Life points for each Character Class and level are listed in the chapters dealing with that class.

Points to Unconsciousness

This column lists the number of points of damage that a character can sustain from attacks before becoming unconscious. At this point the character is down on the ground, unable to move or fight and is totally unaware of what is going on. The character is not dead.

Points to Death

This column lists the amount of damage a character can take before dying. A character is considered dead when the character reaches zero remaining points. This number is always greater than or equal to the point loss for unconsciousness. Unlike many other systems, a character in IFGS dies when the character's life point total reaches zero. Dead characters are at zero life points, and do not accumulate negative numbers of life points.

Life Points for Each Limb

This is the number of life points that each limb can absorb before becoming incapacitated. Any damage done to a limb counts towards a player's total Life Points, but damage done to a limb after it is incapacitated is ignored unless specifically stated in the description of a Spell, Ability, or Skill. It is possible for a character to lose the use of all four limbs and still remain conscious.

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Example: A character has five limb points and gets hit in the left arm for seven points of damage, after armor is subtracted. The arm is rendered useless and has zero points in the limb. Five points of damage would be applied towards the character's total Life Points. The other two points are ignored.

When a limb's points are reduced to zero it is unusable, not severed. The character must role play having no use of the limb until it is healed. At this point, all weapons or objects must be dropped, and any strapped on items (such as shields) must hang limply to one side, and may not be voluntarily moved.

Severing limbs can only be done out of combat on an immobilized victim who is bound, unconscious, magically slept, paralyzed, or magically held. If a character is faking unconsciousness, the character is considered immobilized and the limb will still be severed. Note that the head is not considered to be a limb and therefore cannot be severed.

The category of limb severs is broad and includes any single blow (for an undefined amount of damage) that is done with the intent to sever a limb. Armor and magical protections do not protect against limb severs. The limb may only be reattached by receiving twice its Life Points in healing at one time, and must be done in the same game day in which it was severed. When the limb is reattached, it will be at full limb points and requires no additional healing. Only the character's original limb may be reattached. If the limb is not reattached during the same game day, only a clerical Regenerate Limb spell will restore the limb.

Healing of Damage

Characters may have their wounds healed by spells, potions, scrolls, and other similar devices. This healing may include restoring limbs to usefulness. Characters who are dead may only be brought back to life with the Cleric spell Life Spark (usable within five minutes of the character's death) or through the Cleric spell Raise Dead or by game design. Depending on the game design, it may be possible for players to carry out the body of a dead comrade and have their friend restored to life at a future date.

Characters gain their level in points of healing after resting overnight (after official down time). Any character can bind his or her own wounds or those of another character for two points of healing. This healing is instantaneous, but a physical representation of the binding must be worn for at least one hour; if the representation is lost, then the one point of damage is considered not to be healed. A character may only be bound twice per game day.

Subdue and Throat Slits

Subdue is used to render a character unconscious, and may only be done on an immobilized victim who is bound, slept, paralyzed, or magically held. If a character is faking unconsciousness or naturally asleep, the character is considered immobilized and the Subdue is still effective. To perform a Subdue, role-play striking the character on the head and call out, "Subdue." DO NOT touch the head physically. The character will become conscious after fifteen (15) minutes past or when six points of healing is performed on the character. The **Awaken** spell or the **White Flower of Avalon** will reverse a Subdue. **Knight's Resist Death** does not prevent a Subdue.

Throat Slits are used to kill a character, and may only be done on an immobilized victim who is bound, unconscious, magically slept, paralyzed, or magically held (this is for safety reasons). If a character is faking unconsciousness, the character is considered Immobilized and the Throat Slit will still be effective. To perform a Throat Slit, role-play drawing a weapon across a player's throat and call out "Throat Slit." Do not touch the throat physically. Throat Slits are the only form of dispatch recognized - calling out decapitation or something similar, as a more extreme Throat Slit, is not within the rules.

The category of Throat Slits is broad and includes any single blow, with the intent to dispatch a victim, to the neck with a hand-held weapon (again, do not touch the throat physically). Throat slits do not require an edged weapon. Armor and magical protections do not protect against Throat Slits. A Throat Slit must be healed within one minute with twelve (12) healing points to heal the damage done to the throat; otherwise the character is dead. A character that has been Throat Slit cannot perform physical actions, including walking. They cannot cast spells, read scrolls, or do anything else that requires speech; however they may wave their arms for help if they are conscious. Throat Slit characters cannot take any offensive actions. Potions may be used if they are administered by a person other than the character which has been Throat Slit. Characters who are Throat Slit may place a red flag over or around the throat or dangle a red flag from their mouth to indicate they have been Throat Slit. A creature that is naturally asleep will be awakened by a Throat Slit, but one who is magically slept will not.

Character Levels

The level of a character is a numerical gauge of how much experience the character, not the player, has. The IFGS Fantasy Rules are designed for characters 1st-10th level. Higher level characters may appear as NPCs by game design. Characters who survive an adventure get Experience Points (EP). Experience Points are cumulative and are applied to raising the character's level. For more information on EP and character levels, refer to the chapters describing each Character Class.

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The Experience Points required for character levels were changed from the 6th edition of the rules for the 6.5 revision. Characters maintain the level they had previous to this change, even if the new point structure would effectively make them a lower level. A character will have to earn the points necessary by the new point structure before they can advance to higher levels. The 7.0 edition of the rules has the same experience points for character levels as the 6.5 and 6.8 rules revisions.

Example: Bronwyn had 112,000 Experience Points as a knight in a previous edition of the rules and was eighth level. In the current edition of the rules, 115,000 Experience Points are required for eighth level. Bronwyn would remain at eighth level, but would need to earn 75,000 more Experience Points before she could attain ninth level.

Characters never get field promotions. Experience is awarded at the end of the adventure. Thus, it is between adventure times that the bookkeeping may be done and the new higher level character can study up on the benefits of gaining a level.

Gaining levels is advantageous to characters for several reasons. At each level, a character gains Life Points, spell casters gain more Spell Points and more spells from which to choose, and some classes get bonuses to their weapons damage or gain new abilities.

Experience Points

Experience Points (EP) are one of the rewards you receive for participation in IFGS events, and are a reflection of your experience in the IFGS. The IFGS Society Registry is responsible for determining the guidelines for scoring and how individuals will be scored in a game, and the Sanctioning Committee is responsible for determining how many hours the game will be worth. For further details see the IFGS Registry Handbook. There are several classes of EP:

Players receive EP for every adventure they complete. EP are dependent upon the sanctioned hours of the game. Total EP determine a character's level. They are part of a player's total, but are only applied to the character who earned them. Loremasters earn extra CAP (see next paragraph) as a bonus for the effort of organizing the team, holding team meetings and being sure the team shows up for the game.

Character applicable points (CAP) are the points you earn whenever you participate in a game in any other role besides a Player Character. These points will be based upon your position in the game and the time required to fulfill those responsibilities.

Applying CAP to Player Characters

Character Applicable Points can be applied to the Experience Points of any of your characters. The CAP are applied to a character before the start of the game in which the character adventures.

Players are required to play their characters at every level; however, a Game Producer may authorize a character to skip one or more levels by applying unused CAP. Players do not have to apply CAP immediately but may hold onto it and apply it when needed.

Characters may not play at a level below the highest level they have played at unless subjected to an in-game effect that reduces their base level, such as a level drain. It is not in the spirit of this rule for characters to enter a game at a level higher than prescribed by the Game Producer, be immediately subjected to an effect which reduces their level and, at the end of the game, have that level restored. Players who play down a level are reducing the number of player slots for characters at lower levels, in many cases novices, who should have the opportunity to play characters better suited for the game.

Once a character has accumulated enough points to move on to the next level, they may play one final game at their current level prior to advancing if desired.

Characters are not allowed to play at a level higher than that allowed by their total EP points or applied CAP. Some of these policies can be changed with Game Producer approval. For more details regarding these policies, see the IFGS Registry Handbook.

PC Fairness Rule

In some games, there may be a PC Fairness Rule. It is up to the Game Producer to decide if the PC Fairness Rule is in effect. In a game with PC Fairness, any PC who is adversely affected, directly or indirectly, by the action of another PC may call upon the rule. The player has one hour from the time of discovery of the action to call upon the rule. If a player invokes the Fairness rule, then the action is negated and conditions would be such that the event never occurred, including PC knowledge of the action. The GM may judge whether invoking the Fairness Rule is appropriate. If a player disagrees with the decision of the GM, the player may go through the appeals process as described in the following section on Protests.

The fact that the PC Fairness Rule is available in a game should be clearly indicated on every registration form and flyer. However, the default is for the rule to be in effect unless otherwise advertised. The PC Fairness Rule may be eliminated from a game if the registration form clearly advertises the rule will not be in effect.

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Protests

This section deals only with PC initiated protests. Registry or Chapter challenges to treasure or benefits gained by a PC must be handled by procedures set up by the Society Sanctioning Committee. For non-PC initiated protests, consult either the game sanctioning committee, your chapter sanctioning committee, your chapter board, the Society Sanctioning Committee or the Society Board for assistance.

Fortunately, protests are not a common occurrence in IFGS games. However, when a situation arises during an adventure where you as a PC have a serious disagreement with the outcome of some major event, such as the death of a character, the disposition of an item, or the outcome of an encounter, the protest mechanism allows you the chance to have your views known and possibly have the results of an action changed.

The first thing you should do to protest is to tell the GM at the encounter what your protest is. Wait until the encounter is finished and then be brief. Interrupt the continuity of the game as little as possible and be tactful and unemotional. Simply state what action you are protesting and why. The GM has the authority to change the ruling on the spot if you can give a short, articulate presentation of information that the GM feels warrants such a change.

If the GM does not change the outcome you are protesting or if you discover the cause of the protest after the game, the second thing you can do is send a typed account of your protest to the Chapter which sanctioned the game. Along with your protest include a \$5.00 check, made out to the sanctioning Chapter, as a processing fee. This letter must be postmarked no later than ten days after discovering the problem and, in all cases, no longer than 60 days after the event. Include in your account all the information you feel is pertinent. Include a description of the events, other players and NPCs involved, the GM, and anything else you think is needed to reach a decision. Organize it logically and make it easy to read and understand.

Following your submission, the Chapter Sanctioning Committee will rule on your protest and notify you of that decision. If the committee decides that changes are appropriate, any changes and adjustments necessary will be made. If the committee rejects your protest, you may appeal to the Chapter Board of the chapter that sanctioned the game. If rejected there, the final route of appeal is to the Society Board, which will refer the question to the Society Sanctioning Committee (SSC) for investigation. The SSC will provide the results of its investigation and any recommendation it may have to the Society Board, which will then make its decision. There is no further route of appeal available.

Chapter 3: Weaponry.

Any system that involves combat must have some sort of weapons with which the combat is fought. The IFGS gaming system is no exception, but it has the added restriction that the combat must be safe for the participants. Above all, IFGS weapons must be as *safe as possible*. IFGS weapons consist of some sort of lightweight solid or hollow core, covered with foam and wrapped in cloth. This is only a brief description of the kind of weapons used in IFGS games, but it should be clear that no real weapons are used in the fighting that occurs during a game. A general description of the allowable weapon sizes is given in this chapter. For a more detailed look at how IFGS weapons are constructed and the correct materials to be used, consult Chapter 20.

Only weapons approved by an IFGS safety officer, or an official designated by the safety officer, are allowed in an IFGS event.

In the IFGS gaming system, there are three classes of weapons: hand-held melee weapons, propelled missile weapons, and thrown missile weapons. The base amount of damage a character does with a weapon is dependent upon the character's class and level. Some thrown missile weapons have specific, defined amounts of damage that are not based on character class or level. If a player's weapon physically breaks or otherwise becomes unsafe in the course of the game, the player must continue the rest of the game without a weapon, unless he has a spare or can borrow a weapon for the duration of the game. Players can bring as many safety approved weapons on course as they wish.

Hand-Held Melee Weapons

Hand-held melee weapons include long swords, short swords, great axes, battle axes, hand axes, staves, spears, and others. All of the hand-held melee weapons are available to each character class with the exception of longswords and great axes. Longswords and great axes are only available to Fighter, Knights, and Rangers. For more detail on the weapons available to a class, refer to the chapter for each class. A player may not under any circumstances use a restricted weapon: for example, a long sword may not be used by a Magic User. Note that mundane or non-enhanced weapons can be "broken" in game by anyone outside of combat (this is for role playing purposes - the actual weapon should not be broken).

Long Swords - Long swords have a blade length between 36 and 48 inches, with a handle length of no more than 24 inches. The total length of the weapon may not exceed 72 inches.

Short Swords - Short swords have a blade length between 18 and 36 inches, with a handle length of no more than 12 inches. The total length of the weapon may not exceed 48 inches.

Hand Axes - Hand axes have a handle length of between nine and 12 inches, with a blade length of between six and 12 inches. The total length must fall between 18 and 24 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Battle Axes

Battle axes have a handle of between 12 and 24 inches in length, with a blade that is between six and 12 inches in length. The total length of the weapon may not exceed 36 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Great Axes - Great axes have a handle of between 24 and 48 inches in length, with a blade that is between 12 and 24 inches in length. The weapon cannot be greater than 72 inches in total length. Only the blade of an axe does damage; hits with the shaft have no effect.

Staves - Staves have a length of between 24 and 84 inches. If a staff is "lost" during a game, a character may be able to find another usable one in the woods for replacement (obviously this does not work if you have actually lost your staff). This is dependent upon the GM.

Spears/Pole Arms - Spears and pole arms have a handle length of between 24 and 72 inches in length, with a blade length of between 12 and 24 inches. The total length of the weapon may not exceed 84 inches. Only the blade of the spear does damage when striking an opponent; hits with the shaft have no effect.

Daggers (Cannot be used in Melee!) - Daggers have a blade length of nine to 12 inches, with a handle length of less than six inches. The overall length of a dagger must be less than 18 inches. Daggers (weapons less than 18 inches) cannot be used in melee. The small size of a dagger and the general method by which it is used is a safety hazard in melee.

Other Weapons - Other weapons are possible. If you decide that you want a weapon that is not listed here, you may determine its damage and length restrictions by consulting the guidelines below. In all cases, the Safety Officer, a Gamemaster, or the Game Producer for a game may disallow or reclassify any weapon if he feels it is in the best interest of the game.

In designing a new weapon, compare the weapon to the weapons listed above. If there is a weapon to which it is particularly similar, it shall be treated as that weapon with all the benefits, damage, and restrictions of that weapon. In general, new weapons may not be in excess of 72 inches total length or shorter than 24 inches, and may not have a blade greater than 48 inches in length (where applicable).

Lanyards and Lanieres - Straps that attach the weapon to any part of the player's body are not allowed on weapons. This includes lanyards and lanieres. The hilt of your weapon must be constructed so that if your hand is opened the weapon will fall to the ground. A weapon that can be attached to a character's body during combat is considered unsafe and will not be allowed on course. A sheath for a weapon is not considered an illegal attachment.

Propelled Missile Weapons

This classification includes bows and crossbows. Only Fighters, Knights, Rangers, Thieves, and Monks can use bows and crossbows. Characters are required to carry physical representations of bows on course; cardboard or foam representations are recommended. These representations can not be used as a melee weapon. If a character loses the representation during the game, then the character can't use a bow for the rest of the game unless another one can be found on course. Bows and crossbows are never actually fired during an IFGS game. For more information on bow fire, see Chapter 4.

Thrown Missile Weapons

This classification of weapons includes throwing knives and stars, acid, flaming oil, holy and unholy water, rocks, and the items produced by the Druid spell *Seeds of the Elements*. Thrown Missile Weapons do not count towards the allowed weapon usage for a Character Class. Damage enhancements can only be added to throwing knives and stars and to *Seeds of the Elements*. See Chapter 10 for more details regarding stacking of enhancements.

Any class can use bean bags, except where otherwise indicated (a spell, for example). Each thrown weapon and the Monk's *Physical Attack* is represented by a bean bag of a specific color; the construction of these bean bags is discussed in the chapter on weapons construction. In general, bean bags must be at least two inches by two inches and no larger than four inches by four inches.

Bean bags are the only weapons that may be thrown during a game. You may throw a bean bag any way you like, but be careful not to throw it with too much force; you are not permitted to hurt your target. Bean bags should never be thrown at the head or groin area. Bean bags must be approved by the Safety Officer. They should not be heavy enough to



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actually hurt the target. There is no limit as to how many of each type of bean bag you can carry, but a Game Producer may limit the number of any and all bean bags that a character can bring into a game.

A character may only throw one bean bag at a time. In general, unless otherwise magically specified, the item represented by the bean bag is consumed. This does not indicate that the bean bag itself may not be reused, but only that the item that the bean bag represents has been used up upon the throwing of it, and may not be reused. Acquisition of additional, similar items is required to use them again in that game.

Example: If Bronwyn had a flask of acid (a red bean bag) and threw it at a dragon, the acid would be used up whether it hit the dragon or not. If Bronwyn possesses another acid flask (red bean bag), she may use it. If she purchases or finds another flask of acid in game, she could reuse her first bean bag as a representation of the new flask.

Players can pick up their nonreusable bean bags after an encounter and store them in their backpack; putting your initials on your bean bags can help you identify the bean bags that are yours.

Different bean bags have different effects. Throwing knives, stars, and rocks can be thrown to cause damage to most creatures. Note that daggers do not count towards a proficiency for classes with a limited number of proficiencies. Acid and flaming oil can cause damage or have a different effect on special creatures depending on how the Game Writer has defined them. Holy or unholy water affects certain creatures, but again, the effects depend on the game design. For instance, holy water can cause significant damage to undead creatures if the GD wishes it to. Flaming oil is also commonly used to destroy the bodies of creatures that may regenerate.

Although most of the bean bags only do minor amounts of damage, they can make a difference in a game. Bean bags and their effects are summarized in the previous table. Damage listed in the table is the default and may be changed by game design.

Oil, flaming oil, and holy water have some unique stipulations on how they are used in the game; these are discussed in the following section.

Oil

Oil by itself does no damage and is used for role playing purposes to help lubricate or burn objects. A character cannot be saturated in oil unless the character is bound, unconscious (not normally asleep), magically held, etc. In this case, saturation with oil followed by the lighting of that oil will produce damage equal to three points per flask of oil that was used to saturate the character. This damage will be done as a whole, and the damage in this form is instantaneous upon the lighting of the oil (e.g., if an

unconscious character were covered with ten flasks of oil, and the oil were then ignited, the character would instantaneously take 30 points of damage, not three points of damage ten times). Armor would protect against this damage normally. This method of damage does not apply to thrown oil flasks.

Flaming Oil

Oil flasks are turned into flaming oil by tying or attaching a red string or piece of cloth to the bean bag representing the oil. Flaming oil does three points of damage. Armor protects against flaming oil normally.

Holy/Unholy Water

Holy and unholy water can be used by any class for various role playing purposes, in which cases it does no damage. It can also be used by any character class as a weapon against certain types of undead and evil creatures. The damage that holy or unholy water does when used in this fashion varies by game design. The damage is not modified by the base damage of the character using the holy or unholy water. Call "holy water" when throwing a holy water bean bag.

Bean Bags

Bean Bag Color	What it Represents	Damage	Reusable?
Gray	Throwing Star or Knife	Base Damage	Yes
Brown	Rocks	Base Damage	Yes
Red	Acid	3 points	No
Black	Oil	0 points	No
Black w/Red Tie	Flaming Oil	3 points	No
White	Holy/Unholy Water	Variable by Game Design	No
Green	Seed of the Elements	Variable – see Druids	Special
Purple	Physical Attack	Variable – see Monks	Special

Use of Weapons

The use of weapons in IFGS games is controlled to some degree; there are areas of the body that may not be struck under any circumstances. These areas include the head, the groin area, and the throat. Physical contact in melee situations with anything besides a legal weapon (as discussed earlier) is strictly prohibited and may be cause for expulsion from the game. Similarly, hits with a legal weapon to the restricted areas can be treated in like fashion if the Gamemaster or Safety Officer decides that it was done maliciously or if it occurs by the same person on a regular basis. Attacks to other areas of the body should be done carefully and without undue force. The general guideline is to hit the person hard enough so that the individual is aware of the hit, but not so hard that it will hurt him. If you feel someone is hitting you too hard, it is your responsibility to inform him of that fact. If the person continues to do so, you should inform the GM. This applies to both PCs and NPCs.



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Chapter 4: Combat

While not the prime component of fantasy adventuring, combat is a vital one. What else do you do when the ogre says “None shall pass!” There is a good deal of simulated mayhem in IFGS. However the stress is on the word “simulated.” Safety is the most important part of IFGS combat. Players and NPCs have to maintain control of themselves and their actions at all times. The risk of real injuries is too great to be disregarded, no matter what is at stake in the game.

There may come a time when a player, for safety reasons, does not perform an action and their character is harmed for it. That is one of the reasons for the GM. After melee has stopped, the player can inform the GM of the situation, and ask for a ruling.

It is a general courtesy to let someone know, PC or NPC, that you are not affected by their spell effect unless it would be disadvantageous to you for them to know you are not affected (for example, a Thief using the *Distrust* skill).

Combat Defined

The term *one combat* is used from time to time and needs to be defined. Combat begins when an action is taken by a creature (PC or NPC) with intent to cause damage or ill effect(s) upon another creature (this also includes magical attacks). For instance, drawing your sword does not initiate combat, but swinging it with the intent to hit someone does. Drawing your bow does not initiate combat, but releasing an arrow at another character does. Casting an *Enthrall* would also initiate combat. Setting off a trap or a glyph would not initiate combat. Combat can also be initiated between members of one team. Combat ends when hostile action ceases by all involved parties.

Three basic types of melee combat exist in the IFGS rules system: hand-to-hand combat, which includes fighting with swords, staves, etc., and missile combat, which includes propelled missiles (simulated bows and crossbows) and thrown missiles (bean bags representing various items).

Armor in Combat

All armor is equally effective versus all attacks, including hand-to-hand, missile, and magical damage. Only when specifically stated in the description of a spell, ability, or skill will protections not work against all attack forms. Attacks that do *No Defense* damage or attacks such as *Killing Attack* that specifically state that they bypass armor are excepted from this general rule. See Chapter 6 on armor for more detail. Regardless of the amount of armor or magical protection (except for a Magic User

in *Concentration*), a character always takes a minimum of one point of damage from all hand-held melee attacks - this is called the One-Point Rule.

In rare circumstances, a character might not take any damage from a blow (e.g., an NPC that isn't affected by non-magical weapons). Characters taking no damage from an attack for whatever reason should call out “no mark” loudly enough that the attacker understands that they are doing no damage. This includes damage from spells.

The One-Point rule does not apply to missile and thrown weapons. If the damage of a missile or thrown weapon does not exceed the armor of the target, no damage is done.

Carried Effects

Certain attacks are used to deliver another effect to the target, either through melee or missile fire. Examples of these are the effects from Venom Poison or Red Death. These effects are called *Carried Effects*, and armor does not protect against them. If the melee or missile attack itself does not penetrate the target's armor, the *Carried Effect* is still applied. However, effects such as *Electrify* that do direct damage or are damage enhancements are not considered *Carried Effects* and armor will protect against them.

Immediate Counters

Many spells, abilities, and skills are designed to counteract an attack or spell effect; these are called Immediate Counters. Immediate Counters must be called out directly following the attack or spell effect they are neutralizing. For example, a Knight may strike a Fighter calling out “*Avenging Blow*, 16 points.” The Fighter, wishing to avoid this devastating attack, could counter by using their *Dodge Blow* skill, calling out “dodge” immediately following the strike to their torso by the Knight. In cases where there is no physical manifestation of the counter (such as a Thieves’ *Distrust*) the character may wish to inform the GM they are using the Immediate Counter without making everyone around them aware of it.

If you have a non-standard protection, then you should acknowledge almost all attacks when possible. For example, you might say “countered” or “no effect”, or something similar, depending on the nature of your protection. The purpose of your acknowledgement is to let the attacker know that you are aware of their attack and have taken the appropriate response. It saves them from having to continue to yell at you, trying again to get your attention in hopes their attack will have some significant effect on you, and it saves you from getting a reputation of ignoring damage.



Knockdowns

Many of the spells, abilities and skills in the rules system include a Knockdown (KD) as part of the effect. Additionally, some magic items may include Knockdowns when discharged. The duration of a Knockdown is usually 5 seconds. For a few attack forms, it is 10 seconds. When a character suffers a Knockdown, they must immediately fall to the ground. After the duration has expired, the character can get up if they desire. There are two suggested ways to safely take a Knockdown.

1. The character drops to the ground or sits down, touching their torso; back, chest or side, to the ground immediately. The character starts counting as soon as their torso has touched the ground. The character may then sit up but may not get to their knee(s) until five seconds has passed.
2. The character may kneel down, putting both knees on the ground, leans forward and then places one of their hands on the ground. The character starts counting as soon as both knees and the hand is on the ground. The character must stay this way, including having the hand on the ground or change to one of the other KD positions described in the previous paragraph, until five seconds has passed.

The acts of falling down, tumbling and getting back up are not considered part of the Knockdown. The Knockdown does not begin until the character's torso has touched the ground or both knees and one hand has touched the ground. It needs to last the full five seconds which can seem an eternity when you are in it. To be sure they take the full knockdown time, many players may count out loud or to themselves as follows:

'Knock down one, Knock down two, Knock down three, Knock down four, Knock down five'

If a player seems to have trouble taking the full five second Knockdown, their GM may ask them to count their Knockdown out loud.

If a safety reason mandates the knocked down character move, the player must make every effort to take a full KD upon arriving at a safe area to continue the combat.

Characters who have been knocked down may not attack in any manner. They may not cast spells, use skills or abilities, or activate magic items, including autocast. They may, however, defend themselves from attack. When attacking a person who has been knocked down, all IFGS safety rules must be observed. If the knocked down character cannot be safely struck, no attempt to do so should be made. In the case of damaging spells, abilities or skills, or magic items that include a Knockdown, if a character takes no damage from the attack, then the character does not take the Knockdown.

The use of Monk's Kip, from self or from an item is allowed. If used, the player need only touch one knee to the ground, say 'Kip' loudly and clearly enough so the character who caused the KD can hear and continue on. Autoactivated items and Spells where the player has no control over the item or spell will work while in a KD. For example, Wrath and Physical Protection will automatically discharge, but the character may not re-cast or re-direct while in a KD.

While Mage's Concentration may prevent a Knockdown from affecting a character, it cannot protect a character that has been affected by a KD since the character can't start casting while in the KD.

Propelled Missiles

Propelled missiles include the simulated use of bows, crossbows, slings, or other missile weapons. All physical representations (reps) of bows, crossbows, etc., must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike. A real bow or real crossbow may not be carried into a game. To fire any missile weapon, the character must not have anything else in either hand or attached to the arms other than clothing (that is, No type of shields or other weapons). If the archer engages in hand-to-hand melee, then they must drop the bow to the ground, or sling it, before engaging in combat.

A bow rep cannot be used in hand to hand combat in any manner. If a player does not drop their bow rep then all attacks against the bow rep are considered to have struck the offending player. The bow rep may also be damaged or destroyed (GM discretion). Missile reps may not be fired if attached to the player's body. They may be slung or hung on a utility belt, but may not be fired from that position.

Players do not have to carry representations of arrows or bolts or quarrels, etc. If a character loses their bow rep during the course of a game, then the character must play the game without the bow (unless they can find another one In-Game); PCs are not considered to be proficient enough to make bows out of dead wood in the course of a game.

Damage

Arrows, etc., do a variable amount of damage, dependent on the class and level of the archer; the amount of damage is noted in each Character Class description. Damage is taken to the torso of the target unless otherwise called (Rangers are the only class that can target a limb with missile fire unless aided by a magic item). Every shot is assumed to hit the target. If the amount of damage of the arrow is less than or equal to the target's defense, then no damage is done and no special effect such as knockdown is applied to the target.

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Two types of archery hits are possible:

Hits, also known as normal hits or marginal hits, do the marginal damage of the character firing the arrow. Shields will protect the carrier from marginal hits so long as they are being interposed between the shield holder and the archer.

Critical hits add two points to the base damage of the character firing the arrow and are not stopped by the target's use of a shield. That is, critical hits always go past shields. Critical hits require 10 seconds of aiming time. Critical damage is considered part of the character's base damage.

When is an Arrow a Marginal or a Critical?

For every set of 10 arrows fired, every player has a set number of Marginals and Criticals depending on the player's class and level. Which shots are marginals and which are criticals are up to the player. Marginal arrows require 5 seconds of aiming time while criticals require 10 seconds of aiming time. The player may choose to convert a critical to a marginal by aiming for only 5 seconds. If a player has used their current allotment of criticals for the current set of 10 arrows, then the rest of that set of arrows will be marginal regardless of how long they aim. Since a critical is a base ability, it may not be put in a magic item.

Number of Criticals Allowed

Rangers are allowed 1 Critical arrow per level per set of 10 arrows, e.g. a 5th level Ranger has 5 critical hits per set of 10 arrows.

Fighters, Knights, Monks and Thieves are allowed 1 Critical arrow for each two levels, (round up), e.g. a 5th level Fighter has 3 critical hits in each set of 10 arrows. Players are on their honor to use their remaining marginal hits in the set of 10 in combat before shooting additional critical hits.

Shields and Missile Fire

Shields will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between himself and the archer or the shield is in the direct line between the archer and the target. Shields that are slung on the back or are not covering the torso do not stop marginal hit missile damage. When in doubt ask the GM for a ruling. Shields do not protect against a critical hit or targeted arrows, as in the Ranger ability, **Target Arrow**.

Range of Missile Fire

All propelled missile fire has a maximum range of 60 feet unless altered by a special ability or a magic item.

Number of Propelled Missiles Allowed

Unless otherwise indicated by the Game Writer or Game Producer, players who can use and are carrying a missile weapon into a game are allowed to start a game with 20 mundane arrows, etc. Players do not have to carry physical representations for these arrows. Magical or enhanced arrows, etc., are in addition to the 20 mundane arrows. For games that are longer than a day, players are still only allowed to start the game with 20 mundane arrows. Players can obtain more arrows during a game by several different methods (e.g., buying them, a Ranger making them, etc.), and characters are only limited to carrying a number of arrows as may be considered reasonable (GP discretion). The appropriateness of trading missiles between characters is up to GP discretion.

Recovering Propelled Missiles

Normal or mundane missiles are not recoverable after they have been fired in combat. It is assumed that the arrow was so damaged by combat as to be non-reusable. One-shot magical arrows are also not re-usable. Permanent magical arrows are recoverable after the combat has ended and can be used again in the next combat if allowed by the savvy. Players must role-play recovering their fired arrows. If the magic arrow hits a target who escapes, it is assumed the arrow that struck the target also is gone and not immediately recoverable. The success or failure of attempts to track and recover such lost magic arrows is up to the game script or GM discretion as appropriate.

Missile Fire at Night

For propelled missile fire at night, the player should indicate their target by using a tight beam flashlight. A short flash, two seconds in duration, must be used. Everyone should be careful not to flash lights into the eyes of others. Laser pointers are not allowed.

Aiming Time

Before firing a missile weapon, a character must aim for a predetermined length of time, called the Aiming Time. Aiming Time is a base and is immutable. For a marginal hit the Aiming Time is 5 seconds. For a critical hit the Aiming Time is 10 seconds. During the Aiming Time, the character must remain stationary and focus on their target for the duration of the Aiming Time. If the target disappears behind an object that completely hides the target for 5 seconds then the target is lost and the target must be re-aimed for the appropriate Aiming Time before a shot can be fired at the target. The exception to this is Opportunity Fire; see the section titled Opportunity Fire for full details.

The in-game mechanics for firing a Propelled missile are as follows:

Aim for the full Aiming Time, 5 seconds for a Marginal hit, 10 seconds for a Critical. For Ability based arrows, the aiming time is included in the ability description.

Announce "ARROW"

Announce the target: such as "BLUE" or their name, if known

Announce the type of arrow: Only if it is a Critical or if an Ability based arrow, the name of the ability

Announce the damage: "X # of points"

Announce any additional specifics:

"Target Arrow, Left Arm", or "Poison, # points", or "Fire Arrow" are a few examples.

Announce any applicable Knock Down: "Knock Down"

If no Knock Down is applied DO NOT say "No knock down" as this will confuse your target. Combat is very noisy without additional yelling or screaming.

After announcing the above, the archer may begin Aiming Time again. A archer must always aim for the full Aiming Time.



Time between shots when applying a Spell, Ability, or Skill (SAS) to Missile Fire

As with all Spell, Ability, or Skill usage, five seconds must pass before use of a second SAS. In regards to Missile fire this means that after an archer fires off an arrow that required active use of a SAS, they must wait five seconds before beginning to aim to use another SAS. If the player is simply firing an arrow which they will not apply a SAS to then they can fire after the appropriate aiming time.

Ex. A 5th level Ranger shoots a Target arrow. If the Ranger wishes to fire another arrow that they will apply a SAS to, then the Ranger must wait 5 seconds before beginning to aim and aim for the time required in the SAS description. If the Ranger simply wishes to fire an arrow without applying a SAS to it then they can begin aiming as soon as the Ranger has finished announcing the previous arrow. Honed arrows and Elemental arrows are considered to have had the SAS pre-cast such that the 5 seconds between requirement does not apply.

Opportunity Fire

Opportunity fire is a simulation of aiming at a specific point or location where the player expects a creature to appear and then shooting when a creature appears. To use Opportunity Fire the archer must aim at a specific point or location such as a doorway, a window, one side of a tree that a character has hidden behind, a cave entrance or other such points or locations which can be specifically designated and limited in size to no more than arm's length for a normal sized human. This must be a defined, obvious point or location. Only one location can be targeted. The player may target a doorway or the window next to it but not both. The player may target both sides of a normal sized tree (2 foot diameter or less), but not a really large tree. The archer must state what their target is such that the GM or other game staff can hear them. The archer must 'aim' for a full 10 second Aiming Time. Only Marginal hits are allowed using Opportunity Fire, no Critical hits allowed including any skills, abilities or spells that would allow a Critical hit or cause a Knock Down. No 'named' arrows (such as *Killing Arrow* or *Arrow of Slaying*) may be used for Opportunity Fire. The archer must fire at the first Target of Opportunity. If the archer chooses not to fire at the first target to appear, then the archer must re-aim for another 5 second Aiming Time.

Thrown Missiles

Thrown missiles involve the use of bean bags. The available thrown missile weapons include rocks, throwing stars, throwing knives, acid flasks, oil flasks, holy or unholy water, and bean bags from the Monk ability *Physical Attack* and the Druid spell *Seeds of the Elements*. Only one bean bag may be thrown at a time per throwing motion.

Damage

The damage from thrown missiles varies as to the type of missile being used. The damage for each missile weapon is listed in the Weaponry chapter, with the exception of the Monk *Physical Attack* ability and the Druid spell *Seeds of the Elements* (which are listed with those respective classes).

Blocking Thrown Missiles

Shields and melee weapons can block thrown missile weapons. If the bean bag strikes the shield or weapon, no damage is taken. However, shields and weapons do not protect from damage taken from the bean bags from *Seeds of the Elements* or *Physical Attack*.

Range

With the exception of the Monk *Physical Attack*, the range of thrown bean bags is limited only by how far they can safely be thrown. The bean bag must hit the target in order to damage it. The range of *Physical Attack* ability is ten feet.



Number of Thrown Missiles

There is no limit to the number of thrown missile weapons a character can bring into a game. However, Game Producers have the right to limit the number of bean bags a player can bring into the game. Bean bags from *Seeds of the Elements* and *Physical Attack* have limitations discussed in the spell and ability descriptions.

How Thrown Missiles Work in a Game

In all cases except the Monk's *Physical Attack*, bean bags are considered to be some sort of thrown weapon or object, and may be thrown from any distance. The Monk ability is representative of an actual physical attack, and thus is not really an object. The bean bag may be thrown whenever a character desires, provided the character has a bean bag of the appropriate type and can move to throw the object. The method for using bean bags in a game is straightforward: simply throw the bean bag at the target, and if it hits, call out the damage done by the bean bag.

Melee Combat

Melee is defined as the physical, hand-to-hand combat between two or more characters. During melee, any time the weapon contacts the body, damage is inflicted, even if the weapon strike was partially blocked or is a light hit. Any deviation from this policy, such as the idea that contacting the weapon with an item before it hits the body negates the attack, is a deviation from IFGS rules. For a bladed weapon, the point or edge of the weapon must make contact, as opposed to the flat of the blade.

The player scoring the hit calls out the damage and damage is immediately applied. Melee damage should be called out loudly enough to be heard by the person immediately affected, but not so loud as to interfere with ranged attacks by other characters. The amount of damage a character does depends on the level of the character and whether the character has any magic enhancements. Hits should not be made in an unrealistic, rapid fashion; the tip of the weapon should travel away from the target 18 inches or 1/2 the length of the weapon, whichever is shorter, before striking again. In all cases, you cannot do damage faster than you can call it out. If a character repeatedly uses this style it should be brought to the attention of a GM on course. If a blow strikes multiple limbs, or a limb and the torso, you should make the decision as to where damage should be taken, although you should only count the blow as one hit. If you feel someone is hitting you too hard, it is your responsibility to inform them of that fact. If the person continues to do so, you should inform the GM. This applies to both PCs and NPCs.

If damage is not called out by the player, then no damage should be taken. A player can choose do less than their maximum damage on a weapon strike; they should just call out the amount of damage they desire. If a weapon accidentally hits someone when it is not being wielded in combat, it does not do any damage.

Other than these specifics, melee combat is just like you have seen in movies. Move in, parry and thrust with your weapon, and try to score hits on your opponent(s). Let them know if you hit by calling out the damage. If you don't hit, then don't call out damage. If everyone helps, combat goes smoothly and fairly.

Magical Damage

If a player is using a magic weapon, then they should call out the entire damage that they do with that weapon, followed by the word "magic." For example, a fighter with a magic sword who does four points of damage would call out "four, magic" with a successful weapon's touch. Certain creatures only take damage from magical weapons. If a weapon is magical, then the damage has to be called out as magic; this is not a choice of the player.

Spells such as *Enhance*, *Exhort*, *Strong Arm*, or *Battle Weed of Plant Seek* do not make the damage that the character does magical. These are spells that affect the character and not the character's weapon directly. However, spells cast upon weapons such as *Celtic Fist* transform a weapon temporarily into a magical weapon.

Physical Contact in Combat

Physical contact during melee is strictly forbidden. Punching, wrestling, tackling, grappling, and martial arts, etc. are not allowed in IFGS events. They simply are not safe. Players are not allowed to physically block another person's movement or try to block someone's vision (such as a caster), for example, by putting cloth over someone's head. Players are also not allowed to grab or step on another player's weapons or shield, or use a weapon or shield to pin another player's weapon or shield to large, fixed objects such as the ground, a tree, or a structure.

Hits to the head, throat, or groin area are strictly forbidden. Any contact to the head with any type of item will be harshly dealt with by the game staff, even to the point of expulsion if deemed appropriate. Sometimes during the excitement of melee someone will accidentally get hit in the head, groin, or throat. If the blow is serious, all the people involved in that fight should stop immediately and not resume until the person struck indicates that they are capable of continuing. If the blow is minor the combat may continue. In any case, blows to the head, groin area, or throat never inflict game damage points.

Hits to the head, throat or groin area are strictly forbidden.



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Base Damage

All of the Character Classes increase the damage they inflict as the character goes up in levels. These increases are a simulation of a character getting better, not so much at hitting with the weapon but at being able to use the weapon in a way as to cause more damage. These increases are permanent for that character and are applied to hand-held weapons, missile weapons, and some thrown weapons. This is your BASE proficiency damage. Increases are noted in the description of each individual Character Class. A character's base damage can only be added to one weapon at a time (for every class except Thieves and Fighters and Killing Monk of certain levels). For instance, if a player fights with two swords simultaneously, their base damage can only be applied to one sword in any combat. The amount of damage for the other sword would be the character's non-proficiency base damage. If a character tries to use a weapon with which the player is not proficient, then the amount of damage the character does is also the non-proficiency base damage for the Character Class (as long as the character is permitted by class restrictions to use that weapon). Non-proficiency base damage is listed in each class description below the table containing the base damage for the class.

In the beginning of the chapters describing the various Character Classes is a section called Weapon Usage. The description after this heading indicates the number and type of weapons with which a character of the particular class is proficient. This is not the number of weapons a character can carry during an adventure. It is assumed that a character can carry as many weapons as their physical abilities will allow.

If a character can use a limited number of weapons, these should be selected when the character is created and should be indicated on the character background filed with the IFGS. These cannot be changed, except by use of the Fighter ability **Weapons Instructor**. Note: Daggers, throwing stars, and throwing knives do not count towards a proficiency for classes with a limited number of proficiencies.

Suppose your character can use two weapons, and you pick sword and bow. These are the only two types of weapons to which the character may ever apply their base damage. Unless the character is limited by their class to a specific length of sword, the character could pick up any sword or any bow and use them to inflict their base damage. The limitation is only on types of weapons; a character can choose to carry two swords and a bow if they desire.

The Pursuit Option

The Pursuit Rule is available for use as a safe and playable way to simulate a character fleeing from an encounter while other characters follow in hot pursuit. The infinite number of possibilities that could influence a pursuit have been generalized and simplified for playability. In each use of the pursuit rule, the GM is always allowed to modify the rule to consider influences not covered in this document.

This is an optional rule that is NOT available unless the game flier specifies it is in effect. LM's should be notified if the **Pursuit Rule** is to be applied.

You must have the use of both of your legs to pursue or run away. There are five degrees of encumbrance, unless specifically noted in game copy. Also note, if the Monk **Speed** ability is used, the pursuit is decided in favor of the character using the **Speed**.

Encumbrance 0 - A character without encumbrance. Any character not wearing armor or carrying a shield.

Encumbrance 1 - A character with leather armor or a character carrying a shield but not wearing armor.

Encumbrance 2 - A character with chain armor or leather armor and a shield.

Encumbrance 3 - A character with plate armor or chain armor and a shield.

Encumbrance 4 - A character with plate armor and a shield.

To use the Pursuit Option:

If the pursuer wants to use the pursuit rule on a quarry, they must physically disengage from all other activities and begin moving toward the quarry. They then may call "Pursuit, Red" (we'll assume the quarry is "Red"). The quarry may turn and face the pursuer in which case, there is no pursuit. Or they may try to get away. To get away, they call "Pursuit" and their encumbrance. The pursuer calls "Pursuit" and their encumbrance. During this time, both should continue moving to the edge of the encounter.

If the pursuer's encumbrance is equal or lower than the quarry's encumbrance, then the pursuer catches the quarry after 15 seconds of pursuit. Both move to the edge of the encounter area and continue combat. Anyone who did not join the pursuit at the time of the original "pursuit" call must wait 15 seconds to join the combat after they arrive at the place where the pair are fighting.

If the pursuer's encumbrance is higher than the quarry's encumbrance, then the quarry gets away. The pursuer must stay at the edge of the combat area for 30 seconds as it is assumed they chased the quarry for 15 seconds and then took 15 seconds to return to the combat area. The



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quarry also must wait 30 seconds before reentering the combat area, but may pick a different location to reenter at.

If someone (the quarry) trying to flee combat wishes to invoke the pursuit rule, they must be moving away from their pursuer and then call "Pursuit" and their encumbrance. Whether or not they are pursued, they are assumed to flee for at least 30 seconds and cannot return to the combat area for at least 60 seconds. Any others on the field of combat have 5 seconds to attack the quarry with melee or ranged attacks, after which, it is assumed the quarry will have moved out of range of any attacks except by a successful pursuer. For someone to join the pursuit, they must move towards the quarry and call out "Pursuit" and their encumbrance before the quarry leaves the encounter area. If the pursuer's encumbrance is less than the quarry, their pursuit fails and they simply follow to the edge of the combat area and then return after 30 seconds. If the pursuer's encumbrance is equal or greater than the quarry's encumbrance, they will catch the quarry 15 seconds after they reach the edge of the combat area. The quarry and pursuers move to the edge of the combat area and resume combat.

If the pursuer becomes unable to use a leg, either through Knockdown or damage, then the quarry may attempt to flee again by calling "Pursuit" and their encumbrance. The pursuer has 10 seconds to recover from the Knockdown and/or damage and call "Pursuit" and their encumbrance to resume the pursuit. Otherwise the quarry gets away. Note that Pursuit may not be called by a character that is in Knockdown.

While characters are in a Pursuit, they may not engage in melee or use any spells, skills, or abilities except those which are autocast, autoactivated, or instant. If a pursuing player stops to cast a spell, fire an arrow or remove armor, the pursued player gets away. Conversely, if a pursued player stops to remove a shield etc. they are caught. Once combat resumes at the edge of the encounter area, all spells, skills, and abilities including melee combat are available.

When a player or team leaves the encounter, they will always be able to find one another after the encounter unless prevented by game design.



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MODIFIERS: A player may drop a shield or invoke Knight Strength to improve their encumbrance. Knight Strength subtract 1 level of encumbrance for each level of Knight Strength used, minimum encumbrance is 0 except by game design.

Bronwyn is chasing Grond. Bronwyn states encumbrance 3, and Grond states encumbrance 2. Bronwyn may counter with Knight Strength 2, making her encumbrance 4. Grond may drop his shield and answer encumbrance 4.

Note, to discard a shield to improve a players encumbrance, the shield must fall away cleanly without having to stop to unbuckle or unstrap the shield. Other considerations such as the pursuer uses Autocast, Stun with a 10 second knockdown, or a player that is Polymorphed into a tortoise, shall be a GM call. Someone carrying a backpack, in game items e.g. a sack of treasure, treasure in their backpack, or a body etc. shall be a GM call. More complex situations such as when pursuers are between the quarry and any plausible line of retreat or when the pursuers are relatively spread out at the start of the pursuit shall be a GM call.



Chapter 5: Character Death

When a PC or NPC loses the number of Life Points indicated in the charts for death for that Character Class and level, then the character is dead. (Note that a character is dead at zero Life Points). It is the responsibility of the character to role play the dying as well as any other action the character does during the game. Though it may be fun for the player, overacting disrupts the atmosphere of the game. A dying gasp, last words if the situation calls for them, or a silent leaving of the soul can add to the game and show good sportsmanship. Some games allow players to bring in secondary characters. Then if your main character should by some unfortunate happenstance die, you can resume playing the game with a different character.

When a character dies, any curses on that character, though not active, remain in effect. Should a cursed character be Life Sparked or have a Raise Dead cast upon him, the curse(s) are still in effect and become active again, unless otherwise stated in the description of the curse.

Poison and Disease remain in the body and are still in effect when you are Life Sparked. For purposes of time progression, they are considered to be newly applied or contracted when the body is returned to life. However Raise Dead removes all Poisons and Diseases from the body (even Red Death). Durational spells and abilities (good, bad, and indifferent) run their duration as normal and may still be in effect when the body is Life Sparked or Raised.

The Character Points of characters which are dead are not accessible. Furthermore, for game purposes, while characters are dead they are considered to have no Spell Points, Character Points, or Skills unless otherwise specified by game design.



Resurrections

Clerics have the spell Life Spark, which allows them to raise a character to one point above death so long as the Cleric casts the spell within five minutes of the character death. After a Life Spark is cast, the character is down permanent Life Points equal to half the character's level (round up) and is -2 to all LI effects for the rest of the game day.

Characters who cannot be Life Sparked may be resurrected with the clerical Raise Dead spell. A Cleric can cast a Raise Dead spell within one calendar year of the character's death. Outside of the calendar year, a character may only be raised by Game Design.

If the character is not resurrected, then the character's career is ended. The player may, at the GM's option, wear a white shirt and follow the party at a distance in order to be able to watch the rest of the game. Some Game Producers allow the player to reenter the game with a different or secondary character. This will be indicated ahead of time so that the player can come prepared with a new character.

When a resurrection occurs, the character must be resurrected to the same level the character was when the character died and the character will have the same number of Experience Points. Each time a character is resurrected, the character will permanently lose half the character's level in Life Points (round up). See the clerical description of Raise Dead for further stipulations on resurrection.

When resurrection is permitted in the game, the head, torso, and at least two limbs are necessary for the resurrection to be successful. If a limb(s) is missing and the character is resurrected, then the character will come back without that limb(s). Characters cannot be resurrected from blood spatters or from a single limb.

The Fate Point Option

In the event of the death of a Player Character, any player has the option to apply Character Applicable Points to invoke Fate to avoid the death. Essentially, the work the player has done to earn CAP causes the Fates to intervene and allow the character to avoid death. The specifics by which death was avoided depends on the situation and the imagination of the GM and the PC. Possible explanations include Deity intervention, or a lucky stumble to avoid most of the effects of a Fire Strike or a fortunate grab at tiny ledge when falling over a cliff or off a bridge. The PC cannot invoke the Fate Point option until the GM is consulted. Normally, the PC whose Fate is being adjusted is inanimate until the end of the encounter. The GM may chose to allow Fate to work more quickly, if, in the GM's judgment, such a result is appropriate or necessary for team survival.



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After the Fate Point Option is invoked, the PC shall have 1 point above unconsciousness. It only negates or reverses the thing that would have killed the PC. It does not heal any other damage, curses, poisons, diseases, or glyphs that the PC may be suffering. The PC does not lose life points or suffer any of the normal penalties of dying. Their spell or ability point totals are unchanged from before when they would have died.

The amount of CAP required to invoke the Fate Point Option is 3000 CAP per level of the PC or the current experience point total of the PC, whichever is less. The minimum CAP required to invoke the Fate Point Option is 1500 CAP if the PC has less than that much experience.

As always, the Game Writer may place additional strictures or properties to the Fate Point option within his own game, as approved by his Sanctioning Committee and advertised in the game flyer.

Example: Mary's character Bronwyn, an eighth level knight, is slain in combat with a dragon. The Fate Point option has not been disallowed, so Mary invokes the Fate Point for Bronwyn. Mary notifies her GM, and they agree that the fatal blow from the Dragon's Claw which should have killed Bronwyn actually just knocked her aside and dazed her until the battle was over. The shock of it all reduced her to 1 point above unconsciousness. She joins her team in deciding what to do next after the team finishes with the dragon.



Armor has been of many different types throughout the ages, from the Egyptian's golden breastplates to the modern bulletproof vests. Effectiveness has constantly been improved in an attempt to stop whatever the technology of war has created.

Types of Armor

In order to achieve a fair degree of realism, as well as for variety and simplicity in IFGS games, three types of armor are available: leather, chain mail, and plate. These are the only types of armor that are officially recognized. Each type of armor deflects or absorbs a different amount of damage. All classes except Magic Users and Monks are allowed the use of armor, but there are limitations as to what type of armor a class is allowed.

Leather armor provides one point of protection and can be worn by Fighters, Knights, Rangers, Clerics, Druids, and Thieves.

Chain armor provides two points of protection and can be worn by Fighters, Knights, Rangers, and Clerics.

Plate armor provides three points of protection and can only be worn by Fighters and Knights.

Some magic armor may give additional protections. All armor is equally effective versus all attacks, including missile, hand-to-hand, and magical attacks. Only when specifically stated in the description of the spell, ability, or skill will protections not work against all attack forms.

Attacks that do No Defense damage or attacks such as Killing Attack that specifically state that they bypass armor are excepted from this general rule. Kill Daggers, throat slits, and limb severs are also exempt from armor protection.

Armor Does Not Protect Against:

- Throat Slits
- Limb Severs
- One-Point Rule
- Killing Attack
- Kill Daggers
- No Defense Damage
- Carried Effects

Regardless of the amount of armor or magical protection (except for a Magic User in Concentration), a character always takes a minimum of one point of damage from all hand-held melee attacks - this is called the One-Point Rule.

Carried Effects such as poison will automatically take effect. Characters taking no damage from an attack for whatever reason (e.g., an NPC that isn't affected by blunt weapons) should call out "no mark" or "no effect" loudly enough that the attacker understands that he is doing no damage.

Representations of Armor

To indicate that armor is being worn and to indicate the type of armor being worn, a two inch by two inch square of cloth should be worn on the chest. Brown indicates leather, blue indicates chain mail and red indicates plate. Accurate and easily identifiable facsimiles of armor may be worn instead of the colored cloth patches. GMs will decide if the facsimile is to be allowed. Only one suit of armor may be worn by a player at one time.

Armor Availability

If a character is allowed to wear armor, the character may come into his first adventure with a suit of leather armor. This is the only type of armor a character can have when the character is first starting out, and there is no monetary cost for the armor to the character the first time he plays. Characters can obtain more protective armor by finding it in a game as treasure or by purchasing it in game. Armor cannot be obtained by any character between games. To purchase armor, the character must find an armorer during the game and pay the gold for the armor.

Shields

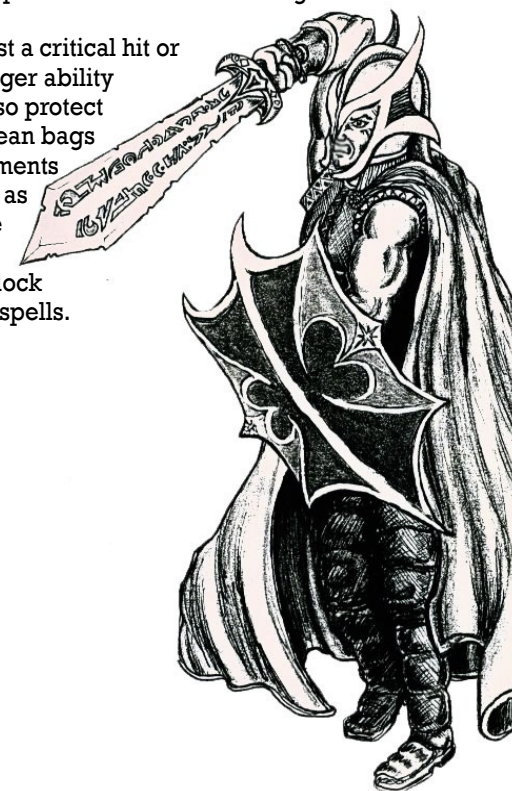
Shields can be used only by Fighters, Rangers, Knights, Clerics, and Druids. A new character may bring a shield into the game, but if it is lost or for some reason becomes nonfunctional, the player will have to continue the game without the shield. Shields may be replaced between games at no cost to the character. Shields do not take damage from any kind of normal attack.

No shield may exceed an external circumference of 120". This length is to be measured by stretching a string around out the outer limits of the shield. Inner concavities are ignored. In other words, for a star-shield with multiple points, stretch the string around the outermost points. A shield must be a minimum of 15 inches across at some point on the shield (excluding the thickness of the shield).

Items cannot be attached to a shield to increase the overall dimensions of the shield. A character may only use one shield at a time and the shield must be held in the hand or attached to the character's hand or arm. Sheaths, belts, arm bracelets, backpacks, or similar items are not considered to be shields. Shields should have a minimum of two inches of padding around the edges and one inch of padding along the face. A shield is a defensive device and as such is never used to rush, overbear, or move an opponent. A shield cannot be used as a weapon. Shields and any weapons attached to a shield do not do any damage.

Shields will block damage from noncritical missile fire if the player carrying the shield is actively attempting to interpose the shield between himself and the archer. Shields that are slung on the back or are not covering the torso do not stop noncritical missile damage.

Shields do not protect against a critical hit or targeted arrow, as in the Ranger ability Target Arrow. Shields will also protect from damage from thrown bean bags (except for Seeds of the Elements and Physical Attack) as long as the bean bag clearly hits the shield and does not contact the person. Shields do not block any magical damage due to spells.



Chapter 7: Poisons and Diseases

Three classes of poisons are used in IFGS games. Poisons are most often injected through a weapon strike, but they can also be coated on items such as a chest or a lock or can come in the form of a potion. Various mechanisms for curing poisons exist and these are discussed under each of the individual poisons below.

Toxin

Toxin poisons only enhance damage attacks or damage directly to the affected individual. Since their effects are instantaneous, they are not affected by Neutralize Poison potions or spells. Immunity to Poison will protect against Toxins. Toxins may be ingested, injected, or picked up by contact (contact poison).

Venom

Venom poison causes death in five minutes. After four minutes the GM will inform the character that he does not feel well, 30 seconds later the character will become unconscious, and 30 seconds later the character will be dead. Venom poisons can be neutralized by Neutralize Poison potions and spells. If a character has a Neutralize Poison or Freeze Poison cast on him while he is unconscious, he can be awakened as if he was under the effects of a Crash Time spell. Once a Freeze Poison has expired, the affected character becomes unconscious again, and the timing of the poison resumes. In order to function, venom must either be ingested or injected. Venom poison can in some isolated instances be inflicted through a skill or ability.

Red Death

Red Death poison causes death in one minute. After 30 seconds the GM will inform the character that he does not feel well, 15 seconds later the character will become unconscious, and 15 seconds later the character will be dead. The only known cure for Red Death is the herb Athelas (found by a Ranger's Find Herbs), used in conjunction with a Ranger's Neutralize Poison potion, or the Thief's tenth level ability to brew a Neutralize Poison potion. A clerical Freeze Poison or Stasis, or a Monk's Shiatsu II will temporarily freeze Red Death. Normally, Red Death must be ingested or injected to work, but inhaled and contact types exist. This poison is rarely encountered.



Other Poisons

Other poisons may be developed by game design which have other effects. They usually, but not always, may be treated by Neutralize Poison.

Diseases

Diseases can be of either a magical or mundane nature. A natural disease, such as the Black Plague, can be cured by any spell, ability, or skill that affects mundane diseases. By contrast, Lycanthropy, Vampirism, and any disease resulting from a Glyph are considered to be magical in nature and only spells, abilities, and skills that explicitly state they work against magical diseases would be effective. Finally, a disease may be defined as magical or mundane by game design and the results of any attempts to cure these diseases should also be defined by game design. All diseases are considered mundane unless listed here or are listed in a game design as being magical.



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Chapter 8: Lock System

In IFGS adventures, locks can be found on doors, chests, boxes, and other items. Locks are usually represented by twisted and curled loops of thin wire. The more difficult the lock is to open, the more twists and complicated loops the lock has. A lock can be of any type from A to G. This determines how a lock can be opened (by damage, an Unlock spell, etc.) A lock's complexity is rated 1 through 7 and "S", for Special. The complexity of the lock, ranged 1 through 7, is increased by adjusting how close the wires come to each other where the loops cross. Examples of several kinds of locks, as well as basic lock construction are given on the following pages in this chapter. Only Thieves may pick locks. Occasionally a Game Writer will put a non-standard lock into a game. If any apparatus is defined as a lock, then only a Thief may attempt to pick the lock.

Lock Picks

Thieves may carry a lock pick, a short length of copper wire with a circular loop on one end. The metal loop may have no more than a half-inch inside diameter and may not be painted, varnished or insulated in any way. The loop should be made of at least 18-gauge copper wire. Note that other shapes and sizes of Lock Picks may be acquired in-game as magic items.

The player is responsible for making his own lock picks, and there is no limit to how many lock picks a Thief may carry in a game. In point of fact, it is common for most Thieves to carry several lock picks in case some get lost or taken away during the course of a game.

Thieves may practice picking locks between games to improve their skill, similar to Fighters practicing with weapons to improve their abilities. Practice outside of a game can be useful later.

Opening Locks

Locks can be opened without a key in any of three different ways, each of which has its own ramifications:

Lock Picking

To open a lock, the Thief moves the lock pick along the turns and twists in the lock. The number of tries a Thief may make on any given lock is determined solely by the Thief's level: a Thief is only allowed a number of tries equal to his level. The Thief must begin lock picking again at the starting point of the lock every time the lock is touched with his lock pick (see, however, the Thief's Touch ability). A Thief does not take damage from touching the lock with the pick. Commonly, however, magical traps or Glyphs can exist that could cause the Thief damage.

The wire loops, buzzers, batteries, and other paraphernalia representing a lock are not in-game and cannot be affected by characters. They are simply the device used to represent a lock and test a Thief's lock picking skills. Therefore any interaction with the lock (cutting, moving, or straightening the lock out) is forbidden. Anachronistic items used in lock picking are also not allowed (GM discretion). If in the middle of picking the lock, the alligator clip needs to be adjusted, the picker is allowed to disconnect the clip and reconnect it provided the pick does not change position.

Physical or Spell Damage

A lock can also be broken by physical or spell damage, and the number of points that it takes to open the lock depends on the lock type and is given in the table below. Spell damage includes damage from spells such as Lightning Bolt or Fireball; it does not include damage from a spell cast on a weapon such as an Electrify. It does not include damage from defensive spells such as Physical Protection, nor does it include damage from a magical weapon. Physical damage may be done with weapons, rocks, etc; note that the physical damage should only be role played so that the lock itself is not actually destroyed. Magical traps may be set off by the damage, and it is possible that any fragile items in the chest such as scrolls, potions, or some gems might be destroyed by breaking the lock this way.

Magic User Reverse Lock

The last way to open a lock is by the use of the Magic User Reverse Lock spell. A Magic User may cast a Reverse Lock for the cost of two Spell Points per type of lock, and may use a maximum number of Spell Points equal to the magic user's level. A Magic User cannot tell what the exact lock type is, but with suggestions from a Thief, or by use of the spell Know Aura, might know how many points to put into his spell. The Magic User must specify what lock type he is trying to open.



Lock Construction

Constructing a lock can be done very easily and inexpensively. Six items are needed, and all of these can be obtained at most stores that sell hardware or radio equipment.

- A small electric buzzer
- At least six inches of bare copper wire. We recommend 18 gauge.
- At least three feet of electrical wire (insulated)
- A strong battery to make the buzzer work well
- A medium-sized alligator clip
- A small container to hold all of the above

The items listed above will need to be connected to form an open, complete circuit. This circuit will only be closed if a Thief touches his lock pick to the bare copper wire of the lock. Soaking the copper wire in white vinegar is an effective way to remove any oxidation. The system should be set up similar to the drawing. The copper wire is generally 18-gauge wire and the whole apparatus is sometimes contained in a portable box that can be moved from encounter to encounter (often by the GM). Another option is to build enough of these to have one for every lock in the game, which frees the GM from having to carry one, but may cost the Game Producer more money.

Lock Types and Difficulty

Determining the rating of a lock consists of two parts, the type and the difficulty. A lock type, ranked in categories from A to G, is used to determine how a lock can be opened by using magical and mundane damage as well as the spell Reverse Lock. The difficulty of a lock determines the physical difficulty of picking the lock. The difficulty ranges from 1-7 with S for special locks that do not fit the standard lock format. Spell Point

Lock Type	Physical Damage	Spell Damage	Cost for Reverse Lock
A	25 pts.	5 pts.	2 pts.
B	35 pts.	15 pts.	4 pts.
C	40 pts.	20 pts.	6 pts.
D	--	30 pts.	8 pts.
E	--	40 pts.	10 pts.
F	--	50 pts.	12 pts.
G	--	Must Pick	Must Pick

Dashed Areas: lock cannot be opened with physical damage.

Game Writers should feel free to increase the difficulty of a lock by defining its placement. A sample lock description in a game might be:

The false top is secured with a D3 lock using 12-16 inches of wire. The lock itself is placed behind the altar and cannot be seen directly by the characters. A mirror is provided for the Thief to use; since he will be picking this lock via a mirror, the actual difficulty is a '5'.

Difficulty 1 Lock

A single strand of wire, no longer than 4 inches, no more than 90 degrees of total bend. Lock is accessible and easy to reach. Lock allows ample room for maneuvering a pick. This is a "simple lock" and should never be difficult to pick even for a "beginner Thief".



Difficulty 2 Lock

A single strand of wire, with a length of not more than 8 inches. The wire may have numerous bends in it, but the total bend should not exceed 270 degrees. The wire should not loop back over itself or cause the Thief to switch hands while picking. Lock allows ample room for maneuvering a pick.



Difficulty 3 Lock

The lock should be made up of a single strand of wire not greater than 12 inches in length. The lock may have multiple bends and twists. The lock may have places where the wire loops back over itself, but at no point should the wire pass through a loop of itself. The areas around the bends and loops should have adequate room for maneuvering a pick.



Difficulty 4 Lock

Lock should be composed of a single strand of wire whose length does not exceed 18 inches. Lock may cause the Thief to switch hands while picking, but the wire should not feed back through one of its own loops. The lock can be constructed "tighter" than difficulties 1-3, posing occasional problems while maneuvering the pick through the lock.



Difficulty 5 Lock

Lock should be composed of a single strand of wire whose length does not exceed 24 inches. The lock is composed of a single strand of wire and may have many twists and loops. Any lock where the wire feeds back through itself once is a minimum difficulty of 5. Locks of this difficulty may also be constructed in a "tight" fashion, making it difficult at times to maneuver a pick through the lock. While tight, there should be no forced touches.



Difficulty 6 Lock

The lock has no restriction on total length of wire. The locks should be very difficult to pick, challenging even the most accomplished of Thieves. The lock has many tight, severe bends and loops. The wire should feed back through the lock two or three times, making it difficult for a Thief to maneuver his lock pick while avoiding touches. The lock should remain composed of a single strand of wire; however, that wire may have "spurs" or protrusions soldered on at various places to further increase the difficulty.



Difficulty 7 Lock



These are the toughest locks found on any course. This type of lock may appear "unpickable" when first viewed. There are no limits on wire length, loops, or number of times the wire may pass back through the lock. Any lock containing a forced touch automatically rates a difficulty of 7. The existence and number of forced touches should be described in game copy. The use of additional "live" wires, that are not part of the lock itself, within a Difficulty 7 lock is permissible.

Difficulty 5 Lock

Used only for locks that do not use the standard 1/2" lock-pick, copper-wire, and buzzer arrangement. Examples of this would be huge locks that take multiple people to wield the pick; locks that contain hooks & eyelet's inside of a box that must be connected/disconnected; locks where a straight steel bar must be maneuvered through a series of offset rings; locks contained inside of plastic mason jars with narrow paths cut out for the pick to slide through; etc.

Lock Pick Example



Chapter 9: Magic

In the fantasy worlds where IFGS adventures occur, magic is an accepted, if rarely understood, fact of life. Spell casters draw upon the mystical energies around them to cast their spells, which produce varying results. Spells vary in nature and can be protective, damaging, or informational. Magic items such as scrolls, wands, rings, weapons, potions, etc., also exist and allow various magical effects to occur.

Other abilities and skills exist in the IFGS fantasy worlds, prepared or meditated upon by Knights, Monks, Rangers, Thieves, and Fighters. These abilities and skills share some attributes and restrictions with spells. Differences will be identified within this chapter.

Players, Non-Player Characters, Gamemasters, and Scorekeepers should thoroughly educate themselves in spells and spell effects so that they can react appropriately in a game. Rarely is there time in the heat of combat to look up the effect of a spell or ability in the rules book. Everyone's playing experience is enhanced if all participants can react quickly to a spell.

Spells

The Character Classes capable of casting spells are the Magic user, Cleric and Druid. The Monk, Knight, and Ranger abilities are not considered to come from spell casting but work in much the same way. The spells or abilities that each class has available are detailed in the chapters describing these classes. The various attributes of spells are listed below.

Area of Effect

A spell's area of effect is the size of area that the spell affects. Spells can have an area of effect of a single creature or a 5' radius circle. Some spells have larger areas of effect. For an area of effect described geometrically, the center of the area is located at the point determined by the spell caster within the spell's range.

Casters are affected by their own spells unless otherwise stated in the spell description (see **Crash Time** and **Clinging Vine**). For example, if a Magic User casts a **Fireball** and is in the area of effect of the spell, then the Magic User is affected by the damage of that **Fireball**. Durational spells that have an area of effect greater than a single target are treated as single-target spells for the purposes of dispelling the spell. If the spell is successfully dispelled, then the effects of the spell would be removed for the target only, not all the participants of the spell. Examples of this type of spell are **Enhance**, **Exhort**, and **Group Haven**.

All spells cast during combat or melee must have a legitimate target. Single target spells such as strikes may be targeted at any single object. The targeting of area of effects spells is not precise, thus area of effects spells in combat cannot be centered at a spot on the ground or in the air (unless targeted at flying creatures). Area of effects must be targeted at significant targets. A significant target must be a character, undead, animated object, or monsters or an object at least the size of a minimum size shield. Small stones, leaves, or twigs would not normally be considered significant targets for the purpose of area of effect spells. Area of effect spells, such as those listed with a radius, can be targeted between two significant targets such as characters, undead, animated objects, or monsters. Note that the effect of area of effect spells are not limited to two legitimate targets, all targets within the area of effect will be subjected to the effects of the spell. For spells such as *Reverse Lock*, where a target is specified in the spell description, these objects are the only legitimate targets.

Casting a Spell

The procedure for casting a spell is the same for all classes and takes care and concentration. First you must decide the spell you want to cast. A thorough knowledge of the spells available to your character, as determined by class and level, is a necessity. You should know them well enough so that little time is required to decide your actions.

Once you have chosen the spell, you start your actual casting. You recite your verbal incantation, use the material component if required, while moving your hands in a ritualistic manner to indicate you are casting and then call out the name of the spell, its effect or damage, the target(s) of the spell, and the level of effect (for LI spells). For example: *"By the powers arcane, the forces of light and shadow, I Thunderchild, call on these to do my will, Crash Time, level three, blue, green, and red."*

It is not necessary for the PCs or NPCs to hear your incantation, but they must hear the name of the spell and the effect or damage. Your incantation must be loud enough for it to be audible to someone standing five feet away; whispering or mouthing the incantation is not allowed. Targets are usually identified by the color they are wearing, but in cases where NPCs are wearing the same color you may need to identify the target by name or some other feature.

Spell casting requires concentration and cannot be done while the spell caster is running, climbing, fighting, walking, or any activity the GM decides is too vigorous. You may take one step. Outside of combat, for roleplaying purposes, these restrictions may be relaxed. For example, a "Cleric of the Dance" might dance while casting a healing spell or a Druid doing Plant Seek may wander about. GM discretion as needed.



Spell casting also requires the use of both arms. When casting any offensive spell, your target must be in sight while you are casting the spell. If the target temporarily breaks the line of sight, but reappears before the end of the casting time the spell may still be called on the target. If the target is not in sight at the end of the casting time, or for more than 5 seconds total, the target is no longer accessible, and the casting time is either voluntarily ended or has been interrupted.

Casting Spells at Night

When casting spells at night that affect a target at a distance, such as **Lightning Bolt** or **Dead Eye**, use a tight-beam flashlight to indicate your target; for area of effect spells, such as **Crash Time**, each target within the area of effect needs to be identified with the flashlight. For all distance spells, use a quick flash of light, not a continuous beam, and be careful to flash the light low rather than into the eyes of your target.

Casting, Disrupted

Spell casting is disrupted if the spell caster is interrupted by an outside influence. If you are attacked either physically or magically while casting, then your spell may fail. Because of the one-point rule, any hit by a hand-held melee weapon on a caster will disrupt the spell, unless the spell caster is casting under a **Concentration** spell. Attacks can include missile fire or thrown missile weapons (bean bags). Spell damage will not disrupt the caster's spell if the caster has magical protections that exceed the amount of spell damage. Spells such as the Druid spell **Gale** that do not do damage but cause a Knockdown will also disrupt spell casting. In addition to the spell casting classes, the Fighter, Ranger, Knight, Monk, and Thief can also have their preparation or meditation times disrupted. Note that using an immediate counter will also disrupt spell casting, preparation time, and meditation time. If the caster's spell is disrupted, they lose one Spell Point. If a caster chooses not to complete the spell casting for whatever reasons, they still lose one Spell Point.

Casting Time

The casting time is the length of the verbal incantation needed to successfully cast the spell. All first and second level spells have a five second casting, all third and fourth level spells have a ten second casting, and all spells fifth level and greater have a fifteen second casting, unless otherwise indicated. The maximum casting time for any spell is five seconds longer than the times stated above. Continuing to cast for an extended period while you wait for your target to get in range is not permitted.

Casting time does not include calling out the affected targets, amount of damage, etc., since these are considered a part of the mechanics of

the game. If a caster is interrupted while they are calling out any this information (e.g., the caster is knocked unconscious or takes damage), the caster may finish calling out the targets and (or) damage of the spell before they react to the interruption.

Five Second Rule

Five seconds must pass between spell casting, between use of abilities and skills, and the activation of magic items.

If a spell, ability, skill, or magic item is interrupted during casting, the caster must still wait five seconds before they may begin casting again. This does not include permanent items that are defined as constantly "on" or that do not require voluntary activation.

Certain categories of class abilities are actually exempt from the Five-Second Rule. These include all base values (see Stacking Rules) such as armor, character level, and weapon damage, as well as continuously active abilities such as **Immunity to Non-Magical Disease**. Exclusively physical actions of the player are also not subject to the Five-Second Rule, although safety may dictate a reasonable interval. These include applying Bindings, lockpicking, throwing beanbags, taking weapon blows, and roleplaying efforts such as talking.

Some spells are "Pre-Cast", that is, the casting takes place before the actual effect is used. Examples include **Autocast**, **Double Effect**, **Electrify**, **Physical Protection**, and **Spell Negation**; these are also exempt. Spells with a duration, such as **Shadows of Concealment** and **Concentration**, are only subject when first cast and not when in use. Also, some spells and skills are referred to as "immediate counters" with no casting time (**Dodge Blow**, **Evade**, **Inspire**). The Five Second Rule does not restrict these abilities, so they may be called at any time. After using a precast spell or an immediate counter (or any other spell, skill, or ability), the character must wait five seconds before invoking a spell, skill, and ability that is subject to the five second rule.



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Components

Some spells may require verbal, somatic, and material components. When indicated, they are required to successfully cast the spell.

Verbal Component

The verbal component is the spoken words in the casting, and must continue for the full duration of the casting. The verbal component must be spoken clearly and distinctly. Your incantation must be loud enough for it to be audible to someone standing five feet away; whispering or mouthing the incantation is not allowed. You are encouraged to invent your own incantations, as a part of role playing. As an example, a caster could use as a verbal component for first and second level spells, "By the powers arcane and the skill within me, by my rightful claim, I cast (name of spell)." The caster would have to add more words to this to have the incantation be of the correct duration for the higher level spells. You can use a different incant for the same spell or for different spells if you desire.

When calling the effect of a spell, it is important to call out "who" is affected, "what" is happening, and what the "effect" is. The spell casting must include the name of the spell, the target(s), the level of creatures affected (for LI spells), and/or the damage or effect of the spell. For example, a Clerical "**Heal**, four points", an MU's "brown, **Dead Eye**, four points" or "**Crash Time**, red, blue, green, fifth level" will inform everyone what spell you have cast. This information is only part of game mechanics and is not considered to be part of the verbal component. If your casting time is too short or more than seconds over, the spell fails, and you lose one spell point.

Somatic Component

The somatic components are the physical gestures you make while incanting. Arm motions should be well-defined, and easily observable, but they need not be flamboyant or attract attention. Both arms are required for spell casting. Complete free arm movement of both arms is required for casting; i.e., you cannot spell cast if your arms are restricted. If an arm has lost all of its limb points, it is unusable, and the caster may not cast spells until the arm is healed.

Material Component

Few spells require a material component other than flags. Those that do explain exactly what is needed and how to use it in the spell description. Material components include colored flags, fluorescent tape, gold, and bean bags. Colored flags are the most common example of material components. Flags must be at least 18 inches long and 4 inches wide. They must be held visibly in the hand of the caster for the duration of the

spell, ability, or skill. These flags are used for the protection of all people involved. For example, if a character does not react to damage, NPCs will understand that there is a reason for this, and will not automatically assume the character is ignoring the damage. If a caster loses or forgets their flags, the caster cannot cast any of the spells requiring flags of those colors (a good reason to carry a few spares). Flags cannot be stolen or removed from the caster. Flags are also used by non-spell casting classes for some of their abilities.

Seven colors of flags are currently in use, six of which indicate a different type of spell or ability: red, blue, yellow, white, green, and purple. Brown flags indicate that any weapons visible are of natural origin; e.g. claws or teeth. If a caster has two or more spells in effect that require flags, even flags of the same color, multiple flags must be held. Red flags indicate danger that the caster has an offensive or defensive spell pre-cast that may cause damage to anyone touching or attempting to damage the caster holding the red flag. Blue flags indicate defensive spells and abilities. White flags indicate characters that are phased out or invisible. Yellow flags indicate that the character is concealed or should be ignored if the level is appropriate. Green flags indicate a change in fantasy appearance. A purple flag is used for the Monk **Speed** ability.

Invoking Abilities and Skills

Abilities and skills do not require verbal, somatic or material components unless specified in the ability or skill description. For abilities or skills that include preparation, the player must roleplay the action (e.g. Mixing a potion, sharpening a blade) and must not take more than a step, activate magic items, or participate in offensive or defensive combat for the entire duration of the preparation time. Some abilities and skills require meditation. Meditation requires concentration and cannot be done while the user is running, climbing, fighting, walking, or any activity the GM decides is too vigorous. You may take one step. If a Knight, Monk, or Ranger is interrupted while attempting to use an ability, one character ability point is lost. If a Fighter or Thief is interrupted while attempting to use a skill, the uses per day of the skill is not lost.

Conjuration Time

Some spells and abilities include a conjuration time. This is the time required to actually perform the spell or ability and immediately follows the actual casting time. Examples include **Create Scroll** and **Create Glyph**. Magic items that perform these spells and abilities instantaneously are considered to eliminate the casting time, but the full conjuration time would still be required unless otherwise noted in the magic item description.



Consent Rule

Some spells in the rules require the consent of the target, as stated in their individual descriptions, such as *Spell Transfer*, *Haven*, *Phase Out Other*, etc.

By default, the consent of any PC or NPC to have a spell or ability performed on him is not automatically given. Only by giving consent will the spell or ability have an effect. The exact spell or ability does not need to be stated, and may be misrepresented. Players may pre-establish with their GM that they will consent to spells and abilities from their teammates for the duration of a particular game. However, NPCs who give their consent are assumed to give consent only for the next spell, ability or skill from a specified individual, not all spells from one or more characters.

A person who is unconscious, dead, or animated dead does not have the ability to grant consent. A person who is paralyzed or otherwise unable to communicate with other PCs and NPCs may give silent consent (to the GM), but the caster would not know until after the attempted spell or ability had been performed that the GM had checked with the person to see if they had given consent.

Cost

Spell and ability points are an indication of the energy required to cast a spell or use an ability, as well as the character's energy potential. The points available to a character increase as higher levels are attained. Most spells and abilities have a point cost equivalent to the level of the spell.

Some spells or abilities have a variable point cost. This means that the spell or ability can be cast for points up to the level of the caster, unless otherwise stated. For example, a fifth level Magic User could cast *Deadeye* for two, four, six, eight, or ten points of damage for one, two, three, four, or five points, respectively. The level at which the spell is cast is at the discretion of the caster, not exceeding the allowable maximum, and points are spent accordingly.

Level Influential (LI) spells, discussed later in this section, also have a variable Spell Point cost, and cost one Spell Point per two levels the caster is attempting to affect (round up). In these cases, the caster may only affect creatures of their level or below. The maximum cost for an LI spell is 1/2 the level of the caster, round up.

Damage

Damage from a spell is applied to the torso unless otherwise indicated in the spell description. Certain spells do elemental damage, such as fire, ice, or lightning attacks. Fire attacks do not set objects on fire, ice attacks do not freeze objects, and lightning attacks do not electrify objects.

Duration

The spell or ability's duration is the length of time that the spell or ability will remain in effect. This can be a fixed period of time, such as five minutes, or a variable period. If the duration is listed as five minutes per level, a second level spell would have a duration of ten minutes. Spells or abilities with a duration of one combat or one game day, whichever comes first, will last until the spell or ability's recipient finishes a combat, or until the end of the game day, whichever comes first (a spell or ability's duration cannot carry over into the next game day). The duration of the spell or ability would not end unless the recipient was personally involved in combat. For spells or ability that have a duration of a fixed time period or the end of the current combat, if the recipient is not involved in a combat when the spell is cast upon him, then the duration is the fixed time period.

Spells and abilities last for their full duration, unless they are successfully dispelled with a *Dispel Magic*. Unconsciousness, sleep, or death of the caster does not end the spell's duration.

Knockdown

Many of the spells, abilities, and skills include a Knockdown as part of the effect. Additionally, magic items may also include Knockdowns when discharged. The duration of Knockdowns varies among individual spells, abilities, and skills. If a Knockdown duration from a magic item does not emulate a spell, ability, or skill found in the rules system, the default duration of the Knockdown is assumed to be five seconds. If no duration is called by the caster, the receiver should assume it is a five second Knockdown. A summary of spells and abilities that have an associated Knockdown follows.

Knockdown Times

Blast	5 seconds
Bolt.....	5 seconds
Deadfall	5 seconds
Earth/Fire/Ice/Lightning Strike	5 seconds
Earthquake.....	10 seconds
Fire/Ice/Lightning Ball	5 seconds
Gale	5 seconds
God's/Goddess' Hammer	5 seconds
Knockdown Arrow	5 seconds
Knockdown Blow	5 seconds
Lightbeam.....	5 seconds
Nerve Strike	10 seconds
Pitfall.....	5 seconds
Sacrifice Throw.....	5 seconds
Set Projectile Trap	5 seconds
Stun	10 seconds
Sweep	5 seconds
Throw	5 seconds



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General Rules



Weaponry



Combat



Character Death



Armor



Poisons & Diseases



Lock System



Magic



Stacking Rules



Cleric



Druid



Fighter



Knight



Magic User



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Loremaster



Loremaster



Loremaster



Loremaster

Spell Level

The spell level is equal to the character level required to cast a particular spell. You may only cast spells of a level equal to or lower than your own level.

Level Influential

Level Influential (LI) spells are those spells that affect the personality, skill, intelligence, or power of another creature. These spells cost the caster one Spell Point per two levels of effect (round up). The caster may affect creatures up to and including their own level. For example, a sixth level caster could affect sixth level creatures for three Spell Points. A fifth level caster could choose to affect creatures of third level for a cost of two points.

The Magic User spell **LI Enhancement** allows the caster to affect creatures one or two (depending on the type of **LI Enhancement**) levels higher than their level for their next LI spell of choice. Note that **LI Enhancement** only applies to spells, not abilities or skills. The Cleric spell **Invoke** with the option of "level of effectiveness in terms of casting" increases the maximum level of effectiveness all outgoing LI effects by one. The Fighter ability **Battle Focus** increases the outgoing level of effectiveness of Fighter abilities by one.

The caster must call out the level the caster is attempting to affect, or the spell does not work (and the caster loses one Spell Point). If an LI spell is cast upon someone the caster cannot affect, the target of the spell will not be aware that a spell was unsuccessfully cast upon him (unless, of course, the spell's target watches and hears the spell being cast upon him).

If a creature has an LI spell in effect on him and someone else casts a higher level LI spell on the creature, then the higher level spell will be the controlling spell effect. For example, if a Cleric casts a **Control Undead** on a creature at fifth level and another Cleric casts a **Control Undead** on the same creature at sixth level, the undead creature would follow the commands of the sixth level Cleric. If both Clerics are of the same level, then the first spell cast would be the controlling spell.

Level Drain

A character that is affected by a Level Drain is reduced in all respects including the LI resistance, LI capability, Life Points, Spell or Ability Points and Spells, Combat Damage, Abilities or Skills of the level they are drained to, I.E. An 8th level character that is level drained to 7th level will be limited to 7th level Spells, Abilities or Skills and have 7th level life,

Spell or Ability Points. The character is still 8th level and there is no EP loss but they would be affected by 7th level spells cast at them and they may only cast spells at 7th level of effect. The character will only gain their 8th level points, Spells, Abilities or Skills when they reach 9th level or if the level drain is reversed.

Protection Spells

Certain spells or abilities reduce the amount of magical damage that a character takes. When a damage amount is called on your character (such as **Fireball**, 15 points, blue), you deduct the amount of protection you have from that damage. For example, if you had three points of **Defense** in effect, and had a 15 point **Fireball** cast on you, you would take 12 points of damage.

Range

A spell's range is the maximum distance from the spell caster that the center of the spell's area of effect can reach. If the range is given as 1 inch, the caster must have one or both hands within 1 inch of the spell's target. For longer ranges, the casting distance is measured from the caster's feet to the target. If the range is 50 feet, then the caster may target where the center of the spell's area of effect will occur, anywhere from where the caster is up to 50 feet away. When a range is listed as self, then the abilities granted by the spell only affect the caster.

Reversible Spells

Spells are not reversible, unless otherwise indicated in their spell descriptions. The effects of reversible spells are explained under each spell's description. Reversible spells include the following: the Magic User spells **Fog Brain**, **Lock**, and **Petrify**, and the Druid spells **Warp** and **Duststorm**.

Detecting and Revealing Magic

Several classes have the ability to detect (or reveal) magic: Magic Users, Clerics, Druids, and to a limited extent, Monks. Magic users can innately detect magic in a limited area for no spell point cost. Monks can detect magic on a single item for no ability point cost. Clerics, Druids, and Magic Users can for the cost of one Spell Point cast the spell **Reveal Magic**. This ability will tell the caster of all items/creatures that radiate magic in the area of effect. However, because of time constraints, the GM may be unwilling to catalog all magic radiations for the player. **Detect Magic** and **Reveal Magic** is blocked by one inch of wood, earth, stone, or metal, though shields will never block these abilities.



Things that will commonly radiate magic in IFGS adventures include items, creatures, and some illusions. If a creature has a durational spell cast upon him, the creature will also radiate magic.

Dispelling Magic

Two basic types of spells exist in the rules: those with an instantaneous effect (such as **Fireball** or **Lightning Strike**), and those spells that have a durational effect (such as **Physical Protection**, **Enthrall**, **Spell Protection**, or **Crash Time**). Spells that have instantaneous effects cannot be dispelled; however, those spells that have a duration can be dispelled, at a variable Spell Point cost.

A caster can dispel any spell, including their own, with the use of **Dispel Magic**, at the same cost as an LI spell (one Spell Point per two levels affected - round up). To use **Dispel Magic**, the caster must call out "**Dispel Magic**," followed by the name of the spell and the level the caster is attempting to dispel. As in the case for all LI spells, the caster can only dispel spells cast at their level of effect or lower. For example, a fifth level Magic User who was attempting to negate the effects of an **Enthrall** cast upon a team member by another Magic User would cast **Dispel Magic**, **Enthrall**, fifth level. The caster loses the Spell Points even if they are not successful in negating the spell. Non-LI durational spells must be dispelled at the level of the individual who cast the spell.

Spells with a durational effect and an area of effect that is greater than one creature (e.g., 5' radius circle) are treated as multiple single-target spells for the purposes of dispelling the spell. If the spell in effect is successfully dispelled, the spell would be removed for the target only, not all the participants of the spell. Examples of this type of spell are **Exhort**, **Awe** and **Group Haven**.

The abilities of Knights, Monks, Rangers, Thieves, and Fighters are not considered to come from magic. The effects from their abilities cannot be dispelled.

The magic in items or objects cannot be dispelled. Magic cast from items or objects can, however, potentially be dispelled with the **Dispel Magic** spell if the magic is not an instantaneous-effect spell. Non-LI spells from items are assumed to be at the minimum level of effect unless the savvy of the item says otherwise. Skills and abilities that originate from items cannot be affected by a **Dispel Magic**.

Invisibility

Invisibility is not an ability in IFGS games. However, invisibility has been brought into games via magic items and scrolls and is defined by the following strictures: a creature must indicate they are invisible by wearing

a white piece of cloth at least two feet by two feet square, above the waist and in plain view, to indicate the invisible status.

Any of the following will cause an invisible character to immediately turn visible:

- The character or their possessions come within ten feet of anyone else unless the character remains motionless.
- The first word of a spell casting, the first second of aiming time with a bow, or the beginning of a weapon strike (first movement).
- The character undertakes any action that initiates combat.

Invisible creatures can be heard by others if the creature is making a normally audible noise in moving, talking, etc. However, if the players don't hear the invisible creature they must play as if they are completely unaware of the creature's presence.

Concealment

Concealment is an LI-related skill (Thieves), ability (Rangers), and spell (Druids) that allows a character to be hidden from other creatures. When a creature is more than 30 feet from the concealed person, the **Conceal** is effective at the level of the **Conceal**, +3. As long as the character moves slowly and stays near some sort of shadow or obscuring object (e.g., a wall, in the trees, crawling through grass), then they will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal himself if they are within ten feet of any other creature. If the character is already concealed and approaches or is approached by someone within ten feet who is affected by the **Conceal**, then the concealed person must remain motionless or they will be immediately detected. This is an LI skill, and the character must inform anyone who approaches him, "**Conceal**," followed by the level of effect.

A concealed person may not take any offensive actions while in concealment, and may not take any offensive actions for five seconds after they become unconcealed. This skill or ability can't be dispelled (but the Druid spell can be potentially dispelled). **Concealed** persons can be detected with the Magic User **True Sight**, Clerical **Reveal Danger**, or Ranger **Enhanced Senses**.



Illusions and Disbelief

Magical illusions can occur by game design, although there are no spells or abilities available to the players to produce them. The game designer may decide whether the illusion can be dispelled and at what level. Then, **Dispel Magic** of sufficient level can remove that illusion. Some illusions will not be dispellable. A character can react to what the character believes to be an illusion in several different ways:

Illusion Type 1

An illusion of something that may not actually be there - a Fighter dealing 30 points of damage per blow, a Magic User casting a fifty point **Lightning Bolt**, a huge, ugly creature - use your imagination.

Method of Disbelief: The character must loudly state "I disbelieve," and then the character must act as if the creature, item, etc. does not exist. For example: walking through an illusionary wall of fire, completely ignoring a hit from an illusionary creature, or ignoring magical damage from an illusionary caster. If the creature, item, etc. is an illusion, no damage will be taken by the character; however, if the creature, item, etc. is not an illusion, then the character will take full damage. Any attempt to fend off the damage negates that character's attempted disbelief.

Illusion Type 2

An illusion that covers something else that is actually there (a magical book made to look like an old piece of wood, a dangerous monster made to look like a innocent girl, etc.).

Method of Disbelief: Disbelief is not possible for this type of illusion although **Dispel Magic** may work. A Magic User using **True Sight** will see things as they truly are.

Illusion Type 3

An illusion that only affects a player's mind. Examples of this are game-designed spells that cause a player to believe the player is a five year old, or causes a player to have nightmares.

Method of Disbelief: No method of disbelief is possible for the person affected, but effects can often be dispelled by **Dispel Magic**.

Magic Items

Magic items are rings, wands, medallions, amulets, scrolls, weapons or any similar item. No matter the type of item, they all work as described in this section. These items can have beneficial and detrimental properties. Magic items are commonly treasure in a game and can sometimes be purchased in game. Physical damage and spell damage have no effect on magic items (except for scrolls), unless otherwise determined by game design. The physical representations of most magic items need to be returned at the end of a game. Players are responsible for obtaining a physical representation of the item for their own use. If the player does not have a representation, then the player can't use the item in the game they are playing. Magic items and their properties must be registered with the IFGS Registry.

Sometimes in a game, characters gain a spell, skill, or ability as an "innate" power. In that case, no physical representation of the item is required, but such "innate" powers are otherwise subject to all the same limitations of other magic items. For example, if a character were to gain two innate spell points, those two spell points would behave just as if they were from a two point generator.

Characters must be able to perform all necessary actions to activate magic items as the base class that the spell, ability or skill comes from. Example: Bronwen has a Wand of Fireballs, which savvy reads "When invoked releases a 15 point **Fireball** (MU 5th level) once per day." To activate Bronwen must use a vocal incantation for 15 seconds, move both arms and not take more than one step.

Magic items may not perform a Skill/Ability/Spell in an increment different from the base class, e.g. Heal must be in even increments, Elemental Strikes must be in increments of 3, Disrupt must be in increments of 4.

Magic items may not perform a Skill/Ability/Spell in an increment less than the minimum level of that SAS, e.g. Wrath must be at least 10 points, No Defense Blow must be at least 6 points, Elemental Strike must be at least 9 points or a Cure Serious must be at least 12 points.

Magic items may not perform a Skill/Ability/Spell at greater than 10th level of effectiveness, e.g. Blast for 40 points, a Wrath for 20 No Defense or Killdagger at 10th level. A magic item of Killdagger at 10th level will effect a 10th level character. A Killdagger performed by a high level Thief can exceed the 10th limit on magic items. Level of Effect is defined as the effect produced by a native user of a Skill/Ability/Spell with out modification. (i.e. A Fireball cast a 10th level of effect does 30 pts of damage). This limit is to insure that a character at the highest level of each class will always be able to perform their Skill/Ability/Spells as well or better than a magic item.



A character's level may not be more than 3 levels lower than the base level of the Skill/Ability/Spell and the effective level of the Skill/Ability/Spell, e.g. to use the above Wand of Fireballs, Bronwen must be of at least 2nd level, if it was a Wand of Blast for 40 points, Bronwen must be at least 7th level, since Blast is a 10th level spell.

Items of defined value can be activated for up to 3 levels higher than the character's level. e.g. Bronwen has a Ring of Heal, 20 points, and she is only 2nd level. She can activate it for up to 10 points of healing since that is the most a 5th level character could do. If the item did Cure Serious Healing, then she could activate it for 15 points.

Incremental items must be activated for at least the minimum that it costs the base class to invoke the ability and for not more than the maximum allowed by the character's level. If too few points are left in the item after an invocation to meet the minimum, the item cannot be used. Example: A ring of Cure Serious, 21 points, any increment is used for 15 points of healing. There would be 6 points left, but the minimum Cure Serious is for 9 points, so it could not be used again that day.

If a character cannot read, they cannot use a scroll. Additionally, a character must be able to perform the physical effects gained from the magic item for successful use. For example, if a character has lost all the limb points in their legs they cannot perform a *Monk's Leap*.

A Skill/Ability/Spell and/or magic items may not increase the effectiveness of other magic items, e.g. LI Enhance +2 (whether cast by the player or another item) cannot be used to increase the effectiveness of an enthrall spell which is cast from a "Ring of Enthrall". This would include increase to damaging spells by a Skill/Ability/Spell like Enhance. More generally, magic items do not affect other magic items, except that Spell/Ability generators/crystals/batteries may be used to recharge magic items that require Spell/Ability points to be recharged.

Spell or Ability point generators, when activated, add to the player's base pool of points for the game day. This pool may be used as the player wishes. In particular, it may be used to recharge items that require points to recharge, cast spells using Devil's Weed, or other actions that normally require the character's spell or ability points. Batteries and one shot crystals work in the same manner as generators, with the exceptions that batteries must be charged and crystals only work once.

Items that have an "Autocast" modifier have an activation time of 0, but do not remove any other stipulations that the base Skill/Ability/Spell requires, a character would still need to move both arms and/or not move if the base Skill/Ability/Spell has these limitations. Meditative Spell/Ability/Skills would not require working arms but the character would have to stop moving to activate.

Example: If Bronwen's Wand of Fireballs savvy read "When invoked releases an autocast 15 point Fireball (MU 5th level) once per day." then Bronwen would not have to perform the incant but would still have to move both arms and not take more than one step.

Example: If a character had lost use of one or both arms, they could still invoke an item of Autocast, Heal Self, since the Monk Heal Self ability does not require use of arms.

Mundane items that are produced by magic items, such as a magical quiver that produces six arrows per day, are not magical and do not detect as magic unless otherwise specified in the *Savvy* list of the magic item itself.

Autoactivate items do not require an invocation and are invoked when their specified conditions occur even if the bonded owner cannot use their limbs. All autoactivate items with the same condition of activation will activate at the same time if the condition is met.

For example: if a character has four autoactivate items of heal 2 points when a limb goes to zero, all four will be activated when a limb goes to zero.

Artifacts

To fulfill a specific purpose, a Game Writer may invent an item of great magical power. This item is called an artifact and is often intended for use only in the single adventure in which it is found. In some unusual cases, however, a PC may gain possession of an artifact and may use it in future games. An artifact can be any type of thing: a weapon, ring, or wand or whatever the Game Writer decides.

Artifacts are not to be taken lightly. Often they are the focal point of a game's objective. The powers of an artifact can be divine in nature or greater than mere mortal achievement. They are not common or mundane. Artifacts carry consequences and these should be considered when dealing with them.

Bonding of Magic Items

When a magic item is recovered during a game, it will bond to the PC who uses it first. After an item has bonded to a PC, the magic item will function for another character only after the PC dies or after another PC has had the item in their possession for at least four hours of game time. If a PC dies and is resurrected, their magic items will immediately bond to the PC as long as no other PCs have used them. Magic items cannot be directly passed between two characters belonging to the same person. The same bonding rules apply to NPCs, except as provided for by game design.



GD/GP Approval of Magic Items

The Game Producer has the final, absolute say about what magic items or weapons may or may not be brought into the game. This is to promote fairness and game balance. The Game Producer spends many hours attempting to make the game enjoyable and balanced. A Fighter with a +3 sword may be too much to contend with in a low level game. Frequently, the Game Producer will delegate the responsibility to limit or check magic item lists to the team's Game Master (GM).

Disallowing magic items occurs: don't take it personally if the Game Producer disallows some of your magic items. Your items may be too powerful for game mechanics and balance. Remember that the Game Producer has invested significant amounts of time, creativity, and energy in developing a game that many people will participate in and hopefully enjoy.

Level Influential Limits of Magic Items

When a character uses a magic item with an Level Influential (LI) spell, ability, or skill much higher than their own level, they are unable to fully control the LI power. In no case can a player character call out an LI effect greater than three levels more than their own level. For example, if a magic item has a savvy which says it allows the user to cast a *Crashtime* at tenth level, but Greystone is fourth level, then when Greystone tries to use the item, he must call out "Crashtime, seventh level. If the resulting level of effect is lower than the level of spell, ability, or skill that is being invoked, it cannot be used at all. For example, Greystone at fourth level could not invoke *Awe* at all since *Awe* is tenth level. If Greystone were seventh level or higher, he could then invoke *Awe* at tenth level from an item.

Potions

Magic potions must be consumed in their entirety at once to be effective. Potions can be poured down the throat of someone who is unconscious and will have full effect; this action will require five seconds by the person pouring the potion. Potions can be consumed by someone who has been Throat Slit.

Protection Items

Magical protection items such as protection rings, magical armor, etc. will absorb both physical and magical damage. For example, if you had a +2 ring of protection, you would subtract two points of damage from each arrow, weapon strike, or spell of which your character is the target (with the exception of *No Defense* damage).

Scrolls

Any character class can read and invoke a scroll; the character does not have to be a spell caster. An individual can only effectively read scrolls with spells cast at the character's level +3 or less, LI spells cast at the character's level +3 or less, and spells that have an absolute level no greater than the character's level +3. For example, a third level character could read a *Fireball* scroll (fifth level spell) cast at fifth level or less. Similarly, a third level character could read an *Enthrall* scroll (first level spell) that affected up to fifth level creatures. A second level character could not read an *Enthrall* scroll that affected seventh level creatures. A third level character could not read a *Blast* scroll (tenth level spell) cast at tenth level for 40 points. A character who can not read cannot use a scroll.

The level at which the scroll was created shall be recorded in the upper right hand corner of a scroll. If a scroll does not have a level recorded, then the scroll is effective at the base level of the spell (for example, an *Enthrall* would only work at first level). Scrolls radiate magic. Reading a scroll requires the normal incantation times for a spell of that level. If there is no incantation written on the scroll, then the player is responsible for role playing spell casting for the appropriate duration of time.

A spell may only be read from a scroll once and then the spell is expended. If a character is interrupted while attempting to read a scroll, the scroll can still be used. If a character tries to read a scroll that is too high a level for him, there is no effect and the scroll retains its spell.

Spells and Magic Items

None of the modifier spells such as *Autocast*, *LI Enhancement*, *Double Effect*, and *Invoke* can be used to modify the effects of a magic item. Thus, a wand that allows the owner to cast a fifth level *Crashtime* cannot be modified to cast a seventh level *Crashtime* even if the owner has cast *LI Enhancement*. And Bronwen in the earlier example with the Wand of Fireballs cannot cause the Wand to instantaneously cast a Fireball. Of course, magic items can be made which contain *Autocast* as part of their magic. Whatever an item's savvy says it can do is the limit of what it can do.

Stackability

No item may be created or defined as stackable with other items. All items are subjected to stacking rules as discussed in Chapter 10. If an existing item was defined as stackable it will not be considered to be a stackable.



Chapter 10: Stacking Rules

What is stacking? In our fantasy rules system there are many Skills, Abilities and Spells (SAS) that increase a character's damage with a hand-held melee weapon, their protection against melee damage and spells, their level of LI protection and so on. Stacking is the use of SAS in conjunction with magic items, other players and a character's own 'base' for greater effectiveness, defense and damage. A character's 'base' is his starting point as defined by his class and level.

A character's base is the unmodified amount of hand-held melee damage, protection from attacks, level of casting LI, LI resistance, etc. as defined by a character's class and level. All modifications are stacked onto a base. Base is the starting point for any of the stacking. Each of the chapters describing a character Class contains tables clearly delineating a character's base for damage with hand-held melee weapons, thrown weapons, propelled weapons (when allowed), and protection gained from wearing armor. For all characters, their base for casting LI spells and using LI abilities and skills and their base protection versus LI effects is their level.

A set of rules governing stacking is essential in helping to balance the various Character Classes. These rules also help prevent Player Characters and/or Non-Player Characters from adding enough SAS together to completely overpower an opponent or whole encounter in a single attack. Experience has shown too much concentration of power in a single attack leads to less fun. Stacking rules apply to the interaction of a character's SAS and magic items. These rules are designed to keep the amounts of damage and protections in a game balanced. Five groups of power are used for stacking, Damage, Dimension, LI, Time, and Special.

Each attack, defense or non-combat action can be modified by no more than one power from each of up to five groups at a time, no matter the source of the effect. Effects are those that increase or decrease, or improve or reduce the attack, defense or non-combat action in some fashion; such as increasing the damage, range, duration, LI effect or increase the armor or protection. Most actions will not have modifiers from every group.

Characters may be under the effect of more than one instantaneous SAS at a time. Effects from multiple instantaneous spells, such as **Fireball**, are treated as individual attacks for the purpose of damage reduction due to spells, armor, items, etc.

Stacking Group

If an item or effect produces an attack, a defense, or a non-combat action, then it follows stacking rules. It does not matter if the attack is a skill, ability, or spell (SAS) listed in the character classes or if it comes from a unique magic item gained during In-Game play, it must follow the stacking rules.

Damage Group

Any modification to the numeric value of an SAS that is attack, defense, or temporary life point related is covered in this group. This includes all SAS plus any effect that comes from any source, except those listed in the "Special" group. Examples include **Defense**, Clerical **Enhance**, **Exhumerate**, **Exhort**, **Exalt**, Druid's **Battle Weed**, Knight's **Additional Damage**, Knight's **Avenging Blow**, Fighter's **Blade Sharp**, and similar SAS or magic item abilities. In addition, Knockdowns such as Ranger's **Knockdown Arrow** and **Gale** stacks with this group.

Dimension Group

Any modification to the dimensional value (Range or number of targets) of an SAS are covered in this group. This includes all SAS plus any effect that comes from any source, except those listed in the "Special" group. Examples include **Double Effect** Range or **Double Effect** number of targets, or **LI extension**, or Ranger's **Long Arrow**, and similar SAS or magic item abilities.

LI Group

Any modification to the Level Influential value of an SAS is covered by this group. This includes all SAS that affect the attack or defensive LI of a character that comes from any source except those listed in the "Special" group. Examples include Fighter's **Battle Fever**, Knight's **Confidence**, Clerical **Invoke** to increase LI, Magic User **LI Enhancement**, and similar SAS or magic item abilities.

Time Group

Any modification to the evocation time (i.e. **Autocast**) or durational value of an SAS is covered in this group. This includes all SAS plus any effect that comes from any source, from any and all magic items, except those listed in the "Special" group.



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Special Group

This group is limited to those items found on the Special Group Table. If an SAS or magic item effect is not listed on the Special Group Table, then it **MUST** stack as one of the previous four groups. There are no exceptions to this rule.

Special Group Table

+0 hand-held weapon	+0 thrown weapon	+0 missile weapon	+0 armor
+1 hand-held weapon	+1 thrown weapon	+1 missile weapon	+1 armor
+2 hand-held weapon	+2 thrown weapon	+2 missile weapon	+2 armor
+3 hand-held weapon	+3 thrown weapon	+3 missile weapon	+3 armor
+4 hand-held weapon	+4 thrown weapon	+4 missile weapon	+4 armor
+5 hand-held weapon	+5 thrown weapon	+5 missile weapon	+5 armor

Special armor can be Leather, Chain, Plate, or an item of Protection. The amount of the + adds to the base protection of the armor, or in the case of an item of Protection, adds to any armor worn. For example, +1 chain mail would provide 2 points of protection for the armor and 1 point for the special protection, for a total of 3 points of protection.

Lore Master Inspire

The +4 and +5 weapons, armor, and items of protection are limited to be effective no more than three times per day. The "three times" limit is the total of +4 or +5, so an item might be usable at +4 two times and +5 one time, or +5 three times, but not +4 three times and +5 three times for a total of six times per day of being greater than +3.

Understanding base damage for spells is important. Spells that are offensive in nature fall into two areas: those delivered with a weapon and those delivered from a distance or a range. In all cases, spells delivered via a weapon, whether hand-held, thrown, or missile, such as **Electrify** or **Elemental Arrow**, are considered to be Damage Enhancements and stack as part of the Damage group. Spells that are not delivered via a weapon, such as **Fireball** or **Plant Attack** are considered the base of that action.

For example, if the magic user expended seven spell points on a **Firestrike**, the **Firestrike** would have a base damage of twenty-one (21) points. If a Cleric had cast a **Positive Enhance** on the Magic User, increasing Damage by one, then the **Firestrike** would do twenty-two (22) points. The **Firestrike** is the base and the **Positive Enhance** is the Damage group modifier. If the Magic User also had a **Double Effect – Target** spell, then the **Firestrike** could be cast at two separate targets for a Dimensional Group modifier.

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If a Druid casts **Plant Attack**, which has both a damage effect and an LI effect then the Druid can modify the Damage and the LI group. For example, if a 6th level Druid expended 6 spell points into the **Plant Attack**, the **Plant Attack** would have a base LI level of 6th and a base damage of twelve (12) points. If the Druid had a Damage group modifier that added two (2) points of damage to a spell, such as a +2 **Exuberate**, and a LI group item that increased outgoing LI by two (2) levels, the Druid could use both of the items to increase the damage to fourteen (14) points and the LI attack to 8th level. The Druid would call out "**Plant Attack**, 14 points, 8th level".

How to Stack

The first thing a player needs to do is identify whether the action is an attack, a defense or a non-combat action. After you have determined the attack, defense or non-combat action and the S, A, S and the items that you will use to modify the action, you then calculate what a character's final result is. You need to find the base for your character. For each type of attack, hand-held, thrown, missile or spell, the character classes have a predetermined base, determined by their class and level. To this base you stack one modifier from each Stacking Group.

Base + Damage group + Dimension group + LI group + Time group + Special group = total

Examples of Stacking

Example: Bronwyn, an 8th level Knight, calculates her melee damage:

BASE	+	Damage group +	Special group		
8	+	4	+ 3	=	15
base		Knight Ability +	3 Magic Knightly weapon		
damage		additional damage	from her order		

The above example shows the Knight's base melee damage by class and level, the Knight's ability Additional damage (Damage group) and the +3 Magic weapon (Special group) given to the Knight by her Order. Thus the Knight would swing fifteen-magic with her magical weapon for that combat. The same formula is followed in the next example.

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Example: Mathe, a 7th level Magic User casts a spell, Crash Time

BASE + Time + LI Group + Dimension + Damage + Special
7th lvl + Autocast + 2 to outgoing LI + Double effect + None + None

base	MU spell
Damage group	None
Dimensional group	Double Effect - Range
LI group	LI Enhance
Time group	Autocast
Special group	None

The above example shows the Magic User's base LI spell effect by class and level, the MU spell **LI Enhance** (LI group) and the MU spell **Autocast** (Time group). Thus for that spell the Magic User would cast and say '**Autocast Crash Time**, 9th level (7th + 2 levels for the **LI Enhance**), **Double Effect - Range**' (up to 30' from the caster).

Example: Bill, a 7th level Ranger shoots an Arrow of Slaying

BASE + Damage + Dimension + LI group + Time + Special
11 pts + 14 points + Long Arrow + none + none + +2 Bow = 27
base damage SAS or SAS or item item
Critical arrow item

The above example shows the Ranger's base Critical damage modified by a Distance arrow, modified by the **Arrow of Slaying** using 7 Ranger points, modified by the +2 Magic Bow the Ranger has. Thus, for this arrow, the Ranger would call out "**Long Arrow**, Critical, Blue, 27 points".

Additional Features of Stacking

If there is more than one skill, ability, spell or other in a group, only the strongest effect for that group will apply. For example, if a character has a +1 **Enhance** (damage) and a +2 **Strong Arm** (both Damage Group), only the +2 **Strong Arm** would be counted towards the final melee damage the character would inflict. If a more powerful effect is used after an existing effect is already in place, the more powerful effect takes precedence. If the more powerful effect is dispelled or the duration of the effect expires and the weaker effect still has time left on its duration (and hasn't been dispelled), then the weaker effect would affect the target.

Detrimental effects stack just like beneficial effects, i.e. only the worst detriment would apply. For example, consider a person under an **Entrhall** spell cast at 3rd level. If a 4th level **Entrhall** were cast on him the third level **Entrhall** would no longer be effective unless the 4th level **Entrhall** were removed before the duration of the 3rd level **Entrhall** had expired. If a

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person is under the effects of **Blood Heat** (-2 on melee damage) and a **Pain Strike** was cast by a 6th level cleric to reduce their melee by -3, then only the Pain Strike would be in effect. If the **Pain Strike** were countered (by Knight's **Resist Pain**, for instance), then the -2 from the **Blood Heat** would be in effect. If a person is under the effect of both positive and negative damage modifiers, then the largest positive modifier is combined with the largest negative modifier. For example, if a person is under a +3 **Strong Arm** and is then hit by a **Blood Heat** which gives them a -2 on melee, they will be at (3-2=) +1 on melee.

Healing stacks like any other effect. For example, a Fighter could not apply his wait time to both **Fighter's Recovery** and a Clerical **Regeneration** simultaneously.

Temporary Life Point adjustments stack like any other effect. Thus a Fighter could not benefit from additional Life Points gained during a **Battle Fever** and a **Life Enhancement** at the same time, since both are Damage Group for stacking purposes.

The permanent loss of Character or Life points is cumulative. All Character or Life Points may be restored in any increment. Characters always apply all detriments of lost Character or Life Points.

A character can never be affected by the same skill, ability or spell more than once at a given time. For example, a character cannot have both a positive **Enhance** and a negative **Enhance** up simultaneously however a character can be affected by two simultaneous **Lightning Strikes** if they were from two different sources. The character would not be affected by two simultaneous **Lightning Strikes** if they were a result of a spell caster using **Double effect - Extra Target**.

Unless otherwise stated in the description of a skill, ability or spell, no skill, ability or spell can extend beyond the current game day.

Permanent Life Point Changes

Characters can lose permanent life points when they die. See Chapter 5: Character Death for details. The most permanent life points a character can lose cumulatively is equal to the level of the character. Points freely given do not count against this total. Temporary losses of life points by game design for a game day or game do not count against this total. They can also rarely gain permanent life points by specific game design. Gains in permanent life points may be combined from different games, but the maximum cumulative gain allowed is one extra permanent life point per level of the character. For higher risk games, Game Designers may specify for particular games that the permanent life point loss limit does not apply. Permanent life point losses in such games carry forward to other games.



Immutable

Immutable are those aspects of a character that can never be permanently changed, EVER!! In other words, these cannot be permanently changed under any circumstances by anyone for any reason. This is one area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or Chapter Policy. These aspects are fundamental to the IFGS rules system. While a Game Writer may change some aspects of the rules for his current game, those changes may not leave his game and are not valid out side of that game writer's world.

1. **All Bases** – no effect can alter a base, except for permanent life points (see previous section). A Game Producer can alter a base during the current game, but that alteration CANNOT leave that game.
2. **Number of Weapons Allowed** – the number of weapons to which a character may apply his base for hand-held or missile damage
3. **Armor Type Allowed** – the available type of armor that a character may use.
4. **Weapon Type Allowed** – the available types of weapons a character may use.
5. **Ability to apply Proficiency Damage** – whether or not a character can apply base damage to a second weapon or to a non-allowed weapon type.
6. **Shield Usage** – whether or not a character is allowed to use a shield
7. **Wait Time Between Usages** – the amount of time a character must wait before performing his next action involving a skill, ability, spell, aiming time for missile weapons or magic item.
8. **Ability or Spell Cost** – the amount of spell or ability points needed for a spell or ability. This amount may never be reduced or increased.
9. **Additional Classes** – the class of a character.
or
no magic item or effect that enables the character to gain an additional class is allowed.
10. **Casting Time** – the time required to cast a spell may not be reduced. The single exception to this is the Magic User's spell – Autocast.
11. **Limb Points** – no permanent changes to limb points are permitted.

Chapter 11: Cleric

In any world where there are gods and goddesses, a Cleric is best able to communicate with them. The abilities Clerics offer a party include healing unrivaled by any other Character Class in terms of variety and degree; their ability to protect from harm and their capacity to gain general information about specific occurrence or situation. When undead are encountered, the Cleric is the most effective in dealing with them. A Cleric's strength in spell casting, combined with his ability in melee, makes the Cleric a good source of support for a team.

Weapon Usage - *Any two weapons except bow, crossbow, longsword or great axe*

Armor - *Leather or Chain*

Shield - *Any*

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Spell Points
1	3	0	0	3	25
2	3	0	0	3	30
3	3	0	0	3	35
4	4	0	0	3	40
5	5	0	0	4	45
6	5	0	0	4	50
7	6	0	0	5	55
8	6	0	0	5	60
9	7	0	0	6	65
10	7	0	0	6	70

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	0





Clerics should obtain and wear a holy symbol as a representation of their deity. Their symbol can be as simple or complex as the Cleric desires, but it is necessary for the Cleric to have a holy symbol in order to turn undead creatures. Please avoid the use of crosses, pentagrams, or other similar recognized religious symbols. It is not the intent of the IFGS to insult other people's religions or beliefs.

Clerics may convert willing people to their religion and may have followers. The converts must follow the dictates of the Cleric's religion and may wish to donate money to the faith or perform duties (quests) for the Cleric.

Innate Skills

Detect Good/Evil

Range: 10ft. **Area:** 3X10X10ft **Duration:** 30 sec.
Stacking: NA **Misc:** NA **Cost:** 0

With the use of this ability the Cleric may detect either Good or Evil emanations from all targets in the area of effect. They will receive a simple Yes or No if the chosen emanation is currently in the area. This ability takes no activation time but 3 minutes must pass between uses. This skill is blocked by 1 inch of wood, earth, stone or metal, though shields may never block this skill.

Identify Undead

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 0

With this spell the Cleric can determine what type of undead the Cleric is looking at; types of undead include zombies, ghouls, ghosts, skeletons, mummies, vampires, liches, etc. This spell will not tell the Cleric any particular abilities of the undead creature.

Turn Undead

Range: 30ft. **Area:** 2 Targets **Duration:** 1 min.
Stacking: NA **Misc:** NA **Cost:** 0

Clerics may channel the power of their deity to turn undead creatures of the level equal or lower than the Cleric. When they try to turn the undead, the Cleric should hold out their holy symbol, and call out "Turn", followed by the level of the Cleric and the color of the target(s) to be turned. If the targets are affected by the Turn then they should turn 180 degrees away from the Cleric and move away at normal speed for the duration of the ability. If attacked during the turn the affected targets may turn around and fight normally as long as they continue to move away from the Cleric that performed the **Turn Undead**. The Cleric may attempt to **Turn Undead** once every five (5) seconds.



If an undead is under the effects of a Control Undead spell cast by another Cleric, the Cleric may still turn the creature. If turning is successful, the Cleric controlling the creature will only be able to issue orders that do not interfere with the requirements of turn undead. For example, for the duration of the turn, the undead can only be commanded to do whatever actions it could normally perform while walking.

Level 1 (Default Casting Time = 5 seconds)

Enhance

Range: 30ft. **Area:** 10 Targets **Duration:** 1 combat
Stacking: Damage **Misc:** NA **Cost:** 1

This spell may only be cast before combat. It has two versions, **Enhance Damage** and **Enhance Armor**. **Enhance Damage** raises the damage done by the targets by +1. **Enhance Armor** allows the targets to add +1 to armor. This spell stacks in the damage group but does not affect No Defense damage in either form. The Cleric must state either **Enhance Damage**, or **Enhance Armor** when the Cleric casts the spell; **Enhance Damage** and **Enhance Armor** cannot be simultaneously in effect on any individual. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis. The Cleric

may specify up to ten (10) targets, including themselves, to be the targets of this spell. The targets must each be within 30' of the caster. The duration of this spell is one combat or one game day, whichever comes first.

Haven

Range: 1in. **Area:** 1 Target
Duration: Instantaneous
Stacking: NA **Misc:** YF
Cost: LI

When the Cleric casts this spell, any affected opponent will not attack the recipient of this spell, although the opponent may attack another creature. The opponent is free to carry on a conversation with, or follow the recipient of the spell. This spell affects creatures for a distance



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up to 50' away. Affected creatures cannot try to **Dispel** the **Haven**. The recipient of the spell may not take any offensive actions while the spell is in effect, and may not take any offensive actions for 5 seconds after the spell ceases, even if the spell is ended by a **Dispel Magic** or a **Dispel Haven**. This spell will not prevent damage from area attacks, such as **Fireball**. A Cleric with a **Haven** in effect could also use defensive spells such as **Wrath** and can change targets while under the effects of the **Haven**. The **Consent Rule** applies when casting **Haven** or **Dispel Haven** on another character. **Haven** can be ended by a **Dispel Magic** of equal level to the LI level the **Haven** was cast at, or by the Cleric who cast the **Haven** casting a **Dispel Haven** using spell points equal to those used in casting the **Haven**. This is a LI spell that may be cast up to two (2) levels higher than the caster's level. This ability stacks in the LI category, and cannot be further increased by LI Enhance, Invoke, or similar LI changing abilities.

Heal

Range: 1in. **Area:** 1 Targets **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

The Cleric can heal two (2) Life Points in a physically injured creature per Spell Point expended. The Cleric may expend up to their level in Spell Points per **Heal** spell, except for first (1st) level Clerics, who may use a two (2) Spell Point **Heal to heal four (4) life points..**

Religion Lore

Range: Self **Area:** 1 Religion **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1*

When this spell is used, the Cleric will know what the general precepts of a given religion are (subject to GM knowledge). For example, if a Cleric used this spell concerning the worshipers of Ra, the Cleric would know that Ra was the Sun god, was of a Good Alignment, what Ra's tenets are and what Ra's holy symbol(s) are. *If there is no **Religion Lore** available then the Cleric does not spend any spell points.

Repulse Good/Neutral/Evil

Range: 1in. **Area:** 10ft Radius **Duration:** 5 min./level
Stacking: NA **Misc:** YF **Cost:** LI

This spell creates an aura around the recipient of the spell that will repulse evil, neutral or good creatures (one only, not all three) to a distance of ten (10) feet. No part of the creatures, including their hands or arms may come within ten (10) feet. The recipient may not use this spell to force affected creatures to move nor may the affected creatures force the recipient to move. If the target is within ten (10) feet when the Cleric casts this spell the target may not advance towards the Cleric and if the target moves he must move directly away from the Cleric until he is ten (10) feet away. The Cleric must state that they are repulsing good, neutral OR evil when they cast the spell. This is an LI spell.

Reveal Magic

Range: Self **Area:** 30ft rad ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this spell the Cleric reveals all magical radiation in a 180 degree, 30' radius, half circle, centered on the Cleric, in the direction the Cleric is facing. This spell provides the Cleric a 'snapshot' of all magic items in the spell area. The Cleric will 'remember' each and every item that radiates magic inside the spell area. This spell is subject to GM availability and knowledge. Because of time constraints the GM may be unwilling to catalog all items/persons that radiate magic. This spell is blocked by one (1) inch of wood, earth, stone or metal, though shields may never block this spell. Only magical creatures, precast spells, active magics and items are revealed. Characters with spell points are not considered "magical creatures" and will not be revealed as magic if they have no precast spells, active spells or magic items on their person.

Reveal Supernatural Creatures

Range: Self **Area:** 30ft rad ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this spell the Cleric reveals all Supernatural creatures including; undead, lycanthropes, devils, demons, etc in a 180 degree, 30' radius, half circle, centered on the Cleric, in the direction the Cleric is facing. This spell provides the Cleric a 'snapshot' of all supernatural creatures in the spell area. The Cleric will 'remember' each and every specific supernatural creature that is inside the spell area. This spell is subject to GM availability and knowledge. This spell is blocked by one (1) inch of wood, earth, stone or metal, though shields may never block this spell.

Simon's Spell

Range: 15ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI

The Cleric gives a one word command by use of this spell; the command must be in a language understood by the target of the spell. The target creature will obey this order as best as he can, as long as the command is perfectly clear and unambiguous. The creature will not follow any command that will cause the creature to directly damage itself. Undead are unaffected by this spell. If the caster attacks the target, the spell is broken and the target is free to act normally. This is an LI spell.

Level 2 (Default Casting Time = 5 seconds)

Bump of Direction

Range: Plane **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

This spell will allow the Cleric to get a sense of direction the party needs

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to go when lost, unable to find the way or trying to determine the direction to a specific person, object, location, etc. (GM discretion) This spell will only give one immediate or "bump of direction" This will only work for locating something or someone on the same plane as the Cleric.

Create Holy Water

Range: 1in. **Area:** 6 vials **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

When the Cleric casts this spell, the Cleric can create six (6) vessels (beanbags) of Holy Water. The caster must have the physical representations available. Players may still bring into a game as many bags of Holy water as they can carry. This spell is merely an in-game method of replenishing used bags (if needed) during the adventure. Material component: up to 6 white beanbags.

Additional Armor/Damage vs. Supernatural

Range: Self **Area:** Self **Duration:** 1 combat
Stacking: Damage **Misc:** BF **Cost:** Var.

A Cleric using this spell can do one (1) additional point of damage per weapon strike and has one (1) additional point of armor for every Spell Point expended. That additional damage includes thrown daggers but not Holy Water. This additional damage only affects supernatural creatures including undead, lycanthropes, devils, demons, etc. The additional armor only protects from attacks by supernatural creatures. A Cleric may use as many Spell points as one-half ($\frac{1}{2}$) the Cleric's level (round up). The duration of this spell is one (1) combat or one game day, whichever comes first.

Foresee

Range: Self **Area:** 1 Question **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

This spell allows the Cleric to communicate with their god or goddess in an attempt to divine the result of immediate actions the Cleric or the party may take. This spell only works in regard to an action, not assumptions. A question such as "Boon or Bane to assume this NPC is evil" will not give the Cleric an answer, whereas a question such as "Boon or Bane to kill the NPC" will. Only one request can be made per casting and the answer will only be that the questioned action will lead to benefit or detriment.. This spell is rarely 100% accurate. The limit of this spell is one question per level of the Cleric per game day. The Cleric may only use up to their level in Spell points. Spell cost is variable and progressive, the first time this spell is used in a game day costs 1 Spell points: 2nd time it costs 2 Spell points: the 3rd time it costs 3 Spell points, etc.



Freeze Disease

Range: 1in. **Area:** 1 Target **Duration:** 30 min.
Stacking: NA **Misc:** NA **Cost:** 2

When this spell is cast upon the target the effects of all disease on the target are halted for 30 minutes. It will not reverse any damage or effects taken before the spell was cast but will suspend any ongoing effects that are on the target at the time of casting. This spell does not provide the target with immunity from any diseases contracted after the spell was cast.

Freeze Poison

Range: 1in. **Area:** 1 Target **Duration:** 30 min.
Stacking: NA **Misc:** NA **Cost:** 2

When this spell is cast upon the target the effects of all Poisons, including Red Death, on the target are halted for 30 minutes. It will not reverse any damage or effects taken before the spell was cast but will suspend any ongoing effects such as Kill Dagger that are on the target at the time of casting. This spell does not provide the target with immunity from poisons encountered after the spell was cast.

God/Goddess Boon

Range: 15ft. **Area:** Var. **Duration:** 30 min.
Stacking: NA **Misc:** NA **Cost:** 2

When the Cleric casts this spell, named creatures with innate points (Cleric, Druid, Knight, Magic User, Monk & Ranger) within 1" of the Cleric will gain an increase in spell/ability points, up to 3 times their level. The cost of each spell/ability point gained is 50 gold pieces, or 200 gold pieces for every 4 spell/ability points gained: only gold pieces may be used. No one can receive spell points that would place them over their innate, maximum for their level. As an example, a 3rd level Magic User, a 4th level Knight, a 5th level Monk and the 2nd level Cleric are the recipients of this spell. The Magic User could receive 9 spell points, the Knight could receive 12 Courage points, the Monk could receive 15 Monk points and the Cleric would have gained 6 spell points although any of the characters could have received less then 3 times their level had the Cleric so chosen. With this example, 1,050 gold pieces were used. The gold must be given to the Cleric, who must hold it in their hands. The gold disappears at the beginning of the spell incant. At the end of the incant, the Cleric announces who receives points and how many points they receive.

Know Religion

Range: Self **Area:** 1 Religion **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2*

When the Cleric casts this spell the religion the target creature follows will be known. It will also give the caster the information that is gained from a Religion Lore on the religion. This spell is subject to GM knowledge. *If the target doesn't follow any religion then the Spell points are not used.



Supernatural Wathit

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

When the Cleric casts this spell, the Cleric can determine one single attribute that the Cleric wishes pertaining to an supernatural creature including undead, lycanthropes, devils, demons, etc. Attributes are considered to be natural properties of a creature, e.g. how much damage the creature does, what special attack the creature has, approximately how many Life Points the creature has, what the creature's major weakness is, what the creature's major strength is, etc. The Cleric can not use this spell to determine the level or class of the supernatural creature.

Level 3 (Default Casting Time = 10 seconds)**Blessed Bolt**

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3

With this spell the Cleric causes a single undead creature to take four (4) points of damage per level of the Cleric. This spell only works on undead creatures.

Diagnose

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3

With this spell, the Cleric will be informed of all the afflictions that any one creature has. This includes afflictions such as drunkenness, disease, curses, poisons, Enthrallment, Fog Brain and paralysis. If the target is afflicted by a spell such as Enthrall or a curse, the Cleric will be informed of the level of effect of the spell or curse.

Elemental Protection

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** BF **Cost:** Var.

This spell will give the target protection from one (1) element of the caster's choice (Earth, Fire, Ice, or Lightning). The amount of protection received is three (3) points per Spell point expended. The Cleric may expend up to their level in spell points. A character may have only one **Elemental Protection** in effect at a given time.

God/Goddess Favor

Range: Self **Area:** Self **Duration:** 5 min./level
Stacking: LI **Misc:** NA **Cost:** 3

With the casting of this spell, the Cleric is effectively one (1) level higher with respect to the following spells, skills and abilities: **Turning Undead, Control Undead, Speak with Dead, Blessed Bolt, Blessed Arrow, Disrupt, Armor/Damage vs. Supernatural**. For example a 4th level Cleric would be 5th level for Turning Undead or a 6th level Cleric would cast a **Blessed Bolt** at 7th level for 28 points of damage.

Know Aura

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3

This spell tells the Cleric the level of the creature, place, spell, or magic item in which the Cleric is interested. The caster must state the specific piece of information in which they are interested (what is the level of the creature, what is the degree of the lock, what is the level of the glyph, how powerful is a magic item). If the caster is interested in a spell that is on another creature, the caster will receive all of the following information: the exact name of the spell, the exact level of the spell, and the exact level the spell was cast at for LI spells.

Physical Protection

Range: Self **Area:** 1 Target **Duration:** 5 min./level
Stacking: NA **Misc:** RF **Cost:** 3

This spell creates a field around the Cleric that will do damage to anyone who physically attacks the Cleric. This damage cannot be avoided by a **Monk's Evade** or a **Fighter's Dodge Blow**, nor can Physical Protection be Absorbed (with Spell Absorption) or Negated (with Spell Negation). The attacking creatures will take damage first in the attacking limb(s) and then in the torso. The total damage of this spell is equal to two (2) points of No Defense damage per level of the Cleric. If the Cleric physically attacks someone, the Cleric sustains one-half the damage from the field while the Cleric's opponent sustains no damage and the **Physical Protection** is expended. The Cleric may engage in physical contact in a non-offensive manner such as Healing or binding wounds; bumping into someone is not considered offensive contact. The **Physical Protection** field dissipates after the first person receives damage from it (even if it is the Cleric). The field is not dispelled when the Cleric falls asleep, becomes unconscious or dies.

Remove Curse

Range: lin. **Area:** 1 Curse **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

This spell removes one curse from people, traps, items, objects, areas, etc. To remove the curse the Cleric must be able to affect the level of the



curse. Curses are only put in a game by design, and their effects can only be removed by use of this spell or by other game design. This is an LI spell.

Reveal Glyph

Range: Self **Area:** 30ft rad ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3

With this spell the Cleric reveals all glyphs in a 180 degree, 30' radius, half circle, centered on the Cleric, in the direction the Cleric is facing. This spell provides the Cleric a 'snapshot' of all glyphs in the spell area. The Cleric will 'remember' each and every specific glyph that is inside the spell area. The Cleric will know the levels of the glyphs and what event the glyphs are set against (opening a box, passing through a doorway, etc.) This spell is subject to GM availability and knowledge. This spell is blocked by one inch of wood, earth, stone or metal, though shields never block this spell. This spell does not tell the Cleric the names of the glyphs.

Sanctify

Range: 15ft. **Area:** Var. **Duration:** 1 Combat
Stacking: NA **Misc:** NA **Cost:** 3

When the Cleric casts this spell upon a melee or thrown weapon, the damage the weapon does becomes magical, and the weapon is considered to be a magical weapon for the duration of the spell. The damage enhancement of the weapon is unaffected. The Cleric may sanctify as many weapons as the Cleric's level per casting of the spell. The duration of the spell is one combat or one game day, whichever comes first.

Scry Glyph

Range: 50ft. **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3

With this spell, the Cleric can point to a single glyph that the Cleric can see, and determine the name of the glyph and its properties. The Cleric will not be told what event triggers the glyph.

Level 4 (Default Casting Time = 10 seconds)

Ashes to Ashes

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 4

When this spell is cast upon a body, the body will be laid to rest permanently and cannot be affected by *Speak with Dead*, *Life Spark*, *Death Memory* or *Animate Dead*. However, the body can still be affected by a *Raise Dead*. This spell has no effect on animate undead creatures.

Bypass Glyph

Range: Self **Area:** Self **Duration:** Special
Stacking: NA **Misc:** LI **Cost:** 0

By use of this spell, the Cleric is able to bypass Glyphs of their level +2 or less, but only if the Cleric knows the name of the Glyph to be bypassed. The Cleric must state the name of the glyph prior to touching the item or entering the area the Glyph protects and then touch the Glyph within one (1) minute. This must be done each time the protected item or area is touched, passed or entered. If the name the Cleric states is incorrect, the Glyph will discharge immediately. If the Cleric fails to touch the Glyph within the allotted one (1) minute then the glyph will go off normally if the Cleric is still interacting with the protected area or item. A character that somehow acquires use of this ability by item, scroll or other means is limited to bypassing Glyphs of the item's sanctioned level or less without the +2 bonus.

Control Undead

Range: 30ft. **Area:** 10 Targets **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** LI

When this spell is cast the Cleric is able to completely control all the undead of the Cleric's level or below in a 5' radius circle at the time of the casting. All undead affected will understand the caster for the duration of the spell. If a Cleric tries to use *Control Undead* on a creature that is already controlled by the Control Undead spell, the higher level spell will be the controlling one. If the two (2) spells are the same level, the first *Control Undead* would remain in effect. If an undead is under the effects of a *Control Undead* spell cast by another Cleric, the Cleric may still turn the creature. If successful in turning, the Cleric controlling the creature would be unable to influence the undead for the duration of the Turn Undead. This is an LI spell.

Exuberate

Range: 30ft. **Area:** 10 Targets **Duration:** 1 combat
Stacking: Damage **Misc:** NA **Cost:** 4

This spell may only be cast before combat. It has two versions, *Exuberate Damage* and *Exuberate Armor*. *Exuberate Damage* raises the damage done by the targets by +2. *Exuberate Armor* allows the targets to add +2 to armor. This spell stacks in the damage group but does not affect No Defense damage in either form. The Cleric must state either *Exuberate Damage*, or *Exuberate Armor* when the Cleric casts the spell; *Exuberate Armor* and *Exuberate Damage* cannot be simultaneously in effect on any individual. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis. The Cleric may specify up to ten (10) people, including



themselves, to be the targets of this spell. The targets must each be within 30' of the caster. The duration of this spell is one combat or one game day, whichever comes first.

Glyph

Range: 1in. **Area:** Special **Duration:** 1 Game Day
Stacking: NA **Misc:** Special **Cost:** Var.

Glyphs are powerful symbols that may be placed upon rigid objects to protect against theft, opening and entry. Because the power of the **Glyph** results from the exact relationship of its shape, **Glyphs** are not usable on flexible pouches, people, clothing, etc. A **Glyph** may only be used as a protection for an area to go off when someone passes through, under an object to go off when someone passes through, under an object to go off when the object is lifted/moved, or on top of or inside objects to go when the object is opened. A **Glyph** must be defined as to which of these four actions and which specific area or object is used. The Ranger and Thief ability **Detect Traps** and the Cleric **Detect Glyph** will reveal the presence of **Glyphs** in a defined area; **Reveal Magic** may also potentially reveal a **Glyph**. A **Glyph** cannot be activated unless a creature comes at least within five feet of the **Glyph**. Trying to modify, deface or physically remove a **Glyph** from its original surface will immediately activate the **Glyph** affecting the player performing this act. Each **Glyph** must be at least two inches by two inches in size.

A Cleric can only cast a **Glyph** of their level or below. All **Glyphs** must be approved by the IFGS Fantasy Rules committee; these are the only **Glyphs** usable in a game. Clerics should turn in a list of new **Glyphs** they have learned to the IFGS at the end of each game.

Glyphs will be set off by any animate being greater than 25 pounds in weight (undead and the Druids **Mist Servant** will set off a **Glyph**; a squirrel, rock or inanimate dead creature will not). **Glyphs** will disappear once set off unless otherwise stated in game copy. **Glyphs** with the area of effect of "One Target" will affect the person who set off the **Glyph**.

Glyphs cost one Spell point per level of the **Glyph**. They additionally cost 200gp per level of the **Glyph** starting at fourth level (a fourth level **Glyph** would cost 200gp, a fifth level **Glyph** would cost 400gp). Regardless of the level, a **Glyph** requires one minute in conjuration time, in addition to the time required to cast the spell (10 seconds).

LI effects from **Glyphs** are dispelled at the level of the **Glyph** +4 unless listed otherwise in the **Glyph** description. Non-LI effects of these **Glyphs**, other than those which are instantaneous, must be dispelled at the level of the **Glyph** +2.

Glyphs detect as magic, but the items they are placed on do not, unless they are magical in and of themselves. Also note that spells and abilities that detect magic are stopped by one inch of wood, so a **Glyph** on the back of a door that was at least an inch thick would not be detected.

Please consult the 6.8 IFGS Fantasy Rule Book for the current lists and details of all Glyphs.

Neutralize Disease

Range: 1in. **Area:** 1 Target **Duration:**
 Instantaneous **Stacking:** NA **Misc:** NA
Cost: 4

This spell cures the target of all magical and non-magical disease, unless otherwise specified by game design. It does not restore lost Life Points, but it does stop further loss or disability.

Neutralize Poison

Range: 1in. **Area:** 1 Target **Duration:**
 Instantaneous **Stacking:** NA **Misc:** NA
Cost: 4

This spell cures the target of all magical and non-magical poisons except Red Death, unless otherwise specified by game design. It does not restore lost Life Points but it does stop further loss or disability.

Pain Strike

Range: 30ft. **Area:** 1 Target **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** Var.

This spell causes the target creature to subtract one (1) point of damage from all melee, thrown and propelled attacks, for every two (2) Spell points expended by the Cleric. The Cleric may expend up to their level in Spell points. This spell should be called out as "**Pain Strike**, minus X points on damage". This spell is NOT LI. A Knight's **Resist Pain** will counteract the effects of this spell if it is used as an immediate counter (i.e. should be called out directly after the Cleric has called out **Pain Strike**) or if the Knight has the ability already in effect.

Remove Glyph

Range: 1in. **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

This spell will cause a single Glyph to become permanently inoperative. A Cleric can dispel a Glyph for half the cost of the Glyph (round up). If the Cleric knows the name of a Glyph, he can dispel that Glyph two (2) levels above their level. If the name the Cleric states is incorrect, the Glyph will discharge immediately. If the Cleric does not know the name of a Glyph,





the Cleric can try to dispel that Glyph up to their level only. To remove a Glyph, the Cleric must cast Remove Glyph, stating the level of Glyph he is trying to effect, approach the Glyph within one (1) minute, say the name of the Glyph to effect the removal. The Cleric will not be affected by the Glyph while the Cleric is trying to remove it in this one (1) minute period; if the Cleric takes longer than one (1) minute, he will take the full effect of the Glyph if he is still in the area of effect when the minute runs out. Note that a Glyph can also be removed by a Dispel Magic cast two (2) levels higher than the level of the Glyph.

Level 5 (Default Casting Time = 15 seconds)

Converse

Range: 10ft. **Area:** 10 Targets **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 5

When the Cleric cast this spell, all affected creatures will be able to converse in, and understand all non magical languages spoken around them, similar to the Magic User's spell *Speak Easy*. This spell does not grant the affected creatures the ability to comprehend written text as would the Magic User's spell *Read Languages*. Once the spell is cast, the targets are free to move about as they wish and do not need to remain in proximity to the Cleric.

Cure Serious Wounds

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

The Cleric can heal three (3) Life points in a physically injured creature per Spell point expended. The Cleric may expend up to their level in Spell Points per *Cure Serious Wounds*. The Cleric must use a minimum of four (4) Spell points.

Dispel Magic

Range: 30ft. **Area:** 1 Spell **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

With this spell the Cleric can negate the spell of any caster, cast up to the level of the Cleric. Only spells with a duration (not instantaneous) can be dispelled. The Cleric should call out "*Dispel*" followed by the spell the Cleric is trying to negate, followed by the level the Cleric is trying to affect (e.g. an eighth level Cleric could call out "*Dispel Physical Protection*, sixth level"). To negate one of the caster's own spells before the end of the duration of the spell, the Cleric must also use *Dispel Magic*. When this spell is used with *LI Enhancement* the Cleric can affect one or two levels higher than his level. This is an LI spell and costs one Spell Point per two levels that the caster is attempting to dispel (round up).



Spell Transfer

Range: 1in. **Area:** 2 Targets **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

This spell is used to transfer Spell Points at a cost of one (1) Spell Point for every two (2) Spell Points transferred. The transfer may take place between any two (2) spell casters, a Cleric, a Magic User or Druid (the Cleric acts as the medium). This spell does not work on Fighters, Knights, Monks, Rangers or Thieves. The Cleric may give or receive points. Both the recipient and donor must be willing participants; Consent rules must be followed. The spell cannot involve someone participating in melee. Characters cannot exceed their base, innate maximum Spell Points; any additional Spell Points are lost.

Wrath

Range: 50ft. **Area:** 1 Target **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 5

This spell may be cast at any time and discharged when the caster is successfully attacked. The Cleric must call upon one (1) attacker to "Cease in the name of 'deity'" It must be called out loud enough to be heard by the intended target, and the entire phrase must be called out loudly each time the target is changed. This is regardless of the language used. The target does not have to understand the language used when casting the *Wrath* or when saying the warning phrase.

If the Cleric is attacked the Cleric calls "Wrath", followed by the attacker targeted, followed by the amount of damage. The target must be within range of the spell, (50 feet) in order to take damage from the spell. *Wrath* can only be used to warn one (1) creature at a time to leave the Cleric alone. Five (5) seconds must pass before the target of a *Wrath* can be changed.

If a character has a Wrath placed on them and attempts to dispel the *Wrath*, that is considered a hostile action and he will take the damage from the *Wrath* as well as spend the points to Dispel Magic. The Wrath can only be discharged when a successful attack upon the Cleric has occurred from the target of the Wrath, regardless of the condition of the Cleric. A attack includes non-damaging actions such as *Sweep*, *Throw*, *Crash time*, *Numbing Blow*, etc.

Once an opponent has been warned to "Cease", the Cleric may not take any offensive action against the target of the Cleric's *Wrath* until either the *Wrath* has been discharged or the *Wrath* has been removed from that particular target, (i.e. moved to a different target). When a *Wrath* is discharged, the target creature takes two (2) points of *No Defense* damage per level of the Cleric. If the Cleric takes an offensive action against the target of the *Wrath*, the Cleric takes half the damage of the Wrath (round up) and the *Wrath* is expended. All damage from a *Wrath* is applied to the torso. The duration of the spell is until used or one (1) game day, whichever comes first.



Level 6 (Default Casting Time = 15 seconds)**Animate Dead**

Range: lin. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 6

This spell allows the caster to convert a corpse into a zombie-like creature, which would be subject to all undead and supernatural effects listed in this ruleset. A Cleric can only affect creatures that were of the Cleric's level or below before death. The creature will obey simple commands of the caster or a single person designated by the caster; the creature cannot be commanded to follow the instructions of more than one person at a time, a **Control Undead** of higher level than the Cleric that animated the body would take control. The creature cannot speak and the creature must walk very slowly. The form of the zombie will be that of the body from which it was created. The zombie will have one half (1/2) the original Life points (round down) of the living creature, it may fight, it may not cast spells, perform skills or abilities nor may it activate magic items. If a zombie is killed and the spell is cast again the zombie will have one half (1/2) the Life Points from the last time, e.g., one fourth, (1/4), one eighth (1/8), etc. For a PC to be able to take NPCs from the encounter where this spell is cast is subject to the decision of game production and availability of NPCs. Duration is a maximum of one game day.

Disrupt

Range: 50ft. **Area:** 5ft. Radius **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 6

With this spell the Cleric causes all undead creatures in the area of effect to take four (4) points of damage per level of the Cleric. This spell only works on undead creatures.

God's/Goddess's Hammer

Range: 50ft. **Area:** 5ft. Radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** 6

By use of this spell, the Cleric can do two (2) points of damage per level of the Cleric, including a five second knockdown to all creatures in the area of effect.

Life Spark

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 6

With this spell the Cleric can re-energize life into the target creature. The spell must be cast within five (5) minutes of the target's death. This spell has no effect on an undead or animated body. Poison and disease remain in the body and are still in effect when you are **Life Sparked**. For purposes

of time progression, they are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) run their duration as normal and may still be in effect when the body is Life Sparked. The target will be brought to one (1) Life Point above death. The target will be permanently down Life Points equal to one-half (1/2) their level (round up). The Life Point loss is deducted from the character's total to death and unconsciousness. The target will also be -2 versus all LI effects for the rest of the game day. If a character is Life Sparked more than once in a game day, the -2 losses are not cumulative but the losses in Life Points are. A character that has undergone Life Spark is considered to have undergone Death.

Mute

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI

With this spell the Cleric can prevent the target from making any sounds from their mouth or their throat. The creature cannot cast, talk, etc. The creature could still make noise with their body that they would under normal conditions. Also, the creature can still call damage in combat, as calling damage is a game mechanic, not speech. This is an LI spell.

Speak with Dead

Range: lin. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** Var.

With this spell, the Cleric may ask a dead creature one or more simple questions. Questions may require a simple answer, rather than just yes or no, and truthfulness is required of the dead creature. Answers may be given by the dead creature in rhymes or a riddle. The truthful answers will only be as accurate as the dead creature's knowledge, and questions must be asked in a language the dead creature can understand. The creature is required to answer. The Cleric may only expend Spell Points up to their level. Further questions will require recasting of the spell. The duration is until the desired number of questions are asked, with a maximum duration of five (5) minutes per casting of the spell.

Stasis

Range: 30ft. **Area:** 1 Target **Duration:** 30min.
Stacking: NA **Misc:** NA **Cost:** 6

When this spell is cast upon the target, the continuing effects of poisons, diseases and curses are halted for the duration of this spell. It will not reverse any damage or effects taken before the spell was cast and does not stop damage from occurring due to other reasons. This spell does not provide the target with immunity from any poisons, diseases or curses contracted after the spell was cast. If cast on a dead body before the 5 minute time limit on **Life Spark** expires, this spell will extend the time that **Life Spark** may be applied to the dead body by the duration of the **Stasis**.



Level 7 (Default Casting Time = 15 seconds)**Blessed Arrow**

Range: lin. **Area:** 1 Arrow **Duration:** 1 Game Day
Stacking: NA **Misc:** NA **Cost:** 7

With this spell, the Cleric can bless any arrow. The arrow will be bestowed with a Cleric's **Blessed Bolt** at the Cleric's level of effect. When the arrow is fired, the archer must call out **Blessed Arrow** and the amount of damage. The duration of the enhancement is until used or one (1) game day, whichever comes first. This ability only works on an undead creature.

Cleanse

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 7

With this spell, the Cleric is able to neutralize all poisons, except Red Death, and to neutralize all non-magical and magical diseases. This spell will also remove 1 known curse at or below the Cleric's level unless otherwise specified by game design. It does not restore lost Life Points, but it does stop further loss or disability.

Exhort

Range: 30ft. **Area:** 10 Targets **Duration:** 1 combat
Stacking: Damage **Misc:** NA **Cost:** 7

This spell may only be cast before combat. **Exhort Damage** raises the damage done by the targets by +3. **Exhort Armor** allows the targets to add +3 to armor. This spell stacks in the damage group but does not affect No Defense damage in either form. The Cleric must state either **Exhort Damage**, or **Exhort Armor** when the Cleric casts the spell; **Exhort Damage** and **Exhort Armor** cannot be simultaneously in effect on any individual. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis. The Cleric may specify up to ten (10) people, including themselves, to be the targets of this spell. The targets must each be within 30' of the caster. The duration of this spell is one combat or one game day, whichever comes first.

God's/Goddess's Shadow

Range: Self **Area:** Self **Duration:** 5 min./level
Stacking: Special **Misc:** NA **Cost:** 7

With the casting of this spell, the Cleric is effectively two (2) levels higher with respect to the following spells, skills and abilities: **Turn Undead**, **Control Undead**, **Blessed Bolt**, **Blessed Arrow**, **Disrupt**, **Damage vs.**

Undead, Armor vs. Undead Speak with Dead. For example a 8th level Cleric would be 10th level for Turning Undead or a 9th level Cleric would cast an 11th level **Blessed Arrow** for 44 points of damage. When this spell is used the effects stack in two (2) different groups, **Turn Undead** and **Control Undead** stack in the LI group, **Blessed Bolt**, **Blessed Arrow**, **Disrupt**, **Damage vs. Undead** and **Armor vs. Undead** stack in the Damage group.

Hold Being

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI

When the Cleric casts this spell, the target is held immobile. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, blinking, etc. are not stopped by this spell. This is an LI spell

Invoke

Range: lin. **Area:** 1 Target **Duration:** 5 min./level
Stacking: Special **Misc:** NA **Cost:** 7

When the Cleric casts this spell upon a creature, the target is effectively raised one (1) level in any one of the following attributes: Life Points (if at the end of the spell's duration, the loss of life points gained by the Invoke causes the creature to go unconscious or to zero Life Points or below, then the target is unconscious of dead, this effect stacks in the Life Point group); level of effectiveness in terms of casting or use of skills or abilities (target may not cast spells or use abilities or skills of the next higher level, but spells, abilities, or skills can be used at the next higher level of effectiveness), this effect stacks in the LI group; ability to inflict damage (e.g., if more damage is done at the next level this spell will allow the affected person to do that additional damage), this effect stacks in the Damage group; or resistance to LI spells, this effect stacks in the LI group. The attribute gained is of the casting Cleric's choice and must be declared when the spell is cast. Note that the change in LI effectiveness does not stack with other spells, skills, or abilities that change LI effectiveness. For example, if a 7th level Magic-User has been invoked to 8th level for casting effectiveness and cast an **LI Enhance+2**, their effective casting level would be 9th, not 10th.

Life Enhancement

Range: lin. **Area:** 1 Target **Duration:** Game Day
Stacking: Damage **Misc:** NA **Cost:** 7

When cast upon a creature, this spell will raise the target's total Life Points and points to unconsciousness by five (5) Life points for the duration of the spell. If the loss of the five points at the end of the spell's duration causes the target to go unconscious or have zero or less than zero Life points then the target is unconscious or dead. Duration is 1 game day.



Ranged Heal

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

With this spell the Cleric is able to heal from a distance. The target is healed for two (2) Life Points per Spell expended. This spell is not reversible and the target does not have to give consent to receive healing.

Level 8 (Default Casting Time = 15 seconds)**Commune**

Range: Self **Area:** Self **Duration:** 1 Question
Stacking: NA **Misc:** NA **Cost:** 8

When the Cleric casts this spell, he may ask one fifteen word or less question of their deity. The deity (GM) will answer the question in fifteen words or less. This spell cannot be used to get direct answers concerning the plot of a game, but should be used for guidance when a Cleric/team of players are lost or confused. A Cleric may only use this spell once per day, regardless of its source.

Group Haven

Range: 1in. **Area:** 5ft. Radius **Duration:** 5 min./level
Stacking: NA **Misc:** YF **Cost:** LI

This spell allows the Cleric to cast a **Haven** in a 5'radius circle that moves with the target. Attacking creatures must be informed of the existence of a haven, the level of the haven and the people who are under the protection of the haven. Other creatures will not ignore the group of people in the area of effect, but they will not attack if they are affected by the Haven spell. All the restrictions of **Haven** apply. If an individual moves more than 5 feet from the Cleric, the Haven effect drops for them on an individual basis and all restrictions of **Haven** apply. Once the effect is dropped, it stays dropped. Reentering the area of effect will not put the spell back up for that individual.

Once the **Haven** ends for a specific target, that target cannot activate magic items or precast spells, skills, or abilities, and may only engage in defensive combat for 5 seconds. Defensive combat means that the target cannot cause damage, use innate abilities, or activate magic items. Reentering the area of effect will not put the spell back up for that individual. This is an LI spell. Material component: yellow flag for caster. Everyone under the effect must be touching a yellow flag, flags can be shared or multiple may be used.

Regenerate

Range: 1in. **Area:** 1 Target **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 8

This spell gives the target the ability to regenerate damage. The maximum amount of Regenerate that the target may receive is equal to four (4) times the level of the Cleric. To use this ability, the recipient must rest for one full minute, outside of all combat (all spells, abilities and skill in effect with a duration of one (1) combat will go down when this ability is used). Regenerate may be used in any amount until the maximum amount of Regenerate has been reached. The duration of this spell is one game day or until all the regenerate points have been used.

Truth Force

Range: 5ft. **Area:** 1 Target **Duration:** 5 min
Stacking: NA **Misc:** NA **Cost:** LI

When the Cleric casts this spell, the target is forced to tell the truth. The target must answer questions as completely as they can. This is an LI spell.

Level 9 (Default Casting Time = 15 seconds)**Killing Attack vs. Supernatural**

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 9

This ranged spell only works on supernatural creatures and causes the target creature to immediately lose one-half (½) their life Life Points to death, to their torso. Damage is based on the target's life points when the target is fully healed. This damage may only be healed after the target rests for 5 full minutes out of combat. The target may only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a Magic User's **Concentration** (while casting) or a Monk's **Evade**. If the spell is Evaded, the spell is still used and the points are expended. A Cleric may only deliver one **Killing Attack** every five seconds, regardless of the source.

Purify

Range: 1in. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** LI **Cost:** 9

With this spell, the Cleric is able to neutralize all poisons, including Red Death, and neutralize all magical and non-magical diseases. This spell will also remove 1 known curse up to two levels above the Cleric's level unless otherwise specified by game design. It also heals 10 Life Points.



Regenerate Limb

Range: lin. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 9

When the Cleric casts this spell, the target will re-grow a previously lost limb. The limb will be functional at the beginning of the next game day and will have 3 Life points. The limb will gain one (1) Life point per game day until it reaches its maximum. If a creature loses a limb, the creature also loses the limb points from its total point to unconsciousness and death. As the creature gains these points back, these points are added back to the creature's totals.

Restore Life/Spell points

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 9

When this spell is cast, the Cleric can restore one permanently lost Life Point or Spell Point to the target. The target cannot receive more Life or Spell Points than their innate base maximum for their class and level.

Level 10 (Default Casting Time = 15 seconds)**Awe**

Range: 30ft. **Area:** 5ft. Radius **Duration:** Special
Stacking: Special **Misc:** NA **Cost:** 10

With this spell the Cleric can do one (1) of three (3) things that are effective at the level of the Cleric. The area of effect in all three cases is a 5' radius circle. The Cleric should call out "**Awe**" followed by the name and level of the chosen effect. The Cleric is not under the effect of the **Awe** unless he chooses to be. This is an LI spell.

Enthrall as per the Magic User spell: level of effect is the Cleric's level; duration is five minutes per level of the Cleric

Spook as per the Magic User spell; affected creatures will flee the caster for 30 seconds

Hold Being as per the Cleric spell, but affected creatures should fall to their knees; duration is five minutes

Exalt

Range: 30ft. **Area:** 10 Targets **Duration:** 1 combat
Stacking: Damage **Misc:** NA **Cost:** 10

This spell may only be cast before combat. **Exalt Damage** raises the damage done by the targets by +4. **Exalt Armor** allows the targets to add +4 to armor. This spell stacks in the damage group but does not affect No Defense damage in either form. The Cleric must state either **Exalt Damage**, or **Exalt Armor** when the Cleric casts the spell; **Exalt Damage** and **Exalt Armor** cannot be simultaneously in effect on any individual. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it

is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis. The Cleric may specify up to ten (10) people, including themselves, to be the targets of this spell. The targets must each be within 30' of the caster. The duration of this spell is one combat or one game day, whichever comes first.

Raise Dead

Range: lin. **Area:** 1 Targets **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 10

This spell allows the Cleric to raise a creature who has died. The Cleric must raise the creature to the level which the creature was when it died. The raised creature will be permanently down Life Points equal to one-half (1/2) their level (round up). This Life Point loss is deducted from the character's totals to death and unconsciousness. The target will also be -2 versus all LI effects for the rest of the game day. The raised creature will not lose any experience points from being raised. When raised, the creature will be at one (1) Life Point above unconsciousness and may then be Healed normally.

All characters who use either Spell points, Courage points, Ranger points or Monk points will have the same points they had when they died. The character will have full points the next game day. This spell has no effect on undead or animated bodies.

This spell must be cast within three (3) calendar years (real time) of the character's death. If this spell is read from a scroll, all of the above strictures apply.

Key: Var. = Variable check text, YF = Yellow Flag, BF = Blue Flag, RF = Red Flag
 KD5 = 5 second Knockdown, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level.



Chapter 12: Druid

Where a Cleric is a spokesperson for the gods, a Druid is nature's representative. A Druid has a magical understanding of the elements that make up the world and how to manipulate those elements with mystic spells. While other characters can sometimes offer greater strength or ability in a specific area, the Druid has more versatility in general, and can sometimes do things that would take several other classes together to accomplish. Because of the Druid's intimate association with the natural world, Druids are not allowed to use metal armor, shields, or weapons. Their weapons are potentially just as damaging and durable as weapons made of steel.

Weapon Usage - Any two weapons (non-metal) except bow, crossbow, longsword or great axe

Armor - Leather **Shield** - Any non-metallic

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Spell Points
1	3	0	0	3	25
2	3	0	0	3	30
3	3	0	0	3	35
4	4	0	0	3	40
5	5	0	0	4	45
6	5	0	0	4	50
7	6	0	0	5	55
8	6	0	0	5	60
9	7	0	0	6	65
10	7	0	0	6	70

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	0	0

Innate Skills

Druids may speak with and understand any non-sentient plant or animal for no spell point cost; this skill may be used as many times a day for as long a period as the Druid desires. The plants or animals will not necessarily befriend the Druid, but the Druid will be able to communicate with them. Druids may also heal any diseased or injured non-sentient plant or animal at no spell point cost. Druids have the ability to identify any mundane plant or animal (what they are, what they do, what they are called). They can also tell if water is pure and drinkable, but if the water is not pure, they cannot tell what the pollutant is.

At first level, the Druid makes an **Animal Pact** with a single creature type corresponding to the **Aspects of the Beasts**: bear, snake, mongoose, falcon, panther, or wolf. All animals affected by the **Animal Pact** will be under the effects of **Animal Tamer** towards the Druid. Any aggressive behavior towards the animal by the Druid will nullify the pact (GM discretion). The Druid may only choose one type of animal with which to establish an **Animal Pact**, ever. The pact must be recorded with the Registry. If the pact is ever broken, the Druid must record the loss of the pact with the Registry. Once a pact is lost it cannot be reestablished except by game design. In addition, when casting **Aspects of the Beasts**, the Druid will spend one less Spell Point for his chosen **Animal Pact** type.



Level 1 (Default Casting Time = 5 seconds)

Animal Tamer

Range: 30ft. **Area:** 1 Target **Duration:** 10 min
Stacking: NA **Misc:** NA **Cost:** 1

With this ability, the Druid can befriend, or at least pacify, a non-sentient, non-magical animal. Whether or not the animal was hostile does not matter: however it must be a natural creature of the wild (bear, eagle, lion, gorilla, wild horse, etc.). At the very least, the creature will allow the Druid and any nonbelligerent members of the Druid's party pass unharmed (GM discretion). If the Druid harms or indirectly causes harm to come to an animal under the effects of Animal Tamer, the spell is immediately canceled. The Animal Tamer could be recast again by the Druid, but the Druid would have to use additional Spell points for recasting this spell. At the end of the duration of this spell, the animal resumes its previous attitude towards the Druid.

Camp Fire

Range: 30ft. **Area:** 1ft. radius **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 1

With this spell a Druid can cause a small campfire, 1' radius, to appear, or be extinguished, on the ground (dirt, rock, floor, etc.) and the fire will burn without fuel regardless of the environment. If cast beneath an individual, the individual has ten (10) seconds to move before taking damage from this spell. Creatures take one (1) point of damage, per level of the Druid, at the end of every ten (10) seconds including at the end of the first ten seconds. Items are not set on fire by this spell (including flammable items), but heat and light are produced. This spell is reversible and will put out a fire of equivalent size.

Celtic Fist

Range: Self **Area:** One Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** 1

A Druid using this spell can do one (1) additional point of damage per hand held weapon strike with one melee weapon of the caster's choice, which is only useable by the Druid. If the spell is cast on a non-magical weapon, this spell will also transform the weapon into a magical one for the duration of the spell. The duration is one combat or one game day, whichever comes first.

Clinging Vine

Range: 15ft. **Area:** 5ft. radius **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI

When the Druid cast this spell, plants will animate and grow to entangle all creatures in the area of effect. The Druid that casts the spell is not

affected by the Clinging Vine unless the Druid chooses to be. All affected creatures are immediately fully entangled and immobile. They cannot cast spells, activate items or fight. Creatures unaffected by the spell may free others who are entangled by chopping at the plants with weapons for 15 seconds. After that, the entangled creature can only defend for the next 5 seconds while they roleplay finishing freeing themselves. The vines provide no protection if an entangled creature is attacked. If an entangled creature becomes unconscious, they will fall down. An entangled creature may chose to fall down at any time, but may not get back up unless freed or until the spell duration expires. Any creatures entering the area after the casting will not be caught in the vines. This spell works in both indoor and outdoor environments. This spell is LI.

Faery Lights

Range: Self **Area:** Special **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 1 Casting this spell allows the Druid to produce a beam of light equivalent to a flashlight for thirty minutes. The light will come from one of the Druid's hands and may extend up to 50 feet from the Druid. The Druid may not hold anything with that hand. The material component of this spell is a working flashlight. Care should be taken not to shine the light into someone's eyes. The spell can be used to illuminate targets at night for spell casting by the Druid.

Heal

Range: 1in. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

The Druid can heal two (2) Life points in a physically injured creature per Spell point expended. The Druid can expend only up to their level in Spell points.

Reveal Magic

Range: Self **Area:** 30ft radius ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this spell the Druid reveals all magical radiation in a 180 degree, 30' radius, half circle, centered on the Druid, in the direction the Druid is facing. This spell provides the Druid a 'snapshot' of all magic items in the spell area. The Druid will 'remember' each and every item that radiates magic inside the spell area. This spell is subject to GM availability and knowledge. Because of time constraints the GM may be unwilling to catalog all items/persons that radiate magic. This spell is blocked by one (1) inch of wood, earth, stone or metal, though shields may never block this spell. Only magical creatures, precast spells, active magics and items are revealed. Characters with spell points are not considered "magical creatures" and will not be revealed as magic if they have no precast spells, active spells or magic items on their person.



Spring Water

Range: 1in. **Area:** 5 Gallons **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1
 With this spell, the Druid may purify up to five gallons of water contaminated by nature; this does not include poisons or magically altered water.

Level 2 (Default Casting Time = 5 seconds)

Enthrall

Range: 15ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI
 Any target that this spell is cast upon will regard the caster as an important friend and ally. Anything that the caster says is to be trusted and believed implicitly. The target will not do anything that goes against their own basic nature or that seems dangerous to them. For the purposes of the Consent Rule, a person under the effects of **Enthrall** will be likely to give consent, as long as it is not life threatening. Under no circumstances will the target harm the caster, and the target will use full force to defend the caster. If the caster of the **Enthrall** attacks the target, the spell is terminated and the subject is no longer under the Enthrall spell. This is an LI spell.

Flare

Range: 50ft. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** Var.
 This spell produces a small luminous ball of the element (Fire, Ice, Earth, Lightning) as chosen by the Druid for up to 30 minutes. The flare provides enough light to see by for up to fifteen (15) feet. The flare will not ignite any material. The Flare may be thrown at any target (in which case the duration is instantaneous) and the Flare always hits.

Creatures hit by a Flare take two points of damage per Spell point expended by the Druid. The Druid must call "Flare, X points, (elemental type)". The Flare is then considered destroyed. Damage is applied to the torso of the target creature. The Druid can cast a Flare, carry it for a few minutes, and then choose to throw it. The Druid may use Spell points up to his level.

Know Plant

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2
 Casting this spell will reveal all properties of any one plant, including magical plants. Such properties could include toxicity, plant type, magical effects, etc. Casting this spell will also give the caster any Lore about this plant as if a Lore had been used on the plant. If the plant has no properties then the Spell points are not used

Rhino Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** BF **Cost:** 2
 This spell adds two (2) additional points of armor to the Druid. The duration is one combat or one game day, whichever comes first. Material component is a blue flag.

Warp

Range: 30ft. **Area:** Special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2
 This spell causes a single or tightly packed bunch of wooden object(s) to warp out of shape and become useless: the Druid may affect up to three cubic feet of wooden material. This will work on a quiver of arrows, a bow, a staff, etc. It will not affect magic items or magic weapons. Warped items may be repaired by the Magic User Mend or Druid's Reverse Warp but not by a Dispel Magic. The reverse of this spell causes warped wooden objects to unwarped.

Level 3 (Default Casting Time = 10 seconds)

Animal Mind

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI
 With this spell, the Druid is able to make the target believe they are actually the animal stated by the Druid. The target does not actually assume the form of the animal stated, but believes that they are the creature. The target creature may not take any offensive action for the duration of the spell; however, the target may defend themselves. The target creature cannot spell cast, use skills or abilities, activate magic items, or use innate abilities such as Detect Magic. Spells in effect will continue to be in effect for their normal duration. The target can understand speech but cannot speak. The target cannot understand or speak the particular animal's language. The target is not required to walk on hands and knees. The animal type must be one of those listed below. This is an LI spell.

- Bear:** Target creature will go off into the woods to eat plants, berries and fish
- Butterfly:** Target creature will fly in erratic patterns from plant to plant searching for flowers
- Cat:** Target creature is characterized by curiosity and caution
- Dog:** Target creature will run from combat and bark from a safe distance. Will be interested in smells.
- Rabbit:** Target creature will run from danger and try to hide. He will act timid, fearing others if they approach.

Elemental Arrow

Range: lin. **Area:** 1 Arrow **Duration:** Until Fired
Stacking: Damage **Misc:** NA **Cost:** 3
 When this arrow is cast upon an arrow, the arrow will do five additional points of damage when the arrow hits its target. The damage from the arrow will be Earth, Fire, Ice or Lightning (Druid's choice and must be stated when the spell is cast). The damage from the arrow is considered magical damage. The duration of this spell is until the arrow is fired or one game day, whichever comes first.

Elemental Damage

Range: lin. **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** Var.
 This spell causes the melee weapon targeted by Druid to do one additional point of damage per two Spell Points expended by the Druid. The damage will be Earth, Fire, Ice or Lightning (Druid's choice and must be stated when the spell is cast). The damage from the weapon is considered magical damage. The weapon may be wielded by another. This spell does not affect the recipient's damage with any other weapons. The Druid may use as many spell points as their level. The duration of this spell is one combat or one game day, whichever comes first.

Elemental Protection

Range: lin. **Area:** 1 Target **Duration:** 5 min./level
Stacking: Damage **Misc:** BF **Cost:** Var.
 This spell will give the target protection from one (1) element of the caster's choice (Earth, Fire, Ice, or Lightning). The amount of protection received is three (3) points per Spell point expended. The Druid may expend up to their level in spell points. A character may have only one **Elemental Protection** in effect at a given time. Material component is a blue flag.

Insect Bane

Range: 30ft. **Area:** 1 Target **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 3
 This spell gives complete protection to the recipient from all insects, including those summoned by **Insect Strike**.

Insect Strike

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI
 This spell causes a small swarm of flying insects to appear around the spell's recipient. The target creature cannot cast spells or activate magic items and any melee damage done by the target is halved (round down). This is an LI spell.

Plant Attack

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** Var
 The target of this spell is affected as if by a Clinging Vine spell, but additionally takes damage to the torso as the plants in the area attack the target. The Clinging Vine portion of this spell is LI, but the damage occurs whether the Clinging Vine takes effect or not. The damage done is equal to two points per Spell Point expended and the Druid must use his level in Spell points. For example, a sixth level Druid would call out "Plant Attack, sixth level, 12 points damage", for a total cost of six Spell points.

Preserve Plant

Range: lin. **Area:** Special **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 3
 With this spell the Druid can preserve any non-sentient plant type for one game day; the plant will be as fresh as it was when it was first picked. The spell will only preserve one dose or one potion's worth of magical herbs, roots and plants; for other plants, or up to one-half cubic foot of one type of plant material can be preserved per casting.

Level 4 (Default Casting Time = 10 seconds)

Elemental Strike

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** Var
 With this spell the Druid releases a bolt of Earth, Fire, Ice or Lightning energy that does three points of damage per Spell Point expended and a five second knockdown to one creature. The minimum cost of this spell is three spell points and the spell may be cast for Spell points up to the caster's level.

Gale

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** 4
 This spell brings a strong gust of wind into existence that causes a five second knockdown to all creatures in the area of effect.

Neutralize Poison

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 4
 This spell cures the target of all magical and non-magical poisons except Red Death, unless otherwise specified by game design. It does not restore lost Life Points but it does stop further loss or disability.



Treeshift

Range: Self **Area:** Self **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 4

With this spell, the Druid shifts into any tree within 30'. If no tree is within 30', they may shift into a non-magical wooden object (such as a shield or weapon). The minimum size of the wooden object is a short sword. Casting time is instantaneous and the Druid only needs to be able to say the words "**Treeshift**" to invoke this spell (similar to the Magic User's **Phase Out**).

When the Druid casts this spell, their body will disappear (the Druid must display a white flag and inform the GM which tree or wooden object they have shifted into). The Druid must leave the immediate area and not interact with other characters except that the Druid can see one message as per the Magic User's **Message** spell at no additional Spell point cost. While in **Treeshift** the Druid may not activate magic items, cast spells or use skills or abilities.

The tree the Druid has shifted into will radiate magic if properly detected or revealed or if a **Know Aura** is cast on the correct tree. The only way the Druid can be killed while the spell is in effect is for the correct tree to sustain double the Druid's base points to death from either normal or magical fire.

While in **Treeshift**, all spells continue to run normally. Those that have a duration of the next combat will expire after one (1) minute into the **Treeshift**. Those spells with a timed duration will run normally. While in **Treeshift**, poisons and disease are halted as if the Druid were under the effects of a **Stasis**. Once the Druid leaves the tree, they begin running normally. The Druid must wait the full duration of the spell before they can exit the tree unless another character casts **Dispel Magic** on the tree. The Druid has two choices on where to reappear; either the spot where the Druid **Treeshifted** from or next to the targeted tree. Material component: white flag

Level 5 (Default Casting Time = 15 seconds)

Blood Heat

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: Damage **Misc:** NA **Cost:** 5

The target creature takes two points of fire damage per level of the Druid and is -2 on melee damage for the next five minutes. This spell only works on creatures that have blood (e.g., not a skeleton, etc.)' this spell also works against cold-blooded creatures such as reptiles. The damage is instantaneous, and the -2 can be removed with a **Dispel Magic**.

Dispel Magic

Range: 30ft. **Area:** 1 Spell Effect **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

With this spell the Druid can negate the spell of any caster, cast up to the level of the Druid. Only spells with a duration (not instantaneous) can be dispelled. The Druid should call out "**Dispel**" followed by the spell the Druid is trying to negate, followed by the level the Druid is trying to affect (e.g. an eighth level Druid could call out "**Dispel Physical Protection**, sixth level"). To negate one of the caster's own spells before the end of the duration of the spell, the Druid must also use **Dispel Magic**. When this spell is used with **LI Enhancement** the Druid can affect one or two levels higher than his level. This is an LI spell and costs one Spell Point per two levels that the caster is attempting to dispel (round up).

Elephant Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** BF **Cost:** 5

This spell adds three (3) additional points of armor of the Druid. The duration is one combat or one game day, whichever comes first. Material component is a blue flag.

Plant Seek

Range: Special **Area:** Special **Duration:** Var.
Stacking: Var. **Misc:** NA **Cost:** 5

With this spell the Druid can find plants that have the properties listed below. The Druid must specify which plant he is looking for and the Druid will only find enough of that plant to affect one creature. Once the plant is found, the plant maintains its potency for the rest of the game day, or until used which ever comes first. Once found the plants can be given to another creature to use.

Duck Back: when these leaves are rubbed on the body of a creature, all liquids will roll off the creature for one hour (including water, acid, oil, etc.), and the creature takes no damage from the liquids.

Battle Weed: when this weed is eaten the user will do two (2) additional points of damage per weapon strike and has two (2) additional points of armor for the next combat or one game day, whichever comes first. Stacking group - Damage

Motherwort: when this plant is eaten it allows the user to see clearly in areas of dim light, such as darkened rooms, at night or underground. This ability lasts for 30 minutes.

Resin: when this plant is rubbed on the hands, the user is given protection against the next **Dropsy** or **Disarm**, cast or used, against the user. This effect continues until a **Dropsy** or **Disarm** is used against the user or the end of the next combat or one game day, whichever comes first. The user's hands will be slightly sticky and tend to adhere to objects and surfaces.



Sponge: when this plant is eaten it allows the user to breathe in areas with little or no oxygen including areas underwater or full of noxious or poison gases. This ability lasts for 30 minutes.

Vervain: when the user eats this plant they will not be affected by any enthral-related spells or abilities for duration of one hour.

Earth Slap

Range: Self **Area:** 30ft. **Duration:** 5 min./level
Stacking: NA **Misc:** RF **Cost:** 5

This spell creates a field around the Druid that will do damage to anyone who physically or at range up to 30' attacks the Druid. A successful attack is any unwelcome action upon the Druid, not just damage. This includes non-damaging actions such as *Sweep, Throw, Crash Time, Numbing Blow*, etc. The damage cannot be avoided by a *Monk's Evade* or a *Fighter's Dodge Blow*, nor can *Earth Slap* be Absorbed or Negated. The attacking creatures will take damage to the torso. The total damage potential of this spell is equal to two (2) points of earth damage per level of the Druid combined with a 5 second Knockdown. If the Druid attacks someone, the Druid sustains one-half the damage from the field while the Druid's opponent sustains no damage and the *Earth Slap* is expended. The Druid may engage in physical contact in a non-offensive manner such as Healing or binding wounds; bumping into someone is not considered offensive contact. The *Earth Slap* field dissipates after the first person receives damage from it (even if it is the Druid). The field is not dispelled when the Druid falls asleep, becomes unconscious or dies. This spell requires a Red flag.

Level 6 (Default Casting Time = 15 seconds)

Cure Serious Wounds

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

The Druid can heal three (3) Life points of physical injury per Spell point expended. The Druid may expend up to their level in Spell points per Cure Serious Wounds; with a minimum of four (4) Spell points spent when using this spell.

Earth Calming

Range: 30ft. **Area:** 1 Target **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 6

This spell allows the calmness of the earth to pervade the recipient. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell: fear, drunkenness, insanity, frenzy, nightmare, strong emotion, *Battle Fever*, *Spook* or in general, any type of

intense emotion. This spell does not induce a docile nature or alter the intent of the recipient, it only causes calmness. The effects of this spell can only be dispelled by a *Dispel Magic*.

Mist Bridge

Range: lin. **Area:** 2ft. X 30ft. **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 6

With this spell the Druid creates a bridge across water, a chasm, a pit, etc. The bridge must have solid supports at both ends, it cannot end in midair. Only one creature is allowed on the bridge at a time. If a second creature tries to cross the bridge while someone else is on it, then the second creature will fall through the mist, and the first creature will not be affected. The bridge is two feet wide, the maximum length is 30' and the bridge will appear one foot off the surface if it is cast over a surface (the ground, surface of a lake, etc.); otherwise it will appear wherever the Druid wants it within the restriction of the spell. The bridge will withstand any weather or wind conditions; only a *Dispel Magic* will disrupt the bridge. The duration is five minutes.

Rock to Mud

Range: 30ft. **Area:** 2 Targets **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 6

With this spell, a maximum volume of a single three foot by three foot by three foot cube of rock or stone can be turned into mud. This spell may not be used offensively except when targeted at a creature vulnerable to *Rock to Mud*. Target effect is one creature.

Shadows of Concealment

Range: lin. **Area:** 1 Target **Duration:** 5 min./level
Stacking: NA **Misc:** YF **Cost:** Var.

Casting this spell allows the Druid to hide themselves or another person. As long as the target of the spell moves slowly and stays near some sort of shadow or obscuring object (e.g. a wall, in the trees, crawling through tall grass) he will not be noticed. The target creature may not conceal themselves if they are within ten feet of any creature. If the target creature is already concealed and someone approaches within ten feet and is affected by the *Conceal*, then the target must remain motionless or he will be immediately detected. When a creature is more than 30 feet from the concealed target, the *Conceal* is effective at the level of the *Conceal* +3. When a creature comes within 30 feet of the concealed target, the *Conceal* is effective at the level it was cast. The concealed target must inform anyone who approaches them "*Conceal*", followed by the level of effect.



The concealed target may not take any offensive action while in concealment and may not take any offensive actions for five seconds after he becomes unconcealed. The concealed target can be detected with the Magic User's **True Sight**, Clerical **Reveal Danger** or Ranger's **Enhanced Senses**.

The concealed person cannot make any movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or precast spells, skills, or abilities, and may only engage in defensive combat for 5 seconds after ending the concealment. Defensive combat means that the target cannot cause damage, use innate abilities, or activate magic items. This is an LI spell. Material component: Yellow flag.

Seeds of the Elements

Range: Special **Area:** 2 Bean Bags **Duration:** Game Day
Stacking: NA **Misc:** BB **Cost:** 6

With this spell, the Druid may produce various elemental seeds. Only one kind of seed may be made with per casting of the spell, but two seeds are produced in each casting. A Druid cannot carry more than one-half his level (round up) in seeds at a time. Each seed does 2 points of Elemental damage per level of the Druid, of the type of element that the Druid announced when the Seeds are created. All damage is applied to the torso regardless of where the seed hits. The Seed also does a five second Knockdown. All Seeds have the physical representation of a green bean bag. To activate the seed, it must be thrown and hit the target (if the target parries the seed or blocks it with a shield or weapon the hit is still considered successful). If the Druid misses the target, then the seed has no effect and cannot be used again. Seeds are only usable by the Druid who created them, they must be thrown and can only be used once. Seeds last one game day or until used, whichever comes first. 5 seconds must pass between each use of a seed. Material component: 2 green bean bags per casting.

Speak to Winds

Range: 50ft. **Area:** Special **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 6

This spell can be used either of two ways. The first is as an informational spell. The Druid can ask a number of simple yes or no questions equal to his level. The only information is about things the wind might know (overheard conversations, smells, etc.). The GM will answer (at the GM's discretion) and within his knowledge. Speak with Winds may only be used in this fashion once per day.

The second way to use the spell is to send one message to a person within 50 feet; the Druid can receive one reply from that person. Only the Druid and the recipient will hear the message and / or reply. The recipient of the message can ignore the message if he chooses to (for instance' this spell cannot be used to interrupt casting by another caster). This spell will not translate if the Druid does not understand the language of the recipient.

Level 7 (Default Casting Time = 15 seconds)

Dust Storm

Range: 30ft. **Area:** 5ft. radius **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 7

When the Druid casts this spell, a single continuous, weaving stream of wind comes into being. This streaming storm affects all targeted creatures within the 10' circle. This wind is magical in nature and nothing can penetrate it or pass through it except the Magic User spell, **Message** or the Druid's spell **Speak to Wind**. Creatures affected by the Dust Storm can see one another but cannot communicate. The creatures affected by this spell can cast spells (self only) and activate items (self only), but no one outside the barrier can affect those inside in any manner and those inside may not affect those outside in any manner. The Druid should call out the affected creatures. The affected creatures do not take damage from this spell.

The effects of this spell can only be dispelled by a **Reverse Dust Storm** or a **Dispel Magi**. The **Reverse Dust Storm** or **Dispel Magic** may be cast by an individual within the area effect. When dispelled or reversed, the effects are removed for everyone who was previously affected.

Mist Servant

Range: 30ft. **Area:** 1Servant **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 7

By casting this spell, the Druid conjures up an invisible mist servant. The servant is not alive and cannot fight or protect the Druid in any way. The servant is not intelligent and will only follow very simple instructions from the Druid (GM discretion) for the duration of the spell; these instructions must be verbal. The servant cannot converse with the Druid. The servant could open unlocked chests (however, it cannot pick locks), open unlocked door and can lift objects up to five pounds per level of the Druid in weight (similar to the Magic User's Telekinesis spell). The servant will set off all traps including **Glyphs** that it encounters or passes, and the Druid will take half damage from those traps (round down), independent of any protections the Druid has; the mist servant will take the remaining damage from the traps or Glyphs. The servant will disappear if it takes damage equal to the number of total Life points that the Druid has at the

time of casting (the *Mist Servant* cannot be healed). If the mist servant sets off a non-damaging *Glyph* (such as *Uvas*) and the Druid is out of range of the area of effect of the Glyph, then the Druid is not affected, but the servant is. The servant is under the control of the casting Druid only. The servant cannot go further than 30 feet from the Druid.

Level 8 (Default Casting Time = 15 seconds)

Aspect of the Beasts

Range: Self **Area:** Self **Duration:** 5 min or EOC
Stacking: Damage **Misc:** NA **Cost:** 8

This ability allows the Druid to assume one of the following Aspect of the Beasts as listed below. The Druid does not shape change into that animal, but obtains some of the animal's abilities. While in an Aspect, the Druid can understand and speak common. When invoking Aspect of the Beasts, the Druid will expend one less Druid point for their chosen Animal Pact type. While under the effects of this ability, the Druid may use magic items, skills, spells, and abilities normally available to the Druid.

While in Aspect of the Beasts, the Druid should roleplay the characteristics of the animal the Druid has chosen (e.g., a mongoose or panther moving quickly, a bear moving in a lumbering fashion). Each aspect will have spells, abilities, or skills that may only be used by the Druid during the duration of the aspect. Aspect of the Beasts lasts five minutes or until the end of the current combat.

Bear: Life Points +10, damage +4, Armor +3. The Druid has the ability to invoke a *Avenging Blow* for 20 points once during the duration of the aspect. If the loss of the ten points results in the unconsciousness or death of the Druid, then the Druid is unconscious or dead.

Falcon: Life Points normal, damage +3 for ranged attacks, Armor +3. The Druid may autocast *Gale* once during the duration of the Aspect. The Druid will be under the effects of *True Sight* for the duration of the aspect. The Druid may use *Leap* with a range of 40 feet once during the duration of the aspect.

Mongoose: Life Points normal, damage +5, armor +4. The Druid will be protected by *Sense I* (possibly multiple times) for the entire duration of the aspect. The *Sense I* is gone at the end of the aspect.

Panther: Life Points normal, damage +3, normal armor. The Druid may use *Evade* and *Dodge Blow* once each during the duration of the Aspect. The Druid may do each of the following once during the duration of the Aspect: *Leap*, *Balance*, *Kip*, *Safe Fall* and *Climbing*.

Snake: Life Points normal, damage normal, armor normal. The Druid may use the *Conceal Self* ability at the Druid's level +2 (Stacking group - LI). Note: the *Conceal Self* may outlast the duration of the Aspect. Once

the Druid becomes unconcealed the Druid may not become concealed again for the duration of the Aspect. Also, on one successful weapon's strike or missile attack, a *Pain Strike* for 3 points may be added. The Druid may autocast a *Stun* spell, and a *Freeze Poison*, once during the duration of the Aspect.

Wolf: Life Points normal, damage +3, armor normal. For the duration of the Aspect, the Druid is immune to all poisons and additionally is under the effects of *Resist Death* (as though the Druid had expended the Druid's level in points). The Druid may do a *Fighter's Blow* once during the Aspect. The Druid may do a *Resist Pain* once during the aspect.

Dragon Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** 8

This spell adds four (4) additional points of armor of the Druid. The duration is one combat or one game day, whichever comes first. Material component is a blue flag.

Flowers of Avalon

Range: Special **Area:** 1 Flower **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 8

By use of this spell, the Druid may grow and harvest magical flowers. The scent of these flowers must be smelled in order to have an effect, and the range of smelling is five inches. In order for this spell to work, the Consent Rules must be followed. To use the flowers in a hostile fashion, the Druid and the target creature cannot be involved in melee. The flowers can be found in any season in both indoor and outdoor environments, but can only be found using this spell; one flower, casters choice, is grown for each casting of this spell. Each flower can only be used once and disappears after it is used. The Druid may have a number of flowers equal to the Druid's level in his possession at any one time. Once found, flowers last until used or one game day, whichever comes first. The Spell Point cost is for growing the flower. If the Druid obtains one of the flowers by another method (finds it as treasure, buys it, etc.), then there is no Spell Point cost for using the flower. Once found, anyone can use a Flower of Avalon and will be effective for the game day or until smelled which ever comes first. The creature must smell the flower for 5 seconds for the effect to occur.

Black Flower – Purifying

Will neutralize any poison, except Red Death, in the creature who smells it, and will additionally reverse the effects that have occurred from the poison with the exception of death. This includes removing the paralysis caused by Kill Daggers. This flower will additionally restore all non-permanent Life points that were lost as a result of damage caused only by a poison.



Blue Flower – Acuity

Works as per the Magic User spell Acuity and in addition grants six Spell points to Clerics, Druids and Magic Users, six Ranger points to Rangers, six Courage points to Knights or six Monk points to Monks. Characters cannot exceed their maximum spell or ability points; any additional spell or ability points will be lost

Green Flower – Health

Will cure any and all diseases, whether magical or not, that have affected a character who smells the flower, and will reverse any effects of the disease(s) with the exception of death (e.g. if the creature is at -2 to damage as a result of the disease, it would cure this). This flower will additionally restore all non-permanent Life points that were lost as a result of damage caused only from a disease.

Gray Flower – Earth Calming

This flower acts as the Druid spell Earth Calming, but its effects are permanent; however the target could be affected again (for example, it may restore sobriety to someone who is playing drunk, but it won't prevent the person from becoming drunk again.)

Purple Flower – Sleeping

The recipient will fall asleep for one hour and cannot be awoken by any means (including the spell *Awaken* and *Dispel Magic*) except by the white flower from this spell. The target will awaken naturally in one hour. The effect only works on creatures of the Druid's level or lower.

White Flower – Awakening

This flower will awaken any unconscious creature who smell the flower, regardless of why the creature is unconscious. This flower will awaken a person who is unconscious because of damage, but will not grant the person any Life points. If the person takes additional damage, he will fall back into unconsciousness or death depending on the amount of damage. There are no unusual limitations on a creature who is awakened with a white flower (if the creature's limbs are usable then the creature is free to walk, fight, spell cast, etc.)

Yellow Flower – Healing

This flower will heal 20 points of damage for any creature who smells the flower for 5 seconds.

Lightbeam

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 8

This spell has three aspects. The caster chooses one aspect at the time of the casting. Each aspect works regardless of the time of day, location or light conditions. The aspect and their effects are listed below.



Moonbeam: This is a beam of moonlight that will do 30 points of damage to a lycanthrope (werewolf, werebear, etc.) combined with a 5 second knockdown.

Starlight: This is a beam of starlight that will do 30 points of damage to a demon or devil combined with a 5 second knockdown.

Sunlight: This is a beam of sunlight that will do 30 points of damage to an undead creature combined with a 5 second knockdown.

Level 9 (Default Casting Time = 15 seconds)

Aspect of the Elements

Range: Self **Area:** Self **Duration:** 5 min. or EOC
Stacking: Var. **Misc:** NA **Cost:** 8

With this spell, the Druid is allowed to assume one of the *Aspects of the Elements* as listed below. The Druid does not shape change into the element, but obtains some of the element's nature. While in Aspect, the Druid may understand and speak languages normally. When under the effects of this ability, the Druid may use magic items, skills abilities and cast spells normally available to the Druid, but when casting Element spells the Druid can only cast spells of the Element they are in, i.e. An Earth Element may not cast Fire, Ice or Lightning based spells, etc.

Aspects that grant the Druid the use of skills, abilities or spells must follow the casting, meditation or invocation times and spell point cost for the respective skills, abilities or spells.

Each Aspect will have skills, abilities or spells that may be used by the Druid during the duration of the aspect. These Skills, abilities and spells will disappear if a second Aspect is cast. Aspect of the Elements lasts for 5 minutes or until the end of combat, whichever is longer.

Earth Aspect

+4 to Armor. The Druid gains an *Elemental Protection – Earth* cast at the Druid's level. If the Druid chooses to cast *Flares* and *Strikes* during the Aspect, they may only be of type *Earth* while in *Aspect-Earth*. The casting time for *Earth Strikes* is reduced to 5 seconds. The Earth Aspect gains immunity to Knockdowns equal to one-half the Druid's level, round up. This allows the Earth Aspect to ignore that many Knock Downs while in *Aspect-Earth*. The Druid also gains a *Knight Strength III* for the duration of the Aspect. Stacking Group - Damage

Fire Aspect

+4 to Damage. The Druid gains an *Elemental Protection – Fire* cast at the Druid's level. If the Druid chooses to cast *Flares* and *Strikes* during the Aspect, they may only be of type *Fire* while in *Aspect-Fire*. The casting



time for **Fire Strikes** is reduced to 5 seconds. Any **Bloodheat's** cast while in Fire Aspect will do 3 points per level of damage instead of 2 points per level of the Druid. The Fire Elemental gains the ability to cast **Fireballs** for the duration of the Aspect, with the normal casting time and spell point cost. Stacking Group - Damage

Ice Aspect

The Druid gains an **Elemental Protection - Ice** cast at the Druid's level. If the Druid chooses to cast **Flares** and **Strikes** during the Aspect, they may only be of type **Ice** while in **Aspect-Ice**. The casting time for **Ice Strikes** is reduced to 5 seconds. The Druid may cast one **Pain Strike** at their level of effect for no cost. The Druid may **Walk on Liquids** for the duration of the Aspect. The Druid gets **Missile Protection** cast at their level. The Druid also gains the ability to create an Ice Bridge, 60' long and 4' wide. The bridge must be supported at both ends. The Druid may melt the bridge at any time provided the Druid is within 1" of the bridge. The bridge will melt at the Druid's command or when one-hour has passed since the Druid created the bridge. Stacking Group - Damage

Lightning Aspect

+1 vs. LI. The Druid gains an **Elemental Protection - Lightning** cast at the Druid's level. If the Druid chooses to cast **Flares** or **Strikes**, they may only be of type Lightning while in **Aspect-Lightning**. The casting time for **Lightning Strikes** is reduced to 5 seconds. The Druid's **Lightning Strikes** may be at **Double Effect**, either double Range or double targets, a number of times equal to one-half the Druid's level. The Druid gains use of either Monk's **Evade** or Monk's **Speed** one time during the Aspect. Stacking Group - Damage & LI

Earthquake - Earth

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD10 **Cost:** 9

With this spell, the Druid does 20 points of damage to all creatures in the area of effect combined with a 10 second knock down. This damage is Earth damage.

Eruption - Fire

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD10 **Cost:** 9

With this spell, the Druid does 20 points of Fire damage to all creatures in the area of effect combined with a 10 second knock down. This damage is Fire damage

Blizzard - Ice

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD10 **Cost:** 9

With this spell, the Druid does 20 points of Ice damage to all creatures in the area of effect combined with a 10 second knock down. The damage is Ice damage.

Chain Lightning - Lightning

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD10 **Cost:** 9

With this spell, the Druid does 20 points of Lightning damage to all creatures in the area of effect combined with a 10 second knock down. This damage is Lightning damage

Level 10 (Default Casting Time = 15 seconds)

Earth Healing

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 10

This spell allows the Druid to call upon the healing powers of the earth to heal the Druid. This spell will heal up to 30 points of damage on the Druid and additionally neutralize all diseases or poisons in the Druid's system including Red Death.

Summon Storm

Range: Self **Area:** Self **Duration:** 1 min.
Stacking: Time **Misc:** NA **Cost:** 10

With this spell, the Druid may call upon the power of a storm. The storm allows the Druid at their option to **Autocast** one of the following every 15 seconds:

Gale, Dust Storm, Earth Strike, Fire Strike, Ice Strike, or Lightning Strike. The maximum number of spells that may be Autocast using **Summon Storm** is one-half (½) of the Druid's level rounded up. The cost of these spells is different from the usual cost. **Gale** costs two points. **Dust Storm** costs four points. **Earth, Fire, Ice, and Lightning Strike** give more damage, at the rate of seven (7) points of damage for every two spell points. Example, a tenth level Druid could autocast two 35 point **Lightning Strikes**, a **Dust Storm**, a **Gale**, and a **Fire Strike**. They could also cast other spells normally while the storm is in effect.

Key: Var. = Variable check text, YF = Yellow Flag, BF = Blue Flag, RF = Red Flag, KD5 = 5 second Knockdown, KD10 = 10 second Knockdown, BB = Bean Bag, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level.

Chapter 13: Fighter

A Fighter is a master of weapons and has a better working knowledge of arms and armor than any other character class. The skills that Fighters have to offer a team are based upon their knowledge of weapons, their knowledge of armor, and their ability to take and give physical damage. They have some ability to heal their own wounds, and thus provide a lower liability in melee than many other character classes. Fighters are also able to use any weapon and any sort of armor, making them one of the most able character classes in a hand-to-hand fight.

Weapon Usage - Any Type

Armor -

Any Type

Shield - Any type

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Damage
1	4	3	4	3
2	5	4	5	3
3	6	5	6	4
4	7	6	7	5
5	8	7	8	6
6	8	7	8	6
7	9	8	9	7
8	9	8	9	7
9	10	9	10	8
10	10	9	10	8

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	12	20
2	3,000	3	16	24
3	7,000	3	20	28
4	14,000	4	24	32
5	25,000	5	28	36
6	42,000	6	32	40
7	70,000	7	36	44
8	115,000	8	40	48
9	190,000	9	44	52
10	310,000	10	48	56

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3

1st Level

Battle Fever: Additional Life Points

Range: Self

Area: Self

Duration: 1 Combat

Stacking: Damage

Misc: NA

Uses: ½ Level*

With this skill the Fighter gains additional skills at first, third, fifth, seventh and ninth levels. These effects will only last for the duration of the Battle Fever. The duration of this skill is five minutes or until the end of the current combat, whichever comes first. The use of Battle Fever must be called out loudly by the Fighter. The Fighter does not need to have the capacity to speak to use this skill.

At first level the Fighter gains an additional four life points to unconsciousness and death (e.g. a first level Fighter would have 16 points to unconsciousness and 24 points to death). The Fighter loses the four points one minute after the end of the combat (if the loss of the four points results in the unconsciousness or death of the Fighter, then the Fighter is unconscious or dead).

BattleField Lore

Range: Self

Area: 1 Battlefield

Duration: Instantaneous

Stacking: NA

Misc: NA

Uses: ½ Level

With this skill the Fighter can 'read' the results of a battle by examining the battlefield. The Fighter will be able to determine where the fighting started, whether or not it was an ambush or a straight up fight, about how many troops were involved, what kind of troops were involved, food, mounted, human sized, larger creatures, even gigantic sized. The Fighter will be able to tell which side(s) probably won and which side(s) probably lost. The Fighter will determine general numbers of participants. This lore is limited to the battlefield only and the Fighter cannot gain any information beyond the battlefield. If there is no lore available on the battlefield then the use will not be expended.

Fighter's Recovery

Range: Self

Area: Self

Duration: Instantaneous

Stacking: NA

Misc: NA

Uses: Special

This skill has a variety of effects depending on the level of the Fighter. At first level a fighter can heal themselves up to the base point loss for unconsciousness for their level each game day at no cost (a first level Fighter could heal themselves up to a maximum of 12 points in one game day). This healing can be done in any increments the Fighter desires and requires one full minute of meditation each time; the fighter should role play the meditation. The healing can be done whenever the fighter wishes, except that it cannot be done during combat.





Healing can be distributed to the limbs and torso and the fighter should specify where they are applying the healing. Fighters cannot heal themselves past their maximum life Points, cannot reattach severed limbs, cannot heal themselves when they have been affected by a throat slit and cannot use this skill to heal to unconsciousness when they are unconscious.

To use this skill the Fighter must physically leave the location of combat; it is GM discretion as to whether the Fighter has left the area or not. In the case where a Fighter leaves combat to use Recovery and then wishes to re-enter the combat the Fighter should be aware that all skills, abilities or spells with durations of one combat will end before the Fighter finished their Recovery.

Gauge Non-Magical Weapons and Armor

Range: 1in. **Area:** 1Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** No Limit

With this skill the Fighter can gauge the non-magical enhancements on weapons, armor and shields that pertain to damage and protection. This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge non-magical properties of magical weapons and armor. For example, a Fighter could gauge the melee damage done by a sword that released a Fireball once a day, but not the magical properties, though the Fighter would realize there is "more to this weapon, armor, shield than I can determine". The fighter must handle the item for five seconds to use this skill.

Gauge Opponent - Base Armor

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Level

With the use of this skill the fighter can gauge the base armor of the target creature. For example, a Fighter uses this skill on a fifth level fighter who has a **Negative Exuberate**, would find that the opponent has a base armor of three with his chain mail. The Fighter using this skill would not know that his opponent had a **Negative Exuberate** on them. The Fighter should call out "Gauge Opponent - Base Armor" and indicate the intended target. The target, or the GM, would answer with its base armor number.



2nd Level

Blade Sharp +1

Range: 1in. **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Uses:** Level*

A Fighter using this skill can improve the damage done by a specific weapon, magic or mundane, by one (1) additional point of damage per hand held melee weapon strike. This includes blunt weapons. The enhanced weapon is usable by any character. The Fighter may improve one weapon per use of this skill. The Fighter must spend 15 seconds of time uninterrupted, role-playing the sharpening or adjusting the weapon in question. The total number of Blade Sharps that can be applied in a game day is equal to the Fighter's level. This skill lasts until the next combat or the end of the game day, whichever comes first.

Gauge opponent - Base Damage

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Level

With the use of this skill the fighter can gauge the base hand held melee damage of the target creature. For example, a Fighter uses this skill on a fifth level fighter who has a **+2 Strong Arm**, would find that the opponent swings 8 for base hand held damage. The Fighter using this skill would not know that their opponent had a **+2 Strong Arm** on them. The Fighter should call out "Gauge opponent - Base Damage - and indicate the intended target. The target, or the GM, would answer with its Base Damage number. This Base damage number is the damage the opponent would swing for the entire combat. The range of this skill is 30 feet and the area of effect is one target.

Repair Shields and Leather Armor

Range: 1in. **Area:** 1 Item **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** ½ Level*

A fighter can repair shields and leather armor damaged during a game.

3rd Level

Battle Fever: +2 vs. LI

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage & LI **Misc:** NA **Uses:** ½ Level*

In addition to Battle Fever abilities gained at first level, at third level the Fighter is effectively +2 resistance versus LI effects when in Battle Fever. This skill is not retroactive, so to resist an LI spell, ability or skill, this skill must have been called out first.



Gauge Magical Weapons and Armor

Range: 1in. **Area:** 1Target **Duration:** Instantaneous

Stacking: NA **Misc:** NA **Uses:** No Limit

With this skill the Fighter can gauge the magical enhancements on weapons, armor and shields that pertain to damage and protection. This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge magical properties of magical weapons and armor. For example, a Fighter could handle a +2 Long Sword and know that it is a magical weapon and that its melee damage bonus is +2, but not that it can release a Fireball once a day. They would realize that there is "more to this weapon, armor, shield than I can determine". The fighter must handle the item for five seconds to use this skill.

Weapons Instructor

Range: 5ft. **Area:** 1 Target **Duration:** Instantaneous

Stacking: NA **Misc:** NA **Uses:** Level

With this skill a Fighter can teach a character how to use a weapon they are not proficient with. The weapon must be one the character class is normally allowed to use. As an example, assume a Magic User had always used a staff, but decided they wanted to use a sword instead. After training by the Fighter, the Magic User could then switch weapon proficiencies to the sword the same game day. The base damage would no longer be applied to the staff, but only the sword. The weapon switch is permanent (and must be noted on the registry forms), until this skill is applied again.

The Fighter should role play teaching the character how to use the new weapon for one minute. This skill does not teach any character how to be proficient with their off hand. Base Damage with two weapons is a character base and is immutable.

4th Level

Base Proficiency with Two Weapons

Fighters are able to apply their base hand held proficiency to both weapons permanently (e.g. to two weapons wielded simultaneously).

Bind Weapon

Range: Self **Area:** 1 Target

Duration: 5 seconds

Stacking: NA **Misc:** NA

Uses: ½ Level

With this skill the Fighter can bind an opponent's weapon, but not natural weapons such as claws, talons, tentacles, etc. To use this skill the Fighter must contact the weapon of the opponent and call out "**Bind Weapon**", followed by the level of effect. If the Fighter fails to call out the level of affect then the **Bind Weapon** does not work.

If the target is less then or equal to the level of effect of the Fighter, then both combatants' weapons are bound up and cannot be freed. Neither party may attack for the duration of this skill. The Fighter can bind the weapon for up to five seconds, but the Fighter can unbind the weapon of the opponent earlier if they choose. The Fighter should call out "**Unbind**" when they let go. If the target drops their bound weapon, the **Bind Weapon** is over immediately. The target can pick up their weapon, draw another, or whatever else they chose. If the target is unaffected by the skill, the use is still counted against the total number of uses for that day and five seconds must pass before the Fighter can use another skill, ability or spell. This is an LI skill.

Gauge Opponent - Total Armor

Range: 30ft. **Area:** 1 Target

Duration: Instantaneous

Stacking: NA **Misc:** NA

Uses: Level

With the use of this skill the fighter can gauge the total armor of the target creature. For example, a Fighter uses this skill on a fifth level fighter who has chainmail and a **Negative Exuberate**, would find that the opponent has a total armor of five. The Fighter using this skill would not know that his opponent had a **Negative Exuberate** on them, just that the opponent has 'something extra'. The Fighter should call out "Gauge Opponent - Total Armor" and indicate the intended target. The target, or the GM, would answer with its total armor number.

Fighter's Recovery in Combat

Range: Self **Area:** Self

Duration: Instantaneous

Stacking: NA **Misc:** NA

Uses: Special

The fighter may use the **Fighter's Recovery** skill in combat. The fighter must meditate for 10 seconds to use the skill. The fighter may heal up to twice their level in points at one time. Use of this skill is counted towards the total points of healing allowed with **Fighter's Recovery**. A Fighter may heal a throat slit using Fighter's Recovery in Combat by healing 12 points within one minute.



Repair Chain Mail

Range: lin. **Area:** 1 Item **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** ½ Level*

A Fighter can repair Chain Mail. The uses of this skill are cumulative with the Repair Shields and Leather Armor skill in regards to how many times the skill may be used per day (for example, only two total suits of armor or shields could be repaired by a fourth level fighter in a game day).

5th Level

Additional Point of Armor (Base)

At fifth level, the Fighter gains an innate point of armor. This is a base of the character class, not an ability. As a base ability, it may not be placed in a magic item.

Battle Fever: Additional Limb Points

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage & LI **Misc:** NA **Uses:** ½ Level*

In addition to **Battle Fever** skills gained at earlier levels, at fifth level the Fighter gains one additional limb point in each limb while in **Battle Fever**; these four points are also added to the Fighter's total points to unconsciousness and death. These limb points are in addition to the four Life Points gained with the use of **Battle Fever** at first level with respect to unconsciousness and death. For example, a fifth level Fighter would change life points from 5/28/36 to 6/36/44 using Battle Fever at fifth level. The duration of this skill is five minutes or until the end of the current combat, whichever is longer.

Gauge opponent - Total Damage

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Level

With the use of this skill the fighter can gauge the total hand held melee damage of the target creature. For example, a Fighter who uses this skill on a fifth level fighter who has a **+2 Strong Arm** would find that the opponent swings 10 for total hand held damage. The Fighter using this skill would not know that their opponent had a +2 Strong Arm on them, just that the opponent has 'something extra'. The Fighter should call out "Gauge opponent - Total Damage - and indicate the intended target. The target, or the GM, would answer with its Total Damage number. This Total damage number is the damage the opponent would swing for the entire combat. It does not include single strike modifiers such as **Electrify** or **Avenging Blow**. The range of this skill is 30 feet and the area of effect is one target.

Disengage

Range: Self **Area:** 1 Target **Duration:** 15 seconds
Stacking: NA **Misc:** NA **Uses:** ½ Level

This skill allows the fighter to get out of immediate hand-held weapon range (15') without the target being allowed to swing on the fighter. When this skill is used the fighter must call out '**Disengage**', followed by the level of effect. If the Fighter fails to call out the level of affect then the **Disengage** does not work.

If the target is less then or equal to the level of effect of the Fighter, they may not pursue or attack the fighter with hand-held melee damage for 15 seconds. The fighter must immediately disengage from the target, they can not keep attacking the target for the duration of this skill (15 seconds). The disengagement can also be ended under the following circumstances: the Fighter is unable to move or is knocked down for any duration. If the opponent is unaffected by the skill, the use is still counted against the total number of uses for that day and five seconds must pass before the Fighter can use another skill, ability or spell. This is an LI skill.

Blade Sharp +2

Range: lin. **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Uses:** Level*

A Fighter using this skill can improve the damage done by a specific weapon, magic or mundane, by two (2) additional points of damage per hand held melee weapon strike. This includes blunt weapons. The enhanced weapon is usable by any character. The Fighter may improve one weapon per use of this skill. The Fighter must spend 15 seconds of time uninterrupted, role-playing the sharpening or adjusting of the weapon in question. With this skill, the Fighter can do a **+1 or a +2 Blade Sharp** at the Fighter's choice. The total number of Blade Sharps that can be applied in a game day is equal to the Fighter's level. This skill lasts until the next combat or the end of the game day, whichever comes first.

6th Level

Disarm

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Level

This skill disarms an opponent who is holding a weapon, but it does not work against natural weapons such as claws, talons, tentacles, etc. The fighter strikes the target's weapon and calls out "Disarm" followed by the level of effect. If the Fighter failed to call out the level of effect then the **Disarm** does not work.



If the target is less than or equal to the level of effect of the Fighter, the target must drop their weapon and let it hit the ground, after which it can be retrieved. If the opponent is unaffected by the skill, or if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the skill use is still expended. Five seconds must pass before the Fighter can use another skill, ability, or spell. This is an LI skill.

Battle Focus

Range: Self **Area:** 1 Skill **Duration:** Game Day
Stacking: LI **Misc:** NA **Uses:** ½ Level
 This ability applies to a single use of **Bind Weapon**, **Disengage**, **Disarm**, or **Knockout Blow** of the Fighter's choice. The choice can be made when used. With this ability Fighters will be more effective with their outgoing combat LI abilities adding one to their level of effect. For example, a sixth level Fighter using this ability can call "**Disarm**, seventh level". If the opponent is unaffected by the skill, or if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the ability and skill use is expended. This ability takes 15 seconds of meditation. The meditation may be done at any earlier time and is good until used or end of game day, whichever comes first.

7th level

Battle Fever: Magical Damage

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage & LI **Misc:** NA **Uses:** ½ Level*
 In addition to **Battle Fever** skills gained at earlier levels, at seventh level the Fighter may do magical damage with a mundane weapon while in **Battle Fever**. For example, if a Fighter normally does ten points of damage with their weapon, the Fighter could call out "ten points, magic" with a successful weapons hit. The Fighter is not required to do magical damage. The duration of this skill is five minutes or until the end of the current combat, whichever is longer.

Dodge Blow

Range: Self **Area:** 1 Blow **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Level
 With this skill a Fighter completely dodge any blow from a hand-held weapon attack, with the exception of **Backstab** and **Kill Dagger**. Non-damaging blows such as **Numbing Blow** can also be dodged. If hand-held attacks such as **Electrify**, **Killing Attack** or **No Defense Blow** are dodged then the spell, ability or skill is discharged. In addition to attacks from hand-held melee weapons, the Monk abilities **Physical Attack**, **Throw** and **Sacrifice Throw** can also be dodged. In order to use this skill, the Fighter must not be immobilized (e.g. unconscious, held, etc.). The Fighter must loudly call out "**Dodge**" when they use this skill.

Repair Plate

Range: 1in. **Area:** 1 Item **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** ½ Level*
 A Fighter can repair plate. The uses of this skill are cumulative with the Repair Shields, Repair Leather Armor and Repair Chain Mail abilities in regards to how many times the skill may be used per day (for example, only four total suits of armor or shields could be repaired by a seventh level fighter in a game day).

8th level

Fighter's Blow

Range: Self **Area:** 1 Limb **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Level
 When the fighter uses this skill, they will cause the limb of an opponent to be at zero Life Points, regardless of the protections or armor. Exceptions to this are a Magic User in concentration or creatures without limb points. A Knight may call out **Resist Pain** as an immediate counter. This skill must be called out immediately following a successful weapon strike to a limb. If the opponent is unaffected by the skill, or if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the skill use is expended. Five seconds must pass before the Fighter can use another skill, ability or spell.

Blade Sharp +3

Range: 1in. **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Uses:** Level*
 A Fighter using this skill can improve the damage done by a specific weapon, magic or mundane, by three (3) additional points of damage per hand held melee weapon strike, including blunt weapons, which are usable by any character. The Fighter may improve one weapon per use of this skill. The Fighter must spend 15 seconds of time uninterrupted, role-playing the sharpening or adjusting the weapon in question. With this skill, the Fighter can do a **+1**, **+2** or a **+3 Blade Sharp** at the Fighter's choice. The total number of Blade Sharps can be applied in a game day is equal to the Fighter's level. This skill lasts until the next combat or the end of the game day, whichever comes first.

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9th level

Battle Fever: Limited Knock Down Immunity

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage & LI **Misc:** NA **Uses:** ½ Level*
 In addition to the *Battle Fever* skills gained at lower levels, the Fighter is able to ignore one Knock Down of their choice that the Fighter is subjected to while they are in *Battle Fever*. The duration of this skill is five minutes or until the end of the current combat, whichever is longer

Knock Down Blow

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** KD5 **Uses:** ½ Level
 With this skill Fighters can cause a 5 second Knockdown to an opponent with a successful torso strike. The Fighter must call out 'Knock Down Blow' after striking the opponent's torso. Striking an opponent's limbs, shield or weapons will not cause the 'Knock Down'. If the strike is not successful or is Dodged or is Evaded, the Knock Down Blow is still used.

Weapon Shatter

Range: Self **Area:** 1 Weapon **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Level
 With this skill, the Fighter can shatter any non-magical, hand held weapon, including a bow or crossbow, by striking it with their own weapon. The target creature must immediately drop the shattered item. This only works on mundane weapons; once shattered the weapon is rendered useless. This skill and the Druid Spell Warp are the only way that weapons can be damaged by creatures in combat. The shattered weapon can be restored by the Magic User Mend spell.

10th level

Extreme Blade Sharp

Range: lin. **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Uses:** Special
 With this skill, a Fighter can use two +3 BladeSharps to gain a +4 Blade Sharp. That is, they improve the damage done by a specific weapon, magic or mundane, by four (4) additional points of damage per hand held melee weapon strike. This includes blunt weapons. The enhanced weapon is usable by any character. The Fighter may improve one weapon per use of this skill. The Fighter must spend 30 seconds of time uninterrupted, role-playing the sharpening or adjusting the weapon in question. Each use of this ability will reduce the number of +3 BladeSharps available to

the Fighter by two. For example, if a tenth level Fighter uses Extreme Blade Sharp twice, they will be able to do two +4 Blade Sharps and six +3 Blade Sharps instead of the normal ten +3 Blade Sharps.

Knock Out Blow

Range: Self **Area:** 1 Target **Duration:** 5 min/level
Stacking: NA **Misc:** NA **Uses:** ½ Level
 When the Fighter uses this skill, the opponent may be knocked out. The fighter must call out 'Knock Out Blow' followed by the level of the Fighter, immediately following a successful weapons strike to the torso. If the opponent is equal to or less then the level called out by the Fighter then they are knocked out for a period of five minutes. The opponent will not take any damage from the blow itself.

If the opponent is unaffected by the use of this skill, or if the strike is not successful or is *Dodged* or is *Evaded*, the *Knock Out Blow* is still used. The use is counted against the total number of uses for that day and five seconds must pass before the Fighter can use another skill, ability, etc.

This skill will not be effective against a Magic User in *Concentration*. Individuals under the influence of a *Knock Out Blow* are affected as though the Magic User's *Crash time* spell had been successfully cast on them. This is an LI skill.

Second Additional Point of Armor (Base)

At 10th level, the Fighter gains another innate point of armor for a total of 2 points. This is a base of the character class, not an ability. As a base ability, it may not be placed in a magic item.



Uses: Level* = Total uses are shared between "like" skills, Uses: Level = equal to the level of the fighter, Uses: ½ Level = equal to half the level of the fighter round up, Special = see details in text, KD5 = 5 second Knock Down

Chapter 14: Knights

The concepts that best describe a Knight are honor, courage, and strength. Knights are allowed the same weapons and armor as Fighters, thus making them formidable opponents in hand-to-hand melee, and they additionally have skills involving strength and courage. They are able to determine whether an opponent is of supernatural origin (such as an undead, a lycanthrope, or a demon) and additionally can perform certain feats against such creatures. In addition to this, they have some small skill at healing.

Weapon Usage - Any Type

Armor -

Any Type

Shield - Any Type

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Courage Points
1	3	3	4	3	24
2	4	3	4	3	28
3	5	4	5	3	32
4	6	5	6	4	36
5	7	6	7	5	40
6	7	6	7	5	44
7	8	7	8	6	48
8	8	7	8	6	52
9	9	8	9	7	56
10	9	8	9	7	60

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-9	0	1	2	3

Knighthood and Knightly Codes

As a member of a Knightly order, a Knight is expected to live up to a standard of conduct set forth by their Order. When a Knight violates this code, they will lose some portion of their Knightly abilities, based on the severity of the infraction and the guidelines below. GMs should warn a Knight who is in danger of violating their code, before the incident occurs, and should use common sense in determining the appropriate penalty. If no GM observed the violation, the player is expected to impose a penalty on themselves in the spirit of strong roleplaying.

Knightly Codes

Knightly codes are generally created by the player playing the Knight, although some players may choose to work with other players to create an order of Knights who all follow the same code. Knightly codes consist of one or more major points and two or more minor points. Major points should outline the main purpose of the order of Knights and be the guiding principles for which the Knight acts. Minor points should further refine the standard of conduct for the order.

Example Code of the Knights of the Sword

Major Point: *Knights of the Sword must always strive to oppose the forces of Evil whenever they are found.*

Minor Point: *Knights of the Sword may never tell a lie or deliberately mislead anyone.*

Minor Point: *Knights of the Sword must be a model example of Courtesy, Humility, Honesty, and Chivalry.*

Mild Infractions are those unintentional or unavoidable violations of a major point of the Knight's code or willful violations of a minor point with no serious consequences. The Knight might lose up to half their level in courage points for the remainder of the day. Example: Bronwyn, a Knight of the Sword, lies about her mission in order to avoid unwanted attention from the local Thief's guild, with no particular consequence.



Serious Infractions include conscious violations of the code's major points in the name of a good cause (perhaps in the name of the Knight's alignment), or a willful infraction of a minor point of the code resulting in serious consequences. The Knight might lose courage points equal to their level, with the loss to be regained at a rate of one per major game day, provided the Knight follows their code in an exemplary fashion. Or the Knight's magical weapon may cease to function with the pluses of the weapon regained at a rate of one per major game day. Example: Bronwyn refuses a request to escort an elderly couple through dangerous woods. The couple is attacked by bandits on their way home and is seriously injured.

Extreme Infractions consist exclusively of willful and heedless violation of major points of Knightly codes. Punishment may consist of immediate loss of all courage points and use of Knightly abilities and immediate loss of all magical properties of the Knight's weapon. These measures may only be reversed by game design and should present a significant challenge and sacrifice in order for a fallen Knight to regain their good standing. Example: Bronwyn willing assists a known and obvious demon in sacking a helpless town.

Knight Abilities

Knights are considered to gain their abilities through their strength and courage; they have access to most of their abilities by using what are called courage points (abbreviated CP). Courage points cannot be

obtained from other classes by the Clerical **Spell Transfer**. The use of many of the Knight abilities must be stated before the ability is used and the appropriate courage points expected. Five seconds must pass between uses of abilities. The abilities of Knights are considered to be natural abilities, not magical. Their abilities do not require a verbal, somatic, or material component. The Knight must be conscious in order to use any of their abilities.



1st level

Immune to non-magical diseases
Gains blessed +0 weapon from their order

2nd level

Gains Chain mail from their order

3rd level

Gains a blessed +1 weapon from their order

4th level

Immune to magical diseases

5th level

Gains a blessed +2 weapon from their order

6th level

Gains Plate mail from their order

7th level

Gains a blessed +3 weapon from their order

8th level

Immunity to Fear

9th level

Immunity to Enthrall and Enthrall-like effects

10th level

Gains an additional armor point – innate

Knightly Magic Weapons and Armor

If a Knight's magic weapon is lost or destroyed, the weapon will be replaced by the Knight's order between games. If a Knight finds another magical weapon, the Knight can take the weapon to their order between games and have it blessed by the order in exchange for his current Knightly weapon. If the Knight's weapon is further modified, it must be blessed again by the Knight's order. The current Knightly weapon is considered to be the original weapon from their order or one that has been blessed by the order. The character may choose to keep their weapon instead of getting a newer weapon from their order when the next appropriate level is achieved.

Under no circumstances will the Knight's order be able to increase the pluses of this weapon, and if the weapon is lost or destroyed the Knight's order will replace it with a standard Knightly weapon befitting their current level. Knights may only use magic weapons from their order or that have been blessed by their order. Knights may only possess one weapon from their order at a time. The armor gained is under the same benefits and restrictions as the weapons.

Level 1 (Default meditation time = 5 seconds)

Heal

Range: 1in. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

The Knight can heal two (2) Life Points in a physically injured creature per Courage Point expended. The Knight may expend up to their level in Courage Points per **Heal** ability. The Knight may heal a **Throat Slit** on themselves by use of this ability provided they can apply 12 points of healing within the one minute time limit.

Heraldic Lore

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

When a Knight sees, or hears described, the symbol for another Knightly order, or hears the name of the Knightly order, the Knight can determine the code, general bent, alignment and Knightly symbol of the other order through this ability. If there is no **Heraldic Lore** available then the Knight does not spend any courage points.

Identify Supernatural Creature

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this ability the Knight can determine what type of supernatural creature the Knight is looking at; types of supernatural creatures include undead, lycanthropes, devils, demons, etc. This ability will not tell the Knight any particular abilities of the supernatural creature.

Reveal Supernatural Creatures

Range: Self **Area:** 30ft rad ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this ability the Knight reveals all supernatural creatures in a 180 degree, 30' radius, half circle, centered on the Knight, in the direction the Knight is facing. This ability provides the Knight a 'snapshot' of all Supernatural creatures in the ability area. The Knight will 'remember' each and every specific supernatural creature and their type that is inside the ability area. This ability is subject to GM availability and knowledge. If the Knight forgets what the GM told them then the knowledge is lost. This ability is blocked by one (1) inch of wood, earth, stone or metal, though shields may never block this ability.

Strength I

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: LI **Misc:** NA **Cost:** 1

For the duration of this ability, the Knight may use double human strength to lift or move objects, governed by the following stipulations: no damage increase applies to the lifted objects and the Knight cannot break locks or locked doors. Use of **Strength I** increases the Knights resistance to **Clinging Vine**, **Plant Attack**, **Snare**, **Deadfall**, and **Weakness** by one level, and it can be used as an immediate counter to the spell being cast. Strength affects pursuit, see optional pursuit rules in chapter 4. The duration of this ability is five minutes or the end of the current combat, whichever is longer. This ability is instantaneous.

Level 2 (Default meditation time = 5 seconds)

Additional Damage

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: Damage **Misc:** NA **Cost:** Var.

A Knight using this ability can do one additional point of damage per weapon strike for every two Courage points expended; this includes missile weapons and thrown weapons. The Knight can expend up to the Knight's level in Courage points. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability is instantaneous.

Supernatural Wathit

Range: 30ft. **Area:** 1 Target **Duration:** 5 min./Combat
Stacking: NA **Misc:** NA **Cost:** 2

When the Knight uses this ability, they can determine one single attribute that they wish pertaining to an supernatural creature. Attributes are considered to be natural properties of a creature, e.g. how much damage does the creature do, does the creatures have a special attack, approximately how many Life Points does the creature have, what is the creature's major weakness, what is the creature's major strength, etc. The Knight cannot use this ability to determine the level or class of the Supernatural creature.



Level 3 (Default meditation time = 10 seconds)

+1 vs. LI Effects

Range: Self **Area:** Self **Duration:** Special
Stacking: LI **Misc:** NA **Cost:** 3

The use of **+1 versus LI Effects** immediately following an LI attack will raise the resistance of the Knight by +1 to their current LI resistance level for that single attack. If the Knight uses the ability before being targeted by an LI attack, the duration of the enhanced resistance will be one combat or one game day, whichever comes first. This ability is instantaneous.

Immunity to Fear

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: NA **Misc:** NA **Cost:** 3

The Knight gains immunity to fear related spells and effects such as **Spook**. The use of this ability does not need to be stated before it is used, i.e., the Knight need only claim immunity when a fear-related spell is cast at the Knight. Once invoked, the duration of this ability is one combat or 5 minutes, whichever is longer. This ability is instantaneous.

Level 4 (Default meditation time = 10 seconds)

Cure Non-Magical disease

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 4

The Knight can cure a non-magical disease in another creature. This does not restore life points lost from the effects of the disease.

Additional damage vs. Supernatural Creatures

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: Damage **Misc:** NA **Cost:** Var.

A Knight using this ability can do one additional point of damage per weapon strike for every Courage point expended; this includes missile weapons and thrown weapons. This additional damage only affects supernatural creatures such as undead, lycanthropes, devils, demons, etc. The Knight can expend up to 1/2 the Knight's level in Courage points, rounded up. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability is instantaneous.

Strength II

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: LI **Misc:** NA **Cost:** 2

For the duration of this ability the Knight can break non-magical ropes including any restraining the Knight. Use of **Strength II** increases the Knight's resistance to **Clinging Vine**, **Plant Attack**, **Snare**, **Deadfall**, and **Weakness** by two levels and can be used as an immediate counter to the spell being cast. A Knight can break free of an **Uvas** web with the use of **Strength II**. All the benefits and restriction of **Strength I** apply to **Strength II**. Strength affects pursuit, see optional pursuit rules in chapter 4. The duration of this ability is five minutes or the end of the current combat, whichever is longer. This ability is instantaneous.

Level 5 (Default meditation time = 15 seconds)

Avenging Blow

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** Var

When using this ability, the Knight will do two points of damage per Courage point spent, they must spend a minimum of 5 courage points, and can spend a maximum amount equal to their level. This damage is in addition to their base hand-held damage. This ability is effective only with a successful torso hit with a hand-held melee weapon and the Knight must call out "**Avenging Blow, X points**" when they believe they have successfully struck the torso of the opponent. If the weapon strike is not successful, or is **Dodged** or **Evaded**, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. This ability is instantaneous.

Dispel Fear

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 5

A Knight can dispel all fear-related effects on one individual. The Knight does not need to know the name of the fear effect that was cast on the target. This ability is instantaneous.

Group Immunity to Fear

Range: 30ft. **Area:** 10 Targets **Duration:** 1 Combat
Stacking: NA **Misc:** NA **Cost:** 5

With one minute of uninterrupted lecture by the Knight the people in the Knight's party (no more than 10) are immune to all fear-related spells. The immunity lasts for one combat or one game day, whichever comes first. Each person affected by this ability is considered to have this ability on an individual basis.



Resist Pain

Range: Self **Area:** 1 Limb **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** 5

When the Knight uses this ability, they are able to invest one of their limbs with double its normal Life Points. A *Fighter's Blow* will do only one-half of the limbs enhanced Life Points in damage. If the limb receives more then its normal capacity for damage, the additional damage is applied to the torso at the end of the combat. Note that the additional limb points are not 'extra' Life points, they are "borrowed" from the torso.

The use of *Resist Pain* immediately following a Clerical *Pain Strike* will counteract the effects of the Pain Strike and the Knight will not be forced to swing reduced damage. If the *Resist Pain* was already in effect, the Knight will be immune to the effects of the Clerical *Pain Strike* in addition to having double Life Points in a single limb. The duration of this ability is one combat or one game day, whichever comes first. This ability is instantaneous.

Level 6 (Default meditation time = 15 seconds)**+2 vs. LI Effects**

Range: Self **Area:** Self **Duration:** Special
Stacking: LI **Misc:** NA **Cost:** 6

The use of *+2 versus LI Effects* immediately following an LI attack will raise the resistance of the Knight by +2 to their current LI resistance level for that single attack. If the Knight uses the ability before being LI attacked, the duration of the enhanced resistance will be one combat or one game day, whichever comes first. This ability is instantaneous.

Cure Magical or Supernatural Disease

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 6

The Knight can cure a magical or supernatural disease in themselves or in another creature. This does not restore life points lost from the effects of the disease.

No Defense Blow

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: NONE **Misc:** NA **Cost:** 6

With this ability, the Knight can perform a damaging blow independent of any defense. The amount of damage done is equal to the Knight's level, with no other modifications allowed. The strike bypasses armor, magic armor, armor related spells and any other item/object that reduces

damage; the recipient takes full damage from the blow. This ability will penetrate the Magic User *Concentration* spell. The blow must be called out immediately following what the Knight believes is a successful weapon strike. If the weapon strike is not successful, or is *Dodged* or *Evaded*, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. This ability is instantaneous.

Level 7 (Default meditation time = 15 seconds)**Confidence**

Range: 30ft. **Area:** 10 Target **Duration:** 1 Combat
Stacking: LI **Misc:** NA **Cost:** 7

With the use of this ability, the Knight can make a group of up to 10 people +1 vs LI spells, abilities and skills for one combat. The use must be invoked before the Knight wishes to use it, but may be used in advance. If used in advance the Confidence lasts for one combat or one game day, whichever comes first. Each person affected by this ability is considered to have this ability on an individual basis. Use of this ability is instantaneous.

Resist Death

Range: Self **Area:** Self **Duration:** 5min./Combat
Stacking: Damage **Misc:** NA **Cost:** 7

This ability adds Life Points equal to the Knight's current level to their total Life Points. While this ability is in use the Knight's points to unconsciousness become the same as their points to death (i.e. the Knight never goes unconscious). After the fight is over, the Knight has one minute to be healed or they may become unconscious or even die. A 7th level Knight will go from 7/29/37 to 7/44/44. This ability does not affect and is not affected by Killing Attack. This ability is instantaneous.

Strength III

Range: Self **Area:** Self **Duration:** 5 min./Combat
Stacking: LI **Misc:** NA **Cost:** 3

For the duration of the ability, the Knight may break all non-magical metallic binding up to ½ inch thick (e.g. chains), on any one creature including the Knight. Use of Strength III increases the Knight's resistance to *Clinging Vine*, *Plant Attack*, *Snare*, *Deadfall*, and *Weakness* by 3 levels and can be used as an immediate counter to the spell being cast or the trap being sprung. The Knight can also break out of an Uvas web with a Strength III or break someone else out of the Uvas web. Strength affects pursuit, see optional pursuit rules in chapter 4. All benefits and restriction of Strength I and Strength II apply to Strength III. The duration of this ability is five minutes or the end of the current combat, whichever is longer. Use of this ability is instantaneous.



Level 8 (Default meditation time = 15 seconds)

Killing Attack vs. Supernatural Creatures

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** 8

This ability only works on Supernatural Creatures. It is delivered through a successful hand held melee weapon strike, which causes the target creature to immediately lose one-half (½) their life Life Points to death. Damage is based on the target's life points when the target is fully healed. If a creature is hit in one of its limbs, the limb will not take damage but the full damage will apply to the creature's torso. This damage may only be healed after the target rests for 5 full minutes out of combat. The target may only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a Magic User's **Concentration** (while casting), a Monk's **Evade** or a Fighter's **Dodge Blow**. If the weapon strike is not successful, or is Dodged or Evaded, the ability is still used and the points are expended. A Knight may only deliver one **Killing Attack** every five seconds, regardless of the source. Use of this ability is instantaneous.

Nullify Life Point Drain from Supernatural Creatures

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 8

The Knight can nullify Life Point drain attack upon themselves or others. The target regains all life points lost due to life point drain attacks by supernatural creatures. This ability does not restore life points lost when a character dies and is **Life Sparked** or **Raised**.

Level 9 (Default meditation time = 15 seconds)

Nullify Level Drain

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 9

The Knight may nullify a level drain attack upon themselves or others. For every nine Courage points expended, the Knight (or their target) regains one drained level. This ability does not affect a Killing Attack.

Numbing Blow

Range: Self **Area:** 1 Target **Duration:** 1 minute
Stacking: NA **Misc:** NA **Cost:** LI

When this ability is used, the Knight empowers their weapon to numb a limb of an opponent; the limb will be numbed for one minute and be totally useless. No damage is done by the Knight's weapon. If the Knight fails to call out the level of effect then the **Numbing Blow** does not work. The blow must strike a limb of the target, arm or leg, a shield strike or a blow to the torso of the target will have no effect on the creature struck, but the points will be expended. This ability penetrates the Magic User's Concentration spell. The blow must be called out immediately following a successful weapon strike as "**Numbing Blow – Xth level**". If the weapon strike is not successful, or is Dodged or Evaded, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. This is an LI ability. Use of this ability is instantaneous.

Level 10 (Default meditation time = 15 seconds)

Death Commitment

Range: Self **Area:** Self **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 0

When the Knight uses this ability, they are able to hold off death for a period of time. The amount of time that the death of the Knight can be delayed is five minutes or the end of the current combat which ever comes last. If the Knight takes double the Knight's total base Life Points, the Knight is immediately dead and the **Death Commitment** is over. When this ability is invoked, the Knight is instantly restored of all damage to that point, and temporarily receives double the number of listed life points for a Knight of their level. This includes any damage taken from a **Killing Attack**. Note that if a **Killing Attack** is thus neutralized by a **Death Commitment**, the Knight could be hit by another **Killing Attack**. If they receive as much or more damage as they would normally have in life points, they are dead at the termination of the effect. Otherwise, they will have taken whatever damage they received while in **Death Commitment**. While this ability is in effect the Knight will never go unconscious. In addition, while using this ability all damage that the Knight receives is applied to the torso, i.e. a Knight in Death Commitment will not lose a limb to damage, but could still lose a limb to **Numbing Blow** or lose torso points equal to the Knight's level to a **Fighter's Blow**, etc. This ability must be called out loudly when used. Once the ability is invoked the Knight cannot be healed for the duration of this ability, this includes auto activated **Healing**, and Monk's **Life Support**. Also, while in **Death Commitment**, another **Death Commitment** will have no effect. Use of this ability is instantaneous.



Chapter 15: Magic Users

Strength IV

Range: Self

Area: Self

Duration: 5 min./Combat

Stacking: LI

Misc: NA

Cost: 4

For the duration of this ability, the Knight may bend non-magical metal bars of up to 1 inch thick. Use of Strength IV increases the Knight's resistance to **Clinging Vine**, **Plant Attack**, **Snare**, **Deadfall**, and **Weakness** by four levels and can be cast as an immediate counter to the spell or trap being sprung. The Knight can also break out of an **Uvas** web or break another person out of **Uvas** web with a Strength IV. Strength affects pursuit, see optional pursuit rules in chapter 4. All the benefits and restriction of **Strength I, II & III** apply to **Strength IV**. The duration of this ability is five minutes or the end of the current combat, whichever is longer. This ability is instantaneous.

Key: Var. = Variable check text, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level.



A Magic User's strength is in the ability to cast spells and in the power channeled to those spells. Magic users do not wear armor and have little skill with physical weapons in a fight. Instead, they have skills of an arcane nature. When it comes to magically damaging an opponent, or enchanting them, a Magic User is the most skillful of the character classes. No class has the variety or power in offensive magics, and in personal defensive magics. Due to the nature of their magics, Magic Users can do little to protect or defend others, but can offer a team tremendous offensive and magical power. The old adage that best defense is a strong offense hold true for this class.

Weapon Usage - Any one weapon except bow, crossbow, longsword or great axe

Armor - None

Shield - None

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Spell Points
1	3	0	0	3	27
2	3	0	0	3	34
3	3	0	0	3	41
4	3	0	0	3	48
5	3	0	0	3	55
6	3	0	0	3	62
7	3	0	0	3	69
8	3	0	0	3	76
9	3	0	0	3	83
10	3	0	0	3	90

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	10	18
2	3,000	3	12	20
3	7,000	3	14	22
4	14,000	4	16	24
5	25,000	5	18	26
6	42,000	6	20	28
7	70,000	7	22	30
8	115,000	8	24	32
9	190,000	9	26	34
10	310,000	10	28	36

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	0	0	0

Innate Skills

Detect Magic

Range: Self **Area:** 10ft.X10ft.X3ft. **Duration:** 30 seconds
Stacking: NA **Misc:** NA **Cost:** 0

Magic users have the innate skill to detect the existence of magic. This skill works in a path three feet wide by ten feet long by ten feet in height that may be moved. The magic user can determine if something, such as a person or item, within the area of effect radiates magic. Only magical creatures, precast spells, active magics, and magic items are detected. Characters with spell points are not considered "magical creatures" and do not detect as magic if they have no precast spells, active spells, or magic items on their person. The magic user will receive a simple Yes or No answer. This spell is blocked by one inch of wood, earth, stone, or metal, though shields may never block this skill. The duration of this skill is 30 seconds each time it is used and uses must be at least three minutes apart. This skill requires no expenditure of spell points to accomplish.

Level 1 (Default Casting Time = 5 seconds)

Branding

Range: 30ft. **Area:** 1 Targets **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 1

The target of the spell takes one point of damage per level of the caster; damage is applied to the torso. Damage from this spell is not considered to be fire damage, but instead is general magical damage. The recipient is left with a brand mark. Specifications of the brand are up to the caster, not to exceed one inch by one inch. A first level *Dispel Magic* will remove the brand mark.

Crash Time

Range: 15ft. **Area:** 5ft. radius **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** LI.

This spell causes one or more targets in a 5' radius circle to fall asleep. The only physical means that can be used to wake the affected targets is to lightly shake the targets for fifteen seconds. For the first fifteen seconds after waking up, the targets of the *Crash time* can do nothing but defend themselves. The target creatures cannot spell cast, use skills or abilities, or activate magic items. Spells in effect will continue to be in effect for their normal duration. Noise or damage will not cause the targets to awaken. Arcane methods that can awaken the targets include the Magic User spell *Awaken* and the white flower of the Druid's *Flowers Of Avalon*. The caster will not be slept by their own spell unless they desire to be. This is an LI spell.

Dead Eye

Range: 50ft. **Area:** 1 Targets **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

This spell causes a magical projectile to fly from the caster's hands and hit a single target. The damage inflicted is two points per spell point the caster expends in the casting, and damage is taken in the torso. The caster may expend one spell point per level of the caster, except for first level casters, who may expend two spell points.



Defense

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** BF **Cost:** Var.

This spells adds one (1) additional point of armor for each spell point expended in casting. The caster may expend half their level in spell points (round up). The duration of this spell is one combat or one game day, whichever comes first. Material component: blue flag.

Electrify

Range: Self **Area:** Self **Duration:** 1 Attack
Stacking: Damage **Misc:** RF **Cost:** Var.

This spell allows the caster to give an electrical shock to any target the caster has struck with a hand-held weapon. The base damage of this spell is six points, and one additional point

of damage may be added per additional spell point expended. The spell may be cast with spell points up to the level of the caster.

The caster may only release the electrical shock through weapons touch (not with physical contact), and the shock will be transmitted through any clothing, weapon, or shield of the target. The caster actually carries the shock within their body and releases it by will through a weapon; someone touching the caster will not release the energy. Grounding and the like are not effective against the shock. The damage is delivered to



the area hit, with any excess damage applied to the torso. If a caster hits the weapon or shield of another person, then the caster should call out “**Electrify**”, followed by the spell damage. If the caster hits a limb or torso of another person, then the caster can add in their weapon’s damage; all the damage would be called out as **Electrify**, however. For example, assume a second level caster uses a staff. If the caster cast a one-spell point **Electrify** and hit someone’s sword with their staff, the caster would call out “**Electrify**, six points.” If the caster hit someone in the torso, the caster would call out “**Electrify**, nine points.” In all cases, the entire amount of damage (including the weapon strike), counts as spell damage for purposes of **Spell Absorption**, **Spell Negation**, **Spell Protection**, etc. and as electrical damage for purposes of **Elemental Protection**.

For purposes of stacking, there are two ways to use this spell: (1) as spell damage when used against a weapon or shield. (2) As a damage enhancement when combined with a weapon strike to the target. You cannot stack additional damage enhancements, such as **Exhort**, when this is used in conjunction with a weapon strike.

The **Electrify** damage may only be delivered once per casting of the spell. The duration of **Electrify** is one use or one game day, whichever comes first. The material component of this spell must be held in the caster’s hand and not be attached to the caster’s weapon. Material component: red flag.

Enthrall

Range: 15ft. **Area:** 1 Targets **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** LI

Any target this spell is cast upon will regard the caster as an important friend and ally. Anything that the caster says is to be trusted and believed implicitly. The target will not do anything that goes against his own basic nature or that seems dangerous to him. For purposes of the Consent Rule, a person under the effects of **Enthrall** will be likely to give consent, as long as it is not life threatening. Under no circumstances will the target harm the caster, and the target will use full force to defend the caster. If the caster of the **Enthrall** attacks the target, the spell is terminated, and the subject is no longer under the **Enthrall** spell. This is an LI spell.

Lock

Range: 1in. **Area:** 1 Target **Duration:** Game Day
Stacking: NA **Misc:** Rev. **Cost:** Var.

This spell magically locks a door, hatch, lid or gate for the cost of one spell point. Something that has been magically locked can only be unlocked with a reverse **Lock** spell for the cost of one spell point. **Dispel Magic**, cast at the level of the caster who put up the **Lock**, can also be

used to remove a **Lock**. **Lock** can also lock or unlock mechanical locks for a variable cost of two spell points per type of lock (see Chapter 8 for further discussion of the usage of this spell). The caster can only use a number of spell points less than or equal to the caster’s level in this fashion. A second level caster could open a type A lock, a fourth level caster could open a type B lock, etc. Duration is one game day for **Lock** and instantaneous for Reverse **Lock**.

Mend

Range: 1in. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

This spell mends one non-magical, up to man-sized, non-animate object, unless the object is decreed unmendable (GD or GM discretion). Mend can also be used to unwarp objects that were affected by the Druid **Warp** spell or shattered by the Fighter’s skill **Weapon Shatter**.

Read Language

Range: Self **Area:** Self **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 1

With this spell, the caster is able to read one unknown written language (mundane or magical), including **Mage’s Script**. This spell does not decipher codes in any given language; it only makes the language readable.

Reveal Magic

Range: Self **Area:** 30ft rad ½ cir. **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this spell the caster reveals all magical radiation in a 180 degree, 30’ radius, half circle, centered on the caster, in the direction the caster is facing. This spell provides the caster a ‘snapshot’ of all magic items in the spell area. The caster will ‘remember’ each and every item that radiates magic inside the spell area. This spell is subject to GM availability and knowledge. Because of time constraints the GM may be unwilling to catalog all items/persons that radiate magic. This spell is blocked by one (1) inch of wood, earth, stone or metal, though shield may never block this spell. Only magical targets, precast spells, active magics and items are revealed. Characters with spell points are not considered “magical targets” and will not be revealed as magic if they have no precast spells, active spells or magic items on their person.

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Savvy

Range: 1in. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

This spell allows the caster to determine one previously unknown piece of information of any magical target per casting. The caster does not have to touch the target, but must be within one inch of the target to use this spell and the spell will additionally tell the caster how many more pieces of information can be known about the target item, up to a limit of ten. If more than ten pieces of information remain, the caster will be told that more than ten pieces of information remain. What is contained in each piece of information is determined by game design. The **Savvy** spell does not usually give information regarding curses but can do so by game design.

Speak Easy

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this spell the caster can understand and speak a previously incomprehensible spoken language. If the language is magic, all the caster can tell is that it is magic. The range is language spoken within hearing of the caster. This ability does not work on written languages or unspoken languages such as sign language.

Level 2 (Default Casting Time = 5 seconds)**Awaken**

Range: 30ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

This spell enables the caster to awaken magically or naturally asleep targets, including those slept by **Crash Time**. The recipient of the **Awaken** will awaken immediately alert. This spell can be used to awaken a character from Monk ability **Death Feint**, but cannot be used to awaken a target slept by a Purple Flower from the Druid spell **Flowers Of Avalon**.

Fog Brain (x)

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** Rev. **Cost:** LI

Any recipient of this spell will forget everything that has occurred in the previous five minutes. Any magically induced behavior or control is unaffected by this spell. If a character that has had a **Fog Brain** cast upon themselves has a logical reason to believe that they were affected by a **Fog Brain**, then the character will be aware that they had a memory lapse (governed by GM discretion). Logical reasons would include missing gold or magic, unexplained damage, waking up in foreign surroundings,

or forgetting something that the character used to know. The reverse of the spell causes anyone the spell is cast upon to clearly remember the events of, and everything learned, in the previous five minutes, or will reverse the effects of the most recent **Fog Brain** cast on the victim, caster's choice. **Reverse Fog Brain** need only be cast at the level of the affected individual. The effects of **Fog Brain** and **Reverse Fog Brain** are permanent, unless the target is otherwise affected. This is an LI spell.

Know Aura

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

This spell tells the caster the approximate level of a target, place, spell, or magic item in which the caster is interested. The caster must specifically state the piece of information in which they are interested (what is the level of the target, what is the degree of the lock, what level is the glyph, how powerful is a magic item). If the caster is interested in a spell that is on another target, the caster will receive all of the following information: the exact name of the spell, the exact level of the spell, the exact level the spell was cast at for LI spells.

Mage's Script

Range: Self. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 2

With the use of this ability the caster is able to write in a magical script. This script can not be read by anyone except the caster unless a **Read Language** spell is used; the caster need not use a **Read Language** to read something they have written. The caster may write up to one page (8.5" x 11") of material per casting of this spell. The writing itself is not magical and can be destroyed by mundane means.

Message

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 2

This spell permits the caster to send a private message to anyone within 50' of themselves. A message may not be sent to anyone involved in melee or casting a spell. The recipient of the spell must be able to understand the language the message is sent in (this spell does not grant the caster any additional linguistic abilities). The caster should whisper the message to a GM or SK or write it down and give it to a GM or SK; the GM or SK will then whisper or give the message to the recipient.



Spook

Range: 15in. **Area:** 1 Target **Duration:** 30 seconds
Stacking: NA **Misc:** NA **Cost:** LI
 This fear based spell causes the recipients to run away from the spell caster for a full count of 30 seconds. This is an LI spell.

Strong Arm

Range: 1in. **Area:** 1 Target **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** Var.
 A caster may cast this spell on the arm of his target. The target of the spell can do one (1) additional point of damage per hand held weapon strike for every two (2) spell points expended. The caster may expend up to their level in Spell Points. Only the weapon wielded by the arm the spell was cast upon (caster's choice) gains benefit from this spell. If the recipient of the spell uses two weapons simultaneously, then the damage plus is added to the weapon wielded by the designated arm. In the case of a two handed weapon, the **Strong Arm** adds normally. This spell does not affect the recipient's damage with any thrown or missile weapons. The duration of this ability is one combat or the end of the current game day, whichever comes first.

Level 3 (Default Casting Time = 10 seconds)**Bloodhound**

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 3
 When a caster cast this spell, the direction of a known or familiar target within the spell's range will be revealed to the caster. The caster must have seen the item or target.

Confusion

Range: 30ft. **Area:** 1 Target **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** LI
 This spell causes the target to lose the ability to focus their thoughts needed for spell casting. The target of the spell cannot cast spells or activate magic items, except for autoactivated magic items, for the duration of this spell. The duration is 5 minutes. This is a LI spell.

Create Scroll

Range: 1in. **Area:** 1 Scroll **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** Var.
 With this spell a Magic User is able to create a scroll that can retain a spell for the current game day. A scroll created with this spell can contain any

spell that can be cast on another character. Only spells that can be cast on other characters can be placed into this scroll. **Spells with a target of 'Self' only cannot be cast onto a scroll.**

Once a scroll is created it may only be used during the current game day. It may not be preserved by any means whatsoever. Scrolls created with this spell will lose their magic at the end of the current game day, not current game, in the case of multiple day games.

The name and level of the spell should be recorded upon a piece of parchment or paper; the level at which the spell is cast should be recorded in the upper right-hand corner. If a scroll does not have its level recorded then the scroll is effective at the base level of the spell (e.g. a Magic User's **Enthrall** spell would be effective at first level).

The spell on the scroll may be then invoked at any time by incantation at no cost in Spell Points at the time of reading. Anyone can read and invoke a scroll (he does not have to be a spell caster) but an individual can only effectively read scroll with a base level or level of effect of the individual's level of +2 or less. For example, a third level character could read a scroll with the first level spell **Enthrall** on it cast at a level of effectiveness of fifth level; however, they could not read the scroll if the **Enthrall** was cast at sixth level because this would be more than two levels above the level of the character. A third level character could read a **Fireball** scroll for 15 points of damage (fifth level) but not an 18 points (sixth level) A **Blast** scroll for 20 points could only be read by characters of eighth level or greater. While **Blast** is a 10th level spell, it had been placed into the scroll at fifth level (four points per Spell Point expended).

A spell may be read from a scroll only once. Once the scroll is fully read, the writing disappears and the scroll goes back to being a normal, mundane piece of paper. If a character is of too low a level to use a scroll, then there will be no effect if they try to read the scroll. If a character is interrupted while trying to read a scroll, the magic of the scroll is not discharged. The character can merely read the scroll again starting from the beginning. Reading the scroll requires the normal incantation times for a spell of that level (five seconds for first and second level spells, ten seconds for third and fourth level spells and 15 seconds for fifth level and above). If there is no incant written on the scroll, the player is responsible for role-playing spell casting for the appropriate time.

A Magic User may create up to one-half ($\frac{1}{2}$) their level, rounded-up, of scrolls per game day and they may only be produced during game time. A Magic User cannot use a **Double Effect** spell to make more scrolls than allowed. The Magic User can work with a Cleric or a Druid to create scrolls containing spells cast by these classes. The same restriction applies to spells cast by a Cleric or a Druid that apply to the caster: Spells



that are "Self" only may not be cast onto a scroll. The spell placed on the scroll cannot be of a higher level than the caster can normally cast without an LI modifier: i.e. a caster cannot use **LI Enhance**, **Invoke** or other level modifier to cast a spell onto a scroll. Only one spell may be placed onto a scroll. Spells that modify other spells such as **Autocast**, are considered to be separate spells on their own; thus it would be impossible to place an **Autocast Dropsy** or an **LI Enhance Enthrall** on a scroll.

Creating a scroll requires the Magic User to cast the spell **Create Scroll**. It takes one minute of meditation to prepare the paper to receive the spell. It also requires 25 gold pieces (gp) per level of the spell to be cast onto the scroll; if the Magic User is going to cast a **Dropsy** they would place 75 gold pieces, 25 gp times 3 levels, on the normal, mundane sheet of paper. At the end of the 1 minute meditation time the caster then casts the desired spell onto the paper, using the required spell points. For example: a fifth level Magic User wishes to create a 15 point **Fireball**, they spend 3 Spell points and 125 gp to prepare the paper, they then spend 5 Spell points to cast the **Fireball** onto the scroll. Any character of third level or higher can then read the scroll, anytime that game day. All other restrictions of the **Fireball** spell apply to the reader of the scroll. If the Magic User wishes to create a scroll along with a Druid, the Magic User would spend the Spell points to prepare the scroll and then the Druid would spend the Spell points to cast the desired Druid spell onto the scroll. Anyone can supply the necessary gold but it must be given to the Magic User to prepare the scroll.

A scroll is not a magic item and can be destroyed by normal means, including fire, acid, and tearing.

Dropsy

Range: 30ft. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 3

Any target below fourth level targeted by this spell must drop whatever they are holding in their hands and is unable to pick up or hold anything for a full 30 second count. Targets of fourth level through seventh must drop whatever they are holding for a full five seconds, but can then pick it up again. Targets eighth and above must drop whatever they are holding but may pick it up immediately after it falls the ground. Characters cannot attach weapons to their bodies (e.g. looping a sword strap around the wrist).

LI Enhancement +1

Range: Self **Area:** 1 spell **Duration:** Game Day
Stacking: LI **Misc:** NA **Cost:** 3

When this spell is cast, an LI spell of the caster's choice cast by themselves is effective at a bonus of +1 LI. For example, a fourth level

caster could cast an LI spell affecting fifth level targets. The caster will have to expend an additional spell point for the cost of the LI spell, example: For the aforementioned caster to cast a fifth level **Crash time**, it would cost three spell points for the **LI Enhancement +1**, and three more for a **Crash time** at fifth level. The duration of this spell is until the LI spell of the caster's choice is cast, or one game day, whichever comes first.

Weakness

Range: 30ft. **Area:** 1 Target **Duration:** 5 min/level
Stacking: NA **Misc:** NA **Cost:** LI

This spell weakens the target causing any melee damage done to be halved (round up) for the duration of the spell. This damage includes all hand-held damage, thrown weapons and propelled missiles. This is a LI spell.

Level 4 (Default Casting Time = 10 seconds)

Dispel Magic

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI.

With this spell the caster can negate the spell of any caster, cast up to the level of the caster. Only spells with a duration (not instantaneous) can be dispelled. The caster should call out "**Dispel**" followed by the spell the caster is trying to negate, followed by the level the caster is trying to affect (e.g. an sixth level caster could call out "**Dispel Physical Protection, fourth level**".) To negate one of the caster's own spells before the end of the duration of the spell, the caster must also use **Dispel Magic**. When this spell is used with **LI Enhancement** the caster can affect one or two levels higher than his level. This is an LI spell and costs one Spell Point per two levels that the caster is attempting to dispel (round up).

Fire/Ice/Lightning Strike

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** Var.

With this spell, the caster releases a bolt of fire/ ice/lightning (caster's choice) that does three points of damage per Spell Point expended and a five second knockdown. The minimum cost of this spell is three Spell Points, and the spell may be cast for Spell Points up to the caster's level.



Phase Out**Range:** Self.**Area:** Self**Duration:** Special**Stacking:** NA**Misc:** WF**Cost:** 4

This spell is designed to be used in a defensive manner when the life of the caster is seriously threatened (if the GM decides this spell is not being used appropriately, the spell will not work, and the caster will lose the Spell Points used to cast the spell). This spell requires no casting besides the caster saying the words "Phase Out."

This spell causes the caster, and everything in their possession, to phase out of the material plane. Note, manacles and other bonds can be phased out of. While in **Phase Out**, the caster cannot physically interact with any other environment. The caster cannot open doors, hold doors open, pick a sword up off an altar, etc. The caster can, however, walk, run, etc. and talk to people who are not in a phased out state. Once the caster is in **Phase Out**, they will not take any physical or magical damage that is initiated after the caster is phased out. The caster cannot be the target of any spell or ability except for **Dispel Magic** (for example, spells such as **Know Aura** or abilities such as **Fighter's Recovery** will not work). However, if the caster has a continuing damage effect (such as the Cleric Glyph: Pyro or a weapon strike coated in venom poison) in effect on the caster, they will continue to take damage in the phased out condition.

While phased out, the caster may only make movements that they could make without taking damage in the non-phased out condition (e.g. they cannot walk across water, swim through lava or acid, float through space, etc.). The caster cannot cast spells (including dispelling their own **Phase Out**), and may not activate magic items or precast spells, skills or abilities. Precast spells that require another to activate, such as **Wrath** still work. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical target they must declare "passed through".

The **Phase Out** spell can be dispelled by another caster. It is not possible to surround someone who is **Phased Out** in order to prevent them from leaving an area.

When the caster phases back in (either by waiting the five minute duration of the spell, or having the caster's spell dispelled by someone else) they cannot cast spells, cannot activate magic items, and cannot engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee, or use any innate abilities such as **Detect Magic**, **Fighter's Recovery**, **Detect Evil**, etc. (for classes other than Magic Users who might have this spell in a scroll or magic item).

Unless the caster is physically prohibited from having the material component of this spell in their hand (is tied up or restrained), the flag must be in their hand for the spell to work. The caster must also be able to say the words "phase out" for the spell to work (the caster cannot be gagged, paralyzed, etc.). Material component: white flag.

Spell Defense**Range:** Self**Area:** Self**Duration:** 5 min./level**Stacking:** Damage**Misc:** NA**Cost:** 4

This spell will give the target ten (10) points of protection from physically damaging spells and spell effects. This includes single target attacks as well as area attacks such as **Fireball**. The spell also protects from damage from the **Electrify** spell. If a caster has a damaging spell cast at them that involves a knockdown, they will only be knocked down if they take damage. Material component: blue flag.

Level 5 (Default Casting Time = 15 seconds)**Fire Trap****Range:** 1in.**Area:** Special**Duration:** Instantaneous**Stacking:** NA**Misc:** Symbol**Cost:** 5

This spell is similar to the Clerical Glyph. It can only be cast upon openings of targets (on pouches, books, doorways, etc.). Opening the target that has the **Fire Trap** on it will detonate the trap, causing 18 points of fire damage to the person who opened the trap (out to a range of 30 feet). Paper items (scrolls, books, etc.) will not be burnt. This spell cannot be used to create explosive missile targets - a **Fire trap** cast upon an oil flask would only be detonated if the oil flask were opened, not shattered (e.g. by throwing it), nor can grenades be created with this spell. Opening an item that is **Fire Trapped** is considered to take a finite amount of force; that is, if a **Fire Trap** is cast upon a book, the book will not open if dropped, it must be deliberately opened (this does not mean the target is more difficult to open, merely that it will not open on its own). The caster who cast the spell is able to open the item in question without triggering or dispelling the magic of the spell, but no others are able to do so.

The **Fire Trap** symbol must be placed on the outside of the target within one inch of the opening and costs the caster 200 gold pieces for each trap cast. A character must have physical representations of all the items upon which the character claims to have cast a **Fire Trap**. The symbol itself must be readily visible, and at least one-inch square. The **Fire Trap** symbol is shown above. In order to dispel a **Fire Trap** symbol, the symbol must be dispelled at the level of the caster who cast the **Fire Trap**. This spell requires one minute of conjuration time and an additional 15 seconds of casting time.



Fire/Ice/Lightning Ball**Range:** 50ft. **Area:** 5ft. radius **Duration:** Instantaneous**Stacking:** NA **Misc:** KD5 **Cost:** Var.

The caster causes a ball of fire/ice/lightning (caster's choice) to appear at the designated target that does three points of damage per spell point expended, and a five second knockdown to the all targets within the target area. The minimum cost of this spell is three spell points and the spell may be cast for spell points up to the caster's level.

Mental Signal**Range:** Self **Area:** Special **Duration:** Game Day**Stacking:** NA **Misc:** NA **Cost:** 5

With this spell, the caster designates one single future event condition and will be informed if and when it occurs. The event must be simple or the spell will not work. This spell will not work for conditions such as "I want to know if my friend is alive" or "I want to know if someone knows I stole something." Nor will this spell notify the caster of the intent of someone else, e.g. "I want to be notified if someone is lying to me," or "I want to know when someone is about to backstab me." Conditions such as "I want to know when I am within ten feet of the sword Doomslayer," or "I want to know when I meet someone who is disguised as the king" will work. The limit of this spell is GM knowledge, and the caster still loses the points it took to cast the spell. Only events that occur on the same plane as the caster will be detected with this spell. The duration is until the stated event occurs or one game day, whichever comes first.

Missile Protection**Range:** Self **Area:** Self **Duration:** 1 Combat**Stacking:** Damage **Misc:** BF **Cost:** 5

This spell reduces the damage of missile or thrown melee weapons (throwing daggers or rocks) by 10 points. This ability does not protect against spells, skills, or abilities that are represented by a beanbag, such as **Seeds of the Elements** or **Physical Attack**. The duration of this ability is one combat or one game day, whichever comes first. Material component: blue flag.

Tracer**Range:** lin. **Area:** 1 Targets **Duration:** Instantaneous**Stacking:** NA **Misc:** NA **Cost:** 10

By use of this spell a caster can put a tracer on an target that essentially gives the caster a Clerical **Bump Of Direction** on that target, if the caster concentrates for 5 seconds. The caster has to cast the spell on the target while it is in their possession. The spell only works while the target is on the same plane as the caster. The duration of this spell is one game day.

Level 6 (Default Casting Time = 15 seconds)**Acuity****Range:** lin. **Area:** 1 Target **Duration:** Instantaneous**Stacking:** NA **Misc:** NA **Cost:** 6

When this spell is cast upon someone, the target can clearly remember any one event or conversation of five minutes or less that occurred within the current game. The target will permanently remember the occurrences, unless otherwise affected. This spell only allows the target to remember things within their memory, e.g., a play-by-play description of all the conversations in a tavern will not be recalled, nor will they be able to remember someone who attacked them from behind if they did not see them. This spell is governed strictly by GM/SK knowledge. This will also remove the effects of a **Fog Brain**, if the Mage is aware of the **Fog Brain**.

Concentration**Range:** Self **Area:** Self **Duration:** 5 min./level**Stacking:** Damage **Misc:** BF **Cost:** 6

For the duration of this spell, the caster is protected from the effects of most spells, abilities, and skills and from physical damage while they are casting other spells. The caster is free to cast any other spell they are able to and not have the incantation interrupted by hits from weapons, missile, or magical attacks. The effects of physical and magical attacks are totally negated by this spell.

The protection lasts only for the minimum duration of casting times (five seconds for first and second level spells, ten seconds for third and fourth level spells, fifteen seconds for fifth and above, or as indicated). Five seconds must pass between spell castings, and the caster is free to move around between castings.

The spell does not protect the caster against damage from a Clerical **Physical Protection** or **Wrath**. Damage from the Wrath is delayed until the completion of the caster's current incantation. The Knight abilities **Numbing Blow** and **No-Defense** blow and the Ranger **No-Defense Arrow** will penetrate the **Concentration** spell, as will any other forms of No Defense damage (the caster will be affected by these even if they are hit while casting). **Concentration** does protect against the damage and effects of a **Kill Dagger** and other armor independent damage. A **Dispel Magic** on the **Concentration** can be effective against the caster at any time, not just between incantations. The reading of scrolls or activating magic items is not considered to be spell casting, and thus a caster with **Concentration** in effect would not gain any protection from the spell while reading a scroll or activating an item.



If a **Dust Storm** is cast around a caster with a **Concentration** in effect, the caster would not be personally affected by the **Dust Storm** while they were casting; however, they would not be able to see or effect other targets either inside or outside of the **Dust Storm**. Material component: blue flag.

Enhanced Savvy

Range: 1in. **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** Var.

By use of this spell, a caster may learn multiple properties of a magical target. This spell will additionally tell the caster how many more properties are available to be learned about the item up to a maximum of ten. If more than ten properties remain to be learned, then the caster is told that more than ten properties remain. The **Enhanced Savvy** spell does not usually give information regarding curses but can do so by game design. For each Spell Point expended the caster learns two properties. The caster may expend up to their level in Spell Points.

LI Enhancement +2

Range: Self **Area:** 1 Spell **Duration:** Game Day
Stacking: LI **Misc:** NA **Cost:** 6

When this spell is cast, the LI spell of the caster's choice cast by the caster is effective at a bonus of +2 LI. For example, a sixth level caster could cast an LI spell affecting eighth level targets. The caster will additionally have to expend another spell point for the cost of the LI spell (four spell points instead of three in the above example). The duration of this spell is until the LI spell of the caster's choice is cast, or one game day, whichever comes first.

Spell Negation

Range: Self **Area:** Self **Duration:** Game Day
Stacking: LI **Misc:** NA **Cost:** 6

With this spell, a caster can negate the effects from any LI spell of their choice that is cast at them. The limit of what can be defended against is two (2) more than the casters current level versus LI spells.

LI Enhancement does not increase the level of effectiveness of **Spell Negation**. Area effect spells such as **Crash time** and **Dust Storm** are not affected by this spell. However, **Spell Negation** can be used against **Stun**, **Dropsy**, and **Pain Strike**. The duration of the spell is the spell cast at the caster of the caster's choice, or one game day, whichever comes first. If a **Dispel Magic** at or below the same level of the **Spell Negation** is cast at the caster, the caster may choose to use the **Spell Negation** as an Immediate Counter and negate the **Dispel Magic**. If the caster does not use this as an immediate counter, the **Dispel Magic** works normally. Additionally, **Dispel Magic** cast at higher levels will work normally. Material component: Blue flag.

Stun

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** KD10 **Cost:** 6

The target of this spell is knocked down for a full ten seconds. The caster should call "**Stun**, 10 second knockdown".

Telekinesis

Range: 30ft. **Area:** 1 Target **Duration:** 5 min
Stacking: NA **Misc:** NA **Cost:** 6

This spell allows the caster to pick up and slowly move one item at a time without touching it (items cannot be thrown or thrust). The item cannot be more than five pounds per level of the caster in actual (or game) weight, nor can it be something someone is holding (for example, a sword that a Fighter was holding could not be affected by this spell, but a sword lying on an altar could be). An item must be in sight of the caster for the caster to move it. This spell requires concentration, and the caster cannot cast, fight, talk, etc. while holding the target up. If the caster is interrupted in their concentration or chooses to drop the item they are moving, the item will slowly float to the ground (e.g. a rock cannot be dropped on someone's head)

Level 7 (Default Casting Time = 15 seconds)

Autocast

Range: Self **Area:** 1 Spell **Duration:** Game Day
Stacking: Time **Misc:** NA **Cost:** 7

When the caster casts this spell, the spell cast by the caster of their choice can be cast instantaneously. Any use of **Autocast** counts as a casting and five seconds must pass before the caster can cast again. If the caster does not have their arms free (is tied up, or one of the mage's limbs is useless), then the caster cannot **Autocast** a spell even if the **Autocast** spell was previously cast. The duration of the spell is until application to a spell cast of the caster's choice or one game day, whichever comes first.

Double Effect

Range: Self **Area:** 1 Spell **Duration:** Game Day
Stacking: Dimension **Misc:** NA **Cost:** 7

This spell doubles the range of any spell with a range other than self or it doubles the number of affected targets of any spell with a single target. The use of this spell on an effect of one target is to make the area of effect two targets. This refers to two different targets; the same spell cannot be effectively cast twice on the same target. **Double Effect** cannot be cast on a spell to be used in a scroll or an item that stores spells. **Double Effect** cannot be cast to affect area of effect spells or to make self only spells



also affect another. The duration of this spell is until application to a spell cast of the caster's choice or one game day, whichever comes first.

Polymorph

Range: 30ft. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** GF **Cost:** LI

By using this spell, a caster can turn a humanoid into one of the, land-based animals listed below. The size of the humanoid will not change, e.g. a caster cannot reduce the size of the target in order to avoid a barrier. The affected humanoid is not able to spell cast, use skills or abilities, activate magic items, or fight, but can run away, with whatever restrictions the form of the humanoid has. The humanoid can only use magic items that do not require activation (e.g. a +1 ring that is always on could be used but a wand could not). No other statistics for the target are altered (e.g. Life Points, spell points, etc. remain the same) and the recipient does not gain any abilities from the humanoid's form.

The humanoid and all possessions on their person are polymorphed into the new form. The recipient should role play the nature of the animal. The recipient keeps their own mind; they do not have the mind of the animal. Therefore the recipient can still understand languages normally, but they can only make animal noises (the recipient will not understand that animal's language). The animals allowed and their locomotion speeds are listed below. This is an LI spell. Material component: green flag.

- Large tortoise - must move very slowly
- Seal - must move very slowly
- Deer - may move at normal rate
- Large toad - may move at normal rate

True Sight

Range: Self **Area:** 10ft.X30ft.X10ft. **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 7

The use of this spell allows the caster to see targets that have been polymorphed or shape-changed, are illusory, invisible, concealed (see Thief and Ranger ability), disguised (as per Thief ability), or have a phantasm cast upon them, as they would actually appear if the changing magic had not been cast upon them. The targets must be in the area of effect for the caster to see them in their true form.

Level 8 (Default Casting Time = 15 seconds)

Petrify (r)

Range: 30ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** Rev. **Cost:** LI

Targets affected by this spell are turned to stone and will radiate magic while in this state. All items the target is carrying, except for magic items, are also turned to stone. While the target is stone, they take one point of damage from all attacks except for No Defense, from which they take full damage. The target cannot be affected by any non-damaging spells (this includes a **Rock To Mud**). The target cannot be healed while they are petrified. If the target is poisoned or has some form of continuing damage (from a disease, curse, or something similar), and is then petrified, the poison or continuing damage will effectively be frozen until the end of the spell's duration or until the target is turned back into flesh.

When the **Petrify** spell expires the target takes ten points of No-Defense damage. The effects of this spell may be dispelled with a **Dispel Magic** spell. This will also cause ten points of No-Defense damage to the target. A **Reverse Petrify** will reverse the effects and not cause any damage to the target. The duration of **Petrify** is five minutes. This is an LI spell.

Phase 2 Out

Range: 1in. **Area:** Self & 1 Target **Duration:** Special
Stacking: NA **Misc:** 2 WF **Cost:** 8

With this spell, the caster and one other willing, bound, unconscious, or dead person are phased out. Once in **Phase Out**, the two people cannot physically interact; they can, however talk to each other. This spell has an instantaneous casting time. All restrictions of **Phase Out** apply. Both people affected by the spell are considered to have the spell on an individual basis. This spell can consequently be dispelled on an individual basis. Components: two white flags.

Spell Absorption

Range: Self **Area:** 1 Spell **Duration:** Game Day
Stacking: Damage **Misc:** BF **Cost:** 8

With this spell, the caster can absorb a spell that has been cast at them. The amount that can be absorbed is four points of damage per level of the caster for damaging spells. When absorbing a damaging spell, the caster will gain the damage divided by four (round up) in Spell Points. The caster cannot exceed their maximum innate Spell Points; additional points would be lost. The Spell Points are not permanently added to the caster's total.

This spell does not affect area attacks such as **Fireball**, or the Cleric spells **Physical Protection** and **Wrath**. Also, **Spell Absorption** cannot be used against **Stun**, **Dropsy** and **Pain Strike**. Component: Blue Flag.



Level 9 (Default Casting Time = 15 seconds)**Wall of Fire/Ice/Lightning**

Range: lin. **Area:** Special **Duration:** 5 min.
Stacking: NA **Misc:** FT **Cost:** Var.

With this spell the caster creates a *Wall of fire/ice/lightning* (caster's choice) that causes three points of damage per spell point expended to all targets who cross it, including the caster. The type of wall cast, Fire, Ice or Lightning, will be obvious to anyone who sees it. The caster may expend spell points up to their level. The wall is discharged only after the 5 minute duration no matter how many targets cross it. The wall is one inch thick and 15 feet high and is represented by a piece of one inch wide fluorescent tape. The caster is allowed a 30' long tape and can put the tape in any geometric figure (circle, wall, oval, etc.). The tape must be placed on the ground and may not move. Casting time for this spell includes laying the tape out on the ground, but must extend for at least the standard casting period of 15 seconds. The tape may be placed in any shape that does not cause the tape to cross or touch itself. An *Autocast* spell used in conjunction with this spell allows the caster to cast this spell in the amount of time it takes the caster to lay the tape on the ground. The caster may move any distance from the wall without it dissipating. The wall is not opaque and does not prevent attacks on the caster. Material component: 1 inch wide red/blue/orange fluorescent tape.

Bolt

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** 9

With this spell the caster causes four points of damage per Spell Point expended, and a five second knockdown to a single target. A minimum of four Spell Points must be expended and the spell may be cast for Spell Points up to the caster's level.

Level 10 (Default Casting Time = 15 seconds)**Blast**

Range: 50ft. **Area:** 5ft. radius **Duration:** Instantaneous
Stacking: NA **Misc:** KD5 **Cost:** 10

With this spell the caster causes four points of damage per Spell Point expended, and a five second knockdown to all targets within a 5' radius circle. A minimum of four Spell Points must be expended and the spell may be cast for Spell Points up to the caster's level.

Killing Attack

Range: 50ft. **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** 10

This ranged spell causes the target creature to immediately lose one-half (½) their life Life Points to death, in their torso. Damage is based on the target's life points when the target is fully healed. This damage may only be healed after the target rests for 5 full minutes out of combat. The target may only be affected by one *Killing Attack* at a time no matter the source. This damage cannot be reduced or avoided except by a Magic User's *Concentration* (while casting) or a Monk's *Evade*. If the spell is Evaded, the spell is still used and the points are expended. A Magic User may only deliver one *Killing Attack* every five seconds, regardless of the source.

LI Extension

Range: Self. **Area:** 1 Spell **Duration:** Game Day
Stacking: Dimension **Misc:** NA **Cost:** 10

With this spell, the caster increases the area of effect of the caster's next single target LI spell of choice. For example, spells that affect one target, the area of effect will become a 5' radius circle. The duration of this spell is until the LI spell of the caster's choice is cast, or one game day, whichever comes first.

Key: Var. = Variable check text, YF = Yellow Flag, BF = Blue Flag, RF = Red Flag, GF = Green Flag, WF = White Flag, FT = Fluorescent Tape, KD5 = 5 second Knockdown, KD10 = 10 second Knockdown, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level, Special = Check Text



Chapter 16: Monk

The abilities a Monk can offer to a team are quite varied. They have as many or more means of attack and defense in melee as any other character class, and they can additionally perform feats that may seem miraculous to others. These abilities, which include the ability to protect from a physical attack, to heal their own bodies, and withstand environments that might kill others, are gained from meditation. Much as Thieves are masters of human nature, Monks are masters of human anatomy, particularly their own. Thus, when it comes to feats involving the mastery of mind over body, the Monk is supreme among the character classes. In addition to these abilities, Monks specialize in certain areas, and gain even more abilities in their particular area of knowledge. Due to the method by which Monks gain their abilities, few of their abilities can be applied to other characters.

Monks have abilities that come from the mental control they can exercise over their body. This skill is measured in power units similar to Spell Points called Monk Points. Monk abilities are not considered to come from spell casting; however, a Monk must meditate for standard casting times before the abilities will work (first and second level abilities, five seconds; third and fourth level abilities, ten seconds; and abilities of fifth level and above, 15 seconds). Five seconds must pass between the use of any Monk ability, magic item, or meditation.

Monk abilities do not require a verbal or somatic component. Monks must be conscious to use any of their abilities (except for **Life Support**). Monks can mediate under the effects of a paralysis such as **Kill Dagger**. Monk points cannot be gained or taken by use of the Clerical **Spell Transfer** spell. The cost of a Monk ability is usually a number of Monk points equal to the Monk's level when that ability is gained.

At sixth level, a Monk specializes in one field: Killing, movement, or spirit. The Monk may not change specializations. Note that mental and healing Monks from previous editions of the rules are considered to be Spirit Monks.

An innate ability for Monks is base armor protections detailed in the chart on the previous page. Other innate abilities are detailed under their descriptions. These innate abilities include Timing and various abilities listed under each specialization.

Weapon Usage - Any weapons except longsword or great axe
Armor - None Shield - None

Level	Melee Dmg. - Killing	Melee Dmg. - Movement and Spirit	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Monk Points
1	3	3	3	4	3	25
2	3	3	3	4	3	30
3	3	3	3	4	3	35
4	4	4	4	5	4	40
5	5	5	5	6	5	45
6	6	5	5	6	5	50
7	7	6	6	7	6	55
8	7	6	6	7	6	60
9	8	7	7	8	7	65
10	8	7	7	8	7	70

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor - Killing and Spirit	No Armor - Movement	Leather Armor	Chain Mail	Plate Mail
1	0	0	0	0	0
2	1	1	0	0	0
3	1(5)	1(5)	0	0	0
4	2(5)	2(5)	0	0	0
5	2(10)	2(10)	0	0	0
6	3(10)	3(10)	0	0	0
7	3(15)	3(15)	0	0	0
8	3(15)	4(15)	0	0	0
9	3(15)	4(20)	0	0	0
10	3(15)	4(20)	0	0	0

Numbers in parenthesis indicates base number vs. area effect attacks



Innate Armor Points

Level	Standard Damage		Area of Effect Damage	
	Killing & Spirit Specialties	Movement Specialty	Killing & Spirit Specialties	Movement Specialty
1	0	0	0	0
2	1	1	0	0
3	1	1	5	5
4	2	2	5	5
5	2	2	10	10
6	3	3	10	10
7	3	3	15	15
8	3	4	15	15
9	3	4	15	20
10	3	4	15	20

Level 1 (Default meditation time = 5 seconds)

Blocking

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** NA **Cost:** Var.

This ability adds one (1) additional point of armor for each monk point expended in meditation. The monk may expend half their level in monk points (round up). The duration of this ability is one combat or one game day, whichever comes first.

Heal Self

Range: lin. **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var. With this ability, a Monk may heal two (2) Life Points of physical injury on themselves per Monk point expended. The Monk may expend up to their level in Monk Points per **Heal Self**. The Monk may heal a **Throat Slit** on themselves with this ability, assuming they can heal at least 12 points within one minute.

Legend Lore

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 1

With this ability, the Monk can determine the lore surrounding any famous object, location, historical event, or legend; the Monk will not know magical abilities of the item. In general, these are artifacts, or other powerful or old objects. The kinds of information retrieved with a **Legend Lore** are the legends and history surrounding the item, location, or event. In the case of an item, the Monk does not have to hold it to do a **Legend Lore**. Nor does the item have to be in the possession of the Monk; the Monk needs only to hear the name or something unique about the item.

If other lores (Nature, Heraldic, Religion, Undead) are available for the target, the Monk will know the type of lore available but not its content. If there is no lore available on the object, event, or legend, the point will not be expended.

Sense Magic Item

Range: lin. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 0

By holding their hand within one inch of an object and mediating for five seconds, the Monk can tell if an item is magical. There is no monk point cost for this ability.

Timing

Range: Self **Area:** Self **Duration:** 1 Hour
Stacking: NA **Misc:** NA **Cost:** 0

By the use of this ability, the Monk can tell when an exact amount of time has passed; up to one hour's length (GM will use watch and inform Monk of time). There is no limit on the number of times this ability may be used per game day.

Level 2 (Default meditation time = 5 seconds)

Diagnose Self

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 2

With this spell, the Monk will be informed of all the afflictions that they have. This includes afflictions such as drunkenness, disease, curses, poisons, Enthrallment, Fog Brain and paralysis. If the Monk is afflicted by a spell such as Enthrall or a curse, the Monk will be informed of the level of effect of the spell or curse.

Escape Bonds

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 2

The Monk may work her way out of any mundane bindings, but the Monk will take two points of damage to each bound limb (independent of protections) due to skin abrasion, etc. It will take the Monk five minutes to escape.



Leap

Range: Self **Area:** Special **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 2

With this ability, the Monk can jump laterally a distance of up to 20 feet, or vertically a distance of up to 10 feet. It may be used to jump chasms, pits, etc. The Monk can be affected by hits and spells while the Monk is leaping. However, these will not prevent the **Leap** from being completed.

The Monk cannot activate magic items or precast spells, skills, or abilities, and may only engage in defensive combat for 5 seconds after completing the **Leap**. Defensive combat means that the Monk cannot cause damage, use innate abilities, or activate magic items. This ability requires no mediation time.

Savvy

Range: 1in. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 2

This ability allows the Monk to determine one previously unknown piece of information of any magical target per casting. The Monk does not have to touch the target, but must be within one inch of the target to use this ability and will additionally tell the caster how many more pieces of information can be known about the target item, up to a limit of ten. If more than ten pieces of information remain, the Monk will be told that more than ten pieces of information remain. What is contained in each piece of information is determined by game copy. The **Savvy** ability does not usually give information regarding curses but can do so by game design.

Level 3 (Default meditation time = 10 seconds)

Safe Fall

Range: Self **Area:** Special **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 3

Using this ability, the Monk may avoid Falling Damage, if the fall is no greater than 10' per level of the Monk. For instance, a 3rd level Monk spending the points would take no damage from a fall if the fall was equal to or less than 30'). Any fall of greater damage would affect the Monk completely. The duration of this ability is one fall. This ability requires no mediation time.

Death Feint

Range: Self **Area:** Self **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 3

This ability causes the Monk to go into a deep mediation and appear dead. While in this mediation, the Monk has equivalent protection as

the Concentration spell. Any attacks (except **No Defense** or **Numbing Blow**) against the Monk while in **Death Feint** do not damage the Monk and do not appear to damage the Monk. The Monk should call "no mark" when struck or touched. While in **Death Feint** the Monk is considered to be under the effects of a Clerical **Stasis** spell, with the differences noted above. **Death Feint** does not cause a Monk to detect as magic. While in **Death Feint**, the monk may not activate magic items or precast spells, skills, or abilities.

The Monk may end the duration of the ability early by moving. They must remain in the **Death Feint** for at least one minute, which takes them out of combat. When the Monk comes out or is forced to come out of the **Death Feint**, they may only engage in defensive combat for 5 seconds. Defensive combat means that the Monk cannot cause damage, use innate abilities, or activate magic items. The feint can be neutralized only with a Magic User's **Awaken** or the Druid's **Flowers of Avalon** spell; note that a **Dispel Magic** will not negate the **Death Feint**. This ability requires no mediation time.

Major Lore

Range: Self **Area:** Special **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 3

With this ability, the Monk can determine all the lore (Religion, Nature, Heraldic, etc.) surrounding any single lore target. The Monk will not know magical abilities of the target. The usual restrictions of the individual types of lore abilities apply. Even if no lore is available, the points are used.

Physical Attack

Range: 10 feet **Area:** Special **Duration:** Instant
Stacking: Damage **Misc:** BB **Cost:** Var.

The physical representation of this attack is a purple bean bag. This attack represents a significant martial arts attack with either hand/fist or foot. The bean bag must be thrown from ten feet or less, and the Monk may not hold any weapon in the hand delivering the **Physical Attack**. The Monk will call "Physical Attack, n points" when the bean bag strikes the target.

Physical Attack functions like a weapon strike in terms of armor or protections but **Physical Attack** may not be blocked by a shield or parried by weapons. If a **Physical Attack** contacts any part of a character or the character's worn possession, including the target's shield or weapon, the **Physical Attack** is considered to be successful and damage should be taken by the target. Damage from a **Physical Attack** is considered to be normal melee damage. If the bean bag hit a limb,





weapon, or shield and the damage is greater than the hit points remaining in the limb, any additional damage is ignored. A Monk would take damage from the Clerical **Physical Protection** spell to the limb that threw the bean bag, with any remaining damage being applied to the torso. If the **Physical Attack** is not successful, or if a **Dodge Blow** or **Evade** is used, the ability is still used and the points are still expended.

Five seconds must pass between each use of a **Physical Attack** and use of any spells, skills, abilities, and/or magic items.

Each **Physical Attack** does 2 points of damage for each 1 Monk point expended. The Monk may only spend up to the Monk's level in Monk points, and must spend at least 1 monk point. This ability is a Damage Enhancement and the Monk's base hand held damage adds to the damage of the bean bag. This ability requires no meditation time.

Sacrifice Throw

Range: 10ft. **Area:** Special **Duration:** Instant
Stacking: NA **Misc:** KD5 **Cost:** 3

When the Monk uses this ability, the Monk and the target creature are knocked down for five seconds. If for some reason the target creature is not knocked down, the Monk still takes the knockdown. If the Sacrifice Throw is **Dodged** or **Evaded**, the ability is still used and the Monk must take the knockdown, but may immediately get back up. If this ability is used against someone protected by a Physical Protection, a Monk would take damage to a limb of their choice, with any remaining damage being applied to the torso, the target would still be affected by the knockdown. There may be no obstructions between the Monk and the target, e.g. another person, a tree, a medium sized bush, etc. This ability requires no meditation time; however, the Monk must then wait five seconds before the use of another skill or ability.

Level 4 (Default meditation time = 10 seconds)

Ki'ai

Range: 50ft. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** KD5 **Cost:** 4

The Monk gains the ability to perform a Ki'ai attack, a focus of energy through sound. The Monk must be able to speak in order to use the ability. The attack is not considered to be magical (for example, **Spell Protection** will not protect against **Ki'ai**). **Ki'ai** is pronounced as key-eye. The attack does two points of damage per level of the Monk and a 5 second knockdown.



Kip

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 4

A Monk can use this ability as an immediate response to any knockdown taken by the Monk. The Monk must at least drop to one knee, loudly call out "**Kip**", then with the use of this ability they may immediately get back up, thus ending the knockdown. This ability cannot be used with a Monk's own **Sacrifice Throw**. This ability requires no mediation time.

Neutralize Non-Magical Disease

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 4

This ability cures the Monk of all non-magical diseases, unless specified by game design. It does not restore lost Life Points, but it does stop further loss or disability.

Neutralize Poison

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 4

This ability cures the Monk of all magical and non-magical poisons except Red Death, unless otherwise specified by game design. It does not restore lost Life Points, but it does stop further loss or disability. A Monk can use this ability to neutralize the effects of a **Kill Dagger**.

Sense I

Range: Self **Area:** Self **Duration:** Game Day
Stacking: Damage **Misc:** NA **Cost:** 4

By use of this ability the Monk can increase her sensing abilities and sense a backstab attack, thus avoiding some of the damage. The Monk must meditate and state the use to a GM or SK before the attack occurs, and the ability will negate half the damage from a backstab attack (round down). The duration of this ability is until used or one game day, whichever comes first.

Level 5 (Default meditation time = 15 seconds)

Balance

Range: Self **Area:** Self **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 5

Using this ability, the Monk can balance on any surface one-half inch or wider that is capable of supporting her weight. This includes most ropes. This ability requires no mediation time.

Elemental Protection

Range: Self **Area:** Self **Duration:** 5 min./level
Stacking: NA **Misc:** BF **Cost:** Var.
 This ability gives the Monk protection from one element of the Monk's choice (Earth, Fire, Ice or Lightning). The amount of protection received is three points per monk point expended. The Monk may expend up to their level in monk points. The material component is a Blue flag.

Move Without Tracks

Range: Self **Area:** Self **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 5
 With the use of this ability, the Monk cannot be traced with **Tracking**. This ability only affects the Monk.

Missile Protection

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Damage **Misc:** BF **Cost:** 5
 Using this ability the Monk can reduce the damage of missile (arrows and such) or thrown melee weapons (throwing daggers or rocks) by 10 points. This ability does not protect against spells, skills, or abilities that are represented by a beanbag, such as **Seeds of the Elements** or **Physical Attack**. The duration of this ability is one combat or one game day, whichever comes first. Material component: blue flag.

Throw

Range: 10ft. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** KD5 **Cost:** 5
 The Monk using this ability knocks down a target for five seconds. The Monk will remain standing. If the Throw is **Dodged** or **Evaded**, the ability is still used. If this ability is used against someone protected by a **Physical Protection**, a Monk would take damage to a limb of their choice, with any remaining damage being applied to the torso. There may be no obstructions between the Monk and the target. This ability requires no meditation time; but the Monk must then wait five seconds before the use of another skill or ability.

Level 6 (Default meditation time = 15 seconds)

Acuity

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 6
 When the Monk uses this ability, the Monk can clearly remember any one event or conversation of five minutes or less which occurred within the current game. The Monk will permanently remember the occurrences, unless otherwise affected. The ability only allows the Monk to remember things within their memory. This will also remove the effects of a **Fog Brain**, if the Monk is aware of the **Fog Brain**. For example, a play-by-play description of all the conversations in a tavern will not be recalled, nor will the Monk be able to remember someone who attacked the Monk from behind if the attack was not seen. This would, however, be quite useful in remembering instructions into the castle, the coat of arms on the black Knight's shield, or the true name of the demon (which everyone on the team has forgotten). This ability is governed strictly by GM/SK knowledge.

Sense II.

Range: Self **Area:** Self **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 6
 By using this ability the Monk can alter their metabolism to neutralize the next **Kill Dagger** attack on the Monk. The Monk must meditate and state the use to a GM or SK before the attack occurs. The ability will allow the Monk to neutralize the poison within a Kill Dagger immediately for no additional point cost; the Monk still takes the 1 point of Armor independent damage that the Kill Dagger does. The duration of this ability is until used or one game day, whichever comes first. Note: if Sense II is used, the Thief's **Kill Dagger** is still expended.

Level 7 (Default meditation time = 15 seconds)

Speed

Range: Self **Area:** Self **Duration:** 15 seconds
Stacking: NA **Misc:** PF **Cost:** 7
 By using this ability, the Monk is able to move at a rapid speed. While the Monk is using the speed ability, no attacks, including magical attacks, will harm the Monk. Other characters cannot pursue the Monk until the Monk finishes their movement. When a Monk uses this ability, time does not stop – the Monk only moves faster than everyone else. When a Monk uses **Speed**, all other individuals should ignore the Monk for the duration





of the ability; combat or other interactions would therefore continue for everyone else. The Monk must have the purple flag in their hand or visibly hanging during the entire use of this ability. The Monk may use this ability to initiate or continue combat; however, the Monk **MUST** drop the flag and end the **Speed** prior to engaging in melee or combat.

When the monk drops Speed (either by stopping movement or by moving for the full 15 seconds) the Monk cannot activate magic items or precast spells, skills, or abilities, and may only engage in defensive combat for 5 seconds. Defensive combat means that the Monk cannot cause damage, use innate abilities, or activate magic items. No meditation time is required to use **Speed**, but the maximum duration of the ability is 15 seconds. Material component: purple flag.

Walk on Liquids.

Range: Self **Area:** Self **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** 7

With this ability the Monk can walk (not run) on any horizontal, liquid surface (e.g., not on walls, ceilings, etc.); the ability does not require great concentration. The Monk may defend, but may not use other SASs while walking. The Monk may not carry someone else across. If the Monk is knocked down while walking, the Monk will not sink, but will take the knockdown. The Monk will take full damage if walking across a damaging surface such as acid, lava, etc., unless otherwise protected. The duration of this ability is five minutes.

Level 8 (Default meditation time = 15 seconds)

Perceive Illusion

Range: Self **Area:** Special **Duration:** 5 min./level
Stacking: NA **Misc:** NA **Cost:** 8

When the Monk uses this ability, all Type I and Type II illusions will be perceived and the Monk will not be affected by them.

Truth Force

Range: 1 in. **Area:** 1 Target **Duration:** 5 min.
Stacking: NA **Misc:** NA **Cost:** LI

With this ability the Monk can force the target creature to answer questions in a truthful manner. The creature must answer as completely as they can, to the limits of their knowledge. This is an LI ability. Truth Force is limited by character knowledge.



Level 9 (Default meditation time = 15 seconds)

Free Strike

Range: Special **Area:** 1 Target **Duration:** 2 seconds
Stacking: NA **Misc:** NA **Cost:** LI

With this ability, the Monk can temporarily halt their opponent for a **Free Strike**. The Monk must strike the opponent's weapon and call Freeze, followed by the level of the Monk, and "two seconds". If the opponent is affected, they must remain immobile for two seconds or until hit by the Monk, whichever comes first. **Free Strike** does not allow a Throat slit to be applied. Prepared abilities such as Monk's **Killing Attack** or poison on a weapon may be used. This ability will not work if there are other people engaging the opponent in melee. The Fighter skill **Dodge Blow** and the Monk ability **Evade** are **not** effective against this ability and the subsequent strike. This ability requires no meditation time. The five second limitation does not prevent a special ability from being used in the follow-up hit since the follow-up hit is the free strike. This is an LI ability.

Level 10 (Default meditation time = 15 seconds)

Death Commitment

Range: Self **Area:** Self **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 0

When the Monk uses this ability, they are able to hold off death for a period of time. The amount of time that the death of the Monk can be delayed is five minutes or the end of the current combat which ever comes last. If the Monk takes double the Monk's total base Life Points, the Monk is immediately dead and the **Death Commitment** is over. When this ability is invoked, the Monk is instantly restored of all damage to that point, and temporarily receives double the number of rules listed life points for a character of their level. This includes any damage taken from a **Killing Attack**. Note that if a **Killing Attack** is thus neutralized by a **Death Commitment**, the Monk could be hit by another **Killing Attack**. If they receive as much or more damage as they would normally have in life points, they are dead at the termination of the effect. Otherwise, they will have taken whatever damage they received while in **Death Commitment**. While this ability is in effect the Monk will never go unconscious. In addition, while using this ability all damage that the Monk receives is applied to the torso, i.e. a Monk in Death Commitment will not lose a limb to damage, but could still lose a limb to **Numbing blow** or lose torso points equal to the Monk's level to a **Fighter's Blow**, etc. This ability



must be called out loudly when used. Once the ability is invoked the Monk cannot be healed for the duration of this ability, this includes auto activated *Healing (from magic items)*, and Monk's *Life Support*. Also, while in *Death Commitment*, another *Death Commitment* will have no effect. This ability is instantaneous.

Killing Specialty

Level 6 (Default meditation time = 15 seconds)

Base Damage with Two Weapons

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc:** NA **Cost:** 0
 Killing specialty Monks are able to apply their base hand held proficiency to both weapons (e.g., to wielding two weapons simultaneously)

Improved Physical Attack

Range: Self **Area:** Special **Duration:** Instant
Stacking: Damage **Misc:** NA **Cost:** Var.
 When the Killing specialty Monk reaches sixth level, the Monk may now conduct an improved *Physical Attack*. This *Physical Attack* does an extra 2 points of damage. The Monk must spend at least one Monk point per *Physical Attack* and may only spend a number of points up to their level. This ability does not require any meditation time.

Level 7 (Default meditation time = 15 seconds)

Delay

Range: Self **Area:** Special **Duration:** Special
Stacking: NA **Misc:** NA **Cost:** 7
 By using this ability the Monk can delay usage of one of her abilities. For abilities that are only effective on the next successful weapon strike such as *Venom Poison*, *Delay* allows the Killing Specialty Monk to use that ability on the weapon strike of her choice. When used in this manner the duration of the *Delay* is one combat or one game day, whichever comes first.

For abilities that have durations of one combat, the Monk may choose to either use the ability in the next combat or the combat immediately after



the next one. For abilities that have a fixed duration such as five minutes, the Monk may use her ability either in the next five minutes or the five minutes after that. The use of this ability must be stated ahead of time, at which time the Monk must state which ability she is using *Delay* to affect. Only one *Delay* may be in effect at a time.

Venom Poison

Range: Self **Area:** 1 Weapon **Duration:** Next Weapon Strike
Stacking: NA **Misc:** NA **Cost:** 7
 The Monk gains the ability to brew a venom poison and coat their hand-held melee weapon with it. The Monk's next successful weapon strike will inflict *venom poison* on the target, in addition to the damage that the Monk would normally do; a blunt weapon such as a staff is just as effective as a sword in transmitting the venom poison. The Monk must call out *Venom poison* along with the damage the Monk normally does. Only the Monk who brewed the poison may use it. The Monk can only have one Venom poison available at a time. If the weapon strike is countered by use of *Dodge Blow* or *Evade*, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. The duration of the poison is until the next successful weapon strike or one game day, whichever comes first.

Level 8 (Default meditation time = 15 seconds)

Killing Attack

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** 8
 This ability is delivered through a successful hand held melee weapon strike, which causes the target creature to immediately lose one-half (½) their life Life Points to death. Damage is based on the target's life points when the target is fully healed. If a creature is hit in one of its limbs, the limb would take as much damage as it has life points, with the remaining damage applied to the creature's torso. This damage may only be healed after the target rests for 5 full minutes out of combat. The target may only be affected by one *Killing Attack* at a time no matter the source. This damage connect be reduced or avoided except by a Magic User's *Concentration* (while casting), a Monk's *Evade* or a Fighter's *Dodge Blow*. If the weapon strike is not successful, or is Dodged or Evaded, the ability is still used and the points are expended. A Monk may only deliver one *Killing Attack* every five seconds, regardless of the source. This ability is instantaneous and does not require any meditation time.



Level 9 (Default meditation time = 15 seconds)

Nerve Strike

Range: Self **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** KD10 **Cost:** 9

The Monk can empower their weapon to do a **Nerve Strike** that will cause a special 10-second knockdown to the target. The Monk must call out "**Nerve Strike**, ten second knockdown" after a successful weapon's strike on the opponent for the ability to work. The weapon's damage of the Monk is not added to the **Nerve Strike**. If the weapon strike is countered by use of **Dodge Blow** or **Evade**, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. This ability requires no meditation time.

Level 10 (Default meditation time = 15 seconds)

Brew Red Death

Range: Self **Area:** 1 Weapon **Duration:** Next Weapon Strike
Stacking: NA **Misc:** NA **Cost:** 10

The Monk gains the ability to brew a **Red Death** poison and coat their hand-held melee weapon with it. A brewing only yields enough to coat one weapon. The Monk's next successful weapon strike with that weapon will inflict the victim with a **Red Death** poison, along with the damage that the Monk would normally do; a blunt weapon such as a staff is just as effective as a sword in transmitting the poison. The Monk must call out **Red Death**, along with the weapon damage immediately following the next successful weapon strike. Only the Monk who brewed the poison may use it. The Monk can only have one **Red Death** poison available at a time. If the weapon strike is countered by use of **Dodge Blow** or **Evade**, the ability is still used and the points are expended. Five seconds must pass before the use of another skill, ability or spell. The duration of the poison is the next successful weapon strike or one game day, whichever comes first.

Movement Specialty

Level 6 (Default meditation time = 15 seconds)

Improved Balance

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 3

A Movement Monk of 6th level may perform a Balance for a cost of three Monk points. This ability requires no mediation time.

Improved Leap

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 1

A Movement Monk of 6th level may perform a Leap for a cost of one Monk point. This ability requires no mediation time.

Improved Kip

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 2

A Movement Monk of 6th level may perform a Kip for a cost of two Monk points. This ability requires no mediation time.

Sweep

Range: Self **Area:** 5ft. radius **Duration:** Game Day
Stacking: NA **Misc:** KD5 **Cost:** 6

When the Monk uses this ability, everyone (except the Monk) within a 5' radius circle centered on the Monk will be knocked down for five seconds. There may be no obstructions between the Monk and the targets. The targets do not count as obstructions. The Monk should call the knockdown. If this ability is used against someone protected by **Physical Protection**, a Monk would take damage to the limb of her choice, with any remaining damage being applied to the torso. The meditation may be done at any earlier time and the ability can be used at any time before the end of the game day.



Level 10

(Default meditation time = 15 seconds)

Level 7 (Default meditation time = 15 seconds)

Improved Speed

Range: Self **Area:** Special **Duration:** 15 seconds
Stacking: NA **Misc:** NA **Cost:** 5

A Movement Monk may perform a Speed for five Monk points. This ability requires no mediation time.

Evade

Range: Self **Area:** 1 Attack **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 7

When the Monk uses this ability, they will be able to avoid one melee blow (including *Killing Attack*), single-target damaging spell (such as *Lightning Strike*, *Earth Strike*, *Seeds of the Elements*, *Killing Attack*, etc.), or missile of their choice. A Thief's *Backstab* cannot be evaded. The Monk must loudly call out *Evade* immediately after the damage strikes the Monk. The Monk cannot use this ability to counter damage from *Wrath* or *Physical Protection*. This ability requires no meditation time.

Level 8 (Default meditation time = 15 seconds)

Additional Armor

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc:** NA **Cost:** 0

A Movement monk gains additional armor as reflected in the armor chart at the front of the chapter.

Level 9 (Default meditation time = 15 seconds)

Additional Protection from Area Attacks

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc:** NA **Cost:** 0

A movement monk gains additional armor from area attacks as reflected in the armor chart at the front of the chapter.

Immunity to Knockdowns

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: NA **Misc:** NA **Cost:** 10

The Movement Monk is immune to knockdowns; however, the Monk will still take normal damage from any damaging attack. The duration of this ability is one combat or one game day, whichever comes first. This ability requires no mediation time.

Spirit Specialty

Level 6 (Default meditation time = 15 seconds)

Improved Sense I

Range: Self **Area:** Self **Duration:** Game Day
Stacking: Damage **Misc:** NA **Cost:** 2

A Spirit Monk of 6th level may perform a Sense I for a cost of two Monk points.

Improved Sense II

Range: Self **Area:** Self **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 4

A Spirit Monk of 6th level may perform a Sense II for a cost of four Monk points.

Improved Bindings

Range: 1in. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** Uses **Cost:** 0

Bindings done by a Spirit Monk will heal the recipient for one-half the level of the Monk in points of damage (round up). Any creature may still only be bound a total of twice each game day.

Improved Heal Self

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** Var

The Spirit Monk can heal three (3) Life Points of physical injury on the Monk only per Monk Point expended. The Spirit Monk may expend up to their level in Monk Points per Improved *Heal Self*; with a minimum of 4 Monk Points spent when using this ability. The Spirit Monk may heal a *Throat Slit* on themselves with this ability by using it to heal at least 12 points of damage.



Shiatsu I

Range: lin. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** Uses **Cost:** 0
 With this ability the Monk may heal a target for six points; this includes healing damage from a poison or disease. A target may only receive healing from this ability once per game day. This healing requires 15 seconds meditation time. The Monk may only use this ability once per level of the Monk per game day.

Level 7 (Default meditation time = 15 seconds)

+1 vs. LI Effects

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc:** NA **Cost:** 0
 The Monk has a resistance to LI spells, abilities, and skills as if the Monk were one level higher. This ability is a base ability.

Death Memory

Range: lin. **Area:** 1 Event **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 7
 By use of this ability the Monk can witness the moments before another person's death from the person's viewpoint as long as the body is present. The amount of time the Monk can witness before the person's death is one minute per level of the Monk. The impressions gained can be specific or general (GM discretion), but will only be what the person was actually aware of (e.g. if someone attacked the person from behind and killed them, *the Monk* could not determine who the killer was by use of this ability). Note: this ability will not work if *Ashes to Ashes* has been cast on the body.

Life Spark

Range: lin. **Area:** 1 Target **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 7
 With this spell the Spirit Monk can re-energize life into the target creature. The ability must be used within five (5) minutes of the target's death. This spell has no effect on an undead or animated body. Poison and disease remain in the body and are still in effect when the target is *Life Sparked*. For purposes of time progression, they are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) run their duration as normal and may still be in effect when the body is *Life Sparked*. The

target will be brought to one (1) Life Point above death. The target will be permanently down Life Points equal to one-half (1/2) their level (round up). The Life Point loss is deducted from the character's total to death and unconsciousness. The target will also be -2 versus all LI effects for the rest of the game day. If a character is *Life Sparked* more than once in a game day, the -2 losses are not cumulative but the losses in Life Points are. A character that has undergone *Life Spark* is considered to have undergone Death.

Truth Sense

Range: 30ft. **Area:** 1 Target **Duration:** 10 min.
Stacking: NA **Misc:** NA **Cost:** LI
 With this ability the Monk can sense whether a creature is telling a lie. The Monk will not know the exact words that are lies, but will have a general sense that the creature is lying. Omissions of truth will not be revealed. This is an LI ability.

Level 8 (Default meditation time = 15 seconds)

Life Support

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 8
 This ability is automatically used whenever the Monk falls unconscious or would have died due to damage. The ability will heal the Monk for 9 points and restore the Monk to consciousness. This ability requires 15 seconds to heal the Monk. The Monk may choose where the Life Points will go in their body. *Life Support* will not heal a throat slit because throat slits do an undefined amount of damage. Life Support may not be used to restore a Monk who died from the effects of *Death Commitment*.

Personal Augury

Range: Self **Area:** Special **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 8
 The Monk may ask the GM a 15-word question pertaining to information on future action(s) of the Monk. The monk may receive up to a 15-word answer, i.e. the Monk may ask questions that are more complex than those that require a yes or no answer.



Level 9 (Default meditation time = 15 seconds)

+2 vs LI Effects

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc:** NA **Cost:** 0

With this ability the Monk has a resistance to LI spells, abilities, and skills as if the Monk were two levels higher. Note that this is not cumulative with the **+1 vs LI Effects** ability gained at seventh level by Spirit Monks. This ability is a base ability.

Shiatsu II

Range: lin. **Area:** 1 Target
Duration: 30 min. **Stacking:** NA **Misc:** Uses
Cost: 0

With this ability, the Monk can perform a *Stasis* as per the cleric spell. A target may only receive the benefit from this ability once per game day. This ability is instantaneous and requires no meditation time.



Level 10 (Default meditation time = 15 seconds)

Immunity to Poisons

Range: Self **Area:** Self **Duration:** 5 min./1 Combat
Stacking: NA **Misc:** NA **Cost:** 10

By using this ability, the Monk will be immune to any poison, including **Red Death** and **Kill Daggers**, for five minutes or until the end of the current combat, whichever is longer. Additionally, any existing poisons in the Monk's system are neutralized. This ability requires no mediation time.

Precognition

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Cost:** 10

By use of this ability, the Monk is able to determine the general nature of the immediate future, e.g. the next encounter. The Monk will receive a picture in their mind (by GM description) of the next encounter in the game. The Monk will be informed of how many people are in the encounter, how they are dressed, what weapons they carry, etc. The Monk will not be informed of the intent of the people (e.g. if they mean to attack or be friendly). This spell is governed by GM discretion. This ability may yield unreliable information in a world game where non-player and player characters are free to roam and encounter whatever they choose.

Key: Var. = Variable check text, BF = Blue Flag, PF = Purple Flag, KD5 = 5 second Knockdown, KD10 = 10 second Knockdown, BB = Bean Bag, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level, Uses = This ability cost no Monk Points but is limited number of times a day.



Chapter 17: Ranger

The abilities of Rangers are based upon their practical knowledge and experience of the outdoors, whether they adventure in a desert or a forest, as well as their skill with a bow. Rangers are the best hunters and trackers of all the character classes, and the abilities they offer a team reflect this. The Ranger's knowledge of plants and animals is legendary; and a Ranger can read a trail or a campsite like a book. When it comes to melee, a Ranger's ability with hand-to-hand weapons is only slightly less than that of a Fighter or Knight, and a Ranger's ability and versatility with the bow is unmatched.

Weapon Usage - Any weapon

Armor –

Leather or Chain

Shield - Any

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Ranger Points
1	3	4	5	3	24
2	3	5	6	3	28
3	3	6	7	3	32
4	4	7	8	4	36
5	5	8	9	5	40
6	6	8	9	5	44
7	7	9	10	6	48
8	7	9	10	6	52
9	8	10	11	7	56
10	8	10	11	7	60

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	0

Ranger Abilities

Rangers have abilities that come from their knowledge of the outdoor environment. Their ability is measured in units similar to Spell points called Ranger points. Ranger abilities are not considered to come from spell casting, and cannot be taken or granted by use of the Clerical **Spell Transfer** spell. Unless otherwise stated in the ability description, first and second level Ranger abilities require five seconds, third and fourth level abilities require ten seconds, and abilities fifth level and higher require 15 seconds of preparation. Five seconds must pass between use of any abilities. A Ranger must be conscious in order to use any Ranger abilities.

All plant, herb and wood material that the ranger needs to use their abilities are found each day. At the beginning of each day, it is assumed that the ranger has searched their environment to find all that they need for the coming day.

Rangers should role play during their preparation times, such as making a potion, scanning the woods, or sharpening an arrow point. A Ranger's preparation time is interrupted by anything that would cause a loss of concentration such as being engaged in combat, taking damage, etc. If interrupted, the Ranger loses one Ranger point, the attempt to use that ability fails, and they must wait five seconds before using another skill, ability, spell, or magic item. For items or abilities that are used at a later time such as a **Githar's Arrow** or **Devils Weed**, the Ranger points are expended when the item/ability is prepared, not when the item/ability is used.

Ranger abilities are not considered to be magical, but come from expert training and knowledge of the outdoors. None of the damage enhancements granted by Ranger abilities make the damage magical. Ranger abilities do not require a verbal or somatic component, and only the **Conceal** ability and abilities that come from potions require a material component. A Ranger must be physically able to perform an action; for example, if they are tied up they could not make a potion.

Many of the Ranger abilities come from potions they brew. All Ranger potions must be drunk in their entirety to have an effect, and must be at least ½ cup in volume unless otherwise stated. If the player does not have the required liquid, then they must spend 5 seconds role playing the drinking of the potion. Potions cannot be mixed; i.e., a **Heal** potion and a **Neutralize Poison** potion could not be mixed in the same ½ cup volume. Rangers should role play making their potions, but may bring them along premade to save time; however, even if they bring the potions, they will still expend the Ranger points. Once brewed, potions last for the rest of the game day unless otherwise stated in the ability descriptions.



Innate Skills

Tracking: At first level, a Ranger has the innate skill (with the GM's help) to see and follow a faint, old, covered, or obscured trail.



At first level, Rangers have general knowledge of non-magical potions. By inspecting a potion for five seconds, the Ranger may determine the general nature of any non-magical potion. The Ranger may not be able to determine the specific power of the potion, or its remaining duration, but they can determine that a potion is a healing potion, neutralize disease potion, neutralize poison potion, or other kind. If it is "other kind", the Ranger will not be able to further identify the potion with this ability.

At first level, the Ranger can gauge the non-magical enhancements on missile weapons. This skill will tell the Ranger what the item does, not what it is worth. The Ranger must handle the

item for five seconds. This ability applies to arrows, crossbow bolts, bows, bowstrings, crossbows, and any other missile weapons.

At fourth level, the Ranger can gauge the magical enhancements that pertain to damage on missile weapons. The Ranger must handle the item for five seconds to use this skill. This ability applies to arrows, crossbow bolts, bows, bowstrings, crossbows, and any other missile weapons.

At fourth level the Ranger can make a pact with a single creature type corresponding to the *Aspect of the Beast*. All animals affected by the *Animal Pact* will be under the effects of *Animal Tamer* towards the Ranger. Any aggressive behavior towards the animal by the Ranger will nullify the pact (GM discretion).

Level 1 (Default Preparation Time = 5 seconds)

Find Water

Range: Special **Area:** Special **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 1

With this ability the Ranger can determine in which direction a source of water can be found; this ability does not tell the Ranger the distance to water. Limitations on the ability are GM knowledge.

Gather Food

Range: Special **Area:** Special **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 1

With this ability the Ranger can gather sufficient food to feed up to ten people one meal (no more than ten people), consisting of fruit, nuts, tubers, berries, or an occasional squirrel or rabbit.

Healing Potion

Range: Self **Area:** 1 Target **Duration:** Game day
Stacking: NA **Misc:** NA **Cost:** Var.

When the Ranger brews this potion, the creature who drinks it regains two Life Points per Ranger point expended by the Ranger. The Ranger may expend as many Ranger points as the level of the Ranger.

Identify Potion

Range: Self **Area:** 1 Potion **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

By carefully inspecting the potion for 5 seconds, the Ranger may determine the specific nature of any non-magical potion, including the type and the strength of the potion.

Nature Lore

Range: Self **Area:** Special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

With this ability, the Ranger can perform a *Legend Lore* as per the Monk's ability of the same name, on people, places, *animals*, or things that relate to natural places (GM discretion). If no lore is available, then the point is not lost.

Speak with Animals

Range: Self **Area:** Special **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 1

With this ability the Ranger can speak with naturally occurring non-sentient animals. This ability does not force the animal to befriend the Ranger, but the Ranger can communicate with it. This ability is instantaneous.

Sense Poison

Range: 1 inch **Area:** Special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 1

Rangers can detect poison on objects by close visual inspection or by smelling, and they can tell what general type of poison is present (toxin, venom, or Red Death). They can also tell if a character has been poisoned, and with what kind of poison.

Level 2

(Default Preparation Time = 5 seconds)

Hone Arrow (+1)

Range: Self **Area:** 5 Arrows **Duration:** Game Day
Stacking: Damage **Misc:** NA **Cost:** 2
 This ability gives one extra point of damage to each of five non-magical arrows that the Ranger chooses; this is not magical damage. The duration is until fired or one game day, whichever comes first. This ability stacks in the stacking Damage Group.

Make Arrow

Range: Self **Area:** 5 Arrows **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 2
 When used, this ability will allow the Ranger to make five mundane arrows per two Ranger points expended. The arrows will last until the end of the game day, or until fired, whichever comes first.

Penetrating Arrow



Range: Self **Area:** Special
Duration: Instantaneous
Stacking: Damage **Misc:** NA
Cost: 2
 By use of this ability, the Ranger can make an arrow that will firmly penetrate stone, wood, or other dense substances, thereby firmly anchoring the arrow two inches into the substance. The arrow will be anchored enough for one person at a time to cross on a rope that is attached to an arrow. The Ranger should role play tying a rope to the arrow before firing. The duration is until fired or one game day, whichever comes first. Note that this arrow can only be used against inanimate objects.

Provide Shelter

Range: 15 feet **Area:** 10 foot circle **Duration:** 10 minutes/level
Stacking: NA **Misc:** NA **Cost:** 2
 The Ranger creates a 10 foot diameter protective dome within which anyone can remain unaffected by severe weather conditions, magical or otherwise. This ability only affects weather conditions that affect temperature or wind speed; however, this ability does not affect the Druid spells *Gale*, or *Dust Storm*. The shelter does not move.

Level 3

(Default Preparation Time = 10 seconds)

Animal Tamer

Range: Self **Area:** 1 Target **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 3
 When the Ranger uses this ability they can befriend, or at least pacify, a non-sentient, non-magical animal. Whether or not the animal was hostile does not matter; however, it must be a natural creature of the wild (bear, eagle, lion, wolf, horse, etc.). At the very least the creature will allow the Ranger and any nonbelligerent members (GM discretion) of the Ranger's party to pass unharmed. If the Ranger harms or indirectly causes harm to come to an animal under the influence of *Animal Tamer*, the effects from the ability are immediately nullified. The Ranger would have to expend additional Ranger points to affect the animal again. At the end of the duration of the ability, the animal resumes its previous attitude towards the Ranger.

Sense Traps

Range: Self **Area:** 3ft.X10ft.X10ft. path **Duration:** 10 min.
Stacking: NA **Misc:** NA **Cost:** 3
 With this skill the Ranger will be informed of the location of all traps, glyphs, pitfalls, snares, etc in a three (3) foot wide by ten (10) foot long by ten (10) foot high path in the direction the Ranger is facing, which moves with the Ranger. This skill will also inform the Ranger of the nature of each trap (i.e. magical, mechanical or glyph), and will work in both indoor and outdoor environments. However, the use of this skill does not tell the Ranger what sets the traps off or what type of damage the traps do. The Ranger can move no faster than a walk to be effective Sensing Traps. The duration of this ability is 10 minutes.

This skill is blocked by one (1) inch of wood, earth, stone, or metal, though shields may never block this skill. Sight or manipulation is not required to be aware that a trap is present.

Move Without Tracks

Range: Special **Area:** Ranger **Duration:** 5 minutes/level
Stacking: NA **Misc:** NA **Cost:** 3
 By use of this ability, the Ranger cannot be traced with the *Tracking* ability, because the Ranger can move in such a way as to not leave discernible tracks. This ability only affects the Ranger.



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Perceive Illusionary Terrain

Range: Self **Area:** 10ft.x30ft.x10ft path **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 3

When used, the ranger can see through all illusions that change the appearance of the land in a three foot wide by ten foot long by ten foot high path, which can be moved in the direction the ranger is facing. For example, rivers and chasms that are illusioned to look like meadows or bogs are revealed for what they really are. This will not dispel the illusions; it will only allow the ranger to see through them.

Target Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Dimension **Misc:** NA **Cost:** 3

Using this ability, the Ranger may fire an arrow that targets a visible specific area no smaller than 3"x3". This ability is used to target limbs of opponents with arrows. A shield that is covering the area would prevent the hit, but if the target is visible during the entire aiming time despite the shield then the Target Arrow would hit. The Ranger must aim for at least ten seconds. The Ranger should call out "Target Arrow, color, damage (from non-critical missile according to the table), limb targeted." An example for a third level Ranger would be "Target Arrow, Blue, X points, right arm." The use of this ability is the only way that a limb can be targeted by missile fire. The damage could be upgraded with the use of a Critical arrow. This ability stacks with the Dimension stacking group.

Level 4 (Default Preparation Time = 10 seconds)**Hone Arrow (+2)**

Range: Self **Area:** 5 Arrows **Duration:** Game Day
Stacking: Damage **Misc:** NA **Cost:** 4

This ability gives two extra points of damage to each of five non-magical arrows that the Ranger chooses; this is not magical damage. The duration is until fired or one game day, whichever comes first. Only the Ranger who honed the arrows can use them. This ability stacks in the stacking Damage Group.

Investigate Habitation

Range: 30 feet **Area:** Special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 0 (innate)

Using this ability, the Ranger can inspect the natural or artificial habitation of a group of 5 or more creatures (character or animal) and draw conclusions about the creatures themselves. This ability will tell the following where appropriate: the approximate size of the creatures,

weapon usage (including natural weapons such as claws), tool usage if any (and the types of tools), dietary habits, skin type (furred scaled, flesh, etc.), and the approximate number of creatures. This ability is limited by GM knowledge and discretion. Range of this ability is 30 feet.

Knockdown Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Damage **Misc:** KD5 **Cost:** 4

Using this ability, the Ranger may fire an arrow that causes the target to be knocked down for 5 seconds with a successful hit. The Ranger must aim for at least 10 seconds. The Ranger should call out "Arrow, color, damage (according to the table), Knockdown, 5 seconds". This ability may be used on a marginal or critical arrow, and stacks in the Damage stacking group. This ability may only be applied to an arrow.

Neutralize Non-Magical Disease Potion

Range: Self **Area:** 1 Potion **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 4

The Ranger can brew a potion to cure all non-magical diseases that a character currently has. This potion does not restore Life Points lost from the effects of the disease, but it does stop further loss or disability.

Neutralize Poison Potion

Range: Self **Area:** 1 Potion **Duration:** Game Day
Stacking: NA **Misc:** NA **Cost:** 4

The Ranger can brew a potion to neutralize all poisons currently afflicting a character except Red Death. This potion does not restore Life Points lost from the poison but it does stop further loss or disability.

Wathit

Range: 30 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

With this ability, the Ranger may observe a creature for ten seconds and determine any of its natural properties that they wish. Natural properties include how much damage the creature does, approximately how many Life Points the creature has, the creature's major weakness, the creature's major strength, if it is a natural or special creature, and other (GM discretion) special properties of the creature. This does not tell the Ranger the class or level of the creature. The Ranger may spend up to their level in points on this ability. For each 2 Ranger points spent, they gain knowledge of one property.

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Level 5 (Default Preparation Time = 15 seconds)**Arrow of Slaying**

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** Var.

By use of this ability, the Ranger is able to fire an arrow that does two points of damage per Ranger point expended, in addition to the regular damage the Ranger does with the arrow. The Ranger must aim for 15 seconds to fire this arrow. This ability stacks in the stacking Damage Group. This ability does not make the damage from the arrow magical. The Ranger must spend at least three Ranger points and may spend points up to their level.

Enhanced Senses

Range: Self **Area:** 30 feet **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Cost:** 5

With this ability the Ranger can sense the exact position, both distance and direction, of invisible and concealed creatures up to the Ranger's level +2. Use of this ability will allow the ranger to target these creatures.

Long Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Distance **Misc:** NA **Cost:** 5

By use of this ability, the Ranger can fire an arrow up to 120 feet (normal range is 60 feet). The Ranger must aim for at least 15 seconds to use this ability. This ability does not make the damage from the arrow magical. This ability stacks in the Dimension stacking group.

Ranger's Guardian

Range: Self **Area:** Special **Duration:** 2 hours
Stacking: NA **Misc:** NA **Cost:** 5

This creates a creature that acts as a sentry or alarm for the Ranger; only the Ranger (*who created the Guardian*) can see and control the creature. The guardian's range must be centered from a specific spot, designated by the Ranger. The range of this ability is within a 130ft radius from the spot designated.

If the Ranger is approached by any non-magical or magical creature that the guardian does not know, it will warn the Ranger of the intruder's approach; the Ranger will only receive a warning if they are in the area of effect. The guardian can detect all creatures within the area of effect, even those that are concealed. The guardian warns the Ranger that something has entered the area it is guarding.

The Ranger must point out and name an individual for the guardian to know them. The guardian can only detect creatures that can be seen, smelled, or heard; Game Designers may create creatures that cannot be detected by the Guardian. The Ranger does not have to be awake in order to be alerted by the guardian. The Guardian's senses are only as good as those of the GM or SK. If the Ranger is asleep, but not magically slept, they will immediately become awake when alerted by the guardian; the guardian will be unable to wake the Ranger if they have been magically slept. The animal cannot be used as advance scout or as an attack animal. The guardian will not set off a glyph or other similar traps.

Level 6 (Default Preparation Time = 15 seconds)**Conceal Self**

Range: Self **Area:** Ranger **Duration:** 5 minutes/level
Stacking: LI **Misc:** YF **Cost:** LI

This skill allows the Ranger to hide. As long as the Ranger moves slowly and stays near some sort of shadows or obscuring objects, (e.g. a wall, in the trees, crawling through grass), they will not be noticed. The Ranger may not **Conceal Self** if they are within 10 feet of any non-friendly creature. If the Ranger is already concealed and someone approaches within 10 feet and is affected by the Conceal, then the Ranger must remain motionless or they will be immediately detected. When a creature is more than 30 feet from the Ranger, the Conceal is effective at the Ranger's level +3. This is an LI ability, and the Ranger must inform anyone who approaches the Ranger "Conceal" and the level of effect.

The Ranger may not take any offensive actions while in concealment, the Ranger cannot activate magic items or precast spells, skills, or abilities, and may only engage in defensive combat for 5 seconds after ending the concealment. Defensive combat means that the Ranger cannot cause damage, use innate abilities, or activate magic items. This skill cannot be Dispelled, but the concealed Ranger can be detected by SASs such as, **True Sight, Reveal Danger, or Enhanced Senses**. Material component: yellow flag.

Ranger Herbs

Range: Special **Area:** Special **Duration:** Game Day
Stacking: Special **Misc:** NA **Cost:** 6

With the use of this ability, the Ranger can find very rare herbs and roots. This ability works in any environment, indoors and outdoors. Preparing the herbs for use requires 15 seconds. Once the herb or root is prepared, it maintains its potency for the rest of the game day, or until used,



whichever comes first. The duration of the effect of the herb is listed with the herb. One dose of the root or herb is enough for only one person. Other herbs or roots (by game design) can be located with this ability.

The cost of this ability is to find the herb or root; if the Ranger finds the herbs or roots by another method (i.e. by buying them), then the Ranger does not need to expend any Ranger points to prepare the herbs described in this ability. Once the herb is prepared, anyone may place it into a ½ cup of water to make the potion.

Herb 1: Athelas – When this herb is consumed, the herb can neutralize the effects of all known poisons, including **Red Death**. This does not heal any damage that has already been done, but does neutralize the poison.

Herb 2: Damiana – When this potion is ingested the target will fall madly in love with the character who gives the potion to the target, and will act accordingly. This herb will affect any creature that is equal or lesser in level to the Ranger who prepared it. Duration: 15 minutes.

Herb 3: Nightshade – When brewed into a tea and ingested, this herb acts as Nightshade poison; the potion's effects occur within 15 seconds. After the 15 seconds, the affected person will be comatose for two hours, followed by death. Only a **Neutralize Poison** will cure the effects.

Root 1: Devil's Weed – This root allows magical abilities for a short period of time. The person consuming the potion will be able to cast spells as a first level Magic User, but must use their own points for casting; this includes Knights, Monks, and Rangers. Any character that has access to spell or ability points can use Devil's Weed. Any spells cast by the recipient can be at their level of effect. For example, an sixth level Ranger could cast an sixth level Enthrall for three Ranger points. This does not negate any other abilities that the person has. Duration: five minutes or the end of the current combat, whichever is greater.

Root 2: Hellbore – When this potion is brewed, the creature that drinks it will be +3 on melee, thrown, and missile damage for five minutes or until the end of the current combat. This ability stacks in the stacking Damage Group.

Root 2: Melange – When a creature drinks this potion they will enter into a dream state for five minutes, and will receive information from the GM about their adventure or possibly their future (GM discretion). The creature is entranced and stationary for five minutes, and the trance cannot be broken before the end of this time, except by the means of a **Freeze Poison** or **Neutralize Poison**. Duration: five minutes.

Level 7 (Default Preparation Time = 15 seconds)

Githar's Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** LI

By use of this ability, the Ranger can fire an arrow that will have the special ability listed below. The arrow will not do physical damage. The Ranger should call out the nature of the effect of the Arrow, along with the Ranger's level for the LI effects. The Ranger must aim for 15 seconds to use **Githar's Arrow**. A critical arrow can be used with a **Githar's Arrow**, although no damage will be done with the arrow, it will now bypass a shield. This is an LI ability.

Disarm: as per Fighter ability
Crash Time: as per Magic User spell, except that it only affects a single target

Group Concealment

Range: Special **Area:** 10 foot diameter circle **Duration:** 5 minutes/level
Stacking: LI **Misc:** YF **Cost:** 7

By use of this ability the Ranger can conceal themselves and up to ten people who are with the Ranger as per the Ranger **Conceal Self** ability. If the observer is more than 30 feet away from the concealed persons, the **Concealment** is effective at the Ranger's level +3. If the observer is within 30 feet from the concealed persons, then the **Concealment** is effective at the Ranger's level. The area of effect is a 10 foot diameter circle around the Ranger and does not move with the Ranger. Anyone who approaches the Ranger should be told **Conceal**, followed by the level of the Ranger.

If anyone who is included in the area of effect moves outside of it, the concealment effect drops for them on an individual basis and all restrictions of coming out of **Conceal Self** apply. No one in the area of effect may take any offensive action while in concealment, and the affected persons, including the Ranger, may not take any offensive actions for five seconds after they become unconcealed. This skill can't be dispelled, but can be detected with SASs such as **True Sight**, **Reveal Danger**, or **Enhanced Senses**. Material component: yellow flag.



Group Move Without Tracks

Range: Special **Area:** 10ft radius **Duration:** 5 minutes/level
Stacking: NA **Misc:** NA **Cost:** 7

By use of this ability, the Ranger can obscure the tracks of a group as large as ten people, thereby preventing any tracking by mundane means. The group must remain within a 10 foot radius circle. The group must move at a normal walking pace; i.e. the people cannot be running. The Ranger must move at the back of the groups.

Stun Arrow

Range: Self **Area:** 1 Arrow **Duration:** Game Day
Stacking: Damage **Misc:** KD10 **Cost:** 7

Using this ability, the Ranger may fire an arrow that causes the target to be knocked down for 10 seconds. The Ranger must aim for at least 15 seconds. The Ranger should call out "Stun Arrow, color, Knockdown, 10 seconds". No damage will be done with the arrow. A critical arrow can be used with a **Stun Arrow**; although no damage will be done with the arrow, it will now bypass a shield. This ability may only be applied to an arrow.

Track Lore

Range: 30 feet **Area:** 1 Set of Tracks **Duration:** instantaneous
Stacking: NA **Misc:** NA **Cost:** Var.

This ability is similar to the Ranger ability **Wathit**, except that the Ranger only needs to see tracks of the creature. The cost is 4 Ranger points per ability determined.

Tripline

Range: Self **Area:** Special **Duration:** Game Day
Stacking: Damage **Misc:** KD5 **Cost:** Var.

This ability allows the Ranger to set a natural trap known as **Tripline**. The Ranger must mark with a yellow flag or remain within 30' of the **Tripline** for it to remain effective. The area of this trap is three feet by 12 feet. The **Tripline** does two points of damage per Ranger point expended, along with a knockdown, to the first creature other than the Ranger who enters it. A minimum of three points must be expended. The Ranger is responsible for calling out the effect when this happens. The Ranger may expend Ranger points up to their level, but must use at least three Ranger points. The Ranger must specify the exact boundaries of the **Tripline** to the GM. **Tripline** is considered a trap, but not a magical trap, and cannot be seen. The duration of the **Tripline** is until triggered or one game day, whichever comes first. A Ranger can only have one **Tripline** in existence at a time.

Level 8 (Default Preparation Time = 15 seconds)

Aspect of the Beasts

Range: Self **Area:** Ranger **Duration:** instantaneous
Stacking: Special **Misc:** NA **Cost:** 8

This ability allows the Ranger to assume one of the following Aspect of the Beasts as listed below. The Ranger does not shape change into that animal, but obtains some of the animal's abilities. While in an Aspect, the Ranger can understand and speak common. When invoking Aspect of the Beasts, the Ranger will expend one less Ranger point for their chosen Animal Pact type. While under the effects of this ability, the Ranger may use magic items, skills, spells, and abilities normally available to the Ranger. The Ranger may only be under the effect of one Aspect at a time. All Aspects stack in the Damage Group, Aspect of the Snake also stacks in the LI Group.

While in Aspect of the Beasts, the Ranger should role play the characteristics of the animal the Ranger has chosen (e.g., a mongoose or panther moving quickly, a bear moving in a lumbering fashion). Each aspect will have spells, abilities, or skills that may only be used by the Ranger during the duration of the aspect. Aspect of the Beasts lasts five minutes or until the end of the current combat, whichever is longer.

Bear: Life Points +10, damage +4, Armor +3. The Ranger has the ability to invoke a **Avenging blow** for 20 additional points once during the duration of the aspect. If at the end of the aspect, the loss of the ten additional life points results in the unconsciousness or death of the Ranger, then the Ranger is unconscious or dead.

Falcon: Life Points normal, damage +3 for ranged attacks, Armor +3. The Ranger may autocast **Gale** once during the duration of the Aspect. The Ranger will be under the effects of **True Sight** for the duration of the aspect. The Ranger may use the ability **Leap** with a range of 40 feet once during the duration of the aspect.

Mongoose: Life Points normal, damage +5, armor +4. The Ranger will be protected by **Sense I** (possibly multiple times) for the entire duration of the aspect. The **Sense I** is gone at the end of the aspect.

Panther: Life Points normal, damage +3, normal armor. The Ranger may use **Evade** and **Dodge Blow** once each during the duration of the Aspect. The Ranger may do each of the following once during the duration of the Aspect: **Leap**, **Balance**, **Kip**, **Safe Fall** and **Climbing**.



Snake: Life Points normal, damage normal, armor normal.

The Ranger may use the **Conceal Self** ability at the Ranger's level +2. Note: the **Conceal Self** may outlast the duration of the Aspect. Once the Ranger becomes unconcealed the Ranger may not become concealed again for the duration of the Aspect. Also, on one successful weapon's strike or missile attack, a **Pain Strike** for 3 points may be added. The Ranger may autocast a **Stun** spell, and a **Freeze Poison**, once during the duration of the Aspect.

Wolf: Life Points normal, damage +3, armor normal. For the duration of the Aspect, the Ranger is immune to all poisons and additionally is under the effects of **Resist Death** (as though the Ranger had expended the Ranger's level in points). The Ranger may do a **Fighter's Blow** once during the Aspect. The Ranger may do a **Resist Pain** once during the aspect.

Snare

Range: Special **Area:** Special **Duration:** Game Day
Stacking: NA **Misc:** KD5 **Cost:** Var.

The ability allows the Ranger to set a **Snare** that will ensnare one creature of less than or equal to the Ranger's level *that comes* into the area defined by the Ranger. The creature affected will suffer a knockdown, and, additionally, be unable to move for five minutes, unless the creature is freed by someone else first. To free someone ensnared requires ten seconds; the rescuer should role play cutting ropes, etc. All provisions of **Tripline** (other than damage) apply. A Ranger may have only one **Snare** active at a time. This is an LI ability.

Level 9 (Default Preparation Time = 15 seconds)

Deadfall

Range: Special **Area:** Special **Duration:** Game Day
Stacking: NA **Misc:** KD5 **Cost:** Var.

This ability acts as a combination of **Tripline** and **Snare**, except that the trap does three points of damage per Ranger point expended. The Snare is at the level of the Ranger. The Ranger must expend their level in Ranger points. All the provisions of **Tripline** and **Snare** (other than damage) apply. A Ranger may have only one **Deadfall** active at a time.

Hunting Pursuit

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Cost:** 9

By use of this ability the Ranger is able to follow a creature that the Ranger has previously seen until the Ranger finds the creature or for one game day, whichever comes first. The Ranger must initially come within 30 feet of the creature in order to use this ability. This tracking occurs regardless

of the form of travel of the creature as long as the creature remains on the same plane in which the Ranger used the ability. This ability is effective on any creature of the Ranger's level or less. The Ranger must actively pursue the creature once the ability is used, or the Ranger loses the trail and the Ranger points. The Ranger will have **Enhanced Senses** up for the duration of the Pursuit. This ability cannot be used on someone who is successfully concealed from the Ranger, but does work against someone using **Move Without Tracks**.

Level 10

(Default Preparation Time = 15 seconds)

Killing Arrow

Range: lin. **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** 10

This ability, when delivered through a successful arrow shot after aiming for 15 seconds, causes the target creature to immediately lose one-half (½) their life Life Points to death, to their torso. Damage is based on the target's life points when the target is fully healed. This damage may only be healed after the target rests for 5 full minutes out of combat. The target may only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a Magic User's **Concentration** (while casting) or a Monk's **Evade**. If the arrow is Evaded, the ability is still used and the points are expended. A Ranger may only deliver one **Killing Attack** every five seconds, regardless of the source. The arrow may be a marginal or critical arrow but may not include any other damage enhancement such as **Knockdown Arrow**. The Ranger's missile damage is not added to the damage from the **Killing Attack**. This arrow may **not** be modified by any other Ranger ability.

No Defense Arrow

Range: lin. **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Damage **Misc:** NA **Cost:** 10

By use of this ability, the Ranger can fire one arrow that will affect the target as a **No Defense Blow**. The Ranger must aim for at least 15 seconds to use this ability. The amount of damage the arrow does is equal to one point of **No Defense** damage per level of the Ranger, there can be no modification of this amount. A critical arrow may be used with a **No Defense Arrow**, although no extra damage will be done with the arrow, it will now bypass a shield.

Key: Var. = Variable check text, YF = Yellow Flag, KD5 = 5 second Knockdown, KD10 = 10 second Knockdown, Cost: LI = 1 Spell Point for 2 levels of effectiveness up to character's level, Special = Check Text

Chapter 18: Thief

Stealth, agility, deftness of hand, and a deep knowledge of human nature are the Thief's tools of trade. When it is time for secrecy or subtlety, a Thief has many skills to offer, whether it is spying and eavesdropping, or silent removal of a guard or two that is required. Entry into forbidden places, opening of locked doors, and the evaluation of treasure are all within the Thief's area of expertise. Also, when it comes to understanding people, getting a good bargain, or discovering what will fool people in the ways of disguises, no other character can match a Thief.

Weapon Usage - Any two weapons except longsword or great axe.
Armor - Leather Shield - None

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Backstab
1	3	3	4	3	6
2	3	3	4	3	9
3	3	3	4	4	12
4	4	4	5	5	16
5	5	5	6	6	20
6	5	5	6	6	23
7	6	6	7	7	27
8	6	6	7	7	30
9	7	7	8	8	34
10	7	7	8	8	37

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	0	0

Innate Skills

Thieves have skills that come from their agility and basic knowledge of human nature. All of the Thief skills are considered to be innate. Thieves gain their skills at different levels at no Spell Point cost. The only limitations on using their skills are that they are restricted to a finite number of uses per game day. In most cases the number of uses per game day is set at one-half the level of the Thief, but some of the skills have no limit as to the number of uses allowed. Because none of the Thief skills are considered to be magical, they cannot be affected by a Dispel Magic. Six seconds must pass between the uses of skills.

Key:

Uses: **Thieves Level/day** * = Total uses are equal to the level of the thief, shared between "like" skills

Uses: **Thieves Level/day** = number of uses equal to the level of the thief

Uses: $\frac{1}{2}$ **Thieves Level/day** = number of uses equal to half the level of the thief round up

Uses: $\frac{1}{2}$ **Thieves Level/day*** = number of uses equal to half the level of the thief round up, shared between "like" skills

Special = see details in text

KD5 = 5 second Knock Down

Level 1

Backstab

Range: Touch

Area: 1 creature **Duration:** Instantaneous

Stacking: Damage

Misc: NA

Uses: no limit

Thieves have the skill to backstab, and the amount of damage they do is dependent upon their level. A Thief does 3 points per level of the Thief added to their base damage for that level. **Backstab** can only be done with a single melee weapon and 5 seconds must pass between the uses of a **Backstab**.

In order to **Backstab** a creature the thief must be behind it and the creature must be relatively unaware of the Thief's presence. For game purposes, being relatively aware of the Thief means the target must be actively attempting to avoid, parry or otherwise defend himself against the **Backstab**. It is not acceptable to simply state that the target was aware that the Thief was behind them. A **Backstab** must be done on the back of the target, not the arm, leg, etc. and the Thief must be positioned somewhere behind the target. The Thief should call out **Backstab**, followed by the amount of damage as they strike the target. A **Backstab** cannot be avoided by the Fighter skill **Dodge Blow** or the Monk ability **Evade**. It may be partially avoided by the Monk's **Sense I** ability.



Gauge Value of Treasure

Range: 1 inch **Area:** 1 item **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** no limit

Thieves can accurately gauge the Blue Book value of mundane treasure. They will not know what the local populace will give for treasure, but they will have a good estimate to base their bargaining for gems, jewelry, etc. This skill does not work on magic items other than to give their mundane value.

Thief Hearing

Range: 30 feet **Area:** special **Duration:** 5 minutes
Stacking: NA **Misc:** NA **Uses:** Thieves Level/day*

This skill allows the Thief to hear sounds beyond a normal door or normal wooden wall if the Thief listens (soft chanting, casting, shuffling, etc.); the Thief can additionally overhear conversations up to 30 feet away. This skill is limited by GM knowledge – if an action happens too fast for the GM to ask the NPCs what they are saying and report it to the Thief then the Thief did not hear clearly enough. However, if the orcs are discussing whether to let the PCs go or to kill the party, the GM can tell the Thief the gist of the conversation. This skill is governed by GM discretion – it is useless on a noisy street or in a loud bar. This skill does not give the Thief linguistic abilities, i.e. the Thief will only understand conversations that are in a language that the Thief understands. The Thief must inform a GM or SK that they are trying to listen. Each use of any kind of Thief Hearing counts against the Thief's uses per day.

Pick Locks

Range: Touch **Area:** lock **Duration:** special
Stacking: NA **Misc:** NA **Uses:** Thief's level/lock

Thieves may pick locks and are allowed the usage of a lock pick, a metal loop of up to one-half inch in diameter (all of the loop of the lock pick MUST conduct electricity). Thieves may carry as many lock picks as they want. The number of tries a Thief is allowed on a given lock is determined solely by their level: the Thief is allowed the same number of tries as their level. The Thief must begin lock picking again at the starting point of the lock every time that they touch the lock with the lock pick. Thieves can accurately gauge the type and difficulty of a lock by inspecting it. See chapter 8 for more information.

The wire loops, buzzers, batteries and the other paraphernalia that make up locks are not really there; they are the method that is used to represent lock picking. Therefore any interactions with the lock are expressly forbidden; the thief can't cut the lock, move it or straighten it out. Anachronistic tools for lock picking are prohibited.

Sense Poison

Range: 1 inch **Area:** 1 object/creature **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** no limit

Thieves can detect poison on objects by close visual inspection or by smelling, they can tell what general type of poison is present including venom or Red Death. They can tell if a creature has been poisoned and what kind of poison is present.

Level 2

Base proficiency with 2 weapons

Range: Self **Area:** Thief **Duration:** permanent
Stacking: NA **Misc:** NA **Uses:** no limit

If the Thief fights with two one handed weapons they get their base hand held proficiency with both weapons. For instance, if the Thief fights with two swords, the proficiency bonus can be applied to both swords. This does not alter the rules on **Backstab** with respect to requiring 5 seconds between **Backstabs**.

Gauge Value of Magic Item

Range: 1 inch **Area:** 1 item **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** no limit

With this skill the Thief can determine the approximate Blue Book value of a magic item. In order to use this skill, the Thief will have to be aware of the properties of the item, from a **Savvy**, a **Legend Lore**, or other source, and the evaluation will be based on the known properties.

Kill Dagger

Range: Touch **Area:** 1 creature **Duration:** 15 minutes
Stacking: LI **Misc:** NA **Uses:** ½ Thieves Level/day*

Each Thief can make what is called a kill dagger. These normally take the form of any small object: a ring with a needle, a small dagger, etc. no matter what its form, these objects are called kill daggers. If the item representing the kill dagger is lost or taken in game, the Thief will be unable to use this skill until a suitable representation can be found. However, more than one representation can be carried. A kill dagger can be used only by the Thief who created it. **Kill Daggers** cannot be used on someone actively involved in combat.

For game purposes, the kill dagger takes the form of a two inch square piece of tape with some appropriate symbol, name etc. that must be applied to the target creature. Tape is used as a representation of the kill dagger, or more precisely, where the kill dagger made contact with the target creature, and must be visible when the ability is employed. When a



Kill Dagger is applied between the shoulder blades of the target creature, the dagger causes instant paralysis for 15 minutes or until a **Neutralize Poison** or **Freeze Poison**, etc. is done; the target can be fed a **Neutralize Poison** potion as if they were unconscious (requires five seconds to administer). The target of a kill dagger may not cast spells or activate magic items, including an item of Monk's **Neutralize Poison**, except auto activated magic items. **Kill Daggers** inflict one point of damage and must be applied with the hand, not on the end of a sword or staff or other implement.

Kill Daggers work regardless of any armor or magical protection devices (e.g. magical armor, +1 ring of protection, etc.) and will work against all magical protections, except for the Magic User spell **Concentration**; **Kill Daggers** will be effective, however, if the Thief makes a successful strike in between the Magic User's casting. **Kill Daggers** also work independent of backpacks of any coverings on a person's back. **Kill Daggers** do not work through shields. If a shield is slung across the back, however, the shield is treated like a backpack or some similar item and the **Kill Dagger** would be effective.

If the **Kill Dagger** strikes another part of the body, then the closest limb is instantly paralyzed (GM discretion) and total body paralysis will occur in five minutes; paralysis will then last for ten minutes unless a **Neutralize Poison** spell or potion is applied. In this instance a **Kill Dagger** would not work through a shield that was being worn on an arm.

As the **Kill Dagger** is placed the Thief says "**Kill Dagger**," followed by the level of effect, which is the level of the Thief + 3 levels. A Thief may affect characters as high as three levels above the level of the Thief. If the Thief does not call out the level of effect, then the paralysis does not work. The piece of tape representing the **Kill Dagger** must be left in place as a representation of the action. The effects of a **Kill Dagger** work as a poison. **Kill Daggers** do not work on Undead.

People Lore

Range: Self **Area:** special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Theives Level/Day
 With this skill the Thief can find out lore on people, groups or organizations. The subject in question must be well known enough to have lore in existence (GM discretion). If given a lore the Thief can also work backwards to give the name of the person, group or organization associated with the lore. If there is no **People Lore** then the Thief does not lose a use per day.



Sense Traps

Range: Self **Area:** special **Duration:** 10 minutes
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day
 With this skill the Thief will be informed of the location of all traps, glyphs, pitfalls, snares, etc in a three (3) foot wide by ten (10) foot long by ten (10) foot high path in the direction the Thief is facing which moves with the Thief. This skill will also inform the Thief of the nature of each trap (i.e. magical, mechanical or glyph), and will work in both indoor and outdoor environments. However, the use of this skill does not tell the Thief what sets the traps off or what type of damage the traps do. The Thief can move no faster than a slow walk to be effective Sensing Traps. They must also role play looking for traps. The duration of this ability is 10 minutes.

This skill is blocked by one (1) inch of wood, earth, stone or metal, though shields may never block this skill. Sight or manipulation is not required to be aware that a trap is present.

Sharpen Dagger+1

Range: Touch **Area:** 5 daggers **Duration:** until used/game day
Stacking: Damage **Misc:** NA **Uses:** ½ Theives Level/Day
 A Thief using this skill can improve the damage done by a group of thrown weapons, magic or mundane, by one (1) additional point of damage. The Thief is able to enhance five thrown weapons per use of this skill. The enhancement gives the weapons an additional +1 in damage that will last until the weapon is thrown or until the end of the current game day, whichever comes first.

Level 3

Define Trap - Mechanical

Range: Self **Area:** 1 Trap **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day*
 When the Thief uses this skill, they will be informed what kind of damage a mechanical trap will do in a relative sense and the general purpose of the trap (e.g. to seal doors, activate pits, drop ceiling, etc.). This includes information such as how much damage the trap causes (low – up to 20 % of the Thief's normal Life Points, moderate – 20 to 50% of the Thief's normal Life Points, high – greater than 50 % of the Thief's normal Life Points) or if the trap releases a poison. This skill only works on mechanical traps, and the Thief must be aware of the specific existence of the trap. Each use of **Define Trap**, either mechanical or magical, counts against the Thief's uses per day.



Escape Bonds

Range: Self **Area:** Self **Duration:** Instant
Stacking: NA **Misc:** NA **Uses:** ½ Theives Level/Day
 The Thief may work out of any mundane bindings, but the Thief will take two points of damage to each bound limb (independent of protections) due to skin abrasion, etc. It will take the Thief five minutes to escape.

Fence Item

Range: Self **Area:** 1 Item **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day
 The Thief may fence one item, mundane or magical, with each use of this skill. By doing so, the Thief will receive 75% of game copy listed price for the item in gold. If no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on items gained during the current game, or by game design (i.e. items brought into a game from another game may not be fenced, unless by GD provisions). This skill does not prevent the Thief from trying to locate a fence in a town during a game. If the Thief does locate a fence by game design, then that does not count as a use per day.

Memory

Range: Self **Area:** Special **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day
 When a Thief attempts the Memory skill they can remember up to five minutes of verbiage or one page of text for up to one game day. This could be directions, a list, a map, names, a riddle, an answer, etc. The text must be seen for at least ten seconds. Every time the Memory skill is used to remember verbiage or written text, the use is counted against the number of uses a thief is allowed for one game day. The Thief must state to either a GM or SK that they are using the memory skill within five minutes of studying the text or hearing the verbiage. The Thief does not have to be able to understand the text or verbiage in order to remember it.

Reduce Lock Type - 1

Range: Self **Area:** 1 lock **Duration:** 5 minutes
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day*
 With this skill a Thief is able to reduce the type of a lock such that it is easier for the lock to be opened by another character using either the Magic User's **Reverse Lock** spell or by another character doing physical damage or spell damage to the lock. It does not affect the difficulty of picking the lock. The Thief must state which attribute of the lock they are reducing; the Physical damage level, the Spell damage level or the Spell cost for **Reverse Lock**. With this skill the Thief is able to reduce the type of the lock by one (1) level. This skill is able to reduce a lock that normally cannot be opened with physical damage to a level where it can be opened with physical damage (i.e. a Type D would be reduced to a type C

lock). To use this skill the Thief must be next to, and touching, the lock while the physical damage, the spell damage or the **Reverse Lock** spell is cast. If the lock is damaged by area effect spell damage, then the Thief must also take the same damage, minus protections. Each use of **Reduce Lock** counts against the Thief's uses per day. This skill will not reduce a Type G lock, except by game design. A lock may not be reduced more than once.

Set Needle Trap

Range: Touch **Area:** 30' **Duration:** Until set off
Stacking: Damage **Misc:** NA **Uses:** ½ Theives Level/Day
 A Thief can set a needle trap on any object small enough to pick up or handle; it can also be placed on a specific part of a larger object, such as the knob on a door. It takes 10 seconds to set a needle trap, and the Thief must visibly mark the trap (GM discretion). The Thief who sets a needle trap may **Bypass** or **Disarm** their own trap without expending one of their uses of either skill. The trap will do 5 points of **No Defense** damage to the first person who touches the object without **Bypassing** or **Disarming** the trap. A needle trap is invisible, but may be detected with **Sense Traps**, **Reveal Danger**, etc. The duration of the trap is until triggered or one game day, whichever comes first.

Track

Range: Self **Area:** Special **Duration:** Special
Stacking: NA **Misc:** NA **Uses:** no limit
 The Thief can track as per the Ranger's innate tracking ability

Level 4

Bypass Trap - Mechanical

Range: Self **Area:** 1 Trap **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day*
 With this skill the Thief can bypass any mechanical trap of which the Thief is aware. This does not include glyphs or magical traps. Only the Thief may bypass the trap using this skill. Each use of **Bypass Trap**, either mechanical or magical, counts against the Thief's uses per day.

Intuit Code

Range: Self **Area:** 1 Trap **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Theives Level/Day*
 With the use of this skill the Thief may reduce the difficulty of a code, find clues to the riddle solution, or even solve a puzzle. The amount of aid given is dependent on game design and GM discretion.

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Distrust

Range: Self **Area:** 1 Spell Effect **Duration:** Instantaneous
Stacking: LI **Misc:** NA **Uses:** no limit

When an *Enthrall* spell is cast on the thief, the Thief can react to the spell at their level +2. For instance, if a Magic User cast a 4th level Enthrall on a 4th level Thief, the Thief could choose to effectively be 6th level in respect to their LI resistance against this spell, and would therefore not be affected. *Distrust* also works against any other *Enthrall*-like skills, abilities or spells.

Thief Hearing - Improved

Range: 30' **Area:** Special **Duration:** 5 minutes
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day*

This is an improvement of the basic Thief's *Hearing*. All strictures of *Hearing* apply but the Thief will be able to determine how many creatures are on the other side of a normal door or normal wooden wall, if the creatures are moving and making noise. The Thief will pick up normal conversations 30' away even if there is loud noise or sounds. This skill is limited by GM knowledge – if an action happens too fast for the GM to ask the NPCs what they are saying and report it to the Thief then the Thief did not hear clearly enough. However, if the orcs are discussing whether to let the PCs go or to kill the party, the GM can tell the Thief the gist of the conversation. This skill is governed by GM discretion. This skill does not give the Thief linguistic abilities, i.e. the Thief will only understand conversations that are in a language that the Thief understands. The Thief must inform a GM or SK that they are trying to listen. Each use of any kind of *Thief Hearing* counts against the Thief's uses per day.

Intuit Trap

Range: Self **Area:** 1 Trap **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day

With this skill the Thief will be informed in detail of what actions activate a trap, e.g. stepping on a square, crossing a wire, casting magic in a room, coming within five feet of a glyph. The Thief must use this skill against a specific known trap.

Know Class

Range: 30' **Area:** 1 Target **Duration:** Special **Stacking:** NA
Misc: NA **Uses:** ½ Thieves Level/Day

This skill allows the Thief to determine what class a given person is (e.g. Magic User, Fighter, Cleric, etc.) by observing the individual for 10 seconds. The Thief will not, however, be able to determine the level of the player. This skill works on one creature per usage. *Disguise* will not be effective against this skill, i.e. the Thief could not see through the disguise, but could still determine the class of the character the thief was observing. The Thief cannot penetrate a magical illusion with this skill and would receive the class the illusion projects when appropriate.

Set Projectile Trap

Range: Touch **Area:** 30' **Duration:** Until set off
Stacking: Damage **Misc:** KD5 **Uses:** ½ Thieves Level/Day

This skill allows the Thief to set a Projectile Trap on the ground. It takes 10 seconds to set a trap, and the Thief must visibly mark the trap (GM discretion). The Thief who sets a projectile trap may Bypass or Disarm their own trap without expending one of their uses of either skill. The trap does 2 points of damage per level of the Thief, along with a five second Knockdown, to the first creature that enters the area of effect, without Bypassing or Disarming the trap. The Thief must specify to the GM the exact boundaries of the trap area, which is 10 feet long, 3 feet wide and 10 feet high. A Projectile Trap is invisible, but can be detected with *Sense Traps*, *Reveal Danger*, etc. The duration of the trap is until triggered or one game day, whichever comes first.

Thief's Touch

Range: Self **Area:** Special **Duration:** Special
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day

This skill allows the Thief to focus while picking a lock. The Thief will be allowed to continue lock picking at the point which (if) they touch the lock, instead of having to start over from the beginning of the lock. The

Thief does not have to call out the touches in advance. Instead, the Thief should call out "Thief's Touch" immediately after the Thief touches the lock. With the use of this skill the Thief will not suffer any ill effect from touching the lock (it will be as if the touch did not occur). The Thief is allowed one touch per level of the Thief per game day. A 4th level Thief is allowed 4 touches on any lock(s) per game day. The Thief could use 3 touches on one lock and 1 on another or all 4 on any one lock, etc.

**Truth Sense**

Range: Self **Area:** 1 Creature **Duration:** 5 minutes **Stacking:** NA
Misc: NA **Uses:** ½ Thieves Level/Day

With this skill, the Thief can determine whether a person is telling lies. The Thief can sense if the person is lying but will not know which exact words are lies. Omission of truth will not be revealed by use of this skill. If the opponent is unaffected by this skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Thief can use another skill, ability, etc.

Level 5

Sharpen Daggers +2

Range: Touch **Area:** 5 daggers **Duration:** Until Uses/game day

Stacking: Damage **Misc:** NA **Uses:** ½ Thieves Level/Day*

A Thief using this skill can improve the damage done by a group of thrown weapons, magic or mundane, by two (2) additional points of damage. The Thief is able to enhance five thrown weapons per use of this skill. The enhancement gives the weapons an additional +2 in damage that will last until the weapon is thrown or until the end of the current game day, whichever comes first. The Thief is limited to a maximum number of uses equal to the Thief's level per game day, and a **Sharpen +2** counts as one use just as a **Sharpen +1** would count as one use.

Thief's Edge

Range: Touch **Area:** 1 weapon **Duration:** Next weapon's strike

Stacking: Damage **Misc:** NA **Uses:** Thieves Level/Day

The Thief can apply a extreme edge to one melee weapon used by the Thief. The edge will cause one point of damage per level of the Thief on the Thief's next successful strike of that weapon, in addition to the base damage of the Thief. The damage must be called out immediately following the next successful weapon strike. If the strike is not successful, the edge is not used, unless the target uses a Fighter's **Dodge Blow** or a Monk's **Evade**, in which case the edge is used up. The edge will only work on the next successful strike with the prepared weapon. If the strike is blocked, the edge is not considered to be used. The duration of this skill is the next successful weapon's strike or one game day, whichever comes first.

Climbing

Range: Self **Area:** Thief **Duration:** Special

Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day

With this skill, the Thief can role-play climbing vertical surfaces; up, down and sideways. The rate of climbing is 1 foot per second, and the Thief can climb 20 feet per level of the Thief. Combat cannot be initiated from a climbed surface and if the thief is attacked while climbing a surface they can only defend themselves with the same restriction as if the Thief was in a Knockdown. If a Thief suffers a true **Knockdown** while climbing a vertical surface the Thief will 'fall' down to the nearest ground, ledge, etc. Damage from falling is up to Game design. This skill cannot be used in combat.

Conceal Item

Range: Special **Area:** 1 Item **Duration:** 1 Game day

Stacking: NA **Misc:** YF **Uses:** ½ Thieves Level/Day

This skill allows a Thief to conceal an item not larger then 3 feet by 3 feet by 3 feet (subject to GM discretion). The concealment will last one game day, unless the Thief chooses to unconceal the object. A yellow flag must be tied to the item with the level of concealment written clearly on the flag or on an attached sheet of paper. If the level of concealment is missing, then the item is not considered to be concealed. The item must be placed in a reasonable hiding place, i.e. not in the middle of a table. If anyone physically encounters the item by accident, they will not detect it (unless the level of concealment is at a lower level then the level of the individual).

Conceal Self

Range: Self **Area:** Self **Duration:** 5 min/level

Stacking: LI **Misc:** YF **Uses:** Thieves Level/Day

This skill allows the Thief to hide himself. As long as the Thief moves slowly and stays near some sort of shadows or obscuring objects, (e.g. a wall, in the trees, crawling through grass), he will not be noticed. The Thief may not conceal himself if he is within 10 feet of any, non-friendly creature. If the Thief is already concealed and someone approaches within 10 feet and is affected by the Conceal, then the Thief must remain motionless or they will be immediately detected. When a creature is more then 30 feet from the Thief, the Conceal is effective at the Thief's level +3. This is an LI spell, and the Thief must inform anyone who approaches the Thief "Conceal" and the level of effect.



The Thief may not take any offensive actions while in concealment, and the thief may not take any offensive actions for 5 seconds after they become unconcealed. This skill cannot be **Dispelled**, but can be detected with the Magic User **True Sight**, Clerical **Reveal Danger**

or Ranger's **Enhanced Senses**. It is not detectable with **Detect Magic** or **Reveal Magic**. Material component is a yellow flag.

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Disarm Trap - Mechanical

Range: 1 Inch **Area:** 1 Trap **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day*
 With this skill the Thief can disarm a mechanical trap. The thief must be aware of the trap either by direct observation of the trap, or by using **Sense Trap**, or by the **Intuit Trap** ability. Each use of **Disarm Trap**, either mechanical or magical, counts against the Thief's uses per day.

Obscure Class

Range: Self **Area:** Self **Duration:** 5 min/level
Stacking: NA **Misc:** NA **Uses:** ½ Thieves Level/Day
 With this skill the thief can obscure their class so that someone using the **Know Class** skill will not know their class. The Thief gets to choose what class the opponent will believe the Thief to be. Once the Thief chooses the class, this choice will remain the same for the duration of the skill.

Level 6**Bargain**

Range: Self **Area:** Thief **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** ½ Thieves Level/Day
 By using this skill the thief can reduce the price of any one purchase (not necessarily one item) by 10% (round up). When the Thief goes to pay for the item(s), the thief must inform the person that the Thief is buying from that they are using the **Bargain** skill, and the price will be appropriately lowered. The skill cannot be used more than once on a purchase. A **Bargain** may not be countered by use of another **Bargain**.

Bypass Glyph

Range: Self **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: LI **Misc:** NA **Uses:** Thieves Level/Day
 By use of this skill, the Thief is able to bypass glyphs of their Level, but only if they know the name of the glyph to be bypassed. The Thief must state the name of the glyph prior to touching the item or entering the area the glyph protects and then must touch the glyph within 1 minute. This must be done each time the protected item or area is touched, passed or entered. If the name the Thief states is incorrect, the glyph will discharge immediately. If the thief fails to touch the glyph within the allotted 1 minute, then the glyph will go off normally if the thief is still interacting with the protected area or item.

Conceal Item on Self

Range: Self **Area:** 1 Item **Duration:** 1 Game day
Stacking: NA **Misc:** YF **Uses:** Thieves Level/Day
 The Thief can conceal an item on their own person. Only one item can be concealed at a time, and the limit on the size is about 27 cubic inches, which is about 3" by 3" by 3" (subject to GM discretion). The hiding skill works like conceal at the Thief's level. Either the item should have a yellow flag attached or the GM should notified when the conceal occurs. If someone is searching through their belonging, the thief should state "Conceal" followed by their level if the concealed item is located. If the person is the level of the thief or lower, the searcher will ignore the item. The duration of the concealment is 1 game day, or until the Thief chooses to reveal the item, whichever comes first.

Conceal Other

Range: 1 Inch **Area:** 1 Creature **Duration:** 5 min/level
Stacking: LI **Misc:** YF **Uses:** Thieves Level/Day
 With this skill the Thief can use their conceal skill on someone else. All stipulations of **Conceal Self** apply. The Thief does not need to remain with the concealed target. When a creature is more than 30 feet from the concealed target, the Conceal is effective at the Thief's level +3. When a creature is within 30 feet of the concealed target, the Conceal is effective at the Thief's level. The concealed person cannot make any movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). Material component: yellow flag.

Distrust for Others

Range: 30 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: LI **Misc:** NA **Uses:** Thieves Level/Day
 With this skill the Thief is able to raise the LI resistance of a character who is under the effect of an **Entrall** or **Entrall** related skill, ability or spell. The Thief is able to convince the **Entralled** character that the creature who **Entralled** them is not their best friend. This skill requires 15 seconds of conversation, add +2 LI resistance to the target character, and is retroactive; i.e. that if after the Thief uses this skill the **Entralled** character's LI resistance is now greater than the level of the **Entrall** then the character is no longer under the affect of the **Entrall**. The Thief must be able to converse with the target character in a language that the target understands.



+2 LI vs. Concealed Object/Person**Range:** 30 feet **Area:** Thief **Duration:** Permanent**Stacking:** LI **Misc:** NA **Uses:** no limit

The Thief can detect concealed objects or persons hidden by a Concealment at their level +2. This ability is always in effect.

Level 7**Brew - Venom Poison****Range:** Touch **Area:** 1 blade **Duration:** Next weapon's strike**Stacking:** Damage **Misc:** NA **Uses:** twice per day

With this skill the Thief can brew a Venom poison potion and coat a hand-held melee weapon with it. The Thief's next successful weapon strike will inflict **Venom Poison** on the target, in addition to the damage the Thief would normally do; a blunt weapon such as a staff is just as effective as a sword in transmitting the venom poison. The Thief must call out '**Venom poison**' along with the damage the Thief normally does. Only the Thief who brewed the poison may use it. The Thief can only have one Venom poison available at a time. If the strike is not successful, the poison is not used, unless the target uses a Fighter's **Dodge Blow** or a Monk's **Evade**, in which case the **Venom Poison** is used up. The duration of the poison is until the next successful weapon's strike or the end of the next combat, whichever comes first.

Define Trap - Magical**Range:** Self **Area:** 1 Trap **Duration:** Instantaneous**Stacking:** NA **Misc:** NA **Uses:** Theives Level/Day*

When the Thief uses this skill, they will be informed what kind of damage a magical trap will do in a relative sense and the general purpose of the trap (e.g. to seal doors, activate pits, drop ceiling, etc.). This includes information such as how much damage the trap causes (low – up to 20 % of the Thief's normal Life Points, moderate – 20 to 50% of the Thief's normal Life Points, high – greater than 50 % of the Thief's normal Life Points) or if the trap releases a poison. This skill only works on magical traps, and the Thief must be aware of the specific existence of the trap. Each use of Sense Trap, either mechanical of magical, counts against the Thief's uses per day.

Disguise**Range:** Self **Area:** Thief **Duration:** 5 min/level**Stacking:** NA **Misc:** GF **Uses:** Theives Level/Day

The Thief can disguise himself, effective at the level of the Thief. If the Thief only chooses to not look like himself, no costume changes are required. However, if they want to look like a beggar, castle guard, etc., then at least a 50% appropriate costume change is required (subject to GM discretion). If the Thief wants to look like a specific class of people that either dress in distinctive tabards or have unique marks, the Thief must have a similar tabard or mark. For example, if the Thief wanted to look like a member of the Black Dragon Guards, a Black Dragon tabard would be required. This skill cannot be used to disguise oneself as another specific individual, i.e. the Thief cannot choose to look like the King.

If someone questions whether they recognize the Thief, the thief must state "**Disguise**" followed by the level of the Thief. If the person questioning the Thief is the same as or of a lower level than the Thief, the individual cannot see through the **Disguise**. Anyone of higher level than the Thief will note only that the Thief is disguised, but will not readily perceive the thief's identity. The Thief must state that the **Disguise** is removed for their exact identity to be revealed. The Magic User spell **True Sight** penetrates this skill and will not only reveal that the thief is in **Disguise**, but will reveal the identity of the thief if they are known by the Magic User. This skill cannot be dispelled by use of the spell, **Dispel Magic**. This is an LI skill. Material component: green flag.

Dodge Blow**Range:** Self **Area:** 1 Blow **Duration:** Instantaneous**Stacking:** NA **Misc:** NA **Uses:** ½ Theives Level/Day

With this skill a Thief can completely dodge any blow from a hand-held weapon attack, with the exception of **Backstab** and **Kill Dagger**. Non-damaging blows such as **Numbing Blow** can also be dodged. If hand-held attacks such as **Electrify**, **Killing Attack** or **No Defense Blow** are dodged then the spell, ability or skill *is* discharged. In addition to attacks from hand-held melee weapons, the Monk abilities **Physical Attack**, **Throw** and **Sacrifice Throw** can also be dodged. In order to use this skill, the Thief must not be immobilized (e.g. unconscious, held, etc.). The Thief must loudly call out "**Dodge**" when they use this skill.

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Forgery

Range: Touch **Area:** 1 document **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day
 The Thief can perform a forgery of an official document such as a letter, seal or map that they have in their possession or have memorized via the **Memory** skill. The forgery will take 5 minutes to complete and will be effective at the Thief's level; characters of a higher level than the Thief will recognize the item as a forgery. This skill does not allow the Thief to make counterfeit money. Any counterfeit item must be labeled 'Counterfeit' along with the level of the Thief, preferably on the back of the item. If a Thief counterfeits a document or map, the copy doesn't have to be erroneous, i.e. all the information may be correct. This is an LI skill

Neutralize Poison

Range: Touch **Area:** 1 creature **Duration:** Until Used/Game Day
Stacking: NA **Misc:** NA **Uses:** ½ Thieves Level/Day*
 With this skill the Thief is able to brew a potion to cure all poisons except for Red Death.

Reduce lock type, -2

Range: Self **Area:** 1 lock **Duration:** 5 minutes
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day*
 With this skill a Thief is able to reduce the type of a lock such that it is easier for the lock to be opened by another character using either the Magic User's **Reverse Lock** spell or by another character doing physical damage or spell damage to the lock. It does not affect the difficulty of picking the lock. The Thief must state which attribute of the lock they are reducing; the Physical damage level, the Spell damage level or the Spell cost for **Reverse Lock**. With this skill the Thief is able to reduce the type of the lock by two (2) levels. This skill is able to reduce a lock that normally cannot be opened with physical damage to a level where it can be opened with physical damage (i.e. a Type D would be reduced to a type B lock). To use this skill the Thief must be next to, and touching, the lock while the physical damage, the spell damage or the **Reverse Lock** spell is cast. If the lock is damaged by area effect spell damage, then the Thief must also take the same damage, minus protections. Each use of **Reduce Lock** counts against the Thief's uses per day. This skill will not reduce a Type G lock, except by game design. A lock may not be reduced more than once.

Level 8**Bypass Trap - Magical**

Range: Self **Area:** 1 trap **Duration:** Instantaneous
Stacking: NA **Misc:** NA **Uses:** Thieves Level/Day*
 With this skill the Thief can bypass any magical trap of which the Thief is aware. This does not include glyphs. Only the Thief may bypass the trap using this skill. Each use of **Bypass Trap**, either mechanical or magical, counts against the Thief's uses per day.

Deception

Range: Self **Area:** Special **Duration:** 5 min/level
Stacking: LI **Misc:** NA **Uses:** ½ Thieves Level/Day
 When the Thief uses this skill, the Thief is +2 levels vs **Truth Force** and **Truth Sense**.

Disguise Others

Range: 1 Inch **Area:** 1 creature **Duration:** 5 min/level
Stacking: NA **Misc:** GF **Uses:** ½ Thieves Level/Day
 With this skill, the Thief can disguise someone else as per the thief **Disguise** skill. All the restrictions of **Disguise** apply. Material component: green flag

Improved Conceal Self

At this level, the restriction of not attacking for 5 seconds when leaving **Conceal Self** is removed for the Thief.

Sharpen Daggers +3

Range: Touch **Area:** 5 daggers **Duration:** Until used/game day
Stacking: Damage **Misc:** NA **Uses:** ½ Thieves Level/Day*
 A Thief using this skill can improve the damage done by thrown weapons, magic or mundane, by three (3) additional point of damage. The Thief is able to enhance five thrown weapons per use of this skill. The enhancement gives the weapons an additional +3 in damage that will last until the weapon is thrown or until the end of the current game day, whichever comes first. The Thief is limited to a maximum number of uses equal to the Thief's level per game day, and a **Sharpen** +3 or **Sharpen** +2 or **Sharpen** +1 would count as one use.



+2 LI vs. Disguise

Range: Self **Area:** 1 Target **Duration:** Permanent
Stacking: LI **Misc:** NA **Uses:** no limit
 The Thief can detect disguise at their level +2. This skill is always in effect.

+2 LI vs. Forgery

Range: Self **Area:** 1 document **Duration:** Permanent
Stacking: LI **Misc:** NA **Uses:** no limit
 The Thief can detect forgeries at their level +2. This skill is always in effect.

Level 9**Apply Kill Dagger to Needle Trap**

Range: Touch **Area:** 1 Trap **Duration:** until used
Stacking: Damage **Misc:** NA **Uses:** ½ Theives Level/Day*
 With this skill the thief can apply one of their *Kill Dagger* poisons to a needle trap. The use of this skill counts towards one of the Thief's uses of *Kill Dagger* per day. The Kill Dagger poison is taken wherever the needle hits the target.

Disarm Trap - Magical

Range: 1 Inch **Area:** 1 Trap **Duration:** Permanent
Stacking: NA **Misc:** NA **Uses:** Theives Level/Day*
 With this skill the Thief can disarm a magical trap, this does not include glyphs. The thief must be aware of the trap either by direct observation or by using *Sense Trap*. Each use of *Disarm Trap*, either mechanical or magical, counts against the Thief's uses per day.

Level 10**Backstab with Knockdown**

Range: Touch **Area:** 1 Creature **Duration:** Instantaneous
Stacking: Damage **Misc:** KD5 **Uses:** ½ Theives Level/Day
 With this skill the Thief can add a *KnockDown* to a *Backstab*. After a successful *Backstab* the Thief can add a *Knockdown*; the Thief should call out 'Back Stab, X points, Knockdown' following a successful *Backstab*. Just as a *Backstab* cannot be avoided by the Fighter skill *Dodge Blow* or the Monk ability *Evade*, the *Knockdown* from the *Backstab* cannot be avoided by the Fighter skill *Dodge Blow* the Monk ability *Evade*, or the Monk's *Sense I*.

Brew - Red Death Poison

Range: Touch **Area:** 1 weapon **Duration:** Next weapon's strike
Stacking: Damage **Misc:** NA **Uses:** once/day
 With this skill the Thief can brew a *Red Death* poison and coat a melee weapon with it. If the Thief coats a hand-held melee weapon the Thief's next successful weapon strike will inflict *Red Death* poison on the target, in addition to the damage the Thief would normally do; a blunt weapon such as a staff is just as effective as a sword in transmitting the venom poison. The Thief can only have one *Red Death* or *Venom* poison available at a time. The Thief must call out '*Red Death* along with the damage the Thief normally does. Only the Thief who brewed the poison may use it. If the strike is not successful, the poison is not used, unless the target uses a Fighter's *Dodge Blow* or a Monk's *Evade*, in which case the poison is used up. The duration of the poison is until the next successful weapon's strike or the end of the next combat, whichever comes first.

Neutralize Poison - Red Death

Range: Touch **Area:** 1 creature **Duration:** Until Used/game day
Stacking: Damage **Misc:** NA **Uses:** ½ Theives Level/Day*
 The Thief can neutralize any known poison, including *Red Death*. This is done by brewing a potion and having the poisoned victim drink the potion. The potion takes 15 second to brew and will maintain its potency for one game day; all of the potion must be consumed in order to be effective. The potion will not reverse any damage or effects caused by the poison, but will neutralize any further damage or effects. The restrictions on the potion are as per the Ranger's potions.



CHAPTER 19: THE LOREMASTER

The Loremaster, team leader, or team captain is an individual who receives a challenge from a Game Designer to assemble a team to play in his game. The person challenged by the Game Designer is given an ability in the game that may be used once per game day. In the unfortunate situation where the team leader dies, the person who takes over the team is not given this ability. NPCs can use this ability only by game design.

Inspire

Area of effect: 60 ft. radius circle
Duration: 5 minutes or until the end of the current combat, whichever is longer.

Range: self
Cost: none
Usage: once per game day

When the team leader calls out Inspire everyone on the team within the area of effect has their effective level raised +2 with regards to all LI spells cast at them (such as Crash Time) or other LI abilities used against them (such as Disguise, Concealment, etc.). For example, sixth level characters would only be affected by LI spells of eighth level or greater. If an LI spell has already been cast, and the new effective level is high enough so that the character would not have been affected by the spell, then the effects of the spell are negated. The team leader must identify the characters affected. This ability stacks as Special Group and will combine with the spells, abilities, and skills of the defined character classes such as Battle Fever and Knight's Confidence. See Chapter 10 for more details regarding stacking.



APPENDIX A - CLASS STATS REFERENCE

Cleric

Level	Melee Damage	Archery Damage	Critical Archery Damage	Thrown Damage	Spell Points
1	3	0	0	3	25
2	3	0	0	3	30
3	3	0	0	3	35
4	4	0	0	3	40
5	5	0	0	4	45
6	5	0	0	4	50
7	6	0	0	5	55
8	6	0	0	5	60
9	7	0	0	6	65
10	7	0	0	6	70

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	0

Druid

Level	Melee Damage	Archery Damage	Critical Archery Damage	Thrown Damage	Spell Points
1	3	0	0	3	25
2	3	0	0	3	30
3	3	0	0	3	35
4	4	0	0	3	40
5	5	0	0	4	45
6	5	0	0	4	50
7	6	0	0	5	55
8	6	0	0	5	60
9	7	0	0	6	65
10	7	0	0	6	70



Druid (cont.)

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	0	0

Fighter

Level	Melee Dmg.	Archery Damage	Critical Archery Dmg.	Thrown Dmg.
1	4	3	4	3
2	5	4	5	3
3	6	5	6	4
4	7	6	7	5
5	8	7	8	6
6	8	7	8	6
7	9	8	9	7
8	9	8	9	7
9	10	9	10	8
10	10	9	10	8

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	12	20
2	3,000	3	16	24
3	7,000	3	20	28
4	14,000	4	24	32
5	25,000	5	28	36
6	42,000	6	32	40
7	70,000	7	36	44
8	115,000	8	40	48
9	190,000	9	44	52
10	310,000	10	48	56

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3
5-9	1	2	3	4
10	2	3	4	5

Knight

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Courage Points
1	3	3	4	3	24
2	4	3	4	3	28
3	5	4	5	3	32
4	6	5	6	4	36
5	7	6	7	5	40
6	7	6	7	5	44
7	8	7	8	6	48
8	8	7	8	6	52
9	9	8	9	7	56
10	9	8	9	7	60

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-9	0	1	2	3
10	1	2	3	4

Magic User

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Spell Points
1	3	0	0	3	27
2	3	0	0	3	34
3	3	0	0	3	41
4	3	0	0	3	48
5	3	0	0	3	55
6	3	0	0	3	62
7	3	0	0	3	69
8	3	0	0	3	76
9	3	0	0	3	83
10	3	0	0	3	90

Magic User (cont.)

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	10	18
2	3,000	3	12	20
3	7,000	3	14	22
4	14,000	4	16	24
5	25,000	5	18	26
6	42,000	6	20	28
7	70,000	7	22	30
8	115,000	8	24	32
9	190,000	9	26	34
10	310,000	10	28	36

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	0	0	0

Monk

Level	Melee Dmg.-Killing	Melee Dmg. – Movement and Spirit	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Monk Points
1	3	3	3	4	3	25
2	3	3	3	4	3	30
3	3	3	3	4	3	35
4	4	4	4	5	4	40
5	5	5	5	6	5	45
6	6	5	5	6	5	50
7	7	6	6	7	6	55
8	7	6	6	7	6	60
9	8	7	7	8	7	65
10	8	7	7	8	7	70

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Monk (cont.)

Level	No Armor – Killing and Spirit	No Armor - Movement	Leather Armor	Chain Mail	Plate Mail
1	0	0	0	0	0
2	1	1	0	0	0
3	1(5)	1(5)	0	0	0
4	2(5)	2(5)	0	0	0
5	2(10)	2(10)	0	0	0
6	3(10)	3(10)	0	0	0
7	3(15)	3(15)	0	0	0
8	3(15)	4(15)	0	0	0
9	3(15)	4(20)	0	0	0
10	3(15)	4(20)	0	0	0

Numbers in parenthesis indicates base number vs. area effect attacks

Ranger

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Ranger Points
1	3	4	5	3	24
2	3	5	6	3	28
3	3	6	7	3	32
4	4	7	8	4	36
5	5	8	9	5	40
6	6	8	9	5	44
7	7	9	10	6	48
8	7	9	10	6	52
9	8	10	11	7	56
10	8	10	11	7	60

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	0

Thief

Level	Melee Dmg.	Archery Dmg.	Critical Archery Dmg.	Thrown Dmg.	Backstab
1	3	3	4	3	6
2	3	3	4	3	9
3	3	3	4	4	12
4	4	4	5	5	16
5	5	5	6	6	20
6	5	5	6	6	23
7	6	6	7	7	27
8	6	6	7	7	30
9	7	7	8	8	34
10	7	7	8	8	37

Level	Experience Points	Life Points Each Limb	Points to Unconsciousness	Points to Death
1	0-2,999	3	11	19
2	3,000	3	14	22
3	7,000	3	17	25
4	14,000	4	20	28
5	25,000	5	23	31
6	42,000	6	26	34
7	70,000	7	29	37
8	115,000	8	32	40
9	190,000	9	35	43
10	310,000	10	38	46

Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	0	0

Personal Notes

[illegible]

Credits?

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title

John Doe - Title