

Note to the IFGS:

These rules are BETA rules. They will go through several changes before being approved by the Society Board. We encourage everyone to playtest these as much as possible so we can work out the various issues. *This ruleset is expected to go through a full gaming year to work out the details before being approved by the board.*

The FRC would like to hear constructive criticism on these rules. Please do not send an email just saying, "I hate X..." Instead, send us something along the lines of "I do not like the change to rule X because it does" We know we have not caught everything, including grammar and formatting at this point, and with all the changes we will have missed some things. This is where you come in, help us find those issues. Also, linking and the appendixes are not complete yet but will be in the final.

Please read over the entire ruleset, there have been many changes, from casting times to ranges, to locks, to death, etc.... A few chapters have been moved to the appendix while we are working on the book since they required little or no changes. From this point on, the IFGS Rules set is going to be a living document, so we will see a version like 8.011, 8.02, etc. as playtesting and real-life gaming experience points out issues. Once the ruleset is out, there will no longer be a hits and misses, but instead a changelog in the rules set to show which changes have been made.

SPECIAL NOTE: ACCORDING TO SURVEYS WITH THE IFGS MEMBERS, ONE OF THE BIGGEST ISSUES IN THE PREVIOUS RULE S WAS LI SPELLS BEING ENCOUNTER KILLERS. TO ALLEVIATE SOME OF THIS, MANY LI SPELLS HAVE HAD THEIR DURATION REDUCED TO 1 MINUTE SO THAT THEY DO NOT SINGLE-HANDEDLY TAKE A PC/NPC OUT FOR AN ENTIRE COMBAT. ADDITIONALLY, SPELLCASTER HAVE BEEN GIVEN A POOL OF LI SPELLS PER DAY TO HELP OFFSET THIS CHANGE. THIS CHANGE WILL BE LOOKED AT AGAIN BASED ON FEEDBACK FROM THE POPULACE.

FRC

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International Fantasy Gaming Society Fantasy Rules

******BETA 8.000******

CHANGE LOG

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<http://www.ifgs.org/>

Table of Contents

Note to the IFGS:	1
Dedication	15
Disclaimer	15
Introduction.....	15
What an IFGS Game is Like.....	15
History of the IFGS.....	16
The Dream Park Connection	16
Our Organization.....	16
Chapter 1: Getting Started in the IFGS	17
What is Live Action Role-playing?	17
Ethics	17
IFGS Games.....	18
Sanctioned Game	18
How to Get Involved in a Game	19
How an IFGS Team is Assembled.....	19
Roles for IFGS Participants	20
Non-Player Character	20
Player Character	21
Loremaster	21
Game Writer.....	21
Game Producer	21
Game Designer	21
Watchdog	21
Game Master.....	22
Protest.....	22
Scorekeeper	22
Registry Representative	22
Game Aide/Support	22
Safety Officer.....	23
Role-Playing.....	23
Staying in Character	23
Reacting to Combat.....	23
Reacting to Magic.....	24
Costuming	24
Character History	24
Character Alignment	25
Safety.....	26
Physical Contact in Combat.....	26
Disallowed Items	26
Time Stop	26
Time Freeze	26
Down Time	26
Clothing and Gear.....	26
Costuming Guidelines	27
Experience Points	28
Experience Earned by Staffing or NPCing.....	28
Character Levels	29
Hitpoints.....	30
Healing Damage	30
Special Types of Damage.....	30
PC Fairness Rule	31
Chapter 3: Alchemist	32

Base Attributes	33
Weapons and Armor	33
Innate Abilities:	34
Level 1	34
Level 2	35
Level 3	36
Level 4	38
Level 5	39
Level 6	40
Level 7	41
Level 8	42
Level 9	43
Level 10	43
Animator.....	45
Innate Abilities	45
Level 6	45
Level 7	46
Level 8	47
Level 9	47
Level 10	48
Augmenter.....	49
Level 6	49
Level 7	50
Level 8	50
Level 9	51
Level 10	51
Poisoner.....	52
Level 6	52
Level 7	53
Level 8	54
Level 9	54
Level 10	54
Chapter 4: Bard	56
Base Attributes	56
Weapons and Armor	56
Life and Spell Points	56
Bard Spells	57
Innate Skills	57
1 st Level	58
2 nd level	59
3 rd level.....	60
4 th Level	61
5 th Level	62
6 th level.....	63
7 th Level	64
8 th Level	64
9 th Level	65
10 th Level	65
Maestro Specialty Abilities	66
6 th Level	66
7 th Level	66
8 th Level	66
9 th Level	66
10 th Level	66
Swashbuckler Specialty Abilities	67

6 th Level	67
7 th Level	67
8 th Level	67
9 th Level	67
10 th Level	68
Wanderer Specialty Abilities	69
6 th Level	69
7 th Level	69
8 th Level	69
9 th Level	69
10 th Level	69
Chapter 5: Cleric.....	70
Base Attributes	70
Weapons and Armor	70
Life and Spell Points	70
Cleric Spells.....	71
Innate Skills	72
Level 1	72
Level 2	74
Level 3	76
Level 4	78
Level 5	80
Level 6	81
Level 7	83
Level 8	84
Level 9	85
Level 10	85
Battle Cleric Specialty Abilities	87
Level 6	87
Level 7	87
Level 8	87
Level 9	88
Level 10	88
Healer Specialty Abilities	89
Level 6	89
Level 7	89
Level 8	89
Level 9	90
Level 10	90
Monster Hunter Specialty Abilities.....	91
Level 6	91
Level 7	92
Level 8	92
Level 9	92
Level 10	93
Chapter 6: Druid.....	94
Base Attributes	94
Weapons and Armor	94
Life and Spell Points	95
Druid Spells.....	95
Innate Skills	95
Level 1	96
Level 2	98
Level 3	98

Level 4	100
Level 5	101
Level 6	103
Level 7	105
Level 8	105
Level 9	108
Level 10	109
Blighter	110
Level 6	110
Level 7	110
Level 8	111
Level 9	111
Level 10	111
Druid of the Pack	112
Level 6	112
Level 7	112
Level 8	113
Level 9	113
Level 10	113
Shifter	114
Level 6	114
Level 7	114
Level 8	115
Level 9	115
Level 10	115
Chapter 7: Fighter	117
Base Attributes	117
Weapons and Armor	117
Hitpoints	118
Fighter Skills	118
Level 1	118
Level 2	120
Level 3	120
Level 4	121
Level 5	121
Level 6	122
Level 7	123
Level 8	123
Level 9	124
Level 10	124
Barbarian	125
Level 6	125
Level 7	125
Level 8	125
Level 9	126
Level 10	126
Gladiator	127
Level 6	127
Level 7	127
Level 8	128
Level 9	129
Level 10	129
Battle Master	130
Level 6	130
Level 7	130

Level 8	131
Level 9	131
Level 10	132
Chapter 8: Knight	133
Base Attributes	133
Weapons and Armor	133
Life and Ability Points	134
Knight Abilities	134
Knightly Codes	134
Innate Skills	135
Level 1	136
Level 2	137
Level 3	137
Level 4	138
Level 5	139
Level 6	140
Level 7	140
Level 8	141
Level 9	142
Level 10	142
Elemental Knight	144
6th level	144
7th level	144
8th level	145
9th level	145
10th level	146
Guardian	147
6th level	147
7th level	147
8th level	148
9th level	148
10th level	149
Paladin/Blackguard	150
6th level	150
7th level	150
8th level	151
9th level	151
10th level	152
Chapter 9: Magic User	153
Base Attributes	153
Weapons and Armor	153
Life and Spell Points	154
Magic User Spells	155
Innate Skills	155
Level 1	155
Level 2	158
Level 3	159
Level 4	161
Level 5	162
Level 6	164
Level 7	165
Level 8	167
Level 9	168
Level 10	168

Archmagis	170
Level 6	170
Level 7	170
Level 8	171
Level 9	171
Level 10	171
Battle Mage	173
Level 6	173
Level 7	173
Level 8	173
Level 9	174
Level 10	174
Meta Mage	175
Level 6	175
Level 7	175
Level 8	175
Level 9	176
Level 10	176
Chapter 10: Monk	177
Base Attributes	177
Weapons and Armor	177
Life and Ability Points	179
Monk Abilities	179
Innate Skills	179
Level 1	180
Level 2	180
Level 3	181
Level 4	183
Level 5	184
Level 6	184
Level 7	185
Level 8	186
Level 9	186
Level 10	187
Killing Specialty Abilities	188
Level 6	188
Level 7	188
Level 8	189
Level 9	189
Level 10	189
Spirit Specialty Abilities	190
Level 6	190
Level 7	190
Level 8	191
Level 9	191
Level 10	192
Energy Monk	193
Level 6	193
Level 7	193
Level 8	194
Level 9	194
Level 10	195
Chapter 11: Ranger	196
Base Attributes	196

Weapons and Armor	196
Life and Ability Points	197
Ranger Abilities	197
Innate Skills	198
Level 1	199
Level 2	200
Level 3	200
Level 4	201
Level 5	203
Level 6	203
Level 7	205
Level 8	206
Level 9	207
Level 10	208
Hunter	209
Level 6	209
Level 7	210
Level 8	211
Level 9	211
Level 10	212
Marksman	213
Level 6	213
Level 7	213
Level 8	214
Level 9	214
Level 10	214
Skirmisher	216
Level 6	216
Level 7	216
Level 8	217
Level 9	217
Level 10	217
Chapter 12: Thief	218
Base Attributes	218
Weapons and Armor	218
hitpoints	219
Thief Skills	219
Level 1	220
Level 2	221
Level 3	222
Level 4	223
Level 5	225
Level 6	226
Level 7	228
Level 8	229
Level 9	230
Level 10	230
Assassin	232
Level 6	232
Level 7	232
Level 8	233
Level 9	233
Level 10	233
Infiltrator	235
Level 6	235

Level 7	236
Level 8	237
Level 9	237
Level 10	238
Scout.....	240
Level 6	240
Level 7	240
Level 8	241
Level 9	241
Level 10	241
Chapter 13: Loremaster.....	243
Chapter 14: Weaponry	244
Use of Weapons	244
Propelled Missile Weapons	244
Combo Weapons	245
Thrown Missile Weapons	245
Throwing Dagger, Throwing Star, and Rock	245
Acid.....	246
Oil	246
Flaming Oil.....	246
Holy/Unholy Water	246
Spell and Ability Effects	246
Chapter 15: Armor and Other Protections	247
Physical Armor.....	247
Armor Availability.....	247
Representations of Armor.....	247
Magical Protection	247
Effectiveness of Armor and Protections.....	247
Shields & Bucklers	248
Buckler.....	248
Shield	249
Chapter 16: Combat	250
Combat Defined.....	250
Physical Contact in Combat	250
Armor in Combat	251
One-Point Rule	251
Mechanics of Melee	251
Weapon Groups	252
Calculating Damage.....	252
Melee Combat	253
Ranges	253
Propelled Missile Combat.....	253
Mechanics of Missile Fire	253
Range of Missile Fire	254
Aiming Time	254
Damage	254
Hit Types.....	254
Time Between Shots When Applying a Spell, Ability, or Skill to Missile Fire	255
Number of Propelled Missiles Allowed	255
Missile Fire at Night/Darkness	256
Opportunity Fire.....	256
Thrown Missile Combat.....	256
Mechanics of Thrown Missiles	256

Number of Thrown Missiles	256
Damage	256
Range.....	256
Blocking Thrown Missiles	257
Miscellaneous Combat Effects	257
Carried Effects	257
Immediate Counters	257
Knockbacks.....	257
Knockdowns	257
Chapter 17: Poisons and Diseases.....	259
Poisons.....	259
Kill Dagger Poison	259
Toxin.....	259
Venom	259
Red Death.....	260
Spell Plague	260
Other Poisons.....	260
Diseases	260
Chapter 18: Character Change and Death	261
Permanent Life Point Changes	261
Immutable.....	261
Death	261
Resurrections.....	262
Chapter 19: Lock System	263
Locks and Buzzers.....	263
Constructing a Buzzer.....	264
Lock Picks.....	264
Lock Pick Examples	264
Lock Type and Difficulty	265
Type 1 Lock.....	265
Type 2 Lock.....	265
Type 3 Lock.....	265
Type 4 Lock.....	265
Type 5 Lock.....	265
Type 6 Lock.....	266
Type 7 Lock.....	266
Type S Lock	266
Lock Picking	266
Physical or Spell Damage.....	266
Magic User Reverse Lock.....	267
Chapter 20: Using Character Spells, Abilities, and Skills.....	268
Attributes of a Spell, Ability, or Skill	268
Level	268
Default Invocation Time	268
Range.....	269
Area	269
Duration	269
Stacking	269
Miscellaneous.....	269
Cost/Uses	271
Invoking Spells, Abilities, and Skills	271
Casting a Spell	271
Using Abilities and Skills	272
Damage	272

Using SAS at Night	273
Disrupted Invocation	273
Conjuration Time	273
Components	273
Consent Rule	273
Five-Second Rule	274
Chapter 21: Magic	275
Detecting and Revealing Magic	275
Dispelling Magic	275
Illusions, Concealment, and Invisibility	275
Illusions and Disbelief	275
Concealment	276
Invisibility	277
Glyphs	277
4 th Level Glyphs	278
5 th Level Glyphs	280
6 th Level Glyphs	280
7 th Level Glyphs	281
8 th Level Glyphs	284
9 th Level Glyphs	285
10 th Level Glyphs	286
Magic Items	287
Types of Items	287
Physical Representations	289
Bonding of Magic Items	289
Activation of Magic Items	289
Limitations on Magic Items	290
Treasure Limits and Approval of Magic Items	292
Chapter 22: Stacking Rules	293
Additional Features of Stacking	294
Glossary	295
Appendix A: Weapon Construction	299
Constructing a Hand-Held Melee Weapon	299
Weapon Standards	299
Safety and Maintenance	300
Hand-Held Melee Weapons	300
Long Sword	301
Short Sword	301
Hand Axe	301
Battle Axe	301
Great Axe	301
Staff	301
Spear/Pole Arm	301
Dagger	301
Other Melee Weapons	302
Constructing a Projectile Missile Weapon	302
Tools and Materials	302
Construction	302
Constructing a Thrown Weapon	302
Tools and Materials	302
Construction	303
Appendix B: Disputes	304
Disputes	304

PC Fairness Rule	304
Protests	304
Appendix C: Spell, Ability, & Skill Summary Tables.....	305
Bard Spells	306
Cleric Spells.....	308
Druid Spells.....	311
Fighter Skills.....	313
Knight Abilities.....	315
Magic User Spells.....	317
Monk Abilities.....	319
Ranger Abilities.....	322
Thief Skills	324
Loremaster Abilities.....	327
Appendix D: Night Rules.....	328
Night Rules.....	328
Flashlight Use	328
Appendix E: Optional Rules	329
The Fate Point Option	329
The Pursuit Rule (Optional)	330
Encumbrance	330
Initiating Pursuit.....	330
Restrictions of Pursuit	331
Determining the Outcome of Pursuit.....	331
Archery Testing (Optional Rule)	331

Dedication

To authors Larry Niven and Steven Barnes, for granting us the right to call ourselves the International Fantasy Gaming Society and for bringing us *Dream Park*, *The Barsoom Project*, and *The California Voodoo Game*, and to those of our fellow adventurers who have left us far too soon.

Disclaimer

The spells, abilities, and skills described in this rulebook are for use by the included character classes in fantasy role-playing situations. In no way do we wish to imply that a person portraying a Monk-classed character can actually leap a 20-foot chasm or that a person playing a Thief-classed character can actually climb a vertical wall or pick a lock. The information presented in this rulebook is for role-playing purposes only. Do not risk injury or endanger your personal safety by mistaking these spells, abilities, and skills for the real ability to do something that you, physically, cannot do.

Note: These rules are the Baseline for all IFGS Fantasy games. Individual Game Writers may change these rules on a game by game basis but all deviations from the main rules must be advertised on the game flyer ahead of the game.

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Introduction

Welcome to an innovative world of fantasy role-playing! The International Fantasy Gaming Society (IFGS) is an organization made up of a diverse group of people who design and stage live-action games. The IFGS has been creating enjoyable live-action role-playing games since 1981. We don't take ourselves too seriously, but we are very serious about running fun, imaginative events that are as safe as possible.

This is the official IFGS Fantasy Rulebook, which details a versatile and functional method for live-action play and provides all the information you will need to play in an IFGS game. While this handbook contains the rules of play, it also contains a great deal of philosophy about the game and the concept of role-playing. Readers should concentrate on the intent of the material presented here as well as the specific rules. All game participants, including Non-Player Characters (NPCs), Player Characters (PCs), and all support personnel are expected to understand and follow these rules.

The IFGS is a not for profit organization and is governed nationally by a Board of Directors. We have chapters across the United States, and we are continuing to grow. If you have any questions concerning the IFGS, want to locate the chapter nearest you, wish to become an IFGS member, or want to run a pre-written game in your area, please go to our website at <http://www.ifgs.org/>. Here you will find photos and videos of events, lists of local chapters, and contact information to help you get on your way. We encourage you to contact the IFGS before attempting to run a game.

What an IFGS Game is Like

An IFGS game is an opportunity for you to execute dazzling rescues, engage in combat, match your wits with diabolical foes, overcome deathtraps and deadly challenges, and more. You aren't just rolling dice – you are really swinging your sword, or balancing on a beam, or hiding from searching enemies. The IFGS is similar to improvisational theater. In the IFGS the Game Writer is the playwright, the NPCs are the actors that set the scenes (encounters), and the PCs make their way from scene to scene, performing roles of their own design. Players try to decipher the storyline, unravel the mystery, or simply experience the adventure. All of this is carried out under a fantasy setting, which includes swordplay, spell casting, and even the occasional dragon.

The game course, whether outside or indoors, usually, but not always involves a series of encounter sites. Each encounter can involve a variety of NPCs as well as complex or simple sets, costumes, and props. The encounter might involve role-

playing, combat, or a combination of the two, or it may have other physical rigors associated with it. Teams of players have at times encountered vast armies of deadly creatures, complex mazes filled with traps, and huge dragons or tiny fairies – all of which are devices used to create atmosphere and involve the participants in the storyline.

The main object of any IFGS game is to have fun. Each player designs the personality and background of her own character and role-plays the character during the game by interacting with teammates, NPCs, and the storyline. By participating in the game, the players earn Experience Points that allow them to play their characters at a higher level in future games. Participants can design as many characters as they wish and can then choose which of their characters to portray in a game based on factors such as level, class, and alignment.

History of the IFGS

The IFGS was founded in 1981 in Boulder, Colorado. John Cade, a fencing enthusiast, and Mark Simmons, manager of a local hobby shop, ran a game called 'The Truing' in the summer of 1981; players who were experienced fencers were the only ones who were allowed to fight in melee - using fencing foils and wooden staves! It quickly became apparent that foam weapons were necessary for everyone's enjoyment.

The list of games that have been run by the IFGS is long and varied – from small mini-games with a participation of a half dozen people to huge festivals with over 250 participants. IFGS games attract young and old alike and offer experiences for every taste – whether serious, heroic fantasy; dark, challenging games; or light, humorous romps in the park. We have produced hundreds of games all over the country. So far, our intrepid adventurers have ranged in age from 3 to 70, and entire families have enjoyed adventuring together. Everyone is welcome!

The IFGS has multiple chapters across the nation. See the website (www.ifgs.org) for a chapter near you.

The Dream Park Connection

The IFGS was named after a fictional organization described in the 'Dream Park' series of novels, written by Larry Niven and Steven Barnes. Similar to the organization described in the novels, the IFGS designs, runs, and sanctions various fantasy-Based live-action role-playing games. Niven and Barnes attended an early IFGS convention and have each played in an IFGS game. In the later Dream Park novels, the authors adopted the "real" IFGS as the historic background for their future one, providing the "real" IFGS with publicity; they also donated the original manuscript of one of the Dream Park novels to the IFGS for fund-raising purposes.

Our Organization

The IFGS is a member-owned non-profit corporation chartered under the laws of Colorado. It is organized as a representative democracy governed by an elected seven-member Board of Directors; whose members serve staggered two-year terms. All regular IFGS members above the age of 18 are entitled to vote on and run for its Board and offices, although non-voting associate memberships are also available. The work of the organization is performed by volunteer officers and committees selected from the membership at large. The Society Clerk maintains the membership records and processes payments and information.

The central governing body of the IFGS, the Society, provides organizational services to the chapters and the overall membership. The Society provides liability insurance coverage for games and accident insurance coverage for game participants and has volunteer committees of members who manage various facets of the organization's operations. The Society also manages a Database of all game participants, their characters, possessions, and special features.

Our chapters provide support services to game designers, including production assistance through Quartermaster corps and extensive props collections, financial and records-keeping management through Treasury and Registry operations, editorial assistance through Sanctioning committees, and advertising through chapter newsletters and Public Relations committees.

Chapter 1: Getting Started in the IFGS

IFGS games are played in a variety of settings with full-size foam weapons, mock armor, and costumes. An IFGS game gives each participant, whether a player or a non-playing actor, the opportunity to become a different person. The creativity and imagination you pour into your role are what makes the game enjoyable and memorable for everyone involved. This chapter is designed to give you some idea of what is involved in a live-action fantasy role-playing game, and how to get started in the games run by the IFGS across the country.



What is Live Action Role-playing?

One-part improvisational theater, one-part reenactment, and one-part role-playing game, live-action role-playing (LARP) is an activity in which the participants actually attempt all of the actions that their characters want to perform in the game. Want to sneak past those guards? With the aid of your own physical skills, plus some in-game rules, try to pass by unseen. Want to talk the wizard out of her magical staff? Use your powers of persuasion to convince her that she should give it to you. Want to slay that red dragon? Take your sword and attack it. IFGS mixes your real-world abilities with fantastical skills and spells to allow you to live out a new adventure every time you play.

Unlike video-gaming or tabletop gaming, our emphasis is on *doing* what your character wants to do, within safe limits. From ropes courses to river rafting, our games give participants opportunities to actually get involved in the adventure. But what if you're not interested in hiking up a mountain or swinging a sword? There are plenty of roles in most of our games that do not require physical exertion. Additionally, room-based games offer many chances for intrigue and role-playing. IFGS games emphasize opportunities for our members to utilize their own imagination, either by writing a story, playing out a role, or helping create an environment through settings, props, or special effects. Whether your interests are in costuming, acting, feats of dexterity, or improving your sword-fighting skills, you'll find something to do in the IFGS.

The IFGS is a great way to experience something very different from other forms of live-action role-playing games in an organized group with a strong history. One of the strengths of the IFGS is its community and collective history. At the same time, new players are continually welcomed into the organization. Their new ideas and experiences bring energy to the Society and chapters each season.

Ethics

We participate in IFGS for fun. We are all-inclusive and do not discriminate against race, gender, creed, religion, sexual orientation, etc., and we do not tolerate offensive behavior toward any of these groups. You are playing with friends instead of strangers in an IFGS game, unlike many LARP groups. Players fill many different roles in IFGS; the game writer who wrote the game you play in today may be the cleric that heals you in the next game or might be playing the big bad lich out to destroy your team.

It might be fun to play an evil character but remember IFGS is mostly a team-Based game where we count on each other to complete the game. A player character who consistently steals from his/her teammates or refuses to help them will probably have a difficult time finding teams to play with.

An NPC's job is often to die. Sometimes we are a tough big bad that takes an entire team to defeat; other times we play the 3rd zombie from the left and are an easy kill for the players. Players should strive to play as fair as possible, i.e. don't use abilities you do not possess, invent magic items you don't own, or give yourself mounds of gold. An NPC's job is to play your role as written within the bounds given to you by the game writer/producer. Don't strive to win if your role is to die. Actions can happen in-game between players that are 'in character' but are hard to separate from real-life feelings. There is no problem with calling a time-stop to make sure the other player is 'in character' and not taking the actions of your PC personally. The IFGS has a red-light rule to keep players from uncomfortable situations, actions, or words. This rule helps calm these situations down. The most current version can be found in the safety handbook.

The IFGS wants everyone to feel comfortable, safe, and most of all, we want everyone to have fun.

IFGS Games

IFGS games are *usually* played on weekends, and the average game takes between 2 and 8 hours. Often, several teams of 6 to 8 players will participate in a game, with each team competing against the story rather than against other players. A Loremaster, who organizes the players on the team and makes sure the novice players are prepared, leads each team. IFGS events are family-friendly, and the use of alcohol during a game is strictly prohibited.

Once the game begins, the team generally follows a set course and will encounter many Non-Player Characters (NPCs), who are the actors in the game. The NPCs that the players meet will give out clues or information for the game or may engage the players in combat, according to a script that the designers of the game have written.

Games have a set purpose for the players, which might be something like lifting a curse from a king, restoring order to the lands, defeating a powerful dragon, solving the mystery of a poisoned duke, or finding an important artifact for a mage. Plots range from simple to very complex, with a variety of physical and mental challenges to be overcome while completing the game. Games are rated Based on the overall challenge presented by these elements.

During an IFGS game, the players maintain the persona of the characters they have invented, adding to the game's atmosphere. As you continue to play a character in different games, the character will go up in levels, giving you more in-game abilities. You can create a single character and play her in every possible game or create any number of characters and play them in alternating or consecutive games.

Sanctioned Game

IFGS games are reviewed and approved by an official Sanctioning Committee to ensure that a game is fair, safe, playable, and consistent with the IFGS rules and philosophy. IFGS experience points can only be earned in sanctioned games, and only sanctioned games are covered by the IFGS insurance policy. The following sections define some of the more common types of IFGS games, although 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 and consists of set encounters that the players engage in a predetermined order. Typically, several teams play one of these games and begin the game at timed intervals so they do not encounter each other on the course.

Anchor / Festival Game

In a festival game, players are free to move around as they will. Typically, this type of game involves a major over-arching story with several mini-games spaced throughout.

World Course

In a world-course game, the players are free to move around at will, with no predetermined order to the locations that they 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 takes place inside or around a single structure. Players typically arrive at room games as individuals.

How to Get Involved in a Game

If you are interested in participating in an IFGS game, contact your local chapter. You can also contact society if interested in starting your own chapter. Please visit the society website at <http://www.ifgs.org/> for a complete list of existing chapters and all contact information. Many IFGS chapters list their events on the web-Based society calendar, have chapter websites, Facebook and other event listings linked on the society website. Don't worry about being an inexperienced player – many IFGS events have a rule requiring teams to include novice players. New members are always encouraged and needed.

After you have identified a chapter and a game, you'll need to determine who is recruiting the players and staff for the game. This information is often provided in the society or chapter website or Facebook or can be determined with a phone call or e-mail to a chapter official. If the chapter has a regular schedule of weapons practices or other social events, they make great opportunities for networking and learning of upcoming opportunities to play or staff.

Minors are welcome in IFGS games; to participate, they must have a permission slip and liability waiver (available on the society website) signed by their parent or guardian, and a card in their pocket that lists their name, the name of their parent or guardian, their parent or guardian's phone number, and any medical conditions, allergies, or health problems. Each minor must remain in the company of a responsible adult for the duration of the event.

How an IFGS Team is Assembled



There are several different methods of team assembly used in the IFGS, each with its own rules. The list below is not all-encompassing but are examples. Before a game, flyers are typically distributed announcing the adventure. Game flyers usually contain the following information:

- a little hint of what the game is about,
- the dates on which it will run,
- who is running the game,
- 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.

Many flyers will also include a registration form. All advertising for the game should indicate which method of team assembly is being used for the game, who participants can contact for additional information when game fees are due, and any special rules in place

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; however, the IFGS has the Novice Rule to prevent this from happening. The Novice Rule requires every team for most major low-level games to include some 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. Make every effort to attend these meetings. At these meetings, teams discuss strategy, practice fighting, go over game lore, and discuss individual abilities, strengths, and weaknesses.

Draft Game

In a draft game, there is a player draft held at least a couple of weeks before the scheduled game day. At this draft, teams are selected and formed for an upcoming adventure. At the draft, the individuals who have been challenged to assemble and lead teams into the game (Loremasters) will choose the players that will comprise their team. If you can't make it to the draft for some reason, you can usually give your proxy to someone else who will be attending the draft. Game Producers will try to accommodate all people who want to play in their game.

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

Invitational Game

Invitational games do not have a player draft. The Game Producer chooses the Loremasters and lets them invite players to form their teams, rather than drafting a team from a pool of players. The best way to get on these teams is to find out who the Loremasters are for a game and contact the ones with whom you wish to play.

Open Registration Game

In this type of game, all characters that want to play may do so and there is no limit to the number of players that can participate. This method is quite common for room games. Open games can limit the number of characters a single player may play over the duration of the game.

A variation of this registration is the Limited Open. In this method, the first X (20, for example) 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.

Roles for IFGS Participants

Running an IFGS game requires the contributions of many people, including players, actors, and a production team. Some of these roles can be filled by participants with little or no experience in the IFGS, while others require special training and experience. For your first few games, you'll probably take a role as a [Non-Player Character](#) (NPC) or [Player Character](#) (PC).

Non-Player Character

A Non-Player Character (NPC) is an individual who is acting in one or more of the roles in a game. The character's class, personality, history, and role in the game are provided in the game script and are given to the NPC before the game. An NPC can be anything at all, including a kindly old sage, a marauding orc, a small child, or a knight on a quest. Some NPC roles will focus on role-playing, others on fighting, and some will include a balance of both. NPCing is a great way to gain experience with the IFGS rules and combat and provides a fun way to meet people in the organization.





Player Character

A Player Character (PC) is an individual who is playing the game. The player chooses her character's class (described in Chapters 3 through 12), personality, history, and attitudes, and has no prior knowledge of the game script. Low-level PCs can be played by participants with little or no prior experience.

Loremaster

The Loremaster (LM) is a PC who is challenged by a Game Producer or Game Designer to assemble and lead a team of adventurers into a game. The Loremaster is usually an experienced player and often acts as a mentor for the team's novice players. Pre-game lore is provided to the Loremaster, who disseminates it to the players on her team; the LM has no other prior knowledge of the game.

Game Writer

The Game Writer (GW) is a person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee. Although the GW follows the IFGS fantasy rules in writing a game, they have a great deal of flexibility within that framework and the ability to make temporary changes to rules that will only apply to their game. A GW should have a broad understanding of the IFGS rules, and experience in a variety of in-game roles.

Game Producer

The Game Producer (GP) puts together an IFGS game in the same way a theatrical producer puts together a play. The Game Producer is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day. Although a good producer will delegate many of the details to her game staff, often they are the busiest person on the game course. If changes need to be made on game day, it is the GP's responsibility to coordinate and clear those changes with the [Watchdog](#). A typical GP has experienced a wide range of IFGS games and has assisted with other GPs' productions. The Game Producer has the final say on who can play in a game.

Game Designer

A Game Designer (GD) is an individual who is both the Game Writer and Game Producer for the same game.

Watchdog

When a game has been successfully sanctioned, a Watchdog (WD) will be appointed by the Chapter Sanctioning Committee. The WD is responsible for ensuring that the game runs as sanctioned and has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned. The WD represents the Chapter Sanctioning Committee during the running of the game and may not be overruled by any other participant in these areas. To preserve impartiality and maximize availability, it is recommended that the WD not fill any additional role in the game. The official role of the WD is defined in the Society Sanctioning Committee Handbook, which is available on the IFGS website. A WD must have a deep understanding of the current game, the sanctioning process, and the IFGS rules.

Game Master

The Game Master (GM) is the referee that accompanies a team of adventurers through the game and fields all player questions; sometimes, a GM may also be assigned to a specific site or encounter. The GM has a copy of the game script and is thoroughly briefed on the game's intent before the game by the GP or GD. The GM may make rules interpretations during the game, and their decision in regard to the rules is final on course. The GM also makes calls regarding in-game events, such as triggering traps. A GM must be very familiar with the current game and the IFGS rules.



Protest

Occasionally a player, an NPC, or a GM will see what happens in an encounter differently. The IFGS works to resolve all protest in the best interest of the participants immediately. While there are many types of protests, the procedure to file a protest, and the chain-of-command used are quite similar. In the case of a protest, the person should first approach the on-site staff responsible for that aspect of the game. It may not be possible at that exact instant, but sometime in the game, if possible, the person should bring the protest to the attention of the correct on-site staff member.

- Protests of a Rules Interpretation or Mistake go first to the Game Master.
- Protests of implementation, or what was sanctioned in the game, go first to the Watchdog.
- Protests related to safety go first to the Game Safety Officer.

Scorekeeper

A Scorekeeper (SK) assists the GM with keeping track of the players' numbers, such as hitpoints and spell points. They also serve as the GM's extra eyes and ears. Scorekeeping is an excellent way to gain experience with the IFGS rules and provides an opportunity to see an entire game from start to finish.

Registry Representative

The Registry Representative (RR or BANK) prepares all game experience records for participants before the game starts and ensures that they are completed at the end of the game; following the game, the RR will assemble the completed game forms for delivery to the Chapter Registry Chairman. The RR will also supply players with representations for any gold that they are carrying into a game. The official role of the RR is defined in the Society Registry Handbook, which is available on the IFGS website. The RR must be approved by the Chapter Registry Chairman and should have an in-depth understanding of the IFGS Registry and its policies.

The Representative (RR) is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver. Following the game, they will transfer all records and money to the Chapter Treasurer.



Game Aide/Support

A Game Aide (GA) provides production support to the GP or GD and 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. There are many types of game support that a novice GA can provide.

Safety Officer

The Safety Officer (SO) ensures 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, responding to minor medical emergencies, 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, no game participant is ever required to do anything that they consider to be too dangerous. The SO may not perform any additional role that will prevent them from carrying out their primary safety duties. If the SO does have another role in the game, such as Registry Representative or Game Aide, that role must be considered as secondary to the role as SO, even if it means the entire game is delayed while a safety issue is dealt with. The official role of the SO is defined in the Society Safety Handbook, which is available on the IFGS website. A game's SO must be approved by the Chapter Safety Officer and should have at least basic training in First Aid and CPR. The SO must be the first person on course, and the last one-off course; the game cannot run without an SO.

Role-Playing

Role-playing involves improvisational acting while trying to think, feel, move, and act like another person or creature. IFGS adventures are fantasy role-playing games. If you are a PC, it is for you to decide what your character will say and how your character will behave, move, and dress; if you are an NPC, your role will be partially determined by the person who wrote the game, but you will have some flexibility within those guidelines. Try to imagine yourself actually being the character you are portraying and act accordingly. Any reasonable action is allowed if it falls within the rules or has been specifically approved by the GD and SO. IFGS games are typically based on the fantasy era; most players try to avoid using present-day slang words or expressions, and references to modern machinery and automation are avoided. Players imagine themselves living in a fantasy world with dragons, magic, and swordplay; for effective role-playing, they act accordingly.

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

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 in-game atmosphere, whether you are a PC or NPC.

Staying in Character

Staying in character means that you only discuss things about your character's adventures and history, not yesterday's football game or other non-game events. 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 participants if you do.

Reacting to 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 after 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 until moved in-game or asked to move by a GM or other official.

Reacting to Magic

In fantasy games, magic should be treated as if it is real. When a magical effect is called out on you, believe it and act it. If you get hit with a damaging spell, 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, boots, and accessories you will look the part, and it will only be a short time until you feel the part. There aren't many rules regarding what can be used in costuming; those that exist are discussed in Chapter 2.

First, decide what effect you want to achieve. A Cleric may want a robe or ceremonial vestments, while a Ranger might wear the practical garb of someone who spends a lot of time outdoors. With stage makeup, you can create a new face. Your costume does not need to be elaborate – a simple tabard or shirt with a pair of pants or a long skirt will often be enough to help you play the role.

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. 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. Characters may carry books that contain a list of the spells or abilities that they can use, along with their incantations and any other information they want quick access to during the game.

Character History

If you're playing an NPC, your character's history and motivations might be loosely defined within the game script but will probably have details that can be added to make the character your own. If you're a PC, you have complete freedom to determine exactly who your character is and where she comes from. Now is the time to put some thought into your character and establish her background. Determine how your character will act in any given situation. If you're a PC, consider why the character is adventuring. Is it for fame and fortune? Do you have something to prove? Use your imagination and be as creative as you like. If you're a PC, it's often worthwhile to write a history that can be provided to GWs, GDs, and LMs for use in-game customization and team creation.

A character's roots can be as detailed or as superficial as you care to make them. You can learn a lot about a character from a small amount of information. It's easy to 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. Many character histories include information like 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 they trained, and so on.

Some participants choose to give their characters interesting personality quirks, which 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, although this should always be cleared with the GP or GD if you're playing an NPC. A little makeup, props, or part of a mask can create an elf, ogre, or wolf-man.

NOTE: 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 Alignment

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). This definition is intentionally broad. Some idea of your character's alignment is helpful in determining how your character will react in various situations. If a GM determines that a PC has a certain alignment based on in-game actions, the GM may impose an alignment change on the PC. Usage of some magic items will in some cases dictate a PC's alignment; this notification should be made in secret and generally only the player, GM, and RR will be informed of the assignment.



Alignment is divided into two groups: Game Mechanic alignment and Role-Playing alignment. The game mechanic alignments are good, evil, and neutral. The role-playing alignments are lawful, chaotic, and neutral. Game Mechanic alignments have in-game consequences and every PC must have one, while role-playing alignments are strictly based on the player's desires. The combination of the two yields nine distinct alignment classes. The tendencies represented by these alignments could be defined by any number of other methods, but the following descriptions are good general examples.

Game Mechanic Alignments

Good - tend to seek others' well-being, and try not to deceive others

Neutral - tend to seek a balance between good and evil; no strong preference between the two

Evil - tend to seek their own benefit and be uncaring about others

Role-Playing 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; no strong preference between the two

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

Chapter 2: General Rules and Information

Safety

Above all else, safety is the goal of the IFGS; you will see this repeated many times. Everything that is done in the IFGS, from designing an adventure, to building a physical challenge, 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.

Physical Contact in Combat

During melee, physical contact with anything other than a safety-approved weapon is strictly forbidden.

Disallowed Items

For safety reasons, real weapons are banned from IFGS events. The only exception to this rule is the survival-type pocketknife that is often carried in the outdoors; a pocketknife should be hidden from view and brought out only if necessary. The consumption of alcohol is strictly forbidden during an IFGS game.

Time Stop

A time stop is a temporary freeze of in-game action and may be called by the GM for any reason or by any participant for safety reasons. A Time Stop can be called aloud by name or can be indicated by a blow of a whistle. When a time stop is called, all participants should immediately freeze and await instructions from the GM.

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 types of problems can be handled between two participants without stopping an encounter for everyone else.

Time Freeze

A time freeze is a temporary freeze of in-game action and may be called by game staff for game-related activities. All the restrictions of Time Stop apply except PCs must close their eyes. This is usually used by production for certain in-game effects.

Down Time

Downtime is a mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Downtime consists of at least 8 hours during each 24-hour period.

Clothing and Gear

The clothing and gear that can be worn and used by IFGS participants are limited primarily by the imaginations of the creators. Some characters choose to come into a game fully equipped with almost every item imaginable, wearing an elaborate costume. Others choose to come into a game with just their weapons and lunch, wearing blue jeans and a simple tabard. What you bring and wear is your choice and can be used to enhance your role-playing opportunities. Be aware that you are expected to have reasonable representations of any item your character is carrying on course.

If no rules of safety or gameplay are violated, players may bring anything that it would be reasonable for their characters to possess, including food, drink, rope, hooks, mirrors, candles, containers, paper, or writing tools. Because these types of items are considered to be available to the average adventurer at minimal expense, they have no gold piece cost. Please remember that safety is important – an item such as a heavy, sharp grappling hook would not be considered safe, and should not be carried in-game. If you have a question about whether an item is appropriate for use in a game, talk to the GM, GP, SO, or GD.

When your character is “between games”, his allowable actions are very limited. Gold and treasure may only be traded, sold, or acquired in a sanctioned IFGS game; spells, abilities, skills, and magic items cannot be used between games. Between-game actions are for role-playing purposes only (for example, Lug meets Sir Aminor and they become fast friends) and cannot generate in-game effects or benefits beyond the basic equipment described above.

Check with the game producer to determine clothing needs, since a 4-hour bar game will have different needs than an 8-hour line course in the woods requiring you to use a zip line. Flip-flops are not a good choice for walking in the woods.

Costuming Guidelines

To reduce confusion in a game, each character should wear only one specific costume, distinct from other costumes. If you see the same individual wearing the same costume later in the day, then he is probably playing the same character. If the individual is in a different costume, then he is probably playing a different character. A player character should never make drastic changes to his costuming during a game unless it is to convey the use of a skill such as [*Disguise*](#). Try to ensure that the elements of your costume do not obstruct your vision or unnecessarily hinder your movement.

Costume Uniqueness

Each PC is expected to have something unique about their costume to allow for fast designation in combat. This can be a specific color, a unique symbol, or even a long feather in a cap.

Costume Restrictions

The use of real-world symbols, either religious or military, are subject to GP approval and may be disallowed on course.

Disguises

A character is not allowed to apply a physical disguise during a game to hide his identity unless it is used in conjunction with a Skill, Ability, or Spell.

Treasure

At the end of a game, any special or magical items a PC has acquired during the adventure must be checked in with the Registry Representative. If a PC wishes to keep an item secret from his teammates, he must still check it into the Registry, although he may be discreet about it. Magic items, magic weapons, and treasure that were not procured by the character in a sanctioned IFGS game may not be brought into an adventure.

Physical Representations

If a character finds a magic item during an adventure, he will be informed if he may take the physical representation of the item. If he can't take the physical representation, then he must make or obtain a copy of the item for his use in future adventures.

To use a melee, projectile missile, or thrown missile weapon in-game, a player must have an appropriate physical representation. With respect to other items, you must carry some representation of any item you claim to have. While items such as a mirror or a candle are small enough to carry into a game, other items, such as a 50' length of rope, might be less practical. With your GM's permission, you might be able to carry a scaled-down representation of a large item, such as a 50' length of cording in place of full-size rope. Any magical items, including scrolls or potions, that you have acquired in previous games must have a physical representation to be usable in the game.

Many skills, abilities, and spells require physical components such as a flag, a light, or a piece of duct tape. PCs are responsible for providing their own physical components and if they do not have the rep the GM may disallow the ability.

NOTE: IF THE APPROPRIATE PHYSICAL COMPONENT IS NOT USED, THE SKILL, ABILITY, OR SPELL WILL NOT FUNCTION.

Gold

Every new player character starts his first game with 100 IFGS gold pieces (GP). Players gain gold as a part of their treasure by finding it on the bodies of monsters, in locked chests, and in other similar places during a game. The amount of gold available in a game is specified in the game script. A character cannot borrow money from the Registry but may attempt to get another character to lend them money. A PC is not required to bring all their gold into a game and can tell the Registry Representative exactly how much of a character's gold they wish to take into a particular game.

The RR may distribute gold representations to the players at the beginning of each game and collects the representations at the end of each game; players do not keep the gold between games. NPCs may also have gold, depending on game design, and will receive representations from either Registry or a game staff member. If you're a PC, you should be especially careful that you don't accidentally lose any gold in the game – any that you lose will also be deducted from your character's total gold at the end of the game.

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

Experience Points

Experience points (XP) are one of the rewards you receive for participation in IFGS events and administration, XP reflects your experience in the IFGS. The Society Registry is responsible for determining the guidelines for how many experience points are earned per hour for each game and administrative function, and the Chapter Sanctioning Committee is responsible for determining how many hours each game is sanctioned for. For further details, see the IFGS Registry Handbook. You can earn experience points for a character by playing in a game, or character applicable points (CAP) that can be applied to your choice of character by staffing or NPCing in a game or by doing administrative work for the Society or chapter. The IFGS Registry is responsible for maintaining a detailed record of each participant's experience points.

A Player Character (PC) earns experience points for every game he completes, at a rate based on the sanctioned hours of the game. A character's experience point total determines his level.

In addition to earning points for his character, a Loremaster earns a small amount of CAP as a bonus for the effort of organizing the team, holding team meetings, and ensuring that the team shows up for the game

Experience Earned by Staffing or NPCing

When you fill any non-playing role for a game, chapter, or the Society, you earn experience points at a rate determined by the Society Registry and Based on either the game's sanctioned hours or the amount of time you spend on the task. These experience points, called character applicable points (CAP), can be used to increase a character's experience point total, increase a character's gold piece total, invoke the Fate Point Option (as described in Chapter 18), or for any number of other uses a Game Writer may place within his game. Any CAP spent is deducted from your available CAP total and cannot be reused for any other purpose. The amount of CAP that you have available will increase every time you help in the IFGS and will be tracked by the IFGS Registry. To use CAP for the Fate Point Option or some other in-game purpose, you must declare to your GM that you are doing so and record the transaction on your Game Experience Record at the end of the game.

To apply CAP to a character's experience point total, you must declare you are doing so at the beginning or end of a game and record the transaction on your Game Experience Record. CAP may be applied to a character's experience point total on a one for one basis, with the restriction that you must play the character at least once at each level other than 1st.

Example: Max's Knight, Sir Fritz, is currently 3rd level with 13,000 XP. Max wants to play Sir Fritz in the game next week, but the minimum level for the game is 4th. At the game, Max tells his GM that he is applying 1,000 of his available CAP to Sir Fritz's experience point total to increase it to 14,000, the minimum for the 4th level.

NOTE: PLEASE SEE THE MOST CURRENT REGISTRY HANDBOOK FOR FULL DETAILS OF CAP AND CAP FOR GOLD.

Character Levels

A character's level is based on how much experience the PC has accumulated while adventuring, and can also be increased with the application of CAP. As a character earns experience points in-game, their level will gradually increase, which will, in turn, increase the character's power and the number and power of spells, abilities, and skills that are available for use. The following table defines the range of experience for each character level.

Character Levels and Experience	
Level	Experience Points
1	0 – 2,999
2	3,000 – 6,999
3	7,000 – 13,999
4	14,000 – 24,999
5	25,000 – 41,999
6	42,000 – 69,999
7	70,000 – 114,999
8	115,000 – 189,999
9	190,000 – 309,999
10	310,000 +



Experience is not awarded until the end of the adventure – characters never get field promotions. Gaining levels is advantageous to characters for several reasons. At each level, a character gains additional power, hitpoints, and spells, abilities, or skills; some classes also get bonuses to their damage and armor.

NOTE: AT THE 6TH LEVEL EACH CLASS WILL PICK A SPECIALIZATION AND GAIN ADDITIONAL ABILITIES. ONCE PICKED, THIS SPECIALIZATION MAY NOT BE CHANGED WITHOUT THE PERMISSION OF THE REGISTRY REPRESENTATIVE. A GAME WRITER MAY ALLOW YOU TO PLAY A DIFFERENT SPECIALIZATION BASED ON GAME DESIGN.

Playing Down

Sometimes you may wish to play a character at a level lower than his current level. With the permission of the Game Producer, you may bring your character into a game at an agreed-upon reduced level. For the duration of the game, your character is considered to have an amount of experience exactly halfway between the minimum required for the level you are playing, and the minimum required for the next level. Your character's ability to use magic items (as described in [Chapter 21](#)), as well as the amount of treasure that you will be allowed to bring into the game, will be reduced Based on this temporarily revised experience point total. Your character will be affected by in-game effects Based on his reduced level rather than his actual attained level.

Hitpoints

Hitpoints represent the amount of damage a character can take before he will lose a limb or die. The hitpoints for each character class and level are provided in Chapters 3 through 12, which discuss the character classes in detail. Each character can take a defined amount of damage before they become unconscious and start to bleed out. When a character takes this amount of damage, they must lie down on the ground; a character is unable to move or fight and cannot participate in the events that are occurring around them. The character is not dead but is “bleeding out”.

Bleed Out

Each character can take a defined amount of damage before collapsing. When a character takes this amount of damage, they are bleeding out and must lie down on the ground. The character will be Bleeding out and Unconscious. If no healing is applied, then the character will die at the end of the 5 minutes.

No matter how much damage a character takes, they cannot be reduced to below 0 hitpoints. Any healing that brings the character above 0 life points removes any bleeding status and the character is no longer at risk of death.

NOTE: A BLEEDING OUT CHARACTER IS HELPLESS AND CAN BE THROAT SLIT, MEANING DEATH OCCURS ONE MINUTE LATER, AS NORMAL.

Hitpoints for Each Limb

This is the number of hitpoints that each of a character’s limbs can absorb before it becomes incapacitated. Any damage caused to a limb does not count towards a player’s total hitpoints, and all damage caused 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.

When a limb’s points are reduced to 0 it is unusable but not severed. At this point, all weapons or objects that the limb was holding must be dropped, and any strapped-on items such as shields must hang limply to one side and may not be voluntarily moved. The character must role-play having no use of the limb until it is healed, and the limb may not be used as a shield.

Healing Damage

Characters may have their damage healed by spells, potions, scrolls, and other similar devices; these types of healing may also be used to restore limbs to usefulness. A character is automatically healed for their level in hitpoints after resting overnight, which is usually represented by official downtime. Additionally, a character can bind his own wounds or those of another character for 2 points of healing; each character can receive 2 bindings each game day. This healing is instantaneous, but a physical representation of the binding must be worn for at least 1 hour; if the representation is lost, then the point of damage will return.

A character that is dead may be restored to life with various spells such as Life Spark or Raise Dead, each of which is subject to some limitations. Depending on the game design, it may be possible for characters to carry out the body of a dead comrade and have him restored to life at a future date.

Special Types of Damage

There are a few special types of damage that can only be used on a victim who is bound, unconscious, asleep, magically slept, paralyzed, magically held, or otherwise immobilized. These attacks do not cause a defined amount of standard damage, such as that caused by an arrow, but instead, cause a specific type of wound that must be healed in a specific manner. Armor and magical protections do not provide any protection against these types of damage. If a character is pretending to be unconscious, he is considered to be immobile and can be affected by these special attacks.

Limb Sever

To perform a Limb Sever, you should call out “Limb Sever” while you role-play delivery of the blow. 5 seconds must pass between limb severs and you must be roleplay severing the limb for 5 seconds. The limb may only be reattached by receiving twice its hitpoints in healing within 5 minutes. When the limb is reattached, it will be at full limb points and will require no additional healing. Only the character’s original limb may be reattached. If the limb is not reattached within 5 minutes, only certain spells like [Regenerate Limb](#) will restore the limb. The head is not considered to be a limb and therefore cannot be severed with this type of damage. If a target is dead, the head may be severed for role-playing purposes with the GM’s permission.

Throat Slit

A Throat Slit is used to kill a character with a single blow; to perform a Throat Slit, you should call out “Throat Slit” while you role-play drawing a weapon across the target’s throat. Under no circumstances should you actually touch the target’s throat. 5 seconds must pass between throat slits and you must roleplay the throat slit for 5 seconds. A PC or NPC that is bleeding out may be throat slit.

The category of Throat Slits is broad and includes any single blow, with the intent to dispatch a victim by damaging his throat. Throat slits do not require an edged weapon. A Throat Slit must be healed for at least 12 points within 1 minute to prevent the target’s death; this healing can come from potions that are administered by another person. A character that has been Throat Slit cannot take any offensive action; cannot walk, run, or perform any other significant amount of movement; and cannot cast spells, read scrolls, or do anything else that requires speech; however, he may wave his arms for help if he is conscious. A character that has been Throat Slit may if he wishes to, place a red flag over or around his throat or dangle a red flag from his mouth to indicate that he has been Throat Slit. A creature that is naturally asleep will be awakened by a Throat Slit, but one who is magically slept will not.

[PC Fairness Rule](#)

The PC Fairness Rule is available for use by any PC in a game unless otherwise determined by the Game Producer. All the publicity materials for a game should indicate whether this rule will *not* be available in a game, and it must be clearly communicated to all PCs prior to the game.

NOTE: THIS RULE IS ALWAYS IN EFFECT UNLESS IT IS STATED ON THE GAME FLYER THAT THE RULE IS NOT IN EFFECT. THIS CANNOT BE CHANGED ON GAME DAY.

If a PC learns that he has been adversely affected by the action of another PC, he has 1 hour to decide whether he wishes to invoke the PC Fairness rule and inform a GM. The GM must judge whether the use of this rule is appropriate and is responsible for revising the events involved. If a GM determines that the PC Fairness rule use is warranted it will completely negate the effects of the action and will remove all memories of the action from the characters involved; history will, in effect, be rewritten. If a player disagrees with the decision of the GM, he may appeal to the Watchdog.

Chapter 3: Alchemist



The alchemist has studied a wide variety of materials with the goal of unlocking their potential uses, both magical and non-magical. All potions created by an alchemist are alchemical potions. Alchemical potions are good until used or 1 game day. They cannot be taken out of the game as treasure. Alchemical potions come in 4 types. These are defined below. The Alchemist may have a maximum number of prepared thrown alchemical potions equal to his level. At the 6th level, each Alchemist chooses to specialize in one of the following fields, Animator, Augmenter, or Poisoner; once chosen, this specialization may never be changed.

Alchemical Potions

These are non-magical potions created by an alchemist. They generate effects with the target being any creature who imbibes the potion. For example, a potion of healing 4 will heal the imbiber for 4 points.

Magical Alchemical Potion

These potions are created by an alchemist and are empowered with a spell cast by a cleric, druid, or magic-user. The imbiber becomes the target of the spell. If a being drinks a potion of Fire Strike 9, then the drinker takes 9 points of fire damage and the 5-second knockdown.

Thrown Alchemical Potion

These are non-magical potions created by an alchemist that deliver their effects by being thrown at a target. They are represented by a thrown bean bag. A being who is directly struck by the bean bag suffers the effects. For example, if the alchemist throws a potion of Root at a target, then that target is rooted in place for 10 seconds. These may only be used by the alchemist that created them.

Magical Thrown Alchemical Potions

These are magical potions created by an alchemist and empowered by a spell cast by a cleric, druid, or magic-user. They deliver their spell effect by being thrown at a target and are represented by a green bean bag. These may only be used by the alchemist that created them.

Grenade

Grenades are thrown at a target, or target location, and generate their effects in a 5-foot radius upon impact. The effects are called by the alchemist in the same way as an AoE spell.

Base Attributes

This section provides the Base attributes for an Alchemist of each level. Except for hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Missile Weapon Usage: Yes

Weapon Group: Single Weapon

Armor: Cloth or Leather Armor

Shield Usage: Buckler

Level	Melee Damage		Marginal Archery Damage		Critical Archery Damage		Thrown Damage	Oil / Acid
1	1		2		4		1	3
2	2		3		5		2	3
3	2		3		5		2	4
4	3		4		6		3	4
5	4		5		7		4	5
	Alchemist	Augmenter	Alchemist	Poisoner	Alchemist	Poisoner		
6	4	5	5	6	7	8	4	6
7	5	6	6	7	8	9	5	7
8	5	7	6	7	8	9	5	7
9	6	8	7	8	9	10	6	9
10	6	8	7	9	9	11	6	9

Level	No Armor	Cloth	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3	NA

Level	Points in Each Limb	hitpoints	Ability Points	
1	3	19	24	
2	3	22	28	
3	3	25	32	
4	4	28	36	
5	5	31	40	
			Alchemist	Animator
6	6	34	44	45
7	7	37	48	50
8	8	40	52	55
9	9	43	56	60
10	10	46	60	65

Innate Abilities:

(Default Casting Time = 0 seconds)

Augmented Chemicals

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

When an alchemist uses acid (red bean bags) or burning oil (black bean bag with a red ribbon) they deal an amount of damage equal to their thrown damage, or the Base 3 damage, whichever is greater. The Base damage of both acid and burning oil is 3 points. Alchemists receive bonuses to this damage as they level. At 3rd level, acid and burning oil deal an additional +1 damage. This bonus increases to +2 at 6th level and to +3 at 9th level. These bonuses are already included in the alchemist damage chart.

Healing Poultice:

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

Any bandages/bindings tied by the alchemist heal an amount of damage equal to 1 plus the alchemist's level. Normally, bindings only heal 1 point of damage. Note that beings may still only receive healing from bandages twice per game day.

Identify Potions

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

By inspecting a potion for 5 seconds, the Alchemist can determine the specific nature of any non-magical potion and will know the type and strength of the potion. If the alchemist tries to use this ability to identify a poison or magical potion, they will not receive any specific information. However, they will know that the potion is magical and/or a poison.

Level 1

Aegis Oil: Hardening

Range: Touch **Area:** 1 Suit of Armor **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This oil increases the armor value of a suit of armor by +1 per 1 ability point, to a maximum of +5 armor. The alchemist may spend a number of points equal to ½ his level (rounded up). When the oil is used, the effects last for 1 combat or 1 game day. It takes 5 seconds to apply the oil to a suit of armor. Material Component: Black Bean Bag with a blue ribbon.

Alchemical Potion of Healing

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** Var.

The Alchemist can brew a *Healing Potion* that will heal himself or another character for 2 hitpoints per ability point expended. The Alchemist may expend up to his level in ability points per *Healing Potion*.

Create Acid

Range: Touch **Area:** *Special **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component **Cost:** Var.

When the Alchemist uses this ability, he can create vessels (beanbags) of acid. The caster must have the physical representations available. Players may still bring as many bags of Acid as they wish into a game – this ability is merely an in-game method of replenishing used bean bags during an adventure. This ability creates 3 bean bags per ability point. The Alchemist may spend up to his level in ability points. Material component: red beanbags.

Mend

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

This ability will mend one object that has been damaged by an in-game effect, including [Warp](#) or [Weapon Shatter](#) unless prohibited by game design or GM discretion. Mend can only be used on an object that is nonmagical, no larger than human-sized, and inanimate.

Reveal Magic

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this ability, the Alchemist reveals all magic in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Alchemist with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Level 2

Acid Burst

Range: Touch **Area:** 1 acid vial **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 2

The alchemist can concentrate on an acid, or enhanced acid, bean bag for 5 seconds to charge the acid with a burst effect. When thrown, the acid affects any targets within a 5-foot radius of the impact point. The bean bag is charged until used or 1 combat. The alchemist may only have 1 acid burst prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: red bean bag

Alchemical Potion of Freeze Poison

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Base **Misc.:** Material Component **Cost:** 2

When this ability is used, the alchemist creates a potion of Freeze Poison. When this potion is imbibed by a target, the effects of all poisons, including *Red Death* and *Kill Dagger*, on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast but will temporarily suspend the ongoing effects (such as *Kill Dagger*) of poisons that are affecting the target at the time of casting. This spell does not provide the target with immunity from poisons that are encountered after the spell is cast. Material Component: potion rep

Create Oil

Range: Touch **Area:** *Special **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component **Cost:** Var.

When the Alchemist uses this ability, he can create vessels (beanbags) of oil. The caster must have the physical representations available. Players may still bring as many bags of Oil as they wish into a game – this ability is merely an in-

game method of replenishing used bean bags during an adventure. This ability creates 3 bean bags per ability point. The Alchemist may spend up to his level in ability points. Material component: black beanbags.

Thrown Alchemical Potion of Root

Range: Touch **Area:** 1 bean bag **Duration:** until used or 1 game day

Stacking: Base **Misc.:** Material Component **Cost:** 2

Any target struck by this potion is rooted in place for 5 seconds. This effect is countered by the target using [Knight Strength II](#) or greater. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Weapon Oil: Impact

Range: Touch **Area:** 1 Weapon **Duration:** game day or until used

Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This oil increases the damage of a weapon by +1 per 2 ability points spent, to a maximum of +5 damage. The alchemist may spend a number of points equal to his level. This oil can affect 1 melee weapon, 5 daggers, or 5 arrows. When the oil is used, the effects last for 1 combat or 1 game day. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon.

Level 3

Aegis Oil: Acid Resistance

Range: Touch **Area:** 1 Suit of Armor **Duration:** game day or until used

Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

When this oil is applied to a suit of armor, it grants the wearer an amount of acid resistance equal to 3 points per 1 ability point spent. The alchemist can spend a number of points equal to their level. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon

Brew Magical Alchemical Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used

Stacking: Base **Misc.:** Material Component **Cost:** Var.

This ability allows an Alchemist to create a magical potion that can retain a spell for the current game day; potions created with this ability cannot retain a skill or ability. Only a spell that can be cast on another character can be placed into this potion; Spells with a target of 'Self' only cannot be cast onto a potion. Once a potion is created it can be used at any time, although it will disintegrate at the end of the current game day; it may not be preserved by any means whatsoever. When used, the character who drinks the potion becomes the target of potion's spell. A potion created with this ability is a magic item.

The spell placed on the potion cannot be of a higher level than the caster can normally cast without an LI modifier; for example, a caster cannot use [LI Enhancement +1](#), [Invoke](#) or any other level modifier to cast a spell onto a potion. Only one spell may be placed onto a potion. 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 Enhancement +1 Enthrall on a potion.

The steps required to create and use a magical alchemical potion are as follows:

- 1) The Alchemist must use the Brew Magical Alchemical Potion ability, for a cost of 3 ability points.
- 2) The Alchemist must spend 1 minute in meditation to prepare the potion to receive the spell.
- 3) A spellcaster must cast the desired spell onto the prepared potion, spending the normal number of spell points.
- 4) The name and level of the spell must be recorded.
- 5) The spell on the potion may be invoked at any time by taking 5 seconds to imbibe the potion. Activating the potion has no cost in spell points.

Example: A 4th level Alchemist wishes to create a [Cure Disease](#) Potion, so he spends 3 spell points to prepare the potion. Then a 4th level or higher, Cleric spends 4 spell points to cast the [Cure Disease](#) onto the potion.

All the restrictions on the use of magic items described in Chapter 21, including the MILL, apply to the use of created potions. Most importantly, a character can use a potion that was created at his level +2 or less. If a character is of too low a level to use a potion, then there will be no effect if he drinks the potion and the potion is consumed.

An Alchemist may create up to ½ of his level, rounded-up, of magical alchemical potions per game day and they may only be produced during game time. Material Component: Potion Rep

Elemental Arrow

Range: Touch **Area:** 1 Arrow **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 3

With this ability, the Alchemist can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Alchemist must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out Elemental Arrow, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Phylactery: Death Feint

(Default Casting Time = 0 seconds)

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 3

The alchemist has started experimenting with the effects of drugs and chemicals, as such he is now able to carry a device, known as a phylactery, which can inject the chemicals into his system. The alchemist can now trigger his phylactery to cause a near-death state.

When this ability is used, the Alchemist will fall into a deep meditative state and will appear to be dead. While in this meditation, the Alchemist is completely protected from the effects of physical damage and most SAS, including the effects of [Kill Dagger](#). No Defense damage will penetrate Death Feint. The Alchemist should call “No Mark” to indicate that she is unaffected by a spell or attack. During Death Feint, the Alchemist will not set off any traps or glyphs, even if tossed onto them.

While in Death Feint, all spells will continue to run normally; those with a duration of the next combat will expire one minute into the Death Feint. While in Death Feint, poison and disease are halted as if the Alchemist is under the effects of a [Stasis](#). Once the Alchemist leaves the Death Feint, poison and disease will again begin to run normally. Death Feint does not cause the Alchemist to detect as magic. While in Death Feint, the Alchemist may not activate magic items or use pre-cast or any other SAS.

The Alchemist must remain in the Death Feint for at least 1 minute, which will remove her from combat. Death Feint lasts for 5 minutes, but the Alchemist may end the ability early by making a voluntary movement. When Death Feint ends, the Alchemist may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by [Awaken](#) or by a [White Flower of Avalon](#), but not with [Dispel Magic](#). This ability requires no casting time.

Weapon Oil: Transmute

Range: Touch **Area:** 1 Suit of Armor **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 3

When the alchemist creates this oil, he must declare what material property it grants to a weapon. Choices include silver, cold-iron, gold, etc. When the oil is applied to a weapon, it gains the chosen material property for 5 minutes or 1 combat. If a weapon already has a material property, then it is temporarily suppressed for the duration and the weapon takes on the new property. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon

Level 4

Aegis Oil: Elemental Protection

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

When this oil is applied to a suit of armor, it will protect the target from one element of the Alchemist's choice (Earth, Fire, Ice, or Lightning), chosen when the oil is created. The Alchemist may expend up to her level in ability points, and the amount of protection received is 3 points per ability point expended. It takes 5 seconds to apply the oil to a suit of armor. The protection lasts 5 minutes per level of the Alchemist. A character can only have one Elemental Protection in effect at any given time. Material component: black bean bag with a blue ribbon, Blue flag

Alchemical Potion: Neutralize Poison

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 4

The Alchemist can brew a potion that will neutralize all magical and non-magical poisons within the target except [Red Death](#) unless otherwise specified by game design. This potion does not restore lost hitpoints, but it does prevent further loss or disability from all neutralized poisons.

Fence Item

Range: Self **Area:** 1 Item **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 3

With each use of this ability, the Alchemist may sell one mundane or magical item to a purveyor of rare items and chemicals, who also happens to be a fence. By doing so, the Alchemist will receive 75% of the item's gold piece price as listed in-game copy; 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 unless otherwise indicated by game design. This skill does not prevent the Alchemist from trying to locate a fence in a town during a game; if the Alchemist does locate an in-game fence, then the cost of using this ability is reduced to zero.

Thrown Alchemical Potion of Healing

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** Material Component **Cost:** Var.

The alchemist may now enhance a vial of holy water so that it heals any target struck, in addition to any normal holy water effects. The amount of healing equals 2 points healed per 1 ability point expended. This amount is determined at the time the potion is created. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: White Bean Bag, Example Call: "Holy Water, Heal 8"

Thrown Alchemical Potion: Naptha

Range: Touch **Area:** 1 Vial **Duration:** Until used or 1 game day
Stacking: Modifier **Misc.:** Material Component **Cost:** Variable

The alchemist can spend 10 seconds to turn a vial of oil into a vial of Naptha. When lit, by tying a red ribbon around the black bean bag, and thrown at a target, the vial of Naptha will deal an amount of damage equal to the alchemists thrown burning oil damage plus 2 additional damage per ability point spent when creating the potion. If the bean bag strikes any of the target's equipment, including weapon or shield, then the fire damage is dealt to the target. The alchemist may spend up his level in ability points. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: Black Bean Bag and Red Ribbon

Level 5

Elemental Grenade

Range: Touch **Area:** 1 grenade **Duration:** game day or until used
Stacking: Base **Misc.:** KD5, Material Component **Cost:** Var.

With this ability, the Alchemist creates a grenade (green bean bag) charged with one element; Earth, Fire, Ice, or Lightning. When the grenade is thrown, all targets within 5 feet of the impact point will take 3 points of damage per ability point expended and will also take a 5-second Knockdown. The Alchemist can spend up to his level in ability points but must spend at least 3 ability points. The alchemist may only have 1 Elemental Grenade prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag.

Enhance Acid

Range: Touch **Area:** 1 Vial **Duration:** Until used or 1 game day
Stacking: Modifier **Misc.:** Material Component **Cost:** Variable

The alchemist can spend 15 seconds to strengthen a single vial of acid. The acid, once enhanced, will deal +2 damage per 1 ability point spent. The alchemist may spend up his level in ability points. When thrown, the enhanced vial of acid will deal an amount of damage equal to the alchemist's thrown damage + 2 damage per 1 AP spent. The alchemist may not have more than 2 vials of enhanced acid prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one.

NOTE: THE ALCHEMIST MAY ALSO CHOOSE TO USE HIS ACID BURST ABILITY TO GIVE THE ACID A 5-FOOT RADIUS AOE.

Plant Seek

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

Sometimes an alchemist must seek out components for potions rather than purchasing them on the open market. This ability allows the Alchemist to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Alchemist must specify which type of plant she is looking for and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Alchemist, can be used by any creature. It will take 5 seconds to utilize the plant.

- **Duck Back:** When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature. This does not prevent potions from delivering their effects.

- **Battle Weed:** Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Modifier.

- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.

- **Resin:** This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against [Dropsy](#) and [Disarm](#). The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first [Dropsy](#) or [Disarm](#) used against the creature. Because each hand is protected separately, when a [Disarm](#) is used against one hand the other will remain protected; [Dropsy](#), however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to

the creature's hands until the protection has been removed by a [Dropsy](#) or [Disarm](#), the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.

- **Sponge:** When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- **Vervain:** Eating this plant will protect a creature from [Enthrall](#) and all enthrall –related spells or abilities for a duration of 1 hour.

Phylactery: Injection

Range: Self	Area: Self	Duration: game day or until used
Stacking: Base	Misc.: NA	Cost: 5

The Alchemist's phylactery now allows him to auto-imbibe potions that have been loaded into the phylactery. By expending 5 ability points, the alchemist can now prepare up to 2 potions and store them in his phylactery. A phylactery may only store 2 points at any one time. Any potions to be stored are consumed when the phylactery is prepared. However, the effects of the potions are delayed until the alchemist chooses to activate them. This activation is instantaneous. 5 seconds must pass in between potion activations. The alchemist can use the prepared potions even if his limbs are disabled and/or are bound. Placing a magical potion into the phylactery at this point will cause it to radiate magic at this point.

Weapon Oil: Elemental Weapon

Range: Touch	Area: 1 Weapon	Duration: game day or until used
Stacking: Modifier	Misc.: Material Component	Cost: Var.

This oil enhances a melee weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 ability points expended by the Alchemist, and the Alchemist can spend up to her level in ability points. The Alchemist must specify when creating the oil whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used in melee, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example, "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first. It takes 5 seconds to apply the oil. Material Component: black bean bag with a blue ribbon

Level 6

Alchemical Potion of Stasis

Range: Touch	Area: 1 Potion	Duration: game day or until used
Stacking: Base	Misc.: NA	Cost: 6

The Alchemist can brew a Potion of Stasis. When this potion is consumed, the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This potion will not reverse any damage or effects that were taken by the target before the potion was consumed and does not stop the damage from occurring due to other reasons. This ability does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the potion was consumed. If poured on a dead body before the 5-minute time limit on [Life Spark](#) expires, this spell will extend the time during which [Life Spark](#) may be used by 30 minutes.

Bargain

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 6

The Alchemist's need for rare and exotic materials has turned him into a shrewd haggler. By using this ability, the Alchemist can reduce the price of any one purchase (not necessarily one item) by 10% (round up). When the Alchemist pays for the item(s), he must inform the other party in the transaction that he is using the Bargain skill, and the price will be appropriately lowered. This skill cannot be used more than once on a purchase. A Bargain may not be countered by the use of another Bargain.

Brew Magical Thrown Alchemical Potion

Range: Touch **Area:** 1 Thrown Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** Material Component **Cost:** Var.

When the alchemist uses his [Brew Magical Alchemical Potion](#) ability, he may now choose to make it a thrown potion instead. The potion is represented by a green bean bag. The spell in the potion will now target anyone struck by the bean bag when it is thrown. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Potion Arrow

Range: Touch **Area:** 1 or more Arrows **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** Var.

The alchemist may create a number of arrows that will deliver alchemical potion effects via his bow. He may prepare 1 arrow for every 2 ability points spent. Preparing an arrow consumes the alchemical potion the arrow will be delivering. Thus preparing 3 arrows requires 3 potions, one for each arrow. The target struck by the potion arrow becomes the target of the potion effect. A potion arrow may be loaded with any vial of acid, enhanced acid, alchemical potion or thrown alchemical potion created by the alchemist. If the potion would normally deal damage, then the arrow's damage is replaced by the potion damage; or thrown acid damage if an acid vial is loaded. If the potion normally deals thrown + damage, then the alchemist may choose to change this to archery + damage instead. Damage bonuses from magical bows or arrows stack normally. Acid loaded in an arrow may NOT be affected by Acid Burst. Firing a Potion Arrow requires 10 seconds of aiming and has its range limited to combat, due to the extra weight of the potion. This range may not be increased using [Long Arrow](#). The alchemist may have up to ½ his level of arrows prepared at any given time.

Level 7

Elemental Limpet

Range: Combat **Area:** 5-foot radius **Duration:** 1 combat or until triggered
Stacking: Base **Misc.:** KD5, Material Component **Cost:** 7

When this ability is used, the alchemist places a mine, represented by a yellow flag. The mine will deal elemental damage of the type chosen by the alchemist when the mine is placed. (Fire/Ice/Lightning/Earth). The mine deals 3 damage per level of the alchemist and causes a 5-second knockdown to anyone within a 5-foot radius at the time of detonation. The alchemist must place the limpet on the ground to activate it and he must be within 50 feet to detonate the mine. Example: "Fire Limpet, targets, 21 points fire damage, 5-second knockdown" Material Component: Yellow Flag

Alchemist Herbs

Range: Touch **Area:** 1 Herb or Root **Duration:** Game Day or until used
Stacking: Var. **Misc.:** NA **Cost:** 7

This ability allows the Alchemist to prepare a potion from one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Alchemist must specify which type of herb or root he is preparing and will only prepare enough to affect one creature one time. The Alchemist is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Alchemist must spend 20 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water; once brewed, this potion will last for the game day or until used.

The ability point expenditure for this ability is incurred when the Alchemist prepares the herb or root; if the Alchemist purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- **Athelas** – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including Red Death. This herb does not restore lost hitpoints but does prevent further loss or disability from all neutralized poisons.

- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly; if the target obtains and drinks a Damiana potion without receiving it from another character, he will fall in love with the next suitable target that he encounters, Based on GM discretion. This herb will affect any creature that is equal or lesser in level to the Alchemist who prepared it. The effect of this herb is similar to the effects of [Enthrall](#) and can thus be countered with an SAS such as [Distrust](#). Duration: 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma. This poison can be neutralized with a [Neutralize Poison](#) or related SAS.
- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1st level Magic User spells for a short time. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1st level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6th level Ranger could cast a 6th level [Enthrall](#) for 3 ability points. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.
- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +3. Duration: 5 minutes or the end of the current combat, whichever is greater. Stacking Group: Modifier.
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by the use of a [Freeze Poison](#), [Neutralize Poison](#) or related SAS. Duration: 5 minutes.

[Level 8](#)

Fire / Ice / Lightning Wall

Range: Touch **Area:** 1"x30'x15' of wall **Duration:** 5 minutes
Stacking: Base **Misc.:** Material Component **Cost:** Var.

This spell causes a Wall of Fire, Ice, or Lightning to appear in an area specified by the Alchemist. All targets who cross the wall, including the Alchemist, will take 3 points of damage per spell point expended. The Alchemist can spend up to his level in spell points. The wall is 1-inch wide, 15 feet high, and 30 feet long, and is represented by a length of fluorescent tape; the Alchemist can arrange the tape in a geometric figure of his choice, such as a line, circle, or square, as long as the tape does not cross or touch itself. The tape must be arranged on the ground and cannot be moved. The wall's elemental type is defined by the color of the fluorescent tape: red represents fire, blue represents ice, and orange represents lightning. Incantation time for this spell is a minimum of 10 seconds and includes the act of arranging the tape on the ground. An [Autocast](#) used in conjunction with this ability reduces the invocation time to the amount of time it takes the Alchemist to lay the tape on the ground. The Alchemist may move any distance from the wall without it dissipating. The wall is not opaque and does not prevent attacks on the caster. The wall will last for 5 minutes regardless of the number of targets affected by it. Material component: 30 feet of red, blue, or orange fluorescent tape that is 1-inch wide.

Phylactery: Life Support

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

This ability is automatically used whenever the Alchemist reaches zero hitpoints and will heal the Alchemist for 9 points, restoring consciousness. Once activated, this ability will take 10 seconds to heal the Alchemist, who may choose where in her body the healing will occur. Life Support will not heal a throat slit because throat slits cause an undefined amount of damage. Life Support may not be used to restore an Alchemist who died from the effects of [Death Commitment](#) and can only be used if the Alchemist has at least 8 ability points available.

Thrown Alchemical Potion of Truth Force

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Base **Misc.:** LI, Material Component **Cost:** LI

With this ability, the Alchemist is able to create a Truth Serum. When this potion strikes a target, the affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as he can. This effect will last for 5 minutes. This is an LI spell and the level of effect must be determined at the time the potion is created. Material Component: green bean bag

Level 9

Phylactery: Regenerate

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 9

This ability allows the Alchemist's phylactery to Regenerate damage that has been dealt to the Alchemist. The Alchemist must spend 9 ability points to charge the phylactery. The maximum amount of damage that the Alchemist can Regenerate is equal to 4 times his level per casting. To Regenerate, the target must rest for 1 full minute outside of all combat; all SAS in effect with a duration of 1 combat will go down when the Alchemist regenerates damage. If the Alchemist is unconscious and out of combat, then the phylactery will automatically begin using the Regenerate healing in increments of 2 points every 10 seconds until the Alchemist becomes conscious or it runs out of available healing. The Alchemist may use the Regenerate healing in any increment until the maximum amount of regeneration has been reached. The duration of this spell is one game day or until all of the regeneration has been used.

Stun Charge

Range: Touch **Area:** 1 grenade **Duration:** game day or until used
Stacking: Base **Misc.:** KD10, Material Component **Cost:** 9

With this ability, the Alchemist creates a stunning bomb (green bean bag). When this bomb impacts a target, that target suffers a 10-second Knockdown. Stun Charges do not cause any physical damage. The Alchemist may only have 1 Stun Charge prepared at any given time. The Alchemist should call out "Stun Charge, 10-second knockdown." The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 10

Phylactery: Autoinjection

Range: Self **Area:** Self **Duration:** game day or until used
Stacking: Base **Misc.:** NA **Cost:** 10

The Alchemist's phylactery now allows him to store 2 potions in his phylactery which will auto-activate upon certain conditions. These potions are in addition to any that may be stored for use by [Phylactery: Injection](#). These two potions must be independently designated to activate on either unconsciousness, unconsciousness due to damage, or death of the alchemist. Designate them as potion 1 and potion 2. If both potions would activate, then potion 2 activates 5 seconds after potion 1. These cannot be consciously activated by the alchemist.

Thrown Alchemical Potion of Killing Attack

Range: Melee **Area:** 1 Potion **Duration:** game day or until used
Stacking: Base **Misc.:** NA **Cost:** 10

With this ability, the Alchemist can brew a Thrown Potion of Killing Attack. When a target is struck, by the thrown bean bag, she immediately loses ½ of her total hitpoints to death. Damage is based on the number of hitpoints the target has when she is fully healed and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one Killing Attack at a time no matter the source. This damage cannot be reduced or avoided except by a [Concentration](#) while casting, an [Evade](#), or a [Dodge Blow](#). If the bean bag misses or is evaded, the ability is still used, and the potion is expended. An Alchemist may only have one Killing Attack potion prepared

at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one.
Material Component: green bean bag

Animator

The following abilities are gained by Alchemist who specializes in animation (Animator) and are in addition to the standard Alchemist abilities described above.

Innate Abilities

Animator's Focus (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Animator gains an additional ability point at each level, 6 through 10. This ability is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 6

Construct: Animate Dead

Range: Touch **Area:** 1 Target **Duration:** Special
Stacking: Base **Misc.:** LI **Cost:** 6

This ability allows the Animator Alchemist to change a dead body into a zombie-like creature, which will obey simple commands of the Animator or a single person designated by the Animator. The form of the zombie will be that of the body from which it was created. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original hitpoints (round down) of the living creature and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast spells, use skills or abilities, or activate magic items. The Animator can only affect creatures that were of his level or lower before their death. Animated creatures are vulnerable to all undead and supernatural effects listed in this ruleset. They cannot be commanded to follow the instructions of more than one person at a time; a [Control Undead](#) of a higher level than the Animate Dead that is used on an affected target will take control. If an animated creature is killed and then reanimated, he will only have ½ the number of hitpoints that he had from the previous animation (for example, he will have ¼ of his original hitpoints when animated for a 2nd time and 1/8 of his original points when animated for a 3rd time). A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from his regular duties. This spell has a maximum duration of one game day.

Construct: Guardian

Range: Combat **Area:** 130-foot radius **Duration:** 2 hours
Stacking: Base **Misc.:** NA **Cost:** 6

This ability creates a creature that will act as a sentry or alarm for the Alchemist; only the Alchemist who creates the guardian will be able to see or control it. The guardian can monitor an area of effect with a 130' radius that is centered on a point designated by the Alchemist. The guardian will "know" any character or creature that is pointed at and named by the Alchemist. While the Alchemist is within the area of effect, the guardian will warn him when any unknown creature enters the guarded area. If the Alchemist is asleep, he will be awakened by the guardian's warning; if the Alchemist is magically slept, the guardian will be unable to wake the Alchemist.

The guardian's senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed; creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout or an attack animal and cannot be used to trigger glyphs or other traps. The guardian's senses are only as good as those of the GM or SK.

Enhance Potion

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Modifier **Misc.:** NA **Uses:** Level

The alchemist can now enhance thrown alchemical potions that have an LI effect. The potion gains a +2 LI effectiveness. This enhancement is canceled if the enhanced potion is loaded into a potion arrow.

Thrown Alchemical Potion of Plant Attack

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Base **Misc.:** LI **Cost:** Var.

The Animator Alchemist can brew a more dangerous version of his **Root** potion. When a target is struck by this potion, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Alchemist and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Animator must expend her level in spell points and must call out the appropriate damage and level of effect; for example, a 6th level Animator would call out "Plant Attack, 6th level, 12 points of damage" for a cost of 6 ability points. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 7

Construct: Life Spark

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

If this ability is used within 5 minutes of a target's death, this ability will allow the Alchemist to capture the last "spark" of life within the target and return him to 1 life point above death. The target will lose ½ of his level (rounded up) in permanent hitpoints, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and the number of spell or ability points as before he died. If a character receives more than one Life Spark in a game day, the life point loss is cumulative but the -2 versus LI is not. This spell has no effect on undead or animated body. Poison and disease remain in the body after death and will still be present when a target receives a Life Spark. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead and may still be in effect when the body receives a Life Spark. A character that has received a Life Spark is considered to have undergone death.

Control Undead

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI **Cost:** LI

When this ability is used the Alchemist is able to completely control all undead creatures of the Alchemist's level or below within a 5' radius circle. All affected undead will understand the Animator for the duration of the spell. If an Animator tries to use Control Undead on a creature that is already controlled by another caster's Control Undead ability/spell, the higher-level ability will be the one in effect. If the two abilities are the same level, the first Control Undead will remain in effect. This is an LI ability.

Thrown Alchemical Potion of Hold Being

Range: Touch **Area:** 1 potion **Duration:** Gameday or until used
Stacking: Base **Misc.:** LI, Material Component **Cost:** LI

The Animator is able to create a thrown potion of Hold being. When a target is struck by this potion (green bean bag) he is held immobile for 1 minute. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI ability. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 8

Construct: Homunculus

Range: Combat **Area:** 1 Servant **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 8

By using this ability, the Animator will animate an invisible servant, which can perform simple physical tasks for the Alchemist. The servant is alive but not intelligent. It cannot speak, cannot fight nor protect the Alchemist in any way, and will only follow very simple verbal instructions from the Animator (GM discretion) for the duration of the ability. The servant can open unlocked chests (it cannot, however, pick locks), open unlocked doors, and lift objects up to 5 pounds per level of the Alchemist in weight in a manner similar to the Telekinesis spell.

The servant will set off all traps, including glyphs, that it encounters or passes; the Alchemist and the Mist Servant will each take ½ of the damage from any trap (round down). If the Mist Servant sets off a non-damaging glyph (such as Uvas) and the Animator is not within the area of effect of the glyph, then the Animator will not be affected. The servant cannot be healed and will disappear if it takes damage equal to the number of total hitpoints that the Animator had when this ability was used. The servant can only be controlled by the Animator who created it and cannot go further than 30 feet from the Animator.

Thrown Alchemical Potion of Petrify

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Base **Misc.:** LI, Material Component, Rev. **Cost:** LI

The Animator can create a thrown potion that will turn a being into stone. When a being is struck by this thrown potion (green bean bag) the target and his non-magical possessions are turned into stone for 1 minute. The target will detect as magic. While petrified, the target cannot be affected by any non-damaging spell, including Rock to Mud, and cannot be healed. If the target is poisoned or has some form of continuing damage, such as a disease or curse, then 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. While the target is stone, he will take only one point of damage from any attack other than No Defense, against which he will take full damage. The effects of this potion may be dispelled with a Dispel Magic spell. When the Petrify ends, either by running the full duration or being dispelled, the target will take 10 points of No Defense damage. A reverse Petrify will reverse the effects without causing any damage to the target. This is an LI ability. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 9

Alchemical Potion of Restore LP / SP

Range: Touch **Area:** 1 Potion **Duration:** Gameday or until used
Stacking: Base **Misc.:** NA **Cost:** 9

The Animator can use this ability to brew a potion that will restore either 1 LP or 1 SP, chosen at the time of creation, to the target. When a being drinks this potion, it will restore 1 permanently lost life point or spell point to the target. The target cannot receive more life or spell points than the innate Base maximum for his class and level.

Animated Orbs

Range: Combat **Area:** Self **Duration:** 1 hour or until used
Stacking: Modifier **Misc.:** KB, Material Component **Cost:** 9

When the alchemist activates this ability, he will be surrounded by 3 Orb charges. When activated, the alchemist chooses a material property for the orbs. Choices include silver, cold-iron, wood, gold, etc. All three orbs are the same material. The alchemist may use an orb with no further preparation however, 5 seconds must pass between using an orb and starting another SAS, including using another orb. Expending an orb allows the alchemist to deal an amount of damage equal to 2 points per alchemist level, to a single target within 20'. The target also suffers a 10' knockback. Example: "Target, Silver Orb, 18 points, knockback 10 feet". An alchemist must display a red flag while this spell is in effect. Material Component: red flag

Level 10

Construct: Raise Dead

Range: Touch

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

This ability will allow the Animator to raise a character who has died and return him to 1 life point above unconsciousness. The target will lose $\frac{1}{2}$ of his level (rounded up) in permanent hitpoints, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level, the number of spell or ability points, and the number of experience points as before he died. This ability has no effect on undead or an animated body. This ability must be used within three calendar years (real-time) of the target's death. If this spell is read from a scroll, all of the above structures still apply.

Strengthen Undead

Range: Touch

Area: 1 undead creature

Duration: 1 game day

Stacking: Modifier

Misc.: NA

Cost: 10

When an alchemist uses this ability on an undead, the target gains several benefits.

- The undead gains hitpoints to unconsciousness/death equal to the alchemist's level.
- The undead gains armor and melee damage equal to $\frac{1}{2}$ the alchemist's level (round down).
- The undead gains an elemental resistance chosen by the alchemist when this ability is used. The resistance is equal to 2 x the alchemist's level.
- The undead gains a single use of the **Fighter's Blow** ability.

Augmenter

The following abilities are gained by Alchemist who specialize in augmenting themselves and others, (Augmenter) and are in addition to the standard Alchemist abilities described above.

Level 6

Additional Point of Melee Damage (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At the 6th level, the Augmenter increases his melee damage by one point. This ability is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Alchemist Potion of Additional Damage

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Modifier **Misc.:** NA **Cost:** Var.

The Augmenter Alchemist can brew a potion which will increase all of the targets weapon damage. When consumed, this potion provides the target with 1 additional point of damage for every 2 ability points expended by the Alchemist. When creating the potion, the Alchemist may spend up to her level in ability points. This additional damage is applied to all melee, thrown, and projectile weapons used by the target. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer.

Alchemist Potion of Strength

Range: Self **Area:** Self **Duration:** game day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 2, 4, 6, or 8

The Augmenter Alchemist can mix potions which will increase the targets Strength for 5 minutes or 1 combat, whichever is longer. When the potion is created, the Alchemist determines what level of Strength the potion will provide, I, II, III, or IV. When this potion is consumed by a target, he may use the following abilities, based on the level of Strength imbued into the potion:

Strength I: This level costs 2 ability points. The target may use double human strength to lift or move objects; no damage increase applies to the lifted objects and the target cannot break locks or locked doors.

Strength II: This level costs 4 ability points. The target can break non-magical ropes including any that are restraining him. He can also break free of the effects of an Uvas glyph. All the benefits and restrictions of Strength I apply to Strength II.

Strength III: This level costs 6 ability points. For the duration of this ability, the target can break non-magical metal bindings up to ½ inch thick, such as chains, including any that are restraining him. The target can also break himself or others free of the effects of an Uvas glyph with the use of Strength III. All the benefits and restrictions of Strength I and Strength II apply to Strength III.

Strength IV: This level costs 8 ability points. The target can bend non-magical metal bars up to 1-inch thick. All the benefits and restrictions of Strength I, Strength II, and Strength III apply to Strength IV.

A Strength potion increases the target's resistance to [Clinging Vine](#), [Plant Attack](#), [Snare](#), [Deadfall](#), and [Weakness](#), by the level of the Strength effect; +1 for Strength I, +2 for Strength II, +3 for Strength III, or +4 for Strength IV.

Strength affects [pursuit](#) as described in the appendix. The duration of this potion is 5 minutes or the end of the current combat, whichever is longer.

Improved Phylactery: Injection

Range: Self **Area:** Self **Duration:** game day or until used
Stacking: Base **Misc.:** NA **Cost:** 0, innate

When the Augmenter Alchemist uses the [Phylactery: Injection](#) ability, he now stores 3 potions for use instead of just 2.

Level 7

Additional Point of Armor (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 7th level, the Augmenter gains an additional point of innate armor. This skill is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Thrown Alchemical Potion of Cure Serious Wounds

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** Material Component **Cost:** Var.

The alchemist may now enhance a vial of holy water so that it heals any target struck, in addition to any normal holy water effects. The amount of healing equals 3 points healed per 1 ability point expended. This amount is determined at the time the potion is created. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one.
Material Component: White Bean Bag

Level 8

Additional Point of Melee Damage (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 8th level, the Augmenter increases his melee damage by another point, bringing his melee damage bonus to +2. This ability is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Alchemical Potion of Battle Fever

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 8

The Augmenter Alchemist can create a Potion of **Battle Fever**. When a target drinks this potion, they gain all of the benefits of using **Battle Fever** as if he were a Fighter with a level equal to that of the Alchemist who brewed this potion. The effects of the potion last for 5 minutes or 1 combat whichever is longer.

Level 9

Alchemist Potion: Hulking Brute

Range: Touch **Area:** 1 potion **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 9

The Augmenter Alchemist can create a potion that turns the drinker into a combat beast. When a target drinks this potion, they gain the following benefits: Hitpoints +10, Damage +4, Armor +3. They also gain the ability to invoke an [Avenging Blow](#) for 20 points once during the potion's duration. When the potion effects end, if the loss of the additional hitpoints results in the unconsciousness or death of the target then he will be unconscious or dead. The potion lasts for 5 minutes or 1 combat whichever is longer.

Level 10

Improved Phylactery: Auto-Injection

Range: Self **Area:** Self **Duration:** game day or until used
Stacking: Base **Misc.:** NA **Cost:** 0, innate

When the Augmenter Alchemist uses the Phylactery: Auto-Injection ability he now stores 3 potions for use instead of just 2. Designate them as potion 1, potion 2, and potion 3. If multiple potions would activate, then they activate in order with 5 seconds in between activations. These cannot be consciously activated by the alchemist.

Phylactery: Death Commitment

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 10

This ability allows the Augmenter Alchemist to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Alchemist is instantly healed, including any from [Killing Attack](#).
- The Alchemist's hitpoints to death are doubled.
- All damage taken by the Alchemist during this ability is applied to her torso, regardless of where the blow actually lands.
- Healing of any form will have no effect on the Alchemist for the duration of this ability, including healing that comes from autoactivated items.
- The Alchemist is unable to use Death Commitment again until the full duration of the first one has elapsed.

The Death Commitment will end in one of two ways: 1) the Alchemist takes more than twice her Base hitpoints to death in damage, and she immediately dies; 2) the duration of the ability elapses, and the Alchemist's hitpoints revert to normal. If the loss of the additional hitpoints results in the unconsciousness or death of the Alchemist, then the Alchemist will be unconscious or dead. This ability requires no meditation time.

Poisoner

The following abilities are gained by Alchemist who specializes in poison (Poisoner) and are in addition to the standard Alchemist abilities described above.

Level 6

Additional Point of Missile Damage (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 6th level, the Poisoner increases his marginal, and critical, archery damage by one point. This ability is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Improved Potion Arrow

Range: Touch **Area:** 1 or more Arrows **Duration:** Game Day or until used
Stacking: Base **Misc.:** Material Component **Cost:** Var.

When a Poisoner Alchemist uses his Potion Arrow ability, he may load poisons into his Potion Arrows as if the poison is a potion. Poisons with a base damage, such as the Agony Poison replace the arrow's base missile damage. Kill Dagger, and Nightshade may *not* be loaded in this way.

Brew Poison: Spell Plague Poison

Range: Thrown, Combat **Area:** 1 Target **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 6

With this ability, the Alchemist prepares a Spell Plague Poison. It is a contact poison that is delivered by throwing the vial of poison (green bean bag) at the intended target. The bean bag deals no physical damage. Instead, at the moment the target is affected, they lose access to half of their current spell or ability points. These points are not lost, the target just cannot access them to cast spells or use abilities. The Spell Plague Poison can be suspended with [Freeze Poison](#) or neutralized by [Neutralize Poison](#) and related SAS. Once the poison is neutralized the player will be able to access all their spell or ability points again. If Freeze Poison is used, the character may access all of their spell points for the duration of the freeze. Once the freeze poison expires, the character loses access to the full amount lost when originally affected. Note: This is a contact poison that deals no damage. As such, it does not interrupt spell casting. It does, however, affect anyone struck, including casters using [Concentration](#).

The Alchemist may choose to load this poison onto an arrow. The arrow damage becomes the carrier for the Spell Plague Poison. An Alchemist can have only one Spell Plague Arrow prepared at any one time. It takes the Alchemist 5 secs to apply the poison to an arrow. An Alchemist may only have one poison in effect on a single arrow.

The Alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one.
Material Component: Green Bean Bag.

Kill Dagger

Range: Touch **Area:** 1 Target **Duration:** 15 minutes
Stacking: Base **Misc.:** LI, Material Component **Cost:** 6

A Poisoner Alchemist can make a small object called a Kill Dagger, which normally takes the form of a small object such as a small dagger or a ring with a needle, that is used to deliver a paralyzing poison. This poison is good for one game day or until used. For purposes of use in-game, the Kill Dagger is represented by a 2"x2" piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the Poisoner's hand to indicate where the Kill Dagger was applied; this skill cannot be delivered or applied by a weapon or other implement. As the Kill Dagger is placed, the Poisoner must call "Kill Dagger," followed by the level of effect (her level +3; if the Poisoner does not call out the level of effect, the Kill Dagger will have no effect. The square of duct tape representing the Kill Dagger must be left in place as a representation of the skill's use.

When a Kill Dagger is applied between the shoulder blades of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a [Neutralize Poison](#), [Freeze Poison](#), or related SAS is done; the target can be fed a [Neutralize Poison](#) potion as if she were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target's back, she will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. Once paralyzed, the target may not cast spells or activate magic items, including an item of Monk's [Neutralize Poison](#); autoactivated magic items will function normally. Kill Dagger poison is Level Influential, which means that the poison can only affect characters at the level of the Kill Dagger or below.

Kill Daggers work regardless of the target's armor or magical protections, except for [Concentration](#) during spell casting. Kill Dagger also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a Kill Dagger; however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A Kill Dagger has no effect on an undead creature and cannot be used on someone actively involved in combat.

A Poisoner can carry as many Kill Dagger representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in-game, the Poisoner will be unable to use this skill until a suitable representation can be found. A Kill Dagger can be used only by the Poisoner who created it. This ability requires no meditation time. Material component: kill dagger representation and a 2"x2" square of duct tape.

Level 7

Brew Poison: Venom Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Cost:** 7

With this ability, the Poisoner Alchemist can brew a venom poison and use it to coat one of her hand-held melee weapons or load it into a potion arrow. For melee weapon, the Poisoner's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Poisoner must call out "Venom Poison" and the amount of melee damage after the first successful strike. A potion arrow will inflict venom poison on the target, in addition to causing the poisoner's missile damage; the Poisoner must call out "Venom Poison" and the amount of damage. Only the Poisoner who brewed the poison may use it, and they can only have one venom poison available at a time. If the melee strike misses or is blocked, the poison is not used. If the weapon strike is countered by the use of [Dodge Blow](#) or [Evade](#), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Thrown Alchemical Potion of Hold Being

Range: Touch **Area:** 1 potion **Duration:** Gameday or until used
Stacking: Base **Misc.:** LI, Material Component **Cost:** LI

The Poisoner is able to create a thrown potion of Hold being. When a target is struck by this potion (green bean bag) he is held immobile for 1 minute. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI ability.

Level 8

Brew Poison: Agony Poison

Range: Combat **Area:** 1 Target **Duration:** game day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 8

With this ability, the alchemist prepares a contact poison that is delivered by throwing the vial of poison (green bean bag) at the intended target. The poisoner may instead choose to load this poison into a potion arrow, in which case the poison damage replaces the arrow's Base missile damage. The target creature will take 2 points of damage per level of the alchemist and will be at -2 for all melee damage. The -2 melee damage lasts until 15 minutes have passed or the poison is cured. The damage is instantaneous, but the damage reduction can be suspended with a [Freeze Poison](#) or [Resist Pain](#). It may be removed with a [Cure Poison](#) or related SAS. Only the Poisoner who brewed the poison may use it. Example: "Agony Poison, 16 damage, -2 melee damage." The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: Green Bean Bag

Level 9

Phylactery: Immunity to Poison

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Base **Misc.:** NA **Cost:** 9

By using this ability, the Poisoner Alchemist will be immune to any poison including [Red Death](#) and [Kill Dagger](#) poison for 5 minutes or until the end of the current combat, whichever is longer. If the Alchemist is the target of a Toxin Poison while under the effects of this ability, she will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Alchemist's system are neutralized. This ability can be used as an immediate counter and requires no meditation time.

Poison Limpet

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component **Cost:** 9

When this ability is used, the alchemist places a mine, represented by a yellow flag. The mine deals 3 points of toxin poison damage per level of the alchemist and causes a 5-second knockdown to anyone within a 5-foot radius at the time of detonation. The alchemist must place the limpet on the ground to activate it and he must be within 50 feet to detonate the mine. Example: "Poison Limpet, targets, 27 points toxin poison, 5-second knockdown"

Level 10

Additional Point of Missile Damage (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 10th level, the Poisoner increases his marginal, and critical, archery damage by an additional point; bringing this bonus to +2. This ability is a Base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Brew Poison: Red Death

Range: Touch

Area: 1 Weapon

Duration: Next successful weapon strike

Stacking: Modifier

Misc.: NA

Cost: 10

With this ability, the Poisoner Alchemist can brew a Red Death poison and use it to coat one of her hand-held melee weapons or load it into a potion arrow. For a melee weapon, the Poisoner's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Poisoner must call out "Red Death Poison" and the amount of melee damage after the first successful strike. A potion arrow will inflict Red Death poison on the target, in addition to causing the poisoner's missile damage; the Poisoner must call out "Red Death Poison" and the amount of damage. Only the Poisoner who brewed the poison may use it, and they can only have one Red Death poison available at a time. If the melee strike misses or is blocked, the poison is not used. If the weapon strike is countered by the use of ***Dodge Blow*** or ***Evade***, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Chapter 4: Bard



Missile Weapon Usage: Yes

Weapon Group: Single Weapon

Armor: Cloth, Leather, Chain Armor

Shield Usage: Buckler

In any world where most people do not travel far, the Bard is the walking newspaper and often judge and jury. In most places, Bards are considered sacred due to their store of knowledge and history. A bard's knowledge, her ability to perform stories, song, and poetry virtually guarantees a night's lodging in an inn as long as they are willing to perform. A bard will always have some type of instrument with her, even just a small whistle. A bard's magic will affect even deaf characters or monsters with no normal means of hearing.

Base Attributes

This section provides the Base attributes for a Bard of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Life and Spell Points

The Life and Spell Point table below provides Base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

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

Level	No Armor	Cloth	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3	N/A

Level	Limb Points	hitpoints	Spell Points
1	3	11	25
2	3	14	30
3	3	17	35
4	4	20	40
5	5	23	45
6	6	26	50
7	7	29	55
8	8	32	60
9	9	35	65
10	10	38	70

Bard Spells

A Bard should obtain and carry some type of instrument with them at all times. This instrument is the primary focus for a bard's music, even if it is just a small whistle to help set their tone. Bards tend to use grand gestures while performing but the true power of the bard lies in her voice. All the bardic abilities can be invoked by voice alone.

Innate Skills

(Default Invocation Time = 0 seconds)

Instrumental Focus

A bard must select upon character creation one of the following musical instrument types as her instrument of choice: Brass, Harp/Keyboard, Percussion, String, or Woodwind. A bard can use any musical instrument to cast her spells, but she can only specialize in 1 type. However, when the bard uses an instrument of her chosen type, she can gain a slight advantage when casting certain spells. The bard must have that type of instrument on her person to gain the advantages of Instrumental Focus. This ability is a base for the character and cannot be acquired by a magic item. In addition to the advantages gained on certain spells, a Bard may cast **Legend Lore** for free on an instrument of her chosen type that she can see or if she hears the name of a famous instrument. Subject to GM knowledge.

Brass: +1 outgoing LI when casting [Counter Song: Dispel Magic](#) and can target an additional victim with her [Stunning Song: Stun](#). A bard can use this bonus ½ times per level, per ability, round up (min 1).

Harp/Keyboard: +1 outgoing LI when casting [Lullaby: Crash Time](#), and [Soothing Song: Earth Calming](#) can affect 1 additional creature. A bard can use this bonus ½ times per level, per ability, round up (min 1).

Percussion: +1 outgoing LI when casting [Discordant Song: Confusion](#) and inflicts an additional -1 whenever casting [Wracking Song: Pain Strike](#). A bard can use this bonus ½ times per level, per ability, round up (min 1).

String: +1 outgoing LI when casting [Bequiling Song: Enthral](#) and [Silent Song: Mute](#). A bard can use this bonus ½ times per level, per ability, round up (min 1).

Voice: When casting the [Battle Song](#) the bard may cast it at +1 LI. A bard can use this bonus ½ times per level, per ability, round up (min 1).

Woodwind: +1 casting level when casting [Dirge](#) and can extend her [+1/+2 vs Charm](#) to all allies within 30' for 5 mins per level or 1 combat. A bard can use this bonus ½ times per level, per ability, round up (min 1).

Fluency

Range: Combat **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Uses:** Level per day

Due to their travels, a Bard can converse in and understand all non-magical languages spoken around her, like the spell [Speakeasy](#). In addition, the Bard can translate written text like the spell [Read Language](#).

1st Level

Fog Brain

Range: Combat **Area:** 1 Target per level **Duration:** Instantaneous
Stacking: Base **Misc.:** LI, Rev. Pool **Cost:** LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of *Fog Brain* has a logical reason to believe that she has been affected by a *Fog Brain*, then she will be aware that she has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent *Fog Brain* cast on the target. Reverse *Fog Brain* needs 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.

Healing Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** Var.

The Bard can brew a *Healing Potion* that will heal himself or another character for 2 hitpoints per ability point expended. The Bard may expend up to her level in ability points per *Healing Potion*.

Legend Lore - Item

Range: Self **Area:** 1 Item **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this ability, the Bard can determine the legends and history surrounding any famous object, location, historical event, or legend; the Bard will not learn magical abilities of the item with this ability. The Bard need only hear the name or something unique about the target of a *Legend Lore* and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or religion, exist for the target, the Bard will know the type of lore available but not its specific content. In addition to the advantages gained on certain spells, a Bard may cast *Legend Lore* for free on an instrument of her chosen type that she can see or if she hears the name of a famous instrument. Subject to GM knowledge.

Lullaby: Crash Time

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause all affected targets within a 5' radius circle to fall asleep. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. Crash Time affects each target separately and lasts for a duration of 5 minutes per level of effect or until a target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include [Awaken](#) and a white [Flower of Avalon](#). The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself. The Bard will not be slept by her own spell unless she chooses to be. This is an LI spell.

Pick Locks

Range: Touch **Area:** 1 Target **Duration:** Special
Stacking: Base **Misc.:** Material Component **Uses:** ½ Level per lock, minimum of 1

This skill provides the Bard with the ability to pick a lock, as described in Chapter 19, and allows the Bard to accurately gauge the LI and Hitpoints of a lock by inspecting it. A Bard must have an IFGS lock pick, which must comply with the guidelines in Chapter 19, and she may carry as many lock picks as she wishes. A Bard may attempt to pick a lock a number of times equal to half her level rounded up; the Bard must start at the beginning of the lock with each new attempt. Material component: Lock pick.

Savvy

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

This ability can be used on a magical target and will provide the Bard with information regarding the target's magical properties. The information provided by this ability is defined in game design and will often be comprised of multiple pieces of information. Each use of this ability will provide 1 property of the item and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. *Savvy* does not usually give information regarding curses but can do so by game design. If there are no properties to be savvied, then this spell does not use any spell points.

2nd level

Beguiling Song: Enthrall

Range: Combat **Area:** 1 Target per level **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and he will give consent to have additional non-damaging spells cast on him by the caster. The target will not do anything that goes against his own basic nature or that seems dangerous to him, with the exception that he will do his best to defend the caster against attack. If the caster attacks the target, the *Enthrall* will immediately end. This is an LI spell.

Battle Song

Range: Melee **Area:** 10 Targets **Duration:** 1 Combat or 1 Game Day
Stacking: Modifier **Misc.:** NA **Costs:** Var

This ability provides 1 point of damage for every 2 spell points expended. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Bard may specify up to 10 individuals, including herself, to be the targets of this spell; each target must each be within 30' of the Bard at the time the spell is cast. This spell stacks in the Modifier group but does not affect *No Defense* damage. The duration of this spell is one combat or one game day, whichever comes first. A Bard may spend up to her own level in points.

Know Aura

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This spell tells the Bard the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Bard is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Major Lore

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

With this ability, the Bard will learn all of the lore surrounding any lore target; the Bard will not learn magical abilities of the target with this ability. All information provided by the following SAS will be revealed, with all stipulations of each SAS: **Battlefield Lore**, **Heraldic Lore**, **Legend Lore**, **Nature Lore**, **People Lore**, and **Religion Lore**. The ability points will not be spent if there is no lore information available.

Sonic Strike

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD **Cost:** Var.

This spell causes a Bard's voice to take physical form and hit a single target. The *Sonic Strike* will cause 2 points of damage per spell point expended by the Bard; all damage is applied to the target's torso. Additionally, it will cause a 5-second knockdown. The Bard may expend up to her level in spell points per *Sonic Strike*.

3rd level

+1 vs. Charm Effects

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At the 3rd level, the Bard gains +1 to her resistance versus LI effects centered around mind effecting spells such as **Enthrall**, **Simon Spell**, **Crashtime**, **Awe**, **Animal Mind**. This skill is a Base of the character class and may not be placed in a magic item.

Bardic Curse I

Range: Combat **Area:** 1 Target **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 3

With this spell, the Bard can cause a single target within 30 feet to be cursed at minus 1 LI. The target is effectively 1 level lower to all incoming LI spells. For example, a 4th level Ranger targeted by this spell would be affected by a Magic User's **Crashtime** cast at the 3rd level. The Bard should call out "**Curse -1 LI, Target**". This spell may be countered by a **Remove Curse**, **Battlefever**, or **Confidence**.

Elemental Damage

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

With this spell, the Bard can enhance a weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 spell points expended by the Bard, and the Bard can spend up to her level in spell points. The Bard must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example, "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first.

Elemental Protection

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell will protect the target from one element of the caster's choice (Sonic, Earth, Fire, Ice, or Lightning). The Bard may expend up to her level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one **Elemental Protection** in effect at any given time. Material component: Blue flag.

Memory

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

When a Bard uses this skill she can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information including directions, a list, a map, names, a riddle, or an answer. The Bard must study the target text for at least 10 seconds or clearly hear the verbiage, and the Bard must state to a GM or SK that she is using this skill within 5 minutes of studying the text or hearing the verbiage. The Bard does not have to be able to understand the text or verbiage to remember it. Dependent on GM knowledge.

4th Level

Counter-song: Dispel Magic

Range: Combat **Area:** 1 Spell **Duration:** Instantaneous
Stacking: Base **Misc.:** LI **Cost:** LI

With this spell, the Bard can negate the spell of any caster, cast up to the level of the Bard. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Bard should call out "**Dispel**" followed by the name and level of spell that she is trying to negate (for example, an 8th level Bard could call out "**Dispel *Physical Protection*, 6th level**"). To negate one of her own spells before the end of its duration, the Bard must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1 or +2** (Magic User 3 & 6) the Bard can affect levels higher than her own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up). A spell must be dispelled at the level it was cast at. For example, a **Phase Out** cast by a 10th level magic user is dispelled at the level of the spell, 4th level, not 10th, a 10th level **Crash Time**, would need to be dispelled at 10th level, not 1st.

Discordant Song: Confusion

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell cannot cast spells or activate magic items for the duration of this spell; however, autoactivated magic items will still be triggered as normal. This is an LI spell.

Identify Glyph

Range: Combat **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 4

With this spell, the Bard can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph.

Plant Attack

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI **Cost:** Var.

When this spell is cast, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Bard, and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Bard must expend her level in spell points and must call out the appropriate damage and level of effect; for example, a 6th level Bard would call out “*Plant Attack*, 6th level, 12 points of damage” for a cost of 6 spell points.

5th Level

Bypass Glyph

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** LI **Uses:** Level

This skill allows the Bard to bypass glyphs of her level or less, but only if she knows the name of the glyph to be bypassed. No invocation is required; however, the Bard must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Bard is incorrect, the glyph will discharge immediately. If the Bard fails to touch the glyph within one minute, then the glyph will go off normally if the Bard is still interacting with the protected area or item. The glyph can still be triggered normally by any other creature, even during the Bard’s 1-minute grace period. This is an LI skill.

Sonic Strike - Enhanced

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

At this level, the Bard has trained her voice to project with greater force. A Bard’s **Sonic Strike** now does 3 points of damage per spell point expended by the Bard. This is an innate ability and cannot be put into a magic item.

Dueling

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

A bard wielding a single melee weapon gains an innate point of damage. This change is NOT reflected in the chart above. The bard may not be holding another weapon but may use a buckler in her off-hand.

Wathit

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

By observing a creature for 10 seconds, the Bard can gather information about its natural properties. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, whether the creature is natural or special, what the creature’s major weakness or major strength is, and other properties defined by the game design or GM. The Bard cannot use this ability to determine a creature’s level or class. The Bard will learn 1 property of her choice for every 2 ability points expended and can spend up to her level in ability points for each use of Wathit.

Wracking Song: Pain Strike

Range: Combat **Area:** 1 Target **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

For every 2 spell points expended by the Bard, this spell causes the target creature to subtract 1 point of damage from all melee, thrown, and propelled attacks. The Bard may expend up to her level in spell points. This spell should be called out as "**Pain Strike**, minus X points to damage". A **Resist Pain** will counteract the effects of this spell if it is used as an immediate counter or if a character has the ability already in effect. This spell is not LI.

6th level

Dirge

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 6

A Bard can focus energy through sound to perform an attack using her voice. The attack will cause 2 points of damage per level of the Bard and a 5-second Knockdown. The Bard must call out "**Dirge**, x points, 5-second Knockdown" after identifying the targets. This attack is not considered to be magical and cannot be countered by an SAS such as **Spell Defense** or **Evade**.

Marching Song

Range: Combat **Area:** 10 Targets **Duration:** 1 Combat or 1 Game Day
Stacking: Modifier **Misc.:** NA **Costs:** 6

This spell allows all targets to add +5 hitpoints to their totals. This spell will not stack with **Invoke**. This spell will allow an individual to go over his or her max points. All damage done to the individual is applied to these temporary hitpoints first – if at the end of the spell's duration, the loss of these additional hitpoints causes the target to fall to drop to 0 hitpoints, then the target will be bleeding out; this effect stacks in the Modifier group. The duration of this spell is one combat or one game day, whichever comes first. **Invoke – Hitpoints** or **Life Enhancement** cannot be in effect simultaneously with **Inspiring Song - March** on any individual. A Bard may only have a single **Inspire** type song up at any time until they reach the 10th level. This spell may not be cast in combat.

Soothing song: Earth Calming

Range: Combat **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 6

This spell causes the calmness of the earth to pervade the target. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell, regardless of their levels of effect: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever**, **Spook**, and 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 be removed by a **Dispel Magic** cast at the 6th level.

Summon Elemental Essence:

Range: Combat **Area:** 10 Targets **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Costs:** 6

The bard may summon the essence of an elemental and have it grant an elemental damage type to the team. This damage type is the same for each individual but must be either fire, earth, water, or lightning.

7th Level

+2 vs. Charm Effects

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 7th level, the Bard gains +2 to her resistance versus LI effects centered around charm *Enthrall Simon Spell*, *Crashtime*, *Awe*, *Animal Mind*. This increase is not cumulative with the +1 gained at 3rd level. This skill is a Base of the character class and may not be placed in a magic item.

Bardic Curse II

Range: Combat	Area: 1 Target	Duration: 5 minutes or 1 Combat
Stacking: Modifier	Misc.: NA	Cost: 7

With this spell, the Bard can cause a single target within 30 feet to be cursed at minus 2 LI. The target is effectively 2 levels lower to all incoming LI spells. For example, a 5th level Ranger targeted by this spell would be affected by a Magic User's *Crashtime* cast at the 3rd level. The Bard should call out "*Curse -2 LI, Target*". This spell may be countered by a *Remove Curse*, *Battlefever*, *Confidence*.

Silent Song: Mute

Range: Combat	Area: 1 Target	Duration: 5 minutes
Stacking: Base	Misc.: LI Pool	Cost: LI

With this song the Bard can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, such as clapping, and can call damage in combat because calling damage is a game mechanic. This is an LI spell. This does not prevent game mechanic calls.

Stunning Song

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: KD10	Cost: 7

The target of this spell is knocked down for a full 10 seconds. The caster should call "*Stun*, 10-second Knockdown".

8th Level

Discern Person or Creature:

Range: Combat	Area: Special	Duration: 5 minutes per level
Stacking: Base	Misc.: NA	Costs: 8

By invoking this ability, a bard may study a person or creature and for the next 5 minutes, she will be able to detect any lie or falsehood that he/she/it tells. The Bard must be in reasonable (GM Discretion) proximity to the person being observed and able to both see and hear the person. Additionally, this will tell the bard if the target is under any type of enchantment, compulsion, disguise, or possession but not the specifics. This is an LI spell.

Inspiring Song - Trance

Range: Combat	Area: 10 Targets	Duration: 5 minutes per level
Stacking: Modifier	Misc.: NA	Costs: 8

This spell allows all targets to add a +1 LI to either their outgoing LI or incoming LI for spells. Each target of the spell may choose to apply the +1 to either outgoing LI or incoming LI, not both. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Bard may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Bard at the time the spell is cast. The duration of this spell is one combat or one game day, whichever comes first. This spell may not be cast in combat.

9th Level

Become One with the music

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Var.

Misc.: NA

Cost: 9

This spell allows a Bard to become one with her music. For the duration of this spell (5 minutes), all bardic spells take only 5 seconds to cast and their cost is reduced by ½.

Fascinate

Range: Combat

Area: 10' radius

Duration: Instantaneous

Stacking: Modifier

Misc.: LI Pool

Cost: Var.

This spell will cause all affected targets within a 10' radius circle to be affected by a 10-second paralysis, unable to do anything except look and listen to the Bard. If the target is attacked, the paralysis ends immediately. The bard must speak for the entire 10 seconds to keep their attention. This is an LI spell.

10th Level

Unraveling Song

Range: Combat

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: NA

Uses: 1 per day

This ranged song causes all spells, skills, and abilities that are present on the target creature to immediately be dispelled. This song will not affect any S/A/S that has a duration of until used. This does not prevent the spells from being recast. This song causes such a strain on the Bard that they may only cast it once a day.

Bardic Epic

Range: Combat

Area: 10 Targets

Duration: 5 minutes or 1 Combat

Stacking: Modifier

Misc.: NA

Costs: 10

This spell allows the bard to rally his team to greater glory. When the bard casts this spell every member of his team will be granted 10 additional temporary hitpoints. The team loses these additional points 1 minute after the end of the combat; if the loss of the additional points results in the PC going to 0 hitpoints they will be bleeding out.

Maestro Specialty Abilities

The following abilities are gained by Bards who specialize in music and songs (Maestros) and are in addition to the standard Bard abilities described above.

6th Level

2nd Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. Once the additional instrument is chosen it may not be changed. They may use their current instrument to emulate the new focus.

7th Level

3rd Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class. Once the additional instrument is chosen it may not be changed. They may use their current instrument to emulate the new focus.

8th Level

4th Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class. Once the additional instrument is chosen it may not be changed. They may use their current instrument to emulate the new focus.

9th Level

5th Additional Instrument

A Maestro at this level has mastered their instrument to such a degree they can emulate other instruments with their main instrument. They may choose an additional instrument to focus in without the need to carry an additional instrument. This is in addition to all other instruments granted by the class. Once the additional instrument is chosen it may not be changed. They may use their current instrument to emulate the new focus.

10th Level

Conductor

Range: Combat

Area: 5' radius

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

At this level, the Maestro's fame has spread to such a degree that others are willing to follow his lead when it comes to music. This ability allows the Maestro to act as a director and inspire another player. When another player casts any single target skill, ability, or spell and a Maestro assists it will allow the S/A/S being cast to affect all targets within a 10-foot radius centered on the caster. The bard must cast the ability at the same time as the spell being affected is being cast.

Swashbuckler Specialty Abilities

The following abilities are gained by Bards who specialize in fighting (Swashbucklers) and are in addition to the standard Bard abilities described above.

6th Level

Enhanced Swashbuckler

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

In addition to the additional damage gained at 5th level, a bard wielding a single weapon gains an additional point of damage for a total of +2. This change is NOT reflected in the chart above. The bard may not be holding another weapon but may use a buckler in her off-hand.

7th Level

Cloak

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

A Swashbuckler of this level has learned to use their cloak in a manner that confuses their opponents. At the 7th level, the swashbuckler gains an additional point of innate armor. A swashbuckler must wear a cloak to gain this benefit.

8th Level

Deceptive Song I

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 8th level, a swashbuckler gains the ability to cast any of his songs from the 1st – 4th level while he is fighting. They do not have to stand still while casting but must be engaged in melee. Any damage will still interrupt casting as normal.

9th Level

Dodge Blow

Range: Self	Area: 1 Blow	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: ½ Level

With this skill, a Bard can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of [Backstab](#), [Free Strike](#), and [Kill Dagger](#). Non-damaging blows such as [Numbing Blow](#) can also be dodged. If hand-held attacks such as [Electrify](#) are dodged, then that spell, ability, or skill is still discharged. In addition to attacks from hand-held melee weapons, abilities such as [Throw](#) can also be dodged. In order to use this skill, the Bard must not be unconscious, held, or otherwise immobilized. The Bard must loudly call out “Dodge” when he uses this skill. This skill is an immediate counter.

10th Level

Deceptive Song II

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: 0

At the 10th level, a swashbuckler gains the ability to cast any of his songs below the 8th level while he is fighting. They do not have to stand still while casting.

Wanderer Specialty Abilities

The following abilities are gained by Bards refuse to specialize and instead wander the world seeking knowledge (Wanderers) and are in addition to the standard Bard abilities described above.

6th Level

Additional Skill

A Wanderer has traveled the world and picked up odd bits of knowledge. At this level, the Wanderer may choose a first level skill from another class that they do not already possess and gain it as a Bardic ability. All the restrictions, uses per day, etc. of the original skill apply. This is the only class that may learn another classes ability.

7th Level

Additional Spell

A Wanderer has traveled the world and picked up odd bits of knowledge. At this level, the Wanderer may choose a first level spell from another class that they do not already possess and gain it as a Bardic spell. All the restrictions, uses per day, etc. of the original spell apply and this is in addition to previous spells acquired using this ability.

8th Level

Additional Skill

A Wanderer has traveled the world and picked up odd bits of knowledge. At this level, the Wanderer may choose a second level skill from another class that they do not already possess and gain it as a Bardic ability. All the restrictions, uses per day, etc. of the original skill apply and this is in addition to previous skills acquired using this ability.

9th Level

Additional Spell

A Wanderer has traveled the world and picked up odd bits of knowledge. At this level, the Wanderer may choose a second level spell from another class that they do not already possess and gain it as a Bardic spell. All the restrictions, uses per day, etc. of the original spell apply and this is in addition to previous spells acquired using this ability.

10th Level

Additional Skill or Spell

A Wanderer has traveled the world and picked up odd bits of knowledge. At this level, the Wanderer may choose a third level skill or spell from another class that they do not already possess and gain it as a Bardic skill or spell. All the restrictions, uses per day, etc. of the original skill or spell apply and this is in addition to previous skills or spells acquired using this ability.

Specialty Skill or Spell

A Wanderer of this level has picked a single song, skill or ability as his “go-to” song, skill or ability. A Wanderer designates a single song, skill or ability and can cast it for 2 points less than normal with a minimum cost of 1 point. This spell also only requires a 5 second cast time.

Chapter 5: Cleric



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

Base Attributes

This section provides the Base attributes for a Cleric of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Life and Spell Points

The Life and Spell Point table below provides Base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Missile Weapon Usage: Monster Hunter

Weapon Group: Great Weapon

Armor: Cloth, Leather, Chain Armor. Plate for Battle Cleric

Shield Usage: Shield or Buckler

Level	Melee Damage		Marginal Archery Damage		Critical Archery Damage		Thrown Damage
1	1		NA		NA		1
2	2		NA		NA		2
3	2		NA		NA		2
4	3		NA		NA		3
5	4		NA		NA		4
	Cleric	Battle Cleric	Cleric	Monster Hunter	Cleric	Monster Hunter	Battle Cleric
6	4	4	NA	6	NA	8	5
7	5	6	NA	7	NA	9	6
8	5	6	NA	7	NA	9	6
9	6	7	NA	8	NA	10	7
10	6	7	NA	8	NA	10	7

Level	No Armor	Cloth	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3	NA
6-10 Battle Cleric	0	1	2	3	4

Level	Points in Each Limb	Points to Death	Spell Points
1	3	19	25
2	3	22	30
3	3	25	35
4	4	28	40
5	5	31	45
6	6	34	50
7	7	37	55
8	8	40	60
9	9	43	65
10	10	46	70

Cleric Spells

A Cleric should obtain and wear a holy symbol as a representation of his deity. This symbol can be as simple or complex as the Cleric desires, but the holy symbol is required to turn undead creatures. To avoid causing insult to other people's religions or beliefs, crosses, pentagrams, or other similarly recognized religious symbols should not be used as holy symbols.

A Cleric can convert willing characters to his religion and may have followers. These converts should follow the dictates of the Cleric's religion and may wish to donate money to the faith or perform duties, such as quests, for the Cleric.

Clerics possess some innate knowledge of glyphs and will know the details of the following glyphs without the use of the **Scry Glyph** spell: 4th level—Svarq, 5th level—Uvas, 6th level—Wid, 7th level—Malagorth, 8th level—Pyro, 9th level—Cryo, and 10th level—Mord.

Innate Skills

(Default Invocation Time = 0 seconds)

Detect Good/Neutral/Evil

Range: Self **Area:** 3'x10'x10' path **Duration:** 30 seconds
Stacking: Base **Misc.:** NA **Cost:** 0

With the use of this skill, the Cleric can detect either Good, Neutral, or Evil emanations from all targets in the area of effect. This skill works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. For each use, the Cleric must specify whether he is detecting for Good or Evil, and he will receive a simple Yes or No to indicate whether the chosen emanation is within the area of effect. This skill requires no invocation, but 30 seconds must pass between uses. This skill is blocked by 1-inch of wood, earth, stone or metal, but cannot be blocked by shields.

Identify Undead

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

With this skill the Cleric can determine what type of undead he is looking at; types of undead include zombies, ghouls, ghosts, skeletons, mummies, vampires, liches, and others as included in game design. This skill will not tell the Cleric any particular abilities of the undead creature.

Turn Undead

Range: Combat **Area:** 2 Targets **Duration:** 1 minute
Stacking: Base **Misc.:** NA **Cost:** 0

A Cleric can channel the power of his deity to turn undead creatures of his level or below. When attempting to **Turn Undead**, the Cleric should hold out his holy symbol and call out "Turn", his level of effect, and the colors of the targets to be turned. If the targets are affected then they must turn directly away (180 degrees) from the Cleric and move away at normal speed for 1 minute. If attacked during this skill the affected targets may 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 5 seconds.

If an undead creature is under the effects of a **Control Undead** spell cast by another character, the Cleric may still attempt a **Turn Undead**. If the turning is successful, the character controlling the undead 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 could only be commanded to do whatever actions it could normally perform while walking in a particular direction. This is an LI skill.

Level 1

Enhance Armor

Range: Melee **Area:** 10 Targets **Duration:** 1 Combat or 1 Game Day
Stacking: Modifier **Misc.:** NA **Costs:** Var

Enhance Armor - This ability provides 1 point of armor for every 2 spell points expended. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Cleric may specify up to 10 individuals, including herself, to be the targets of this spell; each target must each be within 30' of the Cleric at the time the spell is cast. This spell stacks in the Modifier group. The duration of this spell is one combat or one game day, whichever comes first. A Cleric may spend up to her own level in points except at the 1st level where they can spend 2 points.

Reveal Magic

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this spell, the Cleric reveals all magic in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Reveal Supernatural Creatures

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this spell, the Cleric reveals all supernatural creatures (such as undead, lycanthropes, and demons) in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all supernatural creatures in the spell area, which he will remember after the spell is cast. The results of this spell are subject to GM availability and knowledge. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Simon's Spell

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell allows the Cleric to give a one-word command to the target; the command must be in a language understood by the target of the spell and must be perfectly clear and unambiguous. The target creature will attempt to obey the command to the best of his ability but will not follow any command that will cause him to directly damage himself or that he believes to be impossible (for example, 'backflip').

As long as he continues to attempt to obey the command, the target may fight and defend himself. For example, if told to 'sleep', the target will not fall immediately into slumber but will instead attempt to sleep, possibly leaving to go find a more restful location than the middle of combat; the target might even grumpily swing weapons at those who would keep him from his rest, and only fall asleep when out of combat. *Simon's Spell* does not by default render the target helpless, and the target cannot be throat-slitted unless by following a command (for example, 'sleep') the target is put into a helpless, slept, or another state that makes a throat slit possible.

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

Additional Armor and Damage vs. Supernatural

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell provides the Cleric with additional armor and damage that are effective against supernatural creatures, such as undead, lycanthropes, and demons. The Cleric can spend up to ½ his level (rounded up) in spell points, and each spell point provides 1 additional point of damage and 1 additional point of armor. The damage increase is applied to all weapon strikes, including thrown daggers, but is not applied to holy water; the increase is only applied to attacks made against supernatural creatures. The additional armor only protects against attacks made by supernatural creatures. The duration of this spell is one combat or one game day, whichever comes first. Material component: Blue flag.

Bump of Direction

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

This spell will allow the Cleric to get a sense of which direction the party needs to go when lost or when trying to determine the direction to a specific person, object, or location. Results are subject to GM discretion and knowledge. This spell will only give one immediate “bump” in a particular direction and **can** only locate something or someone on the same physical plane as the Cleric.

Create Holy Water

Range: Touch **Area:** 6 Vials **Duration:** Instantaneous
Stacking: **Misc.:** Material Component **Cost:** 2

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

Foresee

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

This spell allows the Cleric to communicate with his god or goddess in an attempt to divine whether a particular action will be boon (positive) or bane (negative) for the Cleric and his team. Only one question can be asked per casting and the answer will be a simple “Boon” or “Bane”. This spell will not provide information regarding the accuracy of assumptions; for example, 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 this NPC?” will. This spell is rarely 100% accurate.

This spell is limited to one question per level of the Cleric per game day. Spell cost is variable and progressive; the first time this spell is used in a game-day it costs 1 spell point, the second use costs 2 spell points, the third use costs 3 spell points, and so on.

Freeze Disease

Range: Touch **Area:** 1 Target **Duration:** 30 minutes
Stacking: Base **Misc.:** NA **Cost:** 2

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

Freeze Poison

Range: Touch **Area:** 1 Target **Duration:** 30 minutes
Stacking: Base **Misc.:** NA **Cost:** 2

When this spell is cast upon a target the effects of all poisons, including Red Death and *Kill Dagger*, on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast but will temporarily suspend the ongoing effects (such as *Kill Dagger*) of poisons that are affecting the target at the time of casting. This spell does not provide the target with immunity from poisons that are encountered after the spell is cast.

God's/Goddess's Boon

Range: Touch **Area:** Var. **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This spell allows the Cleric to sacrifice gold pieces in exchange for restored spell or ability points. Any character with an innate pool of spell or ability points (Alchemist, Bards, Clerics, Druids, Knights, Magic Users, Monks, & Rangers) can have points restored through the use of this spell if he is within 1-inch of the Cleric; Fighters and Thieves can never benefit from this spell. Each restored spell or ability point will cost 50 gold pieces, and a character can have up to three times his level in points restored. A character cannot gain spell or ability points beyond the innate maximum for his class and level. The Cleric

must hold the appropriate amount of gold in his hands and give it to the GM at the beginning of his incantation. At the end of the incantation, the Cleric must announce which characters receive points and how many points each character receives.

As an example, a 2nd level Cleric casts this spell on himself, a 3rd level Magic User, a 4th level Knight, and a 5th level Monk, each of whom has used the majority of his spell or ability points. After the Cleric sacrifices 2,100 gold pieces, he announces that the Magic User will have 9 spell points restored, the Knight will have 12 ability points restored, the Monk will have 15 ability points restored, and the Cleric will have 6 spell points restored—although any of the characters could have received less than 3 times his level had the Cleric so chosen.

Know Religion

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 2*

When the Cleric casts this spell the religion of the target creature will be known; the caster will also learn all information that would be gained from a **Religion Lore** on the same religion. This spell is subject to GM knowledge. *If the target doesn't follow a religion then the spell points are not used. This spell will also inform a cleric of who a deity is that a consecrated area is dedicated to.

Supernatural Wathit

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 2

This spell allows the Cleric to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. The natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, and what the creature's major weakness or major strength is. The Cleric cannot use this spell to determine the level or class of a supernatural creature. The Cleric can determine the value of a single attribute and must specify which attribute he wishes to investigate for each use of this spell.

Level 3

Blessed Bolt

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 3

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

Consecrate/Desecrate Ground

Range: Combat	Area: 15-foot radius	Duration: Permanent
Stacking: Modification	Misc.: LI Pool	Cost: 3

The Cleric channels divine energy into a small area causing the area to be permeated with the divine energy. This ritual transforms a 15-foot radius area into either Holy or Profane ground. The type channeled is determined by the Cleric casting. There must be a focal point for this spell. This can be as simple as a makeshift altar, a tree, a small spring, a boulder, a carved rune, a scroll, etc. as long as the Cleric can adequately articulate the relevance to her deity but at the minimum requires a holy symbol of the cleric. This usage of the spell is LI. If the target of the spell is already under a *Consecrate* cast by another, then the Cleric must equal or beat the level at which the prior *Consecrate* was cast. The ritual takes 5 minutes to cast and the duration is permanent. *Consecrate* may be removed by another *Consecrate*, by a ritual *Dispel Magic* performed with similar costs and requirements as a *Consecrate* spell, or destruction/desecration of the focal point per GM discretion. A cleric who *Consecrates* grounds to his deity is at +1 LI when turning undead if he is within the 15-foot radius. Good aligned clerics gain this same bonus on Holy ground while evil aligned clerics gain this bonus on Profane. A cleric will know immediately when they enter consecrated ground.

Diagnose

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

This spell will inform the Cleric of all negative effects (including drunkenness, disease, curses, poison, enthrallment, **Fog Brain**, and paralysis) that are afflicting any one creature. If the target is under the effects of a curse or a spell such as **Enthrall**, the Cleric will be informed of the level of effect of the curse or spell.

Elemental Protection

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell will protect the target from one element of the caster's choice (Holy, Profane, Earth, Fire, Ice, or Lightning). The Cleric may expend up to his level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one **Elemental Protection** in effect at any given time. Material component: Blue flag.

God's/Goddess's Favor

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** NA **Cost:** 3

With this spell, the Cleric is effectively 1 level higher when using the following spells and abilities: **Turn Undead**, **Control Undead**, **Speak with Dead**, **Blessed Bolt**, **Blessed Arrow**, **Disrupt**, and **Additional Armor and Damage vs. Supernatural**. For example, a 4th level Cleric would **Turn Undead** at 5th level and a 6th level Cleric would cast a 7th level **Blessed Bolt** for 28 points of damage.

Know Aura

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

This spell tells the Cleric the level of a creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Cleric is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Physical Protection

Range: Self **Area:** Special **Duration:** 5 minutes/level
Stacking: Base **Misc.:** Material Component **Cost:** 3

This spell creates a field around the Cleric that will cause damage to the first creature that makes contact with the Cleric with the intent to do harm. **Physical Protection** causes 2 points of No Defense damage per level of the Cleric, which is applied first to the attacking limb(s) and then to the torso.

If the Cleric physically attacks someone, he will take ½ of the damage from the field and his opponent will not be damaged by the field; the **Physical Protection** will be expended. The Cleric may still engage in non-offensive physical contact, such as healing or binding wounds; also, accidentally bumping into someone is not considered to be offensive contact.

The damage caused by this spell cannot be avoided by **Evade** or **Dodge Blow** and cannot be affected by **Spell Absorption** or **Spell Negation**. **Physical Protection** will remain in effect until someone is damaged by it or until the full duration of the spell has elapsed. The field is not dispelled when the Cleric falls asleep, becomes unconscious, or dies. Material component: Red flag.

Remove Curse

Range: Touch **Area:** 1 Curse **Duration:** Instantaneous
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell can remove one curse from a person, trap, item, object, area, or another target. To remove the curse the Cleric must be able to affect the level of the curse. Curses only exist by game design, and their effects can only be removed with the use of this spell or by game design. This is an LI spell.

Reveal Curse

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 3

With this spell, the Cleric reveals all curses in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all curses in the spell area, which he will remember after the spell is cast. The Cleric will know the level of each revealed curse; in addition, for one curse of the Cleric's choosing he will know the effect of the curse, what will trigger it, and how to remove it. Results of this spell are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that are cursed. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Reveal Glyph

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 3

With this spell, the Cleric reveals all glyphs in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all glyphs in the spell area, which he will remember after the spell is cast. The Cleric will know the level of each glyph and what action will trigger each glyph (for example, opening a box or passing through a doorway). The results of this spell are subject to GM availability and knowledge. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. This spell does not provide the Cleric with the name of a glyph.

Sanctify Weapon

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

With this spell, the Cleric can enhance a melee weapon with Profane or Holy damage. The affected weapon will cause 1 additional point of magical damage for every 2 spell points expended by the Cleric, and the Cleric can spend up to her level in spell points. The Cleric must specify at the time of casting whether the additional damage will come Holy or Profane. When the weapon is used in melee, the wielder should call the total amount of damage per strike and the specific type of Profane or Holy damage, for example, "8 magic, Holy". The duration of the enhancement is one combat or one game day, whichever comes first.

Scry Glyph

Range: Combat **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 3

With this spell, the Cleric can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph.

Level 4

Ashes to Ashes

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

When this spell is cast upon a dead body, the body is laid to rest permanently and can no longer be affected by **Speak with Dead**, **Life Spark**, **Death Memory** or **Animate Dead**. The body can, however, still be affected by a **Raise Dead**. This spell has no effect on a creature that is under the effects of **Animate Dead**.

Bypass Glyph

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

This skill allows the Cleric to bypass glyphs of his level +2 or less, but only if he knows the name of the glyph to be bypassed. No casting is required; however, the Cleric must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then 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 stated by the Cleric is incorrect, the glyph will discharge immediately. If the Cleric

fails to touch the glyph within 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 the use of this skill by item, scroll or other means is limited to bypassing a glyph of the item's sanctioned level or less without the +2 bonus. The glyph can still be triggered normally by any other creature, even during the Cleric's 1-minute grace period. This is an LI skill.

Control Undead

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes/level

Stacking: Base **Misc.:** LI Pool **Cost:** LI

When this spell is cast the Cleric is able to completely control all undead creatures of the Cleric's level or below within a 5' radius circle at the time of the casting. All affected undead will understand the Cleric for the duration of the spell. If a Cleric tries to use **Control Undead** on a creature that is already controlled by another caster's **Control Undead** spell, the higher-level spell will be the one in effect. If the two spells are the same level, the first **Control Undead** will remain in effect. This is an LI spell.

Create Glyph

Range: Touch **Area:** Special **Duration:** Game Day or until triggered

Stacking: Base **Misc.:** Material Component **Cost:** Var.

This spell allows the Cleric to create a glyph of his level or below, which will function as described in Chapter 21. The spell costs 1 spell point and 200 gold pieces per level of the glyph. The appropriate amount of gold must be given to the GM at the beginning of the spell's incantation. In addition to the default 10-second incantation, this spell requires 1 minute of conjuration time. Material component: 2"x2" Glyph and 200 gold pieces per level of the glyph.

Neutralize Disease

Range: Touch **Area:** 1 Target **Duration:** Instantaneous

Stacking: Base **Misc.:** NA **Cost:** 4

This spell cures the target of all magical, non-magical, and supernatural diseases unless otherwise specified by game design. It does not restore lost hitpoints but does prevent further loss or disability from all neutralized diseases.

Neutralize Poison

Range: Touch **Area:** 1 Target **Duration:** Instantaneous

Stacking: Base **Misc.:** NA **Cost:** 4

This spell neutralizes all magical and non-magical poisons within the target except Red Death unless otherwise specified by game design. It does not restore lost hitpoints but it does prevent further loss or disability from all neutralized poisons.

Pain Strike

Range: Combat **Area:** 1 Target **Duration:** 1 Combat

Stacking: Modifier **Misc.:** NA **Cost:** Var.

For every 2 spell points expended by the Cleric, this spell causes the target creature to subtract 1 point of damage from all melee, thrown, and propelled attacks. The Cleric may expend up to his level in spell points. This spell should be called out as "**Pain Strike**, minus X points to damage". A **Resist Pain** will counteract the effects of this spell if it is used as an immediate counter or if a character has the ability already in effect. This spell is not LI.

Regenerate Limb

Range: Touch **Area:** 1 Target **Duration:** Special

Stacking: Base **Misc.:** NA **Cost:** 4

When the Cleric casts this spell, the target will re-grow a previously lost limb. The limb will become functional at the beginning of the next game day and will have 3 hitpoints. The limb will regain hitpoints at a rate of 1 per game day until it reaches its Base number of points. When a character loses a limb, he also loses the limb's points from his total points to unconsciousness and death. As he regains these points, they are also added back to his totals to unconsciousness and death.

Remove Glyph

Range: Touch **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: Base **Misc.:** LI **Cost:** LI

This spell allows the Cleric to permanently remove a glyph, rendering it inoperative. To remove a glyph, the Cleric must cast the **Remove Glyph** spell, state the level of glyph he is trying to affect, approach the glyph within 1 minute, and say the name of the glyph. If the glyph name stated by the Cleric is incorrect, the glyph will discharge immediately. The Cleric will not be affected by the glyph during the 1-minute grace period; however, if the glyph is not removed during this 1-minute period the spell will fail and the glyph will return to its normal “live” state with respect to the Cleric. The glyph can still be triggered normally by any other creature until it is removed, even during the Cleric’s 1-minute grace period.

Remove Glyph costs ½ the level of the glyph in spell points rounded up. A Cleric can remove any glyph that is his level +2 or lower. Note that many glyphs can also be removed by a **Dispel Magic** cast at the appropriate level. This is an LI spell.

Level 5

Converse

Range: Combat **Area:** 10 Targets **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 5

When the Cleric casts this spell, all affected creatures will be able to converse in and understand all non-magical languages spoken around them, like the spell **SpeakEasy**. This spell does not, however, grant the affected creatures the ability to translate written text like the spell **Read Language**. Once the spell is cast, the targets are free to move about as they wish and are not required to remain in proximity to the Cleric.

Cure Serious Wounds

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

The Cleric can heal himself or another character for 3 hitpoints per spell point expended. The Cleric may expend up to his level in spell points per use of **Cure Serious Wounds**.

Dispel Magic

Range: Combat **Area:** 1 Spell **Duration:** Instantaneous
Stacking: Base **Misc.:** LI Pool **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 can be dispelled (instantaneous spells cannot be dispelled). The Cleric should call out “**Dispel**” followed by the name and level of spell that he is trying to negate (for example, an 8th level Cleric could call out “Dispel **Physical Protection**, 6th level”). To negate one of his own spells before the end of its duration, the Cleric must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1** or **+2** the Cleric can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up). A spell must be dispelled at the level it was cast at. For example, a **Phase Out** cast by a 10th level magic user is dispelled at the level of the spell, 4th level, not 10th. A 10th level **Crash Time** would need to be dispelled at the 10th level, not 1st.

Life Spark

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 5

If cast within 5 minutes of a target’s death, this spell will allow the Cleric to capture the last “spark” of life within the target and return him to 1 life point above zero. The target will lose ½ of his level (rounded up) in permanent hitpoints, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and the number of spell or ability points as before he died. If a character receives more than one **Life Spark** in a game day, the life point loss is cumulative but the -2 versus LI is not. This spell has no effect on undead or animated body.

Poison and disease remain in the body after death and will still be present when a target receives a **Life Spark**. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead, and may still be in effect when the body receives a **Life Spark**. A character that has received a **Life Spark** is considered to have undergone death.

Spell Point Transfer

Range: Touch **Area:** 2 Targets **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** Var.

This spell allows the Cleric to transfer spell points between any two spell casters, including himself. The Cleric can spend up to his level in spell points, and the transfer costs 1 spell point for every 2 spell points transferred.

Clerics, Druids, and Magic Users are the only possible targets for this spell – it can never be used on the other character classes, dead or animated creatures. The recipient and the donor must consent to be participants in the spell and cannot participate in melee during the transfer. This spell will not allow the recipient of the transferred points to gain points beyond the Base spell points for his class and level; any points that would take the recipient above his Base are lost in the transfer.

Wrath

Range: Combat **Area:** 1 Target **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 5

This spell allows the Cleric to place himself under the protection of his deity and warn a potential attacker that any attack will incur the deity's **Wrath**. This spell may be cast at any time, and the Cleric can issue a warning to the target of his choice; the Cleric can change targets at any time by warning another opponent, and the spell will remain in effect until the active target takes damage from the spell. 5 seconds must pass before the target of a **Wrath** can be changed. A discharged **Wrath** will cause 2 points of No Defense damage per level of the Cleric to the target's torso.

To warn a character that he is the target of **Wrath**, the Cleric must call upon the character to "Cease in the name of ____" (using the name of his own deity). This warning must be called out loudly enough to be heard by the intended target, and the entire warning must be called out loudly each time the target is changed. The target does not have to understand the language used for either the incantation or the warning phrase.

If the Cleric is attacked by the active target, he should call "**Wrath**", followed by an identification of the target and the amount of damage. The target must be within 50 feet of the Cleric in order to take damage from the spell. An attack includes non-damaging actions such as **Sweep**, **Throw**, **Crash Time**, **Numbing Blow** (Knight 9), and others.

Any attempt by the active target to dispel the **Wrath** is considered to be a hostile action and will discharge the **Wrath** and spend the points used to cast **Dispel Magic**. If the Cleric attacks the active target of the **Wrath**, he will take ½ of the damage from the spell and his opponent will not be damaged by the spell; the **Wrath** will be expended. The duration of the spell is until used or one game day, whichever comes first.

Level 6

Animate Dead

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

This spell allows the Cleric to change a dead body into a zombie-like creature, which will obey simple commands of the caster or a single person designated by the caster. The form of the zombie will be that of the body from which it was created. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original hitpoints (round down) of the living creature and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast spells, use skills or abilities, or activate magic items. The Cleric can only affect creatures that were of his level or lower before their death.

Animated creatures are vulnerable to all undead and supernatural effects listed in this ruleset. They cannot be commanded to follow the instructions of more than one person at a time; a **Control Undead** of a higher level than the **Animate Dead** that is cast on an affected target will take control. If an animated creature is killed and then reanimated, he will only have ½ the number of hitpoints that he had from the previous animation (for example, he will have ¼ of his original hitpoints when animated for a 2nd time and 1/8 of his original points when animated for a 3rd time). A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from his regular duties. This spell has a maximum duration of one game day.

Disrupt

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 6

This spell causes all undead creatures within the area of effect to take 4 points of damage per level of the Cleric. This spell only works on undead creatures.

God's/Goddess's Hammer

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 6

This spell causes all creatures within the area of effect to take 2 points of damage per level of the Cleric and a 5-second Knockdown. This spell will contain either a holy or profane element with the type chosen at the time of casting.

Mute

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

With this spell, the Cleric can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, such as clapping, and can call damage in combat because calling damage is a game mechanic. This is an LI spell.

Speak with Dead

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

With this spell, the Cleric can ask a dead creature one or more simple questions. Questions may require a simple answer, rather than just yes or no. A truthful response is required of the target, but answers may be given in the form of rhymes or riddles. The 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. Each question will cost the Cleric 2 spell points, and the Cleric may only expend spell points up to his level with each casting of the spell. This spell will last until either the desired number of questions has been asked or until 5 minutes have passed, whichever comes first.

Stasis

Range: Combat **Area:** 1 Target **Duration:** 30 minutes
Stacking: Base **Misc.:** NA **Cost:** 6

When this spell is cast the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This spell will not reverse any damage or effects that were taken by the target 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 that are 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 during which **Life Spark** may be used by 30 minutes.

Level 7

Blessed Arrow

Range: Touch **Area:** 1 Arrow **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 7

With this spell, the Cleric can bless an arrow. When fired at an undead creature, the **Blessed Arrow** will cause an additional 4 points of damage per level of the Cleric. 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 game day, whichever comes first. The additional damage caused by this spell only applies to undead creatures.

Cleanse

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

This spell will neutralize all diseases and poisons, except Red Death. 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 hitpoints but will prevent further loss or disability caused by ongoing effects of diseases and poisons that are cleansed from the target's system.

God's/Goddess's Shadow

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** NA **Cost:** 7

With this spell, the Cleric is effectively 2 levels higher when using the following spells and abilities: **Turn Undead, Control Undead, Speak with Dead, Blessed Bolt, Blessed Arrow, Disrupt**, and **Additional Armor and Damage vs. Supernatural**. For example, an 8th level Cleric would **Turn Undead** at 10th level or a 9th level Cleric would cast an 11th level **Blessed Arrow** for 44 points of damage.

Hold Being

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

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

Invoke

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** NA **Cost:** 7

When the Cleric casts this spell upon a target, the target is effectively raised 1 level in any one of the following attributes. The Cleric must specify when casting the spell which of the target's attributes will be raised.

- **Hitpoints** – if at the end of the spell's duration, the loss of these additional hitpoints causes the target to fall to 0 hitpoints, then the target will be bleeding out; this effect stacks in the Modifier group
- **Level of Effectiveness for Use of SAS** – the target can use his SAS at his level of effectiveness +1, but does not gain access to SAS of a level higher than his own; this effect stacks in the LI group. For example, a 6th level Thief could apply a +7 **Thief's Edge**. Note that this change in SAS effectiveness does not stack with other SAS that change LI effectiveness. For example, if a 7th level Magic-User has been invoked to the 8th level for SAS effectiveness and casts an **LI Enhancement +2**, his resulting casting level would only be 9th, not 10th.
- **Amount of Damage Inflicted** – the target will deal the Base damage for his level +1; this effect stacks in the Modifier group
- **LI Resistance** – the target will gain +1 to his resistance versus LI effects; this effect stacks in the Modifier group

Life Enhancement

Range: Touch **Area:** 1 Target **Duration:** Game Day
Stacking: Modifier **Misc.:** NA **Cost:** 7

When cast upon a creature, this spell will raise the target's total hitpoints by 5 points for the remainder of the current game day. If the loss of these additional points at the end of the game day causes the target to fall to 0 hitpoints, then the target will be bleeding out.

Ranged Heal

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

With this spell, the Cleric can heal from a distance. The target is healed for 2 hitpoints per spell point expended, and the Cleric may spend up to his level in spell points. This spell is not reversible, and the target does not have to give consent to receive healing.

Level 8

Commune

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

When the Cleric casts this spell, he may ask one fifteen words or less question of his 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 can be used to receive guidance when a Cleric or his team is lost or confused. A Cleric may only use this spell once per day, regardless of its source.

Group Haven

Range: Melee **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component Pool **Cost:** LI

This spell allows the Cleric to cast a **Haven** with a 5' radius circle that moves with the assigned target. Attacking creatures must be informed of the existence of a **Haven**, its level, and the people who are under its protection. All affected opponents within 50 feet of the assigned target cannot attack characters protected by this spell, although they can still communicate with or follow the protected characters. This spell does not affect the targeting or damage of area effect attacks such as **Fireball**. Affected creatures cannot attempt to dispel the **Haven**.

Each character protected by the spell may not take any offensive actions while under the effect of the spell and may not take any offensive actions for 5 seconds after the spell ends for him. A character with a **Haven** in effect can use defensive spells such as **Wrath** and can change the target of a **Wrath** while under the effects of the **Haven**.

All the restrictions of **Haven** apply. If an individual moves more than 5 feet from the assigned target, the spell effect will drop for that individual. Reentering the area of effect will not put the spell back up for that individual. Everyone under the effect must be touching a yellow flag; a single flag can be shared or multiple may be used. This is an LI spell. Material component: yellow flag.

Regenerate

Range: Touch **Area:** 1 Target **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 8

This spell gives the target the ability to **Regenerate** damage. The maximum amount of damage that the target can **Regenerate** is equal to 4 times the level of the Cleric per casting. To **Regenerate**, the target must rest for 1 full minute outside of all combat; all SAS in effect with a duration of 1 combat will go down when the target regenerates damage. **Regenerate** may be used in any increment until the maximum amount of regeneration has been reached. The duration of this spell is one game day or until all of the regeneration has been used.

Truth Force

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

When the Cleric casts this spell, an affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as he can. The target cannot avoid answering by remaining silent. This is an LI spell.

Level 9

Killing Attack vs. Supernatural Creature

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

This ranged spell only works on supernatural creatures (such as undead, lycanthropes, and demons) and causes the target creature to immediately lose ½ of his total hitpoints to death. Damage is based on the number of hitpoints the target has when he is fully healed and is taken to the torso. For example, a creature that had hitpoints of 8/38/46 would take 23 points of damage independent of armor and current hit point total. Furthermore, if that creature had the Druid ability of **Aspect of the Bear** up he would take 28 points of damage since his fully healed total would be 56. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting or an **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 5 seconds, regardless of the source.

Purify

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** LI **Cost:** 9

This spell will neutralize all diseases and poisons, including Red Death. This spell will also remove 1 known curse up to 2 levels above the Cleric's level unless otherwise specified by game design, and will heal the target for 10 points.

Regenerate Limb Enhanced

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

When the Cleric casts this spell, the target will re-grow a previously lost limb. The limb will be at full effectiveness.

Restore Permanent Life/Spell Point

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

When this spell is cast, the Cleric can restore 1 permanently lost life point or spell point to the target. The target cannot receive more life or spell points than the innate Base maximum for his class and level.

Level 10

Awe

Range: Combat **Area:** 5-foot radius **Duration:** Var.
Stacking: Base **Misc.:** LI Pool **Cost:** LI

With this spell, the Cleric can cause one of three effects that will target all affected creatures within a 5' radius circle. The Cleric should call out "**Awe**" followed by the level and name of the chosen effect. The Cleric will not be affected by the **Awe** unless he chooses to be. This is an LI spell.

- **Enthrall**; duration is 5 minutes per level of the Cleric
- **Spook**; affected creatures will flee the caster for 1 minute
- **Hold Being**, but affected creatures should fall to their knees; duration is 5 minutes

Raise Dead

Range: Touch

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

This spell will allow the Cleric to raise a character who has died and return him to 1 life point above unconsciousness. The target will lose $\frac{1}{2}$ of his level (rounded up) in permanent hitpoints, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level, the number of spell or ability points, and the number of experience points as before he died. This spell has no effect on undead or animated body. If this spell is read from a scroll, all the above strictures still apply.

Battle Cleric Specialty Abilities

The following abilities are gained by Clerics who specialize in Battle (Battle Clerics) and are in addition to the standard Cleric abilities described above.

Level 6

Battle Training

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At 6th level Battle Clerics gain the ability to wear Plate Mail. This skill is a Base of the character class and may not be placed in a magic item.

Curse I

Range: Combat	Area: 1 Target	Duration: 5 minutes or 1 Combat
Stacking: Modifier	Misc.: NA	Cost: 6

With this spell, the Cleric can cause a single target within 30 feet to be cursed at minus 1 LI. The PC is effectively 1 level lower to all incoming LI spells. For example, a 4th level Ranger targeted by this spell would be affected by a Magic User's **Crashtime** cast at the 3rd level. The Cleric should call out "**Curse -1 LI, Target**". This spell may be dispelled by a **Remove Curse** or **Dispel Magic** at the appropriate level.

Level 7

Additional Damage (Base)

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At 7th level Battle Clerics gain an additional point of damage. This skill is a Base of the character class and may not be placed in a magic item. This additional damage is reflected in the damage table at the beginning of this chapter.

Improved Wrath

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

Any use of **Wrath** by a Battle Cleric will be cast at 3 points per level. For example, a **Wrath cast by a 6th level** Battle Cleric will do 18 points of no defense damage instead of the normal 12 points of damage. All limitations of **Wrath**, as well as the spell point cost, still apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Curse II

Range: Combat	Area: 1 Target	Duration: 5 minutes or 1 Combat
Stacking: Modifier	Misc.: NA	Cost: 8

With this spell, the Cleric can cause a single target within 30 feet to be cursed at minus 2 LI. The PC is effectively 2 levels lower to all incoming LI spells. For example, a 5th level Ranger targeted by this spell would be affected by a Magic User's **Crashtime** cast at the 3rd level. The Cleric should call out "**Curse -2 LI, Target**". This spell may be dispelled by a **Remove Curse** or **Dispel Magic** at the appropriate level.

Improved God/Goddess Hammer

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

Any use of **God/Goddess Hammer** by a Battle Cleric will do 3 points of damage per level of the Cleric. For example, a **God/Goddess Hammer** cast by an 8th level Battle Cleric will do 24 points of damage instead of the normal 16 points of damage. All limitations of **God/Goddess Hammer**, as well as the spell point cost, still apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Penitent Strike: No Defense

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

With this ability, the Battle Cleric can perform a weapon strike that will cause damage independent of any defense with a 5-second knockdown. The amount of damage caused by the blow is equal to the Battle Cleric's level, with no other modifications allowed. The strike will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the blow. This ability will penetrate **Concentration**. The blow must be called out immediately following what the Battle Cleric believes is a successful weapon strike. If the weapon strike is not successful, or is countered by **Dodge Blow** or **Evade**, the ability is still used, and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability cannot be stacked with any other effect and requires no meditation time

Hounds of War

Range: Combat **Area:** 10 Targets **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level per day

When a Battle Cleric invokes this ability all allies within 50 feet will gain an additional 5 points to both unconsciousness and death; +1 to LI and -1 to encumbrance on the pursuit chart. This ability may be invoked once per day for every 2 levels of the Battle Cleric.

Level 10

Avatar of War

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 10

When a Battle Cleric invokes this ability, they are immediately cured of all damage and any negative effects such as **Pain Strike** are removed. This ability may only be invoked once per combat.

God/Goddess Blessing

Range: Combat **Area:** 10 Targets **Duration:** Permanent.
Stacking: Base **Misc.:** NA **Cost:** 0

A Battle Cleric can choose to exclude up to 10 targets from damaging spells if he chooses. For example, a 10 level Battle Cleric can cast **God/Goddess Hammer** on a group of bandits surrounding a teammate and the bandits would take the damage but not the teammate. The cleric needs to designate the protected individuals to receive the **God/Goddess Blessing** at the beginning of the day. The **God/Goddess Blessing** may be withdrawn by the cleric at any time.

Healer Specialty Abilities

The following abilities are gained by Clerics who specialize in Healing (Healers) and are in addition to the standard Cleric abilities described above.

Level 6

Counter Heal

Range: Combat	Area: 2 Targets	Duration: 1 Spell
Stacking: Base	Misc.: NA	Cost: 0

Whenever a Healer casts this spell on a target, it will negate the next heal cast on that target, no matter the source. This does not affect *Regenerate Limb*, *Life Spark*, *Life Support*, or *Raise Dead*.

Improved Healing

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

Whenever a Healer cast a healing spell it gains a Base +1 to the Base. A 2 for 1 heal would become a 3 for 1 and 3 for 1 heals become a 4 for 1. For example, if a 6th level Healer cast a *Heal* using 6 spell points it will heal for 18 points instead of 12 points. This skill is a Base of the character class and may not be placed in a magic item.

Improved Life Spark

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

Whenever a Healer cast *Life Spark* the target of the spell will suffer no minus to his LI or Life Points. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Improved Ashes to Ashes

Range: Combat	Area: 5-foot radius	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

Whenever a Healer cast *Ashes to Ashes* they may choose to have it affect a 5-foot radius instead of a single target. This skill is a Base of the character class and may not be placed in a magic item.

Improved Life Enhancement

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

Whenever a Healer cast *Life Enhancement* it will now provide 1 hit point per level of the cleric instead of the Base +5. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Full Heal

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 8

When cast upon a creature, this spell will completely heal the target of any hit point damage, including the damage from Killing Attack. This spell requires the caster to touch (1 inch) the target for a full 10 seconds to perform the heal. This spell may not be used with autocast.

Improved Regenerate

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

Whenever a Healer cast **Regenerate** it will now provide 6 points of regeneration per level of the Cleric instead of 4. All restrictions of **Regenerate** apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Empathic Recovery

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Uses:** Special*

With this skill, a Healer can heal himself up to twice the base hitpoints for his level each game day (for example, a 9th level Healer could heal himself or others up to a maximum of 70 points in one game day). This healing can be done in any increments the Healer desires and requires 5 seconds of meditation for each use; the Healer should role-play this empathic healing. The healing can be done whenever the Healer wishes. In addition, the Healer can use this healing to emphatically heal another target that is willing.

Healing can be distributed to the limbs and torso – the Healer should specify where he is applying the healing. Healers cannot heal past the maximum hitpoints of a target. A Healer can reattach severed limbs, can heal themselves or others when they have been affected by a throat slit, but cannot use this skill to heal when they are unconscious.

Improved Ranged Heal

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

At the 9th level, all of a Healers Touch healing spells gain a range of Combat. This includes any cure spells. This skill is a Base of the character class and may not be placed in a magic item.

Level 10

Group Heal

Range: Combat **Area:** 3 Targets **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 10

When a Healer cast any healing spell, remove curse or cure spell the Healer can elect to spend an additional 10 spell points to have it affect up to 3 individuals instead of a single target. This skill is a Base of the character class and may not be placed in a magic item. This spell may not be used on **Full Heal**.

Improved Raise Dead

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 10

When a Healer cast **Raise Dead** the target of the spell will suffer no minus to his LI or Life Points. This spell will also heal the target for 2 times per the Healers level. This skill is a Base of the character class and may not be placed in a magic item.

Monster Hunter Specialty Abilities

The following abilities are gained by Clerics who specialize in hunting down dangerous monsters (Monster Hunters) and are in addition to the standard Cleric abilities described above.

Level 6

Bow Training

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 6th level, Monster Hunters gain the ability to use a ranged weapon such as a bow, crossbow, etc. This skill is a Base of the character class and may not be placed in a magic item. This ranged damage is reflected in the damage table at the beginning of this chapter. The clerical spell **Additional Damage and Armor vs Supernatural** will also increase bow damage. This skill is a Base of the character class and may not be placed in a magic item.

Wathit

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: ½ per day.

By observing a creature for 10 seconds, the Monster Hunter can gather information about its natural properties. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Monster Hunter cannot use this ability to determine a creature's level or class. The Monster Hunter will learn 2 properties of his choice.

Improved Control Undead I

Range: Combat	Area: 5-foot radius	Duration: 5 minutes/level
Stacking: Base	Misc.: LI Pool	Cost: LI

At 6th level, a Monster Hunter will be at +1 LI when he cast **Control Undead**. All restrictions of **Control Undead** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Improved God/Goddess Hammer - Hostile

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Uses: ½ Level

Any use of **God/Goddess Hammer** by a Monster Hunter is keyed to only hit monsters. For the sake of this ability, monsters are defined as anyone not designated by the Monster Hunter at the beginning of the day. Individuals (no more than ½ level) must be designated at the beginning of the game day as immune and this may not be changed until the next game day. The Monster Hunter may only cast this modified ability a number of times equal to half his level.

Improved Repulse Good/Neutral/Evil I

Range: Touch	Area: 1 Target	Duration: 5 minutes/level
Stacking: Base	Misc.: LI, Material Component Pool	Cost: LI

At the 6th level when a Monster Hunters cast a **Repulse Good/Neutral/Evil** that does not contain a component of their alignment it is cast at +1 LI. For example, 6th a lawful neutral Monster Hunter could cast a **Repulse Evil** or **Repulse Good** at the 7th level but not a **Repulse Neutral**. This skill is a Base of the character class and may not be placed in a magic item.

Improved Turn Undead I

Range: Combat	Area: ½ Level	Duration: 1 minute
Stacking: Base	Misc.: NA	Cost: 0

At 6th level when a Monster Hunters cast **Turn Undead** the number of undead turned will be equal to half his level, rounded up. All restrictions of **Turn Undead** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Improved Animate Dead

Range: Touch **Area:** 1 Target **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

Any use of **Animate Dead** by a Monster Hunter will cost 4 points instead of 6. All restrictions of **Animate Dead** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Monster Bane

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At the 7th level, a Monster Hunter may choose to specialize in one supernatural creature type. The creature type chosen will be affected by all the Monster Hunters SAS that normally affect undead. Additionally, the Monster Hunter can cast *Additional Armor and Damage vs Supernatural* as if they were 1 level higher. The type of creature must either be, Celestial (Holy), Fey (Neutral), Infernal (Profane), Lycanthrope, Supernatural (*Type), or Undead. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Monster Bane II

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At the 8th level, a Monster Hunter may choose to specialize in one additional supernatural creature type. The creature type chosen will be affected by all the Monster Hunters SAS that normally affect undead. The type of creature must either be, Celestial (Holy), Fey (Neutral), Infernal (Profane), Lycanthrope, Supernatural (*Type), or Undead. This skill is a Base of the character class and may not be placed in a magic item.

Improved Repulse Good/Neutral/Evil II

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component Pool **Cost:** LI

At 8th level when a Monster Hunters cast a **Repulse Good/Neutral/Evil** that does not contain a component of their alignment it is cast at +2 LI. This does not stack with the +1 LI gained at 6th level. For example, an 8th a lawful neutral Monster Hunter could cast a **Repulse Evil** or **Repulse Good** at the 10th level but not a **Repulse Neutral**. This skill is a Base of the character class and may not be placed in a magic item.

Improved Turn Undead II

Range: Combat **Area:** ½ Level **Duration:** 1 minute
Stacking: Base **Misc.:** NA **Cost:** 0

At 8th level, a Monster Hunter will be at +2 LI when he cast **Turn Undead**. All restrictions of **Turn Undead** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Improved Control Undead II

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI Pool **Cost:** LI

At 9th level, a Monster Hunter will be at +2 LI when he cast **Control Undead**. This does not stack with the +1 gained at 6th level. All restrictions of **Control Undead** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Killing Attack vs. Supernatural Creature

Range: Melee

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 9

This ability only works on supernatural creatures (such as undead, lycanthropes, or demons) and causes the target creature to immediately lose ½ of her total life points to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of life points the target has when she is fully healed and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting, an **Evade**, or a **Dodge Blow**. If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Monster Hunter may only deliver one **Killing Attack** every 5 seconds, regardless of the source. This ability requires no casting time.

Level 10

Monster Bane III

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: 0

At the 10th level, a Monster Hunter may choose to specialize in one additional supernatural creature type. The creature type chosen will be affected by all of the Monster Hunters SAS that normally affects undead. The type of creature must either be, Celestial (Holy), Fey (Neutral), Infernal (Profane), Lycanthrope, Supernatural (*Type), or Undead. This skill is a Base of the character class and may not be placed in a magic item.

Killing Arrow vs. Undead

Range: Self

Area: 1 Arrow

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

With 10 seconds of aiming, this ability allows the Monster Hunter to fire an arrow that will cause the target creature to immediately lose ½ of his total life points to death; when fired, the Monster Hunter should call out "Killing Attack Arrow" and identify the target. Damage is based on the number of life points the target has when he is fully healed and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Arrow** or **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting or an **Evade**. If the arrow is evaded, the ability is still used, and the points are expended. A Monster Hunter may only deliver one **Killing Arrow** or **Killing Attack** every 5 seconds, regardless of the source. The arrow may be either a marginal or critical arrow but may not be modified by any other Monster Hunter ability, including damage enhancements. The Monster Hunter's Base missile damage is not added to the damage from the **Killing Attack**.

Chapter 6: Druid



A Druid acts as nature’s champion and possesses an understanding of the elements that make up the world and how to manipulate them with magic. While other characters might offer greater strength or ability in a specific area, the Druid has more versatility in general and can do some things that would take several other classes working together to accomplish. Because of the Druid’s intimate association with the natural world, she is not allowed to use metal armor, shields, or weapons; however, the Druid’s weapons are just as effective and durable as weapons made of steel.

Base Attributes

This section provides the Base attributes for a Druid of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Missile Weapon Usage: No
Weapon Group: Staff / Spear
Armor: Cloth, Leather Armor.
Shield Usage: Shield or Buckler

Level	Melee Damage		Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1		2	4	1
2	2		3	5	2
3	2		3	5	2
4	3		4	6	3
5	4		5	7	4
	Druid	Shifter			
6	4	5	5	7	4
7	5	6	6	8	5
8	5	7	6	8	5
9	6	8	7	9	6
10	6	8	7	9	6

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

Life and Spell Points

The Life and Spell Point table below provides Base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Level	Points in Each Limb	hitpoints	Spell Points
1	3	19	25
2	3	22	30
3	3	25	35
4	4	28	40
5	5	31	45
6	6	34	50
7	7	37	55
8	8	40	60
9	9	43	65
10	10	46	70

Druid Spells

Innate Skills

(Default Invocation Time = 0 seconds)

Animal Pact

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Druid can make a pact with a single creature type corresponding to the **Aspect of the Beasts** SAS (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the **Animal Pact** will be under the effects of a permanent **Animal Tamer** towards the Druid and will remain peaceful unless provoked. Any aggressive behavior by the Druid towards an affected animal will break the pact (GM discretion). When casting **Aspect of the Beasts**, the Druid will spend 1 less spell point for her chosen **Animal Pact** type.

This skill can only be used one time ever by the Druid, and the pact must be recorded with the IFGS Registry. If the pact is ever broken, the Druid must record the loss of the pact with the IFGS Registry. Once a pact is lost it cannot be reestablished except by game design.

Heal Plant/Animal

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

The Druid can heal an injured or diseased non-sentient plant or animal.

Identify Plant/Animal

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

The Druid can identify a non-magical plant or animal and will learn basic information such as what it is called and what it does.

Identify Pure Water

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

The Druid can tell whether water is pure and drinkable. If the water is not pure, this ability will not identify the pollutant.

Preserve Plant

Range: Touch **Area:** Special **Duration:** Game Day
Stacking: Base **Misc.:** NA **Cost:** 0

With this spell the Druid can preserve a non-sentient plant for one game day; the plant will remain as fresh as it was when it was first picked. The spell will preserve one dose or one potion's worth of a magical herb, root, or plant, but will preserve up to ½ cubic foot of one type of non-magical herb, root, or plant.

Speak with Plant/Animal

Range: Self **Area:** Self **Duration:** Unlimited
Stacking: Base **Misc.:** NA **Cost:** 0

With the use of this skill, the Druid can speak with and understand a non-sentient plant or animal. The plant or animal will not necessarily cooperate with the Druid, but the Druid will be able to communicate with it.

Level 1

Animal Tamer

Range: Combat **Area:** 1 Target **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 1

With this spell, the Druid can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the Druid and any nonbelligerent members of her party to 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 will immediately end. The Druid could recast the **Animal Tamer**, but she would have to spend the additional spell points to recast the spell. When this spell ends, the animal will resume its previous attitude towards the Druid.

Camp Fire

Range: Combat **Area:** 1-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** Rev. **Cost:** 1

This spell causes a 1' radius campfire to appear on the ground (dirt, rock, floor, etc.). The fire will burn without fuel regardless of the environment. If **Camp Fire** is cast beneath an individual, she will have 10 seconds to leave the area of effect before she will begin taking damage; if she does not leave the area of effect, she will take 1 point of damage per level of the Druid every 10 seconds. Items are not set on fire by this spell (whether flammable or not), but heat and light are produced. The reverse of this spell will put out a 1' radius or smaller fire.

Celtic Fist

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 1

This spell allows the Druid to increase the damage caused by one of her own weapons. The affected weapon will be at +1 damage for the next combat and will cause magical damage when wielded by the Druid. The duration of this spell is one combat or one game day, whichever comes first.

Clinging Vine

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

When this spell is cast, plants will animate and grow to entangle all creatures within the area of effect; however, if the Druid that casts the spell is within the area of effect, she will not be affected by the **Clinging Vine** unless she chooses to be.

All affected creatures will immediately be fully entangled and immobile and will be unable to cast spells, activate items, or fight. An unaffected creature may free an entangled creature by chopping at the plants with a weapon for 15 seconds. Once freed, the entangled creature can fight only defensively for the next 5 seconds while she role-plays disentangling herself.

The vines created by this spell provide no protection if an entangled creature is attacked. If an entangled creature becomes unconscious, she will fall down. An entangled creature may choose to fall down at any time but may not get back up until she is freed, or the spell duration expires. Any creature that enters the area of effect after the spell is cast will not become caught in the vines. This spell will work in both indoor and outdoor environments. This spell is LL.

Faery Lights

Range: Self **Area:** Special **Duration:** 30 minutes
Stacking: Base **Misc.:** Material Component **Cost:** 1

This spell causes a beam of light to emit from one of the Druid's hands. The beam is represented with a flashlight and can extend up to 50 feet from the Druid. For the duration of the spell, the Druid cannot hold any other objects with the affected hand. The beam can be used to illuminate targets for spell casting at night, but care should be taken to avoid shining the light into anyone's eyes. Material component: Flashlight.

Heal

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: Var.

The Druid can **Heal** herself or another character for 2 hitpoints per spell point expended. The Druid may expend up to her level in spell points per **Heal** spell.

Nature Lore

Range: Self **Area:** Special **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1*

With this ability, the Druid can learn the lore surrounding any famous person, location, animal, event, or legend that relates to a natural place (subject to GM knowledge and discretion). **Nature Lore** will provide information regarding the legends and history surrounding the target but will not identify the target's magical abilities. *If there is no **Nature Lore** available then the Druid does not spend any ability points.

Reveal Magic

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this spell, the Druid reveals all magic in a 30' radius half-circle centered on herself, in the direction she is facing. This spell provides the Druid with a 'snapshot' of all magic in the spell area, which she will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Spring Water

Range: Touch	Area: 5 Gallons	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 1

With this spell, the Druid may purify up to 5 gallons of naturally polluted water. This spell has no effect on poisoned or magically altered water.

Level 2

Enthrall

Range: Combat **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and she will give consent to have additional non-damaging spells cast on her by the caster. The target will not do anything that goes against her own basic nature or that seems dangerous to her, with the exception that she will do her best to defend the caster against attack. If the caster attacks the target, the **Enthrall** will immediately end. This is an LI spell.

Flare

Range: Combat **Area:** 1 Target **Duration:** 30 minutes or until thrown
Stacking: Base **Misc.:** NA **Cost:** Var.

This spell produces a small luminous ball of fire, ice, earth, or lightning as chosen by the Druid. The flare will provide enough light to see by within a range of 15 feet. The flare will not ignite any material. The **Flare** may be thrown at any target within 50 feet of the Druid, will always hit, and will cause 2 points of damage per Spell point expended by the Druid. The Druid must call "**Flare**, X points, (elemental type)". The **Flare** is then considered to be 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 her level and can only have one **Flare** active at a time.

Know Plant

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

Casting this spell will reveal all properties of any one magical or non-magical plant. Such properties could include toxicity, plant type, or magical effects, and will also give the caster any information that would be revealed by the use of **Nature Lore**. If the plant has no defined properties, then the spell points will not be used

Rhino Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** 2

This spell provides the Druid with 2 additional points of armor. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Warp

Range: Combat **Area:** Special **Duration:** Instantaneous
Stacking: Base **Misc.:** Rev. **Cost:** 2

This spell allows the Druid to **Warp** a wooden object out of shape, which will render it useless. The Druid can affect up to 3 cubic feet of wooden material, which can consist of a single object or a tightly packed bunch of objects. **Warp** can be used against held or worn items such as a mundane bow, staff, or quiver of arrows, but has no effect on magical items or weapons. Warped items can be repaired with a **Mend** or reverse **Warp**, but not by **Dispel Magic**. The reverse of this spell will repair a warped item.

Level 3

Animal Mind

Range: Combat **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause an affected target to believe and act as if she has been transformed into an animal. The spell affects the target's mind but does not actually change her form. The target will take on particular behaviors of the animal, as described

below, but will not gain the ability to speak or understand the animal's language. The Druid must specify one of the animals listed below when casting this spell. This is an LI spell.

The target will understand normal speech but will be unable to speak or cast spells for the duration of this spell. She may defend herself in combat but cannot take any offensive action. Spells in effect will continue for their normal duration. The target is not required to walk on hands and knees but may do so if she wishes; she will not gain any physical abilities beyond her own, such as the ability to fly.

- **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:** The target creature will behave with a mix of curiosity and caution.
- **Dog:** Target creature will run from combat and bark from a safe distance and will be interested in smells.
- **Rabbit:** Target creature will run from danger and try to hide. She will act timid, fearing others if they approach.

Death Feint

Range: Self	Area: Self	Duration: 5 minutes
Stacking: Base	Misc.: NA	Cost: 3

When this ability is used, the Druid will fall into a deep meditative state and will appear to be dead. While in this meditation, the Druid is completely protected from the effects of physical damage and most SAS, including the effects of **Kill Dagger** and any type of armor-independent damage. No Defense damage will penetrate Death Feint. The Druid should call "no mark" to indicate that she is unaffected by a spell or attack. During Death Feint, the Druid will not set off any traps or glyphs, even if tossed onto them.

While in **Death Feint**, all spells will continue to run normally; those with a duration of the next combat will expire one minute into the **Death Feint**. While in **Death Feint**, poison and disease are halted as if the Druid is under the effects of a **Stasis**. Once the Druid leaves the **Death Feint**, poison and disease will again begin to run normally. **Death Feint** does not cause the Druid to detect as magic. While in **Death Feint**, the Druid may not activate magic items or use pre-cast or any other SAS.

The Druid must remain in the **Death Feint** for at least 1 minute, which will remove her from combat. Death Feint lasts for 5 minutes, but the Druid may end the ability early by making a voluntary movement. When **Death Feint** ends, the Druid may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by **Awaken** or by a white **Flower of Avalon**, but not with **Dispel Magic**. This ability requires no meditation time.

Elemental Arrow

Range: Touch	Area: 1 Arrow	Duration: Game Day or until used
Stacking: Modifier	Misc.: NA	Cost: 3

With this spell, the Druid can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Druid must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out **Elemental Arrow**, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Elemental Damage

Range: Touch	Area: 1 Weapon	Duration: 1 Combat
Stacking: Modifier	Misc.: NA	Cost: Var.

With this spell, the Druid can enhance a melee weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 spell points expended by the Druid, and the Druid can spend up to her level in spell points. The Druid must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used in melee, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example, "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first.

Elemental Protection

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The Druid may expend up to her level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one **Elemental Protection** in effect at any given time. Material component: Blue flag.

Insect Bane

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 3

This spell gives the recipient complete protection from all insects, including those summoned by **Insect Strike**.

Insect Strike

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell causes a small swarm of flying insects to appear around the spell's target. The target creature will be unable to 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: Combat **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI **Cost:** Var.

When this spell is cast, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Druid and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Druid must expend her level in spell points and must call out the appropriate damage and level of effect; for example, a 6th level Druid would call out "**Plant Attack**, 6th level, 12 points of damage" for a cost of 6 spell points.

Level 4

Elemental Strike

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** Var.

With this spell, the Druid can release a bolt of Earth, Fire, Ice or Lightning that will strike 1 target. The target will take 3 points of damage per spell point expended and will also take a 5-second Knockdown if they take damage. The Druid can spend up to her level in spell points but must spend at least 3 spell points.

Gale

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 4

This spell creates a strong gust of wind that will cause a 5-second Knockdown to all creatures within the area of effect.

Neutralize Poison

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

This spell neutralizes all magical and non-magical poisons within the target except Red Death unless otherwise specified by game design. It does not restore lost hitpoints, but it does prevent further loss or disability from all neutralized poisons.

Tree shift

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** Material Component **Cost:** 4

By using this spell, the Druid can remove herself from danger by joining herself with a nearby tree. This spell has no casting time and is activated by the Druid saying the word “**Tree shift**” aloud. When the Druid casts this spell, her body will disappear, and she will “shift” into any tree within 30 feet. If there are no trees within 30 feet then the Druid can shift into any non-magical wooden object that is at least as large as a short sword, such as a mundane shield or staff. While under the effects of this spell, the Druid can send one message as per the **Message** spell at no additional point cost.

To indicate that she is under the effects of this spell the Druid should display a white flag, and must immediately identify the affected tree or wooden object to her GM. The Druid must leave the immediate area and cannot interact with other participants for the duration of the spell. While in **Tree shift** the Druid may not activate magic items or use SAS. The tree the Druid has shifted into will radiate magic if properly detected or revealed. If the tree sustains double the Druid’s Base hitpoints to death from either mundane or magical fire, the Druid will die. No other form of attack will cause damage to the Druid while she is in **Tree shift**.

While in **Tree shift**, all spells will continue to run normally; those with a duration of the next combat will expire 1 minute into the **Tree shift**. While in **Tree shift**, poison and disease are halted as if the Druid is under the effects of a **Stasis**. Once the Druid leaves the tree, poison and disease will again begin to run normally.

The Druid must wait the full duration of the spell before she can exit the tree unless another character casts a 4th level **Dispel Magic** on the tree. The Druid can reappear either on the spot where she cast the spell or next to the targeted tree. Material component: White flag.

Level 5

Blood Heat

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base/Modifier **Misc.:** NA **Cost:** 5

The target creature will take 2 points of fire damage per level of the Druid. Additionally, the target will be at –2 for all melee damage for 5 minutes. This spell only works on creatures that have blood, whether they are cold- or warm-blooded, but will not work on creatures like skeletons. The damage is instantaneous, but the damage reduction can be removed with a **Dispel Magic** at the 5th level.

Dispel Magic

Range: Combat **Area:** 1 Spell **Duration:** Instantaneous
Stacking: Base **Misc.:** LI Pool **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 can be dispelled (instantaneous spells cannot be dispelled). The Druid should call out “**Dispel**” followed by the name and level of spell that she is trying to negate (for example, an 8th level Druid could call out “Dispel **Physical Protection**, 6th level”). When this spell is used in conjunction with **LI Enhancement +1 or +2** the Druid can affect levels higher than her own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up). A spell must be dispelled at the level it was cast at. For example, a **Phase Out** cast by a 10th level magic user is dispelled at the level of the spell, 4th level, not 10th. A 10th level **Crash Time** would need to be dispelled at the 10th level, not 1st.

Earth Slap

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: Base

Misc.: KD5, Material Component

Cost: 5

This spell creates a field around the Druid that will cause damage to the first character who attacks her from a position within 50 feet; this includes non-damaging actions such as *Sweep*, *Throw*, *Crash Time*, and *Numbing Blow*. *Earth Slap* causes 3 points of elemental earth damage per level of the Druid, which is applied to the torso, and a 5-second Knockdown.

If the Druid attacks someone from any range she will take ½ of the damage from the field and her opponent will not be damaged by the field; the *Earth Slap* will be expended. The Druid may still engage in non-offensive physical contact, such as healing or binding wounds; also, accidentally bumping into someone is not considered to be offensive contact.

The damage caused by this spell cannot be avoided by *Evade* or *Dodge Blow* and cannot be affected by *Spell Absorption* or *Spell Negation*. *Earth Slap* will remain in effect until it affects a target or until the full duration of the spell has elapsed. The field is not dispelled when the Druid falls asleep, becomes unconscious, or dies. Material component: Red flag.

Elephant Hide

Range: Self

Area: Self

Duration: 1 Combat

Stacking: Modifier

Misc.: Material Component

Cost: 5

This spell provides the Druid with 3 additional points of armor. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Enhanced Elemental Protection

Range: Touch

Area: 1 Target

Duration: 5 minutes/level

Stacking: Modifier

Misc.: Material Component

Cost: Innate.

When the Druid casts Elemental Protection he may now choose two elements to be protected against.

Plant Seek

Range: Combat

Area: Special

Duration: Var.

Stacking: Var.

Misc.: NA

Cost: 5

This spell allows the Druid to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Druid must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Druid, can be used by any creature. It will take 5 seconds to utilize the plant.

- **Duck Back:** When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature. This does not prevent potions from delivering their effects.
- **Battle Weed:** Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Damage.
- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Resin:** This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against *Dropsy* and *Disarm*. The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first *Dropsy* or *Disarm* used against the creature. Because each hand is protected separately, when a *Disarm* is used against one hand the other will remain protected; *Dropsy*, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been

removed by a **Dropsy** or **Disarm**, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.

- **Sponge:** When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- **Vervain:** Eating this plant will protect a creature from *Enthrall* and all *Enthrall* -related spells or abilities for a duration of 1 hour.

Level 6

Cure Serious Wounds

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

The Druid can heal herself or another character for 3 hitpoints per spell point expended. The Druid may expend up to her level in spell points per use of **Cure Serious Wounds** and must use a minimum of 4 spell points.

Earth Calming

Range: Combat **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 6

This spell causes the calmness of the earth to pervade the target. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell, regardless of their levels of effect: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever**, **Spook**, and 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 be removed by a **Dispel Magic** cast at the 6th level.

Mist Bridge

Range: Touch **Area:** 3'x30' path **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 6

This spell will create a magical bridge across a body of water, chasm, pit, or other low obstruction. The bridge must be a straight path with solid support at each end and cannot end in midair on either end. The bridge will be 2 feet wide and up to 30 feet long and will be 1 foot above the surface if cast over the ground or water; if there is no surface below the bridge, the Druid must specify where the bridge lies. The bridge will not be affected by wind or weather but can be removed by a **Dispel Magic** cast at the 6th level. A **Mist Bridge** can only support 1 creature at a time; if a second creature attempts to cross the bridge while it is in use, she will fall through the mist, but the first creature will be unaffected.

Rock to Mud

Range: Combat **Area:** Special **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 6

This spell will temporarily transform an area of rock into mud. A single area up to 3'x3'x3' in size can be turned into mud with each use of this spell. This spell may not be used offensively except when targeted at a creature vulnerable to **Rock to Mud**, in which case the area of effect is 1 creature. If a creature or animate object (either alive or magically imbued) is within the area of effect at the end of the spell's duration, then the mud will not return to rock until the creature or animate object leaves or is removed.

Seeds of the Elements

Range: Combat **Area:** Special **Duration:** Game Day or until used
Stacking: Base **Misc.:** KD 5, Material Component **Cost:** 6

This spell allows the Druid to produce elemental seeds that can be used as thrown weapons. The Druid must specify a single type of seed to produce when she casts the spell – Earth, Fire, Ice, or Lightning – and will produce 2 seeds with each casting. Each seed is represented by a green bean bag and must successfully hit a target or her belongings to cause damage; if the

target parries or blocks the seed with a weapon or shield, it will still cause damage. If the bean bag does not hit the target, the seed will have no effect but cannot be used again. Each seed will cause 2 points of damage per level of the Druid, which should be called as elemental damage of the type chosen when the spell was cast, and a 5-second Knockdown. All the damage caused by the seed is applied to the target's torso regardless of where the seed actually hits.

A seed can only be used by the Druid who created it and can only be used once. 5 seconds must pass between each use of a seed. A Druid cannot carry more than ½ her level (round up) in seeds at any time. Each seed will last one game day or until used, whichever comes first. Material component: 2 green bean bags per casting.

Shadows of Concealment

Range: Touch

Area: 1 Target

Duration: 5 minutes/level

Stacking: Modifier

Misc.: LI, Material Component Pool

Cost: LI

This spell allows the Druid to conceal herself or another character. While the concealed character is 30 feet or more from another PC or NPC, her concealment is effective at the level of the conceal +3; if a target is within 30 feet of the Druid, the concealment is effective at the level at which the spell was cast. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through the grass), then she 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 herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The target may not take any offensive actions while in concealment and may not take any offensive actions for 5 seconds after she becomes unconcealed. This spell can be removed with a **Dispel Magic** of the appropriate level. A concealed character can be detected with **True Sight** or **Enhanced Senses**.

A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities. The Consent Rule applies when casting **Shadows of Concealment** on another character. This is an LI spell. Material component: Yellow flag.

Speak to Winds

Range: Sight

Area: Special

Duration: 5 minutes

Stacking: Base

Misc.: NA

Cost: 6

This spell allows the Druid to gather information that is carried on the wind, or to transmit and receive messages carried by the wind.

When used to receive information, it allows the Druid to ask the wind simple yes or no questions. The Druid can ask a number of questions equal to her level, each of which must be about things the wind might know, such as an overheard conversation or a scent. Answers will be Based on GM knowledge and discretion. **Speak to Winds** cannot be used in this fashion more than once per day.

If this spell is used to send and receive messages, it will allow the Druid to send a message up to 1 minute in length to any individual within 100 feet. The recipient of the message can ignore the message if she wishes to (the message will not interrupt spellcasting), and the wind will carry a response of up to 1 minute back to the Druid if the recipient chooses to send one and if the Druid is still within 100 feet of the recipient. Only the Druid and the recipient will be able to hear the message and response, and the message will not be translated if the Druid and the recipient do not understand each other.

Level 7

Dust Storm

Range: Combat **Area:** 5-foot radius **Duration:** 1 minute
Stacking: Base **Misc.:** Rev. **Cost:** 7

This spell will create a single, continuous, weaving stream of wind that will affect all creatures within the area of effect. This windstorm is magical in nature and can only be penetrated by the spells **Message** and **Speak to Winds**. Creatures within a **Dust Storm** can see one another but cannot communicate or interact with each other or with anyone outside the **Dust Storm**; also, those outside the area of effect cannot interact with those within the **Dust Storm**. Affected creatures can cast spells and use magic items on themselves but cannot affect any other target. Creatures may pivot or turn in place but may not move from the spot of the **Dust Storm**.

Dust Storm can be removed with either reverse **Dust Storm** or a 7th level **Dispel Magic**, either of which can be cast by an individual within the area of effect. When a reverse **Dust Storm** is cast, the effects of the **Dust Storm** will end for all targets; however, if **Dispel Magic** is used it will only affect a single target, and all other targets will remain within the **Dust Storm**.

Mist Servant

Range: Combat **Area:** 1 Servant **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 7

By casting this spell, the Druid will conjure an invisible mist servant, which can perform simple physical tasks for the Druid. The servant is not alive or intelligent, cannot speak, cannot fight or protect the Druid in any way, and will only follow very simple verbal instructions from the Druid (GM discretion) for the duration of the spell. The servant can open unlocked chests (it cannot, however, pick locks), open unlocked doors, and lift objects up to 5 pounds per level of the Druid in weight in a manner similar to the **Telekinesis** spell.

The servant will set off all traps, including glyphs, that it encounters or passes; the Druid and the **Mist Servant** will each take ½ of the damage from any trap (round down). If the **Mist Servant** sets off a non-damaging glyph (such as Uvas) and the Druid is not within the area of effect of the glyph, then the Druid will not be affected. The servant cannot be healed and will disappear if it takes damage equal to the number of total hitpoints that the Druid had at the time of casting. The servant can only be controlled by the Druid who cast the spell and cannot go further than 30 feet from the Druid.

Level 8

Aspect of the Beasts

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Var. **Misc.:** NA **Cost:** 8

This spell allows the Druid to assume the aspect of one of the animals listed below. The Druid will not shape change into the animal but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Druid chooses to assume an aspect that corresponds to her **Animal Pact**, this spell will only cost 7 spell points to cast. While under the effects of this spell, the Druid may use magic items and SAS as normal and will still be able to understand and speak her normal languages.

While in **Aspect of the Beasts**, the Druid should role-play the characteristics of the aspect she has chosen (for example, a mongoose or panther might move quickly, or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect. Unless otherwise stated, all damage enhancements apply to hand-held melee damage only. **Aspect of the Beasts** lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Bear:** Hitpoints +10, Damage +4, Armor +3. The Druid has the ability to invoke an **Avenging Blow** for 20 points once during the duration of the aspect. When the aspect ends, if the loss of the additional hitpoints results in the unconsciousness or death of the Druid then she will be unconscious or dead. Stacking Group: Modifier.

- **Falcon:** Hitpoints 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 **Leap** a distance of up to 40 feet once during the duration of the aspect. Stacking Group: Modifier.
- **Mongoose:** Hitpoints normal, Damage +5, Armor +4. The Druid will be protected by **Sense I** for the entire duration of the aspect. The **Sense I** will end at the same time as the aspect. Stacking Group: Modifier.
- **Panther:** Hitpoints normal, Damage +3, Armor normal. The Druid may use each of the following SAS once during the duration of the Aspect: **Balance**, **Climbing**, **Dodge Blow**, **Evade**, **Kip**, **Leap**, and **Safe Fall**. Stacking Group: Modifier.
- **Snake:** Hitpoints normal, Damage normal, Armor normal. The Druid may autocast **Stun** and **Freeze Poison** once each during the duration of the aspect and may add a 3-point **Pain Strike** to 1 successful melee or missile strike. The Druid may use the **Conceal Self** ability at her level +2. Note: The **Conceal Self** can outlast the duration of the aspect. Once the Druid becomes unconcealed, she may not become concealed again for the duration of the aspect. Stacking Groups: Modifier
- **Wolf:** Hitpoints normal, Damage +3, Armor normal. For the duration of the aspect, the Druid is immune to all poisons and is under the effects of **Resist Death** effective at her level. The Druid may use **Fighter's Blow** and **Resist Pain** once each during the aspect. Stacking Group: Modifier.

Dragon Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** 8

This spell provides the Druid with 4 additional points of armor. The additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Flower of Avalon

Range: Combat **Area:** Special **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 8

This spell allows the Druid to grow and harvest one of the magical flowers described below. These flowers can be found in any season in both outdoor and indoor environments, but do not occur naturally. Once grown and harvested, the flower can be carried and used by any creature; to use a flower, the creature must smell it from a range of 1-inch or less (simply breathing near the flower will not use it) for a period of 5 seconds. A **Flower of Avalon** cannot be used on an unwilling creature during melee but can be used on an unconscious creature by having her breathe it for at least 5 seconds. The Druid must specify which type of flower she wishes to grow, and one flower will be produced with each casting.

The spell point expenditure for this spell is incurred when the Druid grows and harvests the flower; there is no spell point cost for smelling the flower. A character may have a number of flowers equal to her level in her possession at any one time. A **Flower of Avalon** will last for one game day or until smelled, whichever comes first; a flower can only be used once and will disappear after it is smelled.

- **Black Flower** – Purifying: Smelling a black **Flower of Avalon** will neutralize all poisons other than Red Death that are affecting the recipient and will reverse all effects that were caused by those poisons. All non-permanent hitpoints lost as an effect of poison will be restored. This flower will reverse the paralysis caused by **Kill Dagger** poison but cannot reverse death.
- **Blue Flower** – Acuity: Smelling a blue **Flower of Avalon** has the same effect as an **Acuity** spell – the recipient will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. In addition, the flower will restore up to 6 spell or ability points if the target is a Cleric, Druid, Knight, Magic User, Monk, or Ranger. A blue flower will not provide spell or ability points beyond a character's Base – any points that exceed the recipient's Base will be lost.

- **Gray Flower** – Earth Calming: Smelling a gray *Flower of Avalon* has an effect similar to the *Earth Calming* spell – the flower will negate the effects of any of the following (magically induced or not) that are affecting the recipient: fear, drunkenness, insanity, frenzy, nightmare, *Battle Fever*, *Spook*, and any type of intense emotion. The flower will not induce a docile nature or alter the recipient's intent but will cause calmness. The flower will not protect the recipient from any recurrence of the effect; for example, although it might calm the target of a *Spook*, it will not protect that target from another casting of *Spook*.
- **Green Flower** – Health: Smelling a green *Flower of Avalon* will cure all diseases that are affecting the target and will reverse all effects that were caused by those diseases. All non-permanent hitpoints lost as an effect of the disease will be restored. This flower can cure the effects of a disease, such as a reduction in melee damage, but cannot cure death.
- **Purple Flower** – Sleeping: Smelling a purple *Flower of Avalon* will cause the recipient to drop into a magical sleep. The recipient will sleep for 1 hour; the only way to wake her earlier is by using a white *Flower of Avalon*. This is an LI effect and will only work on a creature of the Druid's level or below.
- **White Flower** – Awakening: Smelling a white *Flower of Avalon* will cause an unconscious or sleeping recipient to awaken immediately. Although this flower will awaken a character who is unconscious due to damage, it will not provide or heal any hitpoints; if the recipient takes additional damage before she receives healing, she will return to unconsciousness or death depending on the amount of damage. The recipient will be immediately free to fight, walk, cast spells, or perform any other action.
- **Yellow Flower** – Healing: Smelling a yellow *Flower of Avalon* will heal the recipient for up to 20 points.

Hurricane Winds

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 8

This spell creates a strong gust of wind that will cause a 15-foot knockback and a 5 second Knockdown to all creatures within the area of effect.

Lightbeam

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

This spell will create a beam of light that will cause damage to a specific type of supernatural creature. Each type of beam will work regardless of the time of day, location, or light conditions. The Druid must specify which of the following beams she wishes to create.

- **Moonbeam:** This is a beam of moonlight that will cause 30 points of damage and a 5 second Knockdown to a lycanthrope, such as a werewolf or a werebear or fey.
- **Starbeam:** This is a beam of starlight that will cause 30 points of damage and a 5 second Knockdown to an angel, demon or devil.
- **Sunbeam:** This is a beam of sunlight that will cause 30 points of damage and a 5 second Knockdown to an undead creature.

Level 9

Aspect of the Elements

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Var.

Misc.: Material Component

Cost: 9

This spell allows the Druid to assume the aspect of one of the elements listed below. The Druid will not shape change into the element but will take on some of its nature. While under the effects of this ability, the Druid will still be able to understand and speak her normal languages and may use magic items and most SAS as normal; however, when casting elemental spells such as *Flare* and *Elemental Strike*, the Druid can only cast spells of the element whose aspect she has assumed (for example, a Druid in an Earth aspect cannot cast Fire, Ice, or Lightning-Based spells).

Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect. These additional SAS will disappear if a second *Aspect of the Elements* is cast. *Aspect of the Elements* lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Earth:** +4 to Armor. The Druid is under the effects of *Strength III* and *Elemental Protection – Earth* equal to three times her level in points of protection, both of which will last for the duration of the aspect. Additionally, the Druid gains a limited immunity to Knockdowns during the aspect, which will allow her to ignore a number of Knockdowns equal to ½ of her level. The Druid may *Autocast - Elemental Strike – Earth* 3 times during the duration of the aspect. The Druid must still pay the points for Autocast. Stacking Group: Modifier. Material Component: Blue flag.
- **Fire:** +4 to Damage. The Druid is under the effects of *Elemental Protection – Fire* equal to three times her level in points of protection, which will last for the duration of the aspect. If the Druid casts *Blood Heat* while in this aspect, it will cause 3 points of damage per level instead of the normal 2 points per level. For the duration of the aspect, the Druid can cast *Fire Ball* with the normal casting time and spell point cost. The Druid may *Autocast - Elemental Strike – Fire* 3 times during the duration of the aspect. The Druid must still pay the points for Autocast. Stacking Group: Modifier. Material Component: Blue flag.
- **Ice:** The Druid is under the effects of *Walk on Liquids*, *Missile Protection*, and *Elemental Protection – Ice* equal to three times her level in points of protection, all of which will last for the duration of the aspect. During the aspect, the Druid may cast one *Pain Strike* at her level of effect at no cost and can create one Ice Bridge. The Ice Bridge can be up to 60' long and 4' wide and must be supported at both ends. The bridge will melt after 1 hour or can be melted by the Druid at any time if she is within 1" of any part of the bridge. The Druid may *Autocast - Elemental Strike – Ice* 3 times during the duration of the aspect. The Druid must still pay the points for Autocast. Stacking Group: Modifier. Material Component: Blue flag.
- **Lightning:** +1 vs. LI. The Druid is under the effects of *Elemental Protection – Lightning* equal to three times her level in points of protection, which will last for the duration of the aspect. The Druid gains one use of either *Evade* or *Speed* during the aspect. If the Druid casts *Elemental Strike – Lightning* while in this aspect, it may be at *Double Effect* for either range or number of targets a number of times equal to ½ the Druid's level (rounded up). The Druid may *Autocast - Elemental Strike – Lightning* 3 times during the duration of the aspect. The Druid must still pay the points for Autocast. Stacking Groups: Modifier. Material Component: Blue flag.

Elemental Fury

Range: Combat **Area:** 10-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD10 **Cost:** 9

This spell allows the Druid to call the fury of the elements into effect within the target area. The Druid must specify which of the following furies she wishes to call into existence.

- **Earth:** The resulting earthquake will cause a 10-second Knockdown and 20 points of Earth damage to all creatures within the area of effect.
- **Fire:** The resulting eruption will cause a 10-second Knockdown and 20 points of Fire damage to all creatures within the area of effect.
- **Ice:** The resulting blizzard will cause a 10-second Knockdown and 20 points of Ice damage to all creatures within the area of effect.
- **Lightning:** The resulting chain lightning will cause a 10-second Knockdown and 20 points of Lightning damage to all creatures within the area of effect.

Level 10

Earth Healing

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

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

Summon Storm

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Stat Break **Misc.:** NA **Cost:** 10

With this spell, the Druid may call upon the power of a storm. During the duration of the storm, the Druid may use **Autocast** a number of times up to ½ her level (rounded up) for the following spells:

- **Dust Storm** – additionally, the spell point cost for **Dust Storm** is reduced to 4 during the storm
- **Elemental Strike** – additionally, the damage for **Elemental Strike** is increased to 7 points of damage for every 2 spell points applied
- **Gale** – additionally, the spell point cost for **Gale** is reduced to 2 during the storm

15 seconds must pass between each use of **Autocast**. The Druid can cast other spells normally while the storm is in effect. **Summon Storm** lasts 5 minutes or until the end of the current combat, whichever is longer.

Blighter

The following abilities are gained by Druids who specialize in the corruption of nature. Sometimes it takes fire to fight fire and the Blighter is on the front lines. These abilities are in addition to the standard Druid abilities described above.

Level 6

Conjure Acid

Range: Touch **Area:** *Special **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component **Cost:** Var.

When the Druid casts this spell, he can create vessels (beanbags) of acid. The caster must have the physical representations available. Players may still bring as many bags of Acid as they wish into a game – this spell is merely an in-game method of replenishing used bean bags during an adventure. This spell creates 2 bean bags per spell point. The Druid may spend up to his level in spell points. Acid vials created by this spell expire at the end of the game day. Material component: red beanbags.

Improved Acid Vial

Range: Touch **Area:** 1 Vial **Duration:** Instantaneous
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

When the Druid casts this spell, he can cause his vial of acid to do additional damage. For every 1 spell point spent, the acid vial will do an additional 2 points of damage. A druid may use up to his level in points. Material component: red beanbags.

Level 7

Diseased Bolt

Range: Combat **Area:** 1 target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 7

With this spell the Druid causes a single creature to take 3 points of damage per level of the Druid and is minus 1 LI. This spell does not work on undead creatures or those immune to magical disease.

Elemental Healing

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 7

With this spell, a Druid can absorb the effects of one damaging spell of his choice. To absorb a spell, it must be a single-target elemental spell that is targeted at the Druid. This spell will absorb up to 4 points of damage per level of the Druid; damage beyond this amount will be taken by the Druid. **Elemental Healing** will restore 1 life point for every 4 points (round up) of damage that are absorbed; the Druid cannot gain points beyond his Base life points, and “restored” points beyond his Base will be lost. The Druid may distribute the points to his limbs or torso as needed. The duration of this spell is until a damaging spell of the caster’s choice is absorbed, or one game day, whichever comes first. Material component: Blue flag.

Level 8

Curse of Corruption

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Modifier **Misc.:** NA **Cost:** Var

The target's protection is reduced by 1 point per 2 spell points spent. A Druid may spend up to his level in spell points. The target's protection cannot be reduced to less than zero or destroyed. This will affect all armor, magical, mundane, or innate. This spell will also affect a Monks armor against Area of Effect spells as well as protections spells such as **Missile Protection** or **Elemental Protection**. It will not affect a Magic User in **Concentration** but it will activate a **Wrath**. Example: An 8th level druid spends 6 spell points to reduce a target's armor by 3 points, he calls: "*Target, Corruption, -3 armor*". Instantaneous A **Remove Curse** will counter this ability.

Improved Plant Attack

Range: Combat **Area:** 5-foot radius **Duration:** 5 minutes
Stacking: Base **Misc.:** LI **Cost:** 0

At 8th level the Druids **Plant Attack** will now affect a 5-foot radius. The Druid must call "*Improved Plant Attack 5-foot radius, X damage, Level.*"

Level 9

Steal Vitality

Range: Touch **Area:** 1 weapon **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** Var

This spell imbues the Druids weapon with a potent spell that can steal the life force from any living creature. This spell will deliver 1 point of No Defense damage per spell point spent on a successful melee strike. The damage is delivered to the area hit, with any additional damage going to the torso. The druid may use up to his level in spell points. Additionally, any damage done will be transferred to the druid in the form of healing. If the weapon strike is countered using **Dodge Blow** or **Evade**, the spell is still considered to have been used and the Druid receives no healing. This is a pre-cast ability.

Level 10

Circle of Life

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 10

This spell will allow a druid to sacrifice another creature (NPC) to raise a character who has died and return him to 1 life point above unconsciousness. The sacrifice must be willing, bound, helpless or unconscious. This acts as a coup-de-gras and will kill a target immediately. The target will lose ½ of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level, the number of spell or ability points, and the number of experience points as before he died. This spell has no effect on undead or animated body. If this spell is read from a scroll, all the above strictures still apply.

Druid of the Pack

The following abilities are gained by Druids who are protectors of a pack. The definition of a pack is up to the Druid and these abilities are in addition to the standard Druid abilities described above.

Level 6

Natures Ally Token

Range: Combat	Area: Special	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: *

The druid may designate a "Pack" by giving a token to other characters at the beginning of each game day. The Druid may only have enough tokens equal to $\frac{1}{2}$ his level in existence at any 1 time. The "Pack" consists of the druid (Druid does not need a token for himself) and anyone in possession of one of his tokens. Anytime the druid casts a Pack spell (designated in spell name), the entire pack is affected (or not affected in the case of Nature's grasp). When casting a Pack spell, the druid should first call "Pack" to let his pack mates know they need to pay attention to the spell being cast. The tokens should be distinctive and be roughly fist size. The GM may demand the pack mates show their token at any time to adjudicate Pack spells. Max 50-foot range.

NOTE: MOVING THE TOKEN FROM ONE PERSON TO ANOTHER COST IS 2 PER TOKEN AND TAKES 5 SECONDS.

On the Hunt (Pack)

Range: Combat	Area: Pack	Duration: 1 combat or 1 game day
Stacking: Modifier	Misc.: NA	Cost: 6

When the Druid casts this spell it will imbue all pack members' weapons with an exotic material or elemental damage type. Examples include *Silver*, *Cold-Iron*, *Gold*, *Fire*, *Ice*, *Lightning*, or *Earth*. The exotic material or element is chosen by the druid at the time of casting and must be the same for each member of the pack. A pack member may dismiss the spell on themselves at any time and it only affects the PC, not the entire pack. In addition, the pack gains +2 damage at 6th level and +3 damage at 9th level. Example cast: "Pack, On the Hunt, Silver, +2"

Level 7

Healing Rain (Pack)

Range: Combat	Area: Pack	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 7

When invoked, this spell heals the druid pack an amount equal to 3 plus the druid's level. Example: A 7th level druid would call "Pack, Healing Rain, 10 points".

Strength of the Pack (Pack)

Range: Combat	Area: Pack	Duration: 1 combat or 1 game day
Stacking: Modifier	Misc.: NA	Cost: 7

When this spell is cast, the druid pack gains +1 vs LI. Example: "Pack, Strength of the Pack, +1 versus LI."

Level 8

Curse of Corruption

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Modifier **Misc.:** NA **Cost:** Var

The target's protection is reduced by 1 point per 2 spell points spent. A Druid may spend up to his level in spell points. The target's protection cannot be reduced to less than zero or destroyed. This will affect all armor, magical, mundane, or innate. This spell will also affect a Monks armor against Area of Effect spells as well as protections spells such as **Missile Protection** or **Elemental Protection**. It will not affect a Magic User in **Concentration** but it will activate a **Wrath**. Example: An 8th level druid spends 6 spell points to reduce a target's armor by 3 points, he calls: *"Target, Corruption, -3 armor"*. Instantaneous A **Remove Curse** will counter this ability.

Level 9

Elemental Orb

Range: Combat **Area:** Self **Duration:** 1 hour or until used
Stacking: Modifier **Misc.:** KB, Material Component **Cost:** 9

When the druid cast this spell, he will be surrounded by 3 Orb charges. The element type of the orbs is chosen at the time of casting. All three orbs are the same element. The druid may use an orb with no further preparation however, 5 seconds must pass between using an orb and starting another SAS, including using another orb. Expending an orb allows the druid to deal an amount of damage equal to 2 points per druid level, to a single target within 20'. The target also suffers a 10' knockback. Example: *"Target, Fire Orb, 18 points, knockback 10 feet"*. A druid must display a red flag while this spell is in effect.

Lightning Storm

Range: Combat **Area:** Var. **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD **Cost:** Var

The druid may select a number of targets equal to ½ his level (round down). Those targets are struck by a single bolt of lightning from above that deals 3 points of damage per spell point spent, Minimum of 4 SP for 12 points of damage. The targets also suffer a 5-second knockdown. Example: A 9th level druid spends 9 spell points, *"Target 1, Target 2, Target 3, Target 4, Lightning Storm 27 points, 5-second knockdown."* The damage may be **Evaded**.

Level 10

Natures Grasp (Pack)

Range: Combat **Area:** 5 feet **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Cost:** 10

This spell causes a 5-foot radius area around the target to spring forth spiked vines that snare anyone in the area. The druid and his pack mates are immune to this spell. Targets affected are **Rooted** in place for 15 seconds and take damage equal to 3 x Druid Level. A **Knight's Strength IV** counters the root effect, but not the damage. Example: *"Pack, Target, Nature's Grasp, Root 15 seconds, damage 30 points."*

Shifter

The following abilities are gained by Druids who have embraced the path of a shape changer and are in addition to the standard Druid abilities described above.

Level 6

Additional Damage

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: Innate

At the 6th level, the Shifter gains an additional point of damage, reflected in the chart above. This skill is a Base of the character class and may not place in a magic item.

Natural Predator

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

The Shifter may imbue the weapons held in his hands with an exotic material or elemental damage type. The weapons revert to normal when the Druid releases them. Examples include *Silver, Cold-Iron, Gold, Fire, Ice, Lightning, or Earth*. The druid may change the type at will, but 5 seconds must pass between each use.

Tracking Scent

Range: Self	Area: Self	Duration: Unlimited
Stacking: Base	Misc.: NA	Cost: 0

The Shifter gains the ability to track a creature by scent. The shifter does not need to have seen the creature before tracking but must have smelled his scent. i.e., the shifter could track a band of marauders from the scene of an ambush. This skill is limited by GM knowledge.

Level 7

Scorpion Strike

Range: Melee	Area: 1 Target	Duration: Game Day or until used
Stacking: Modifier	Misc.: NA	Cost: 7

The druid charges his weapon with a single-use toxin poison which adds 2 points of damage per level in addition to causing the weapon's melee damage; the Druid must call out "Toxin Poison" and the amount of melee damage on the next successful melee strike. Only the Druid who brewed the poison may use it, and he can only have one toxin poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. This is a precast ability.

Water Form

Range: Self	Area: Self	Duration: 5 minutes per level
Stacking: Base	Misc.: Material Component	Cost: 7

While submerged in water, the druid is immune to drowning and any other detrimental effects of being submerged that are caused solely by the water as in **Ducksback**. Effects from other conditions such as heat or cold still apply. While submerged the Shifter is considered to be a creature of water and other natural water creatures will treat him as one of them, essentially under an **animal pact natural water creature**. Additionally, while submerged in the water the druid may us **Monks speed** one time.

Level 8

Heart of the Bear

Range: Self **Area:** Self **Duration:** 5 minutes or 1 combat
Stacking: Base **Misc.:** NA **Cost:** 8

The druid calls on the strength of the bear increasing his strength. The druid gains the effects of *Knights Strength III* (Knight 8). He also gains 3 uses of *Knockback 5 feet* which must be used while under the *Heart of the Bear* and 5 seconds must pass between uses.

Immunity to Non-Magical Disease

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Shifter is immune to all non-magical diseases. This ability is permanently in effect and does not need to be activated by the druid.

Level 9

Immunity to Poison

Range: Self **Area:** Self **Duration:** 5 minutes or 1 combat
Stacking: Base **Misc.:** NA **Cost:** 9

By using this ability, the Shifter will be immune to any poison including Red Death and *Kill Dagger* poison for 5 minutes or until the end of the current combat, whichever is longer. If the Druid is the target of a Toxin Poison while under the effects of this ability, he will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Shifter's system are neutralized. This ability can be used as an immediate counter and requires no casting time.

Titan Skin

Range: Self **Area:** Self **Duration:** 1 combat
Stacking: Modifier **Misc.:** Material Component **Cost:** 9

This spell provides the Druid with 5 additional points of armor. The additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Level 10

Elemental Pact

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Var **Misc.:** NA **Cost:** 0

At this level, the shifter can partially take the form of an elemental at will. The type of elemental must be chosen from either Fire, Ice, Lightning, or Earth and may not be changed once picked. The shifter gains a limited form of damage versus area of effect spell protection (20 points) that is only effective against the element chosen. Additionally, the Shifter gains the ability to speak the language of the element chosen. Elementals of the chosen type will, at the very least, allow the Shifter and any nonbelligerent members of his party to pass unharmed (GM discretion) as long as the Shifter remains friendly. This skill is a Base of the character class and may not be placed in a magic item.

Improved Aspects of the Beast

Range: Self

Area: Self

Duration: Permanent

Stacking: Var

Misc.: NA

Cost: Innate

At the 10th level, the Shifter has learned to channel his inner beast to its fullest extent. Whenever a Shifter casts ***Aspect of the Beast*** and spends 10 spell points instead of the normal 8, he gains the following abilities in addition to those already granted by the aspect chosen. These abilities must be used during the current aspect and expire when it does. This skill is a Base of the character class and may not be placed in a magic item.

- Damage increases by 1 point
- Armor increases by 1 point
- Gains 1 use of the following abilities per the monk description;
 - ***Physical Attack***
 - ***Leap***
 - ***Throw***

Chapter 7: 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 a Fighter has to offer a team are Based upon his knowledge of weapons and armor and his ability to withstand and cause physical damage. Fighters have some ability to heal their own wounds, and thus provide a lower liability in melee than some other character classes. They are also able to use any type of weapon and any sort of armor, making them one of the ablest character classes in a hand-to-hand fight.

Base Attributes

This section provides the Base attributes for a Fighter of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Missile Weapon Usage: Yes
Weapon Group: All
Armor: Cloth, Leather, Chain, Plate Armor
Shield Usage: Shield or Buckler

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

Armor					
Level	No Armor	Cloth Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3	4
5-10	1	2	3	4	5

Hitpoints

The hitpoints table below provides Base hitpoints for each level. hitpoints are not cumulative – you receive only the points listed for your current level.

Level	Limb Points	Hitpoints
1	3	12
2	3	16
3	3	20
4	4	24
5	5	28
6	6	32
7	7	36
8	8	40
9	9	44
10	10	48

Fighter Skills

Fighters have skills that come from their strength and their knowledge of all forms of combat. All of a Fighter's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Fighter's use of his skills is that they are restricted to a finite number of uses per game day. In most cases, the number of uses is Based on the level of the Fighter, but some skills can be used an unlimited number of times. Because none of a Fighter's skills are considered to be magical, they cannot be affected by **Dispel Magic**. The majority of a Fighter's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Level 1

Battle Fever: Additional Hitpoints

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Modifier

Misc.: NA

Uses: ½ Level, minimum of 2*

With the use of this skill, a Fighter gains an additional 4 hitpoints to unconsciousness (for example, a 1st level Fighter would have 16 points to unconsciousness). The Fighter loses these additional points 1 minute after the end of the combat; if the loss of the additional points results in the unconsciousness of the Fighter, then the Fighter will be unconscious.

At 1st, 3rd, 5th, 7th and 9th levels, **Battle Fever** will provide additional benefits that will only last for the duration of the **Battle Fever**. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer. The use of **Battle Fever** must be called out loudly by the player as a game mechanic, although the Fighter does not need to have the capacity to speak to use this skill.

Battlefield Lore

Range: Self **Area:** 1 Battlefield **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level, minimum of 2

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, approximately how many troops were involved, what kind of troops were involved, and the general sizes of all creatures involved in the battle. The Fighter will be able to tell which side(s) probably won, which side(s) probably lost, and the general numbers of participants. This lore is limited to the battlefield 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:** Game Day or until used
Stacking: Base **Misc.:** NA **Uses:** Special*

With this skill, a Fighter can heal himself up to a maximum of his base hitpoints for unconsciousness for his level each game day (for example, a 1st level Fighter could heal himself up to a maximum of 12 points in one game day). This healing can be done in any increments the Fighter desires and requires 1 full minute of meditation for each use; the Fighter should role-play this meditation. The healing can be done whenever the Fighter wishes, with the restriction that it cannot be done during combat. The use of this skill at the 4th level and above provides additional flexibility of use.

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

To use this skill the Fighter must physically leave the location of combat; it is up to GM discretion whether the Fighter has left the area or not. In a case where a Fighter leaves combat to use **Fighter’s Recovery** and then wishes to re-enter the combat, he should be aware that all skills, abilities or spells with durations of one combat will end during his meditation for Recovery.

Gauge Non-Magical Weapons and Armor

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

With this skill, the Fighter can gauge the non-magical enhancements that pertain to damage and protection on weapons, armor, and shields (for example, **Hone Arrow**, **Blade Sharp** or “strengthened” armor that has been made of a special material like Dragon skin). This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge the non-magical properties of magical weapons and armor. For example, a Fighter could gauge the melee damage done by a sword that released a **Fire Ball** once a day, but not the magical properties, though the Fighter would realize there is “more to this item than I can determine”. The Fighter must handle an item for 5 seconds to use this skill.

Gauge Opponent – Base Armor

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level, minimum of 2

With the use of this skill, a Fighter can gauge the Base armor of the target creature. For example, if a Fighter uses this skill on a 5th level Fighter who has chain mail and is under the effects of an **Enhance Armor +2**, he will learn that the target has a Base armor of 4 with his chain mail. The Fighter using this skill will not know that the target is under the effects of an **Enhance Armor +2**. The Fighter should call out “**Gauge Opponent – Base Armor**” and indicate the intended target. The target or the GM will respond with the Base armor number.

Level 2

Blade Sharp

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

A Fighter using this skill can improve the damage done by a specific hand-held melee weapon, magical or mundane, by 1 additional point of damage per 2 levels. This ability can be used on a weapon belonging to any character and can also improve blunt weapons. The Fighter may improve 1 weapon per use of this skill and must spend 5 seconds of uninterrupted time role-playing the sharpening or adjusting of the weapon. This skill lasts until the end of the next combat or the end of the game day, whichever comes first.

Gauge Opponent – Base Damage

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **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, if a Fighter uses this skill on a 5th level Fighter who is under the effects of a **+2 Strong Arm**, he will learn that the target swings 7 for Base hand-held damage. The Fighter using this skill will not know that the target is under the effects of a **+2 Strong Arm**. The Fighter should call out “**Gauge Opponent – Base Damage**” and indicate the intended target. The target or the GM will respond with the Base damage number.

Repair Non-Magical Shields and Armor

Range: Touch **Area:** 1 Item **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level, minimum of 2*

This skill allows a Fighter to repair non-magical shields and armor that have been damaged by in-game effects. The Fighter must role-play mending the shield or armor for at least 1 minute.

Level 3

Battle Fever: +2 vs. LI

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level*

In addition to the Battle Fever skills gained at 1st level, the Fighter gains a +2 resistance versus LI effects when in **Battle Fever**. This skill is not retroactive, so to resist an LI spell, ability or skill, **Battle Fever** must have been called out first; this skill is not an immediate counter. The duration of this skill is 5 minutes or until the end of combat, whichever is longer.

Gauge Magical Weapons and Armor

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

With this skill, the Fighter can gauge the magical enhancements that pertain to damage and protection on weapons, armor, and shields. This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge the 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 **Fire Ball** once a day. He would realize that there is “more to this item than I can determine”. The Fighter must handle an item for 10 seconds to use this skill.

Weapons Instructor

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

With this skill, a Fighter can teach other characters how to use bows or an additional weapon group. This is only good for the game day only. If a target gains the ability to use a bow with this ability they will use their thrown damage as their base. The Fighter should role-play teaching the character how to use the new weapon for 1 minute.

Level 4

Bind Weapon

Range: Melee **Area:** 1 Target **Duration:** 5 seconds
Stacking: Base **Misc.:** LI **Uses:** ½ Level

This skill allows the Fighter to bind an opponent's weapon but cannot be used on natural weapons such as claws, talons, or tentacles. To use this skill the Fighter must contact the opponent's weapon and call out "**Bind Weapon**" followed by the level of effect. If the Fighter fails to call out the level of effect, then the **Bind Weapon** does not work.

If the target's level is less than or equal to the level of an effect called by the Fighter, then each combatants' weapons are bound up and cannot be freed. The Fighter can bind the target's weapon for up to 5 seconds but can unbind the weapons earlier if he chooses. The Fighter should call out "**Unbind**" when he lets go. If the target drops his bound weapon, the **Bind Weapon** ends immediately. The target can then pick up his weapon, draw another weapon, or take any action he chooses. If the target is unaffected by the skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill.

Gauge Opponent – Total Armor

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

With the use of this skill, the Fighter can gauge the total armor of the target creature. For example, if a Fighter uses this skill on a 5th level Fighter who has chain mail and is under the effects of an **Enhance Armor +2**, he will learn that the target has a total armor of 6. The Fighter using this skill will not know that the target is under the effects of an **Enhance Armor +2**, just that the target has 'something extra'. The Fighter should call out "**Gauge Opponent – Total Armor**" and indicate the intended target. The target or the GM will respond with the total armor number.

Fighter's Recovery in Combat

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Special*

At the 4th level and above, a Fighter may use the **Fighter's Recovery** skill in combat. The Fighter must meditate for 10 seconds to use the skill and may heal up to twice his level in points at one time. The use of this skill is counted towards the total points of healing allowed with **Fighter's Recovery**. A Fighter may heal a throat slit while conscious by using **Fighter's Recovery in Combat** to heal 12 points within 1 minute.

Repair Magical Shields and Armor

Range: Touch **Area:** 1 Item **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level*

This skill allows a Fighter to repair magical shields and armor that have been damaged by in-game effects. Uses of this skill are cumulative with the **Repair Non-Magical Shields and Armor** skill with regard to how many times the skill may be used per day. For example, only 2 total suits of armor or shields could be repaired by a 4th level Fighter in a game day. The Fighter must role-play mending the item for at least 1 minute.

Level 5

Additional Point of Armor (Base)

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Uses:** No Limit

At 5th level, the Fighter gains an additional point of innate armor. This skill is a Base of the character class and may not be placed in a magic item.

Battle Fever: Additional Limb Points

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level*

In addition to the **Battle Fever** skills gained at earlier levels, the Fighter gains 1 additional limb point in each limb while in **Battle Fever**; these 4 points are also added to the Fighter's total points to unconsciousness and death. These limb points are in addition to the 4 hitpoints gained with the use of **Battle Fever** at the 1st level. For example, a 5th level Fighter's hitpoints would change from 5/28/36 to 6/36/44 using **Battle Fever** at the 5th level. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer.

Improved Blade Sharp

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

When a fighter uses this skill he will now improve 2 weapons at a time instead of just a single weapon.

Disengage

Range: Combat **Area:** 1 Target **Duration:** 15 seconds
Stacking: Base **Misc.:** LI **Uses:** ½ Level

This skill allows the Fighter to prevent the target from attacking or pursuing him. To use this skill the Fighter must call out "**Disengage**" followed by the level of effect. If the Fighter fails to call out the level of effect then the **Disengage** does not work.

If the target is less than or equal to the level of an effect called by the Fighter, he may not pursue or attack the Fighter with hand-held melee damage for 15 seconds. The Fighter must immediately **Disengage** from the target, and cannot attack the target for the duration of this skill. The disengagement can be ended if 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 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill. This ability has no casting time.

Gauge Opponent – Total Damage

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **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, if a Fighter uses this skill on a 5th level Fighter who is under the effects of a **+2 Strong Arm**, he will learn that the target swings total hand-held damage of 9. The Fighter using this skill will not know that the target is under the effects of a **+2 Strong Arm**, just that he has 'something extra'. The Fighter should call out "**Gauge Opponent – Total Damage**" and indicate the intended target. The target or the GM will respond with the total damage number, which does not include single strike modifiers such as **Electrify** or **Avenging Blow**.

Level 6

Battle Focus

Range: Self **Area:** 1 Skill **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

With this ability, a Fighter can add 1 to his level of effect for a single use of **Bind Weapon** (Fighter 4), **Disengage** (Fighter 5), **Disarm**, or **Knockout Blow** (Fighter 10). The Fighter can choose when the skill is expended and does not have to choose in advance which skill will be improved. For example, a 6th level Fighter using this ability could call out one "**Disarm**, 7th level". If the opponent is unaffected by the skill or the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the ability and skill use are both expended. This ability requires 15 seconds of meditation, which may be done at any time prior to use. This skill will last until used or the end of the game day, whichever comes first.

Disarm

Range: Melee **Area:** 1 Target **Duration:** Instantaneous

Stacking: Base

Misc.: LI

Uses: ½ Level

This skill disarms an opponent who is holding a weapon but does not work against natural weapons such as claws, talons, or tentacles. The Fighter must strike the target's weapon and call out "**Disarm**" followed by the level of effect. If the Fighter fails 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 called by the Fighter, the target must drop his 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. 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill.

Level 7

Battle Fever: Knockdown

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Modifier

Misc.: NA

Uses: ½ Level*

In addition to the **Battle Fever** skills gained at earlier levels, the Fighter may now cause a single 5-second knockdown during his **Battle Fever**. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer.

Dodge Blow

Range: Self

Area: 1 Blow

Duration: Instantaneous

Stacking: Base

Misc.: NA

Uses: ½ Level

With this skill, a Fighter can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Backstab**, **Free Strike**, 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 that spell, ability, or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack**, **Throw**, and **Sacrifice Throw** can also be dodged. In order to use this skill, the Fighter must not be unconscious, held, or otherwise immobilized. The Fighter must loudly call out "**Dodge**" when he uses this skill. This skill is an immediate counter.

Remove Weapon/Armor Debuff

Range: Touch

Area: 1 Item

Duration: Instantaneous

Stacking: Base

Misc.: LI

Uses: ½ Level*

This skill allows a Fighter to remove a single weapon or armor debuff (from any source) of his level +1. This skill is an immediate counter.

Level 8

Blade Sharp Exotic Materials

Range: Touch

Area: 1 Weapon

Duration: 1 Combat

Stacking: Modifier

Misc.: NA

Uses: Level*

At the 8th level, when a fighter uses Blade Sharp, they may also include an exotic element, such as silver to the weapon allowing it to do that type damage.

Fighter's Blow

Range: Melee

Area: 1 Limb

Duration: Instantaneous

Stacking: Base

Misc.: NA

Uses: ½ Level

When the Fighter uses this skill, he will cause the limb of an opponent to drop to 0 hitpoints, regardless of the target's protections or armor. Exceptions to this are a character in **Concentration** or creatures without limb points. This skill must be called out immediately following a successful weapon strike to a target's limb. A Knight may avoid this effect by calling out **Resist Pain** as an immediate counter. If the opponent is unaffected by the blow, or if the weapon strike is countered by the use of **Resist Pain**, **Dodge Blow** or **Evade**, the skill use is still expended. 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item.

Weapon Shatter

Range: Melee **Area:** 1 Weapon **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level

With this skill, the Fighter can shatter any non-magical hand-held or propelled missile weapon by striking it with his own weapon. The target character must immediately drop the shattered item. Once shattered the weapon is rendered useless, but it can be restored by the spell **Mend**. This skill and the spell **Warp** are the only way that weapons can be damaged by characters in combat.

Level 9

Battle Fever: Limited Knockdown Immunity

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level*

In addition to the **Battle Fever** skills gained at lower levels, the Fighter is able to ignore 1 Knockdown of his choice while in **Battle Fever**. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer.

Improved Disengage

Range: Combat **Area:** 1 Target **Duration:** 15 seconds
Stacking: Base **Misc.:** LI **Uses:** ½ Level

At the 9th level when a fighter uses the disengage ability he may choose to affect two targets at the same time instead of 1.

Level 10

Disarm +2

Range: Touch **Area:** 1 Weapon **Duration:** 1 Combat
Stacking: Base **Misc.:** NA **Uses:** Special*

At this level the fighter is at +2 base when he uses the **Disarm** ability.

Knock Out Blow

Range: Self **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI **Uses:** ½ Level

A Fighter can use this skill to knock out an opponent. The Fighter must call out "**Knock Out Blow**" followed by the level of effect immediately following a successful weapon strike to the target's torso. If the opponent is equal to or less than the level of effect called out by the Fighter then he will be knocked out for a period of 5 minutes. An individual under the influence of a **Knock Out Blow** is affected as though the Magic User's **Crash Time** spell had been successfully cast on him, but will not take any damage from the blow itself.

If the opponent is unaffected by the use of this skill, the strike is not successful and the **Knock Out Blow** is still used. If the strike is avoided by the use of **Dodge** or **Evade**, the **Knock Out Blow** is still used. The use is counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This skill is not effective against a character in **Concentration**. This is an LI skill.

Barbarian

The following abilities are gained by Fighter who specialize in raging (Barbarian) and are in addition to the standard Fighter abilities described above.

Level 6

Battle Continuation I

RANGE: Self **AREA:** Self **DURATION:** Instant
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

This Skill may be used as an immediate counter when the Barbarian suffers damage from any effect that would knock them unconscious. This Skill immediately heals the Barbarian equal to 2 points per their level.

Improved Disarm

RANGE: Melee **AREA:** 1 Target **DURATION:** Instant
STACKING: NA **MISC.:** LI **USES:** Level

The Barbarian Fighter may use **Disarm** a number of times equal to their level, instead of the base Fighter's ½ level.

Level 7

Battle Fever: Barbaric Rage

RANGE: Self **AREA:** 1 melee attack **DURATION:** Instant
STACKING: NA **MISC.:** NA **USES:** Special

When the Barbarian uses **Battle Fever**, in addition to all the other benefits, they may also use **Dodge Blow** once during the duration without it counting toward its number of uses per day. This **Dodge Blow** must be used during the duration of the **Battle Fever**.

Improved Dodge Blow

RANGE: Self **AREA:** 1 melee attack **DURATION:** Instant
STACKING: NA **MISC.:** NA **USES:** Special

The Barbarian may use **Dodge Blow** one additional time per day.

Level 8

No Defense Blow

RANGE: Melee **AREA:** 1 Target **DURATION:** Instant
STACKING: Base **MISC.:** NA **USES:** ½ Level

Upon a successful melee strike, they may choose to use this Skill in order to deal an amount of damage, **No Defense**, equal to the Barbarian's Level, with no other modifications allowed. If this attack misses, is blocked, or countered by the use of **Evade** or **Dodge Blow**, then the use per day is still used.

Level 9

Challenge

RANGE: Combat **AREA:** 1 Target **DURATION:** Instant
STACKING: Modifier **MISC.:** LI **USES:** ½ Level

The Barbarian issues a challenge to a single target - an affected creature must concentrate their attacks on the Barbarian for the next 15 seconds and may not engage other targets. The Barbarian must also move towards the target and engage them or the Challenge ends. This effect immediately ends if the target suffers damage from anyone other than the Barbarian, and *Disengage* functions as an immediate counter. *Battle Focus* may be used to raise the LI of this Skill.

Level 10

Battle Fever: Wrath of the War Gods

RANGE: Self **AREA:** Self **DURATION:** 1 Combat
STACKING: NA **MISC.:** NA **USES:** Special

Once per day, the Barbarian may let out a mighty war cry to activate this Skill. Until the end of combat, the Barbarian may use *Limited Immunity to Knockdowns*, *Resist Pain*, and *Fighter's Blow* a number of times equal to ½ their level in addition to their normal uses per day. At the end of combat, the Barbarian Fighter will collapse in exhaustion, remembering only fragments of the combat they participated in. This exhausted state will last a maximum of 5 minutes. If the Barbarian is somehow not capable of vocalizing a war cry, this Skill may not be used.

Berserker

RANGE: Self **AREA:** Self **DURATION:** Instant
STACKING: NA **MISC.:** NA **USES:** Perm

At this level, the druid's spell of *Earth Calming* can no longer drop a fighter out of *Battle Fever*.

Gladiator

The following abilities are gained by Fighter who specialize in playing to the crowd and dirty tricks, (Gladiator) and are in addition to the standard Fighter abilities described above.

Level 6

Battle Fever: Blood Sports

RANGE: Self	AREA: Self	DURATION: 1 Combat
STACKING: Modifier	MISC.: NA	USES: ½ Level

In addition to other effects of **Battle Fever**, the Gladiator Fighter will hear the roar of the crowd and the shouting of nobility. While under the effects of **Battle Fever**, the Gladiator Fighter may use any form of **Grapple** once without it counting toward their uses per day.

Blind

RANGE: Combat	AREA: 1 target	DURATION: 10 seconds
STACKING: NA	MISC.: Yellow Bean Bag	USES: Level

The Gladiator throws a single yellow bean bag, representing sand, dirt or spit, in hopes of blinding one target. If the beanbag hits the target and is not blocked by a shield, the target of this effect becomes blinded for 10 seconds, and for that time, they will not be able to use ranged weapons or spells with a range greater than touch unless centered on themselves, and attempts to do so will result in them simply missing. This Skill may be avoided through the use of **Evade** and does not penetrate **Concentration**. User must call out “*Target, Blind 10 seconds*”

Grapple

RANGE: Melee	AREA: 1 Target	DURATION: Instant
STACKING: NA	MISC.: KD	USES: Level

Upon a successful melee strike, the Gladiator may call **Grapple, 5-second Knockdown**. The target and the Gladiator both take the Knockdown. If the target or Gladiator does not take the Knockdown or uses **Kip**, then neither the Gladiator nor the target suffers the Knockdown.

Level 7

Net

RANGE: Combat	AREA: 1 Target	DURATION: 10 Seconds
STACKING: NA	MISC.: Yellow Bean Bag	USES: Level

It is common for Gladiators to carry tools that help them give them their edge in battle. The Gladiator may throw a yellow beanbag at a target, and if the beanbag hits, the target is **Rooted** for 5 seconds. A **Strength** of any level will immediately counter this. This Skill may not be stopped by weapons or shields.

Grievous Wound

RANGE: Melee	AREA: 1 Target	DURATION: 10 seconds
STACKING: NA	MISC.: NA	USES: Level

Gladiators know how to hit and make it hurt, creating vicious injuries. When the Gladiator strikes a target with a melee weapon, they may call **Grievous Wound, 10 seconds**.

Sucker Punch

RANGE: Melee **AREA:** 1 Target **DURATION:** Instant
STACKING: NA **MISC.:** KD **USES:** 1 per combat

No Gladiator is above cheating to win. As an immediate response to any effect that targets them, they may call **Sucker Punch** on the user of that effect, as long as they are within melee range of the Gladiator. The target suffers total damage equal to the Gladiator's level x2 and a 5-second Knockdown. A fighter knocked unconscious by a blow may not use this ability.

Throat Punch

RANGE: Melee **AREA:** 1 Target **DURATION:** 10 seconds
STACKING: NA **MISC.:** NA **USES:** ½ Level

The Gladiator chooses one target within melee range and reaches out to hurt that person. The Gladiator, on a successful melee strike, may call **Throat Punch**, and the target may not speak for 10 seconds, including to cast spells or communicate. This will not affect a Magic User in **Concentration**.

Level 8

Grapple: Pin

RANGE: Melee **AREA:** 1 Target **DURATION:** 15 seconds
STACKING: NA **MISC.:** KD **USES:** Special

When the Gladiator uses **Grapple**, the target suffers a 10-second Knockdown instead of a 5-second one. The Gladiator still suffers only a 5-second Knockdown. The use of this Skill counts toward one of the Gladiator's uses of **Grapple**. If the target or Gladiator does not take the Knockdown or uses **Kip**, then neither the Gladiator nor the target suffers the Knockdown.

Signature Move

RANGE: Self **AREA:** Self **DURATION:** Permanent
STACKING: NA **MISC.:** NA **USES:** Special

Playing to the crowd is vital to staying alive for a Gladiator. At 8th level, the Gladiator chooses one offensive Skill from the following list. They may use that skill a number of times equal to ½ their level in addition to their normal uses per day. Once this Skill is chosen at Level 8, it may not be changed later.

Skills available for this ability:

Blade Sharp total uses, Level

Bind Weapon total uses, Level

Disarm total uses, Level

Fighter's Blow total uses, Level

Throat Punch total uses, Level

Sucker Punch may use 2 times per combat

Level 9

Battle Fever: Shrug It Off

RANGE: Self

AREA: Self

DURATION: Combat

STACKING: Base

MISC.: NA

USES: Special

When the Gladiator uses **Battle Fever**, in addition to the other effects, they also gain 2 points of armor, **Base**.

Gut Stab

RANGE: Melee

AREA: 1 Target

DURATION: 5 seconds

STACKING: NA

MISC.: KD

USES: ½ Level

Once per combat, upon a successful melee strike to a target's torso, the Gladiator Fighter may call **Gut Stab** in place of their normal damage. This skill deals damage equal to ½ the Gladiator's level in **No Defense** damage, rounded up, with no other additions to damage allowed, and a 5-second knockdown. If the target avoids this Skill using an effect such as **Dodge Blow**, the use is still used.

Level 10

Cleave

RANGE: Melee

AREA: 5ft Radius

DURATION: Instant

STACKING: Dimension

MISC.: KD

USES: ½ Level

With this skill, the Gladiator deals their damage, to all targets (friend or foe) within the area of effect. This Skill can be countered by **Dodge Blow** or **Evade**.

Revenge Strike

RANGE: Melee

AREA: 1 Target

DURATION: Immediate

STACKING: Damage

MISC.: NA

USES: Once Per Day

When the Gladiator is dealt damage that would knock them unconscious by a target, the Gladiator may use this effect as an immediate counter to deal the attacker damage equal to 20, plus their base melee damage and weapon bonuses, with no other alterations allowed. After this Skill is used, the Gladiator will still be dealt the damage and will fall unconscious. This Skill can be countered by **Dodge Blow** or **Evade**.

Battle Master

The following abilities are gained by fighters who specialize in controlling the battlefield and aiding their party members, (Battle Master) and are in addition to the standard Fighter abilities described above.

Level 6

Group Tactics

RANGE: Combat **AREA:** 10 Targets **DURATION:** 1 Combat
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

When this Skill is used, the Battle Master may increase either the armor or damage of up to 10 targets, including themselves, by +3. The Battle Master must designate whether Armor or Damage is increased when the Skill is used, and no Character may have both Armor and Damage increased by this effect.

On Your Feet

RANGE: Touch **AREA:** 1 Target **DURATION:** Instant
STACKING: NA **MISC.:** NA **USES:** Level

The Battle Master may use this Skill on another character who is currently suffering a Knockdown. That character's Knockdown immediately ends, no matter its source or duration.

Sense I

RANGE: Self **AREA:** Self **DURATION:** Day or until used
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

After this Skill is used, the next time the Battle Master is hit by a **Backstab**, the damage is reduced by ½, rounded down, before any other effects or armor are applied, then this Skill is expended. This Skill requires 15 seconds of meditation time before they will be in effect.

Level 7

Group Immunity to Fear

RANGE: Combat **AREA:** 10 Targets **DURATION:** Game Day or 1 Combat
STACKING: NA **MISC.:** NA **USES:** ½ Level

With 1 minute of uninterrupted meditation, the Battle Master may designate up to 10 targets as immune to all fear-related effects. The individuals under this effect are each considered to have the Skill used on them individually, and it will last for game day or until used.

Weak points

RANGE: Melee **AREA:** 1 Target **DURATION:** 5 minutes or 1 Combat
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

When the Battle Master has used **Gauge Opponent**, they may then use this Skill, but only to attack the target of **Gauge Opponent**.

Once during the duration of this skill, the Battle Master may, upon a successful melee strike, increase their melee weapon damage by an amount equal to their level x2. If the attack misses, or is negated by **Dodge Blow** or **Evade**, the Skill is still considered to have been used. After this Skill is used, it may not be used on the same target for 5 minutes. If this Skill is not used on a target of **Gauge Opponent** by the end of game day, its use is lost.

Level 8

Battlefield Coordinator

RANGE: Melee **AREA:** 1 Target **DURATION:** 5 seconds
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

When a creature friendly to the Battle Master is casting a spell or aiming a ranged weapon, they may use this Skill to act as their spotter. In order to use this skill, the Battle Master must be melee the creature they are assisting for the full aim or cast time, and during this time, they are treated as also casting, and therefore must not fight nor move during the duration. The spell or ranged weapon attack has its damage increased by the Battle Master's Level, or it's LI by +1. Two or more Battle Masters may not both use this Skill to increase the damage of a single spell or ranged weapon attack.

For instance, an 8th level Magic User casting Fireball would normally deal 24 damage. With an 8th level Battle Master's aid using this Skill, the spell will instead deal an additional 8 points, for a total of 32 damage.

Free Strike

RANGE: Melee **AREA:** 1 Target **DURATION:** 2 Seconds
STACKING: NA **MISC.:** LI **USES:** ½ Level

When this Skill is used, the target freezes for 2 seconds, allowing the Battle Master to strike them once with a melee strike. This strike may not be blocked, nor countered through the use of **Evade** or **Dodge Blow**. Prepared SAS and effects on the Master of War's weapon, such as poisons, will still take effect. This Skill is also not subject to the 5-second rule, as the subsequent strike is considered a part of the **Free Strike**. This Skill can not be used if other people are engaged in the same Combat. This is an LI Skill.

Level 9

Keen Edge

RANGE: Self **AREA:** Self **DURATION:** Instant/1 Combat
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

When the Battle Master is targeted by an effect that would reduce their Melee damage, such as **Pain Strike** or **Weakness**, they may use this Skill as an immediate counter and completely ignore the damage reduction. If there are secondary effects to the damage reduction, such as with **Insect Strike**, they still suffer the secondary effects.

On Your Feet II

RANGE: Touch **AREA:** 5ft radius **DURATION:** Instant
STACKING: NA **MISC.:** NA **USES:** Special

When the Battle Master uses **On Your Feet**, they may choose to have the Skill affect all friendly creatures within 5 feet of the target. The Knockdown on all of those Creatures immediately ends, regardless of their source or duration. This counts against the Battle Master's uses of **On Your Feet** (Fighter/6)

Weapon Disenchant

RANGE: Melee **AREA:** 1 Weapon **DURATION:** 1 Combat
STACKING: NA **MISC.:** NA **USES:** ½ level

When striking an enemy's weapon, the Battle Master may use this Skill. Damage dealt by the weapon affected is immediately reduced by an amount equal to ½ the Battle Master's level. This effect may be countered by the effects of **Mend**, **Blade Sharp**, or when combat ends.

Level 10

Improved Group Tactics

RANGE: Combat **AREA:** 10 Targets **DURATION:** 1 Combat
STACKING: Modifier **MISC.:** NA **USES:** ½ Level

The Battle Master may use **Group Tactics**, but when they do, they may increase either Armor or Damage by +4, instead of +3. A creature may be under the effects of both **Improved Group Tactics** and **Group Tactics** to increase both Armor and Damage.

Living Weapon

RANGE: Self **AREA:** Self **DURATION:** 1 Combat
STACKING: Base **MISC.:** NA **USES:** Once per day

When this Skill is used, the Battle Master is immediately healed up to their maximum hitpoints, and any lasting effects (both positive and negative, boosts such as **Enhance**) on the Battle Master will immediately end, though this can be negated by Game Design. The Battle Master may use this Skill to immediately counter any effect that specifically targets them. If used to counter an SAS with a radius, only the Battle Master will ignore its effects- others afflicted will not have the effects negated.

Ongoing Curses, poisons, and diseases that the Battle Master is afflicted with will be suppressed by this effect. When this Skill ends, the effects will resume.

This does not protect the Battle Master from ongoing effects that take effect after this Skill is activated. During this Skill's duration, the Battle Master may call No Effect to a single use of **Dropsy**.

Chapter 8: Knight



Missile Weapon Usage: Yes

Weapon Group: Great Weapon

Armor: Cloth, Leather, Chain, Plate Armor

Shield Usage: Shield or Buckler

The concepts that best describe a Knight are honor, courage, and strength. Knights can use all types of weapons and armor, which makes them formidable opponents in hand-to-hand combat. Knights have skills involving strength and courage and can identify and effectively combat supernatural creatures such as undead, lycanthropes, and demons. In addition to these strengths, Knights can heal themselves and others. Each Knight is a member of a Knightly Order chosen by the player and is expected to live up to a standard of conduct set forth by that Order.

Base Attributes

This section provides the Base attributes for a Knight of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

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

Armor					
Level	No Armor	Cloth Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3	4

Life and Ability Points

The Life and Ability Point table below provides Base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Life and Ability Points			
Level	Points in Each Limb	Points to Death	Ability Points
1	3	19	24
2	3	22	28
3	3	25	32
4	4	28	36
5	5	31	40
6	6	34	44
7	7	37	48
8	8	40	52
9	9	43	56
10	10	46	60

Knight Abilities

Knights gain their abilities through their strength and courage; they use most of their abilities by spending ability points. Many of a Knight's abilities require no invocation time, but their use still requires an expenditure of ability points and must be called out before use. A Knight's abilities do not require a verbal, somatic, or material component, but some do require a period of meditation to be invoked. A Knight must be conscious in order to use any of her abilities.

A Knight is expected to live up to the code of conduct set forth by her Order. If a Knight violates this code, she will lose some portion of her Knightly abilities, based on the severity of the infraction and the guidelines provided below. A GM should warn a Knight who is in danger of violating her code and should use common sense in determining the appropriate penalty. If no GM observes the violation, the player is expected to impose a penalty on herself in the spirit of strong role-playing.

Knightly Codes

A Knightly code is generally created by the player who portrays the Knight, although some players may choose to work together to create an order of Knights who all follow the same code. A Knightly code consists of one or more major tenets and two or more minor tenets. Major tenets should outline the main purpose of the order of Knights, and act as the Knight's guiding principles. Minor tenets should further refine the standard of conduct for the order.

Example: Code of the Knights of the Sword

Major Tenet: A Knight of the Sword must always strive to oppose the forces of Evil.

Minor Tenet: A Knight of the Sword may never tell a lie or deliberately mislead anyone.

Minor Tenet: A Knight of the Sword must be the model of Courtesy, Humility, Honesty, and Chivalry.

Infractions

Mild infractions are those unintentional or unavoidable violations of a major tenet of the Knight's code or willful violations of a minor tenet that result in no serious consequences. As a penalty for a minor infraction, a Knight might lose up to ½ her level in ability points for the remainder of the game day.

Example: Acacia, a Knight of the Sword, lies about her mission in order to avoid unwanted attention from the local Thieves' Guild, with no particular consequence.

Serious infractions include conscious violations of the code's major tenets in the name of a good cause (perhaps in the name of the Knight's alignment) or a willful infraction of a minor tenet of the code resulting in serious consequences. As a penalty for a serious infraction, a Knight might lose ability points equal to her level, to be regained at a rate of one per major game day provided the Knight follows her code in an exemplary fashion. As an alternative penalty, the Knight's magical weapon might cease to function, with the pluses of the weapon regained at a rate of one per major game day.

Example: Acacia refuses a request to escort an elderly couple through dangerous woods. They are attacked by bandits on their way home and are seriously injured.

Extreme infractions consist exclusively of willful and heedless violation of major tenets of Knightly codes. Punishment may consist of the immediate loss of all of the Knight's ability points and use of Knightly abilities, as well as immediate loss of all magical properties of the Knight's weapon. These measures may only be reversed by game design. A significant challenge and sacrifice should be presented in order for a fallen Knight to regain her good standing.

Example: Acacia willingly assists a known and obvious demon in sacking a helpless town.

Appendix B provides a list of all Knight skills and abilities in table form.

Key:

Duration: Special = see text for details

Stacking: NONE = ability cannot be stacked with any other effects

Misc.: LI = Level Influential

Cost: * = see text for details

Cost: LI = 1 ability point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text

Innate Skills

(Default Invocation Time = 0 seconds)

Immunity to Non-Magical Disease

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: 0

The Knight is immune to all non-magical diseases. This skill is permanently in effect and does not need to be activated by the Knight.

+0 Magical Weapon

Range: Self

Area: 1 Weapon

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: 0

The Knight may choose a +0 magical weapon that is a relic of her Knightly Order; this weapon can be any type of melee or propelled missile weapon. As the Knight rises in level the relic weapon will progressively become more powerful but will only have magical bonuses while in the hands of a Knight of sufficient level from the same order. This magical weapon acts exactly like a standard magical weapon, and stacks in the Special category. Under no circumstances can the Knight's order increase the standard pluses of the relic weapon.

If a Knight's relic weapon is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a weapon that is preferable to the relic weapon, the Knight can take the new weapon to the order between games and have it blessed by the order in exchange for the return of the relic weapon. A Knight wielding an order-blessed weapon will receive either the damage enhancement described in the weapon's *Savvy* or her order-bestowed damage enhancement, whichever is greater. Under no circumstances may the two damage enhancements be applied simultaneously.

Example: A 4th level Knight gains a +2 sword as her share of a game's treasure, and between games has it blessed by her order in exchange for her relic weapon. This order-blessed weapon will provide the Knight with the +2 damage enhancement indicated by its *Savvy* until she reaches the 7th level when she will instead use her order-bestowed damage enhancement of +3. Regardless of the level of the Knight, this order-blessed sword will function as a +2 sword when wielded by another character.

A Knight may possess either a blessed weapon or the order's relic weapon at any one time. A relic or order-blessed weapon is the only magical weapon, including thrown missiles, projectile weapons, and ammunition, which a Knight is permitted to use. A knight may transfer his orders blessing during a game by spending 5 minutes in a ritual. This may only be done 1 time per day.

NOTE: IF THE KNIGHT TRANSFERS HIS BLESSING TO A NEW WEAPON, THE OLD WEAPON MUST BE RETURNED TO HIS ORDER IF IT CAME FROM THE ORDER AND MAY NOT BE SOLD.

Level 1

Heal

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

The Knight can **Heal** herself or another character for 2 hitpoints per ability point expended. The Knight may expend up to her level in ability points per **Heal**. The Knight may heal a throat slit on herself with this ability but must apply 12 points of healing within one minute to do so.

Heraldic Lore

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1*

When this ability is used, the Knight will learn the details of a Knightly Order, including code, general bent, alignment, and Knightly symbol. The Knight can use this ability on any order whose name or symbol she knows or has heard a description of. *If there is no **Heraldic Lore** available then the Knight does not spend any ability points.

Identify Supernatural Creature

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this ability, the Knight can identify a supernatural creature such as an undead, lycanthrope, or demon. This ability will not provide any information regarding a supernatural creature's abilities.

Reveal Supernatural Creatures

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this ability, the Knight reveals all supernatural creatures (for example, undead, lycanthropes, and demons) in a 30' radius half-circle centered on herself, in the direction she is facing. This spell provides the Knight with a 'snapshot' of all supernatural creatures in the area of effect, which she will remember after the ability is used. The results of this ability are subject to GM availability and knowledge. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Strength I

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 1

For the duration of this ability, the Knight may use double human strength to lift or move objects; no damage increase applies to the lifted objects and the Knight cannot break locks or locked doors. **Strength I** can be used as an immediate counter to **Clinging Vine Plant Attack**, **Snare**, **Deadfall**, and **Weakness**, and will increase the Knight's resistance to each of these spells by 1 level. Strength affects pursuit as described in the appendix. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 2

Additional Damage

Range: Self	Area: Self	Duration: 5 minutes or 1 Combat
Stacking: Modifier	Misc.: NA	Cost: Var.

This ability provides the Knight with 1 additional point of damage for every 2 ability points expended; the Knight may spend up to her level in ability points. This additional damage is applied to all melee, thrown, and projectile weapons used by the Knight. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Chain Mail

Range: Self	Area: 1 Suit of Armor	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

The Knight receives a suit of chain mail from her order. If a Knight's chain mail is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a suit of armor that is preferable to the chain mail, she can take the new armor to the order between games and have it blessed by the order in exchange for the return of the chain mail. A Knight may only use this armor or an order-blessed suit of armor.

NOTE: IF THE KNIGHT OBTAINS ARMOR THAT IS NOT FROM HIS ORDER AND THEY CHOOSE TO USE IT, THE OLD ARMOR MUST BE RETURNED TO HIS ORDER IF IT CAME FROM THE ORDER AND MAY NOT BE SOLD.

Supernatural Wathit

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 2

This ability allows the Knight to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. The natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, and what the creature's major weakness or major strength is. The Knight cannot use this ability to determine the level or class of a supernatural creature. The Knight can determine the value of a single attribute and must specify which attribute she wishes to investigate for each use of this ability.

Level 3

+1 Magical Weapon

Range: Self	Area: 1 Weapon	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

The Knight may use her relic or order-blessed weapon as a +1 magical weapon.

+1 vs. LI Effects

Range: Self **Area:** Self **Duration:** Special
Stacking: Modifier **Misc.:** NA **Cost:** 3

This ability can be used to give the Knight a +1 resistance versus LI effects and can be used in one of two ways with no meditation time.

- To provide the Knight with +1 versus LI for one combat or one game day, whichever comes first
- As an immediate counter to an LI spell that is targeted at the Knight, providing the Knight with +1 versus LI for that single attack

Immunity to Fear

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Base **Misc.:** NA **Cost:** 3

This ability provides the Knight with a period of immunity to fear-related spells and effects such as *Spook*. This ability does not need to be activated prior to a fear-Based attack to be effective and can be used as an immediate counter. Once invoked, the duration of this ability is one combat or 5 minutes, whichever is longer. This ability requires no meditation time.

Level 4

Additional Damage vs. Supernatural Creatures

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

This ability provides the Knight with additional damage which is effective against supernatural creatures, such as undead, lycanthropes, and demons. The Knight can spend up to ½ her level (rounded up) in ability points, and each ability point provides 1 additional point of damage. The damage increase is applied to all weapon strikes, including thrown daggers, but is not applied to holy water; the increase is only applied to attacks made against supernatural creatures. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Immunity to Magical Disease

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight is immune to all magical diseases. This ability is permanently in effect and does not need to be activated by the Knight.

Neutralize Non-Magical Disease

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

This ability cures the target of all non-magical diseases unless otherwise specified by game design. It does not restore lost Hitpoints but does prevent further loss or disability from all neutralized diseases.

Strength II

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 2

For the duration of this ability, the Knight can break non-magical ropes including any that are restraining the Knight.

Strength II can be used as an immediate counter to **Clinging Vine Plant Attack**, **Snare**, **Deadfall**, and **Weakness**, and will increase the Knight's resistance to each of these spells by 2 levels. A Knight can break free of the effects of an Uvas glyph with the use of **Strength II**. All the benefits and restrictions of **Strength I** apply to **Strength II**. Strength affects pursuit as described in Chapter 5. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 5

+2 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent

Stacking: Base **Misc.:** NA **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +2 magical weapon.

Avenging Blow

Range: Melee **Area:** 1 Target **Duration:** Instantaneous

Stacking: Modifier **Misc.:** NA **Cost:** Var.

This ability allows the Knight to greatly increase the damage caused by a single weapon strike to a target's torso. For each ability point spent, the blow will cause 2 additional points of damage; the Knight can spend up to her level in ability points but must spend at least 5 ability points. Damage caused by this ability is added to the Knight's Base hand-held damage. This ability can only be delivered with a successful torso hit with a hand-held melee weapon, and the Knight must call out "***Avenging Blow, X points***" when she believes that she has successfully struck the target's torso. If the weapon strike is not successful, or is countered by ***Dodge Blow*** or ***Evade***, the ability is still used and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability requires no meditation time.

Dispel Fear

Range: Combat **Area:** 1 Target **Duration:** Instantaneous

Stacking: Base **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-Based effect that was used against the target. This ability requires no meditation time.

Group Immunity to Fear

Range: Combat **Area:** 10 Targets **Duration:** 1 Combat

Stacking: Base **Misc.:** NA **Cost:** 5

With 1 minute of an uninterrupted lecture by the Knight, a group of up to 10 people specified by the Knight will be made immune to all fear-related effects. Each person affected by this ability is considered to have this ability on an individual basis. This immunity will last for one combat or one game day, whichever comes first.

Resist Pain

Range: Self **Area:** 1 Limb **Duration:** 1 Combat

Stacking: Modifier **Misc.:** NA **Cost:** 5

This ability can be used to increase the Knight's resistance to pain. This ability will allow the Knight to invest one of her limbs with double its normal hitpoints; the Knight will also be immune to the effects of ***Pain Strike*** for the duration of this ability. The additional limb points are not 'extra' hitpoints and will not increase the Knight's hitpoints to unconsciousness or death; they are considered to be 'borrowed' from the torso. If the limb receives more than its normal capacity for damage, the additional damage will be applied to the torso at the end of the combat. If ***Resist Pain*** is used in this way, a ***Fighter's Blow*** will only cause ½ of the limb's enhanced hitpoints in damage. When used in this manner, the duration of this ability is one combat or one game day, whichever comes first.

Alternatively, this ability can be used with no meditation time as an immediate counter to a ***Pain Strike*** and allow the Knight to resist the reduced-damage effect entirely. When used in this manner the Knight cannot invest a limb with additional limb points. This ability requires no meditation time.

Level 6

+2 vs. LI Effects

Range: Self **Area:** Self **Duration:** Special
Stacking: Modifier **Misc.:** NA **Cost:** 6

This ability can be used to give the Knight a +2 resistance versus LI effects and can be used in one of two ways with no meditation time.

- To provide the Knight with +2 versus LI for one combat or one game day, whichever comes first
- As an immediate counter to an LI spell that is targeted at the Knight, providing the Knight with +2 versus LI for that single attack

Neutralize Magical or Supernatural Disease

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

This ability cures the target of all magical and supernatural diseases unless otherwise specified by game design. It does not restore lost Hitpoints but does prevent further loss or disability from all neutralized diseases.

No Defense Blow

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

With this ability, the Knight can perform a weapon strike that will cause damage independent of any defense. The amount of damage caused by the blow is equal to the Knight's level, with no other modifications allowed. The strike will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the blow. This ability will penetrate **Concentration**. 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 countered by **Dodge Blow** or **Evade**, the ability is still used and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability cannot be stacked with any other effect and requires no meditation time.

Plate Mail

Range: Self **Area:** 1 Suit of Armor **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Cost:** 0

The Knight receives a suit of plate mail from her order. If a Knight's plate mail is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a suit of armor that is preferable to the plate mail, she can take the new armor to the order between games and have it blessed by the order in exchange for the return of the plate mail. A Knight may only use this armor or an order-blessed suit of armor.

Level 7

+3 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +3 magical weapon.

Confidence

Range: Combat **Area:** 10 Targets **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 7

With the use of this ability, the Knight can make a group of up to 10 people specified by the Knight +1 versus LI effects for one combat. This ability cannot be used as an immediate counter, and will only apply to LI effects encountered while the ability is in use. Each person affected by this ability is considered to have this ability on an individual basis. This immunity will last for one combat or one game day, whichever comes first. This ability requires no meditation time.

Resist Death

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 7

With the use of this ability, a Knight's hitpoints to death will be increased by a number equal to her level. For the duration of the ability, the Knight's hitpoints to unconsciousness will become equal to her points to death, meaning that she cannot go unconscious. For example, a 7th level Knight's hitpoints will change from 7/29/37 to 7/44/44 by use of this ability. The Knight loses these additional points 1 minute after the end of the combat; if the loss of the additional points results in the unconsciousness or death of the Knight, then the Knight will be unconscious or dead. **Killing Attack** will affect the Knight normally. This ability requires no meditation time.

Strength III

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 3

For the duration of this ability, the Knight can break non-magical metal bindings up to ½ inch thick, such as chains, including any that are restraining the Knight. **Strength III** can be used as an immediate counter to **Clinging Vine Plant Attack**, **Snare**, **Deadfall**, and **Weakness**, and will increase the Knight's resistance to each of these spells by 3 levels. A Knight can break herself or others free of the effects of an Uvas glyph with the use of **Strength III**. All the benefits and restrictions of **Strength I** and **Strength II** (Knight 4) apply to **Strength III**. Strength affects pursuit as described in Chapter 5. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 8

Improved Immunity to Fear

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight is immune to all fear-related spells and effects such as **Spook**. This ability is permanently in effect and does not need to be activated by the Knight.

Killing Attack vs. Supernatural Creature

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

This ability only works on supernatural creatures (such as undead, lycanthropes, or demons) and causes the target creature to immediately lose ½ of her total hitpoints to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of hitpoints the target has when she is fully healed and is taken to the torso. For example, a creature that had hitpoints of 8/38/46 would take 23 points of damage independent of armor and current hit point total. Furthermore, if that creature had the Druid ability of **Aspect of the Bear** up he would take 28 points of damage since his fully healed total would be 56. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting, an **Evade**, or a **Dodge Blow**. If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Knight may only deliver one **Killing Attack** every 5 seconds, regardless of the source. This ability requires no meditation time.

Nullify Life Point Drain from Supernatural Creature

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

The Knight can nullify a life point drain caused by a supernatural creature (such as an undead, lycanthrope, or demon) to herself or another. The target will regain all hitpoints lost in the drain, but will not regain hitpoints lost from **Life Spark** or **Raise Dead**.

Level 9

Immunity to Enthrall

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight is immune to **Enthrall** and all related spells and effects. This ability is permanently in effect and does not need to be activated by the Knight.

Nullify LI Drain

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 9

When the Knight uses this ability he may counter any single LI drain from any source.

Numbing Blow

Range: Melee **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI **Cost:** LI

When the Knight uses this ability in conjunction with a melee strike to a target's limb, she will cause the limb to go completely numb for a period of one minute; the affected limb cannot be used for the duration of the ability, but no damage is caused to the affected limb. The blow must be called out as "**Numbing Blow**", followed by a level of effect, immediately following a successful weapon strike; if the Knight fails to call out the level of effect then the **Numbing Blow** will not work. This ability will penetrate **Concentration**. If the weapon strike is unsuccessful, lands on the target's torso or shield, or is avoided by **Dodge Blow** or **Evade**, the ability is still used and the points are expended. 5 seconds must pass before the use of another SAS or magic item. This is an LI ability. This ability requires no meditation time.

Level 10

Attuned Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight's +3 relic or order-blessed weapon will not be affected by **Dropsy** or **Disarm**. This ability has no effect on any other items that the Knight may be holding; all other items must still be dropped as normal when the Knight is affected by these SAS.

Death Commitment

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 10

This ability allows the Knight to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Knight is instantly healed, including any from **Killing Attack**
- The Knight's hitpoints to death are doubled
- The Knight is prevented from falling unconscious for the duration of the ability
- All damage taken by the Knight during this ability is applied to her torso, regardless of where the blow actually lands
- Healing of any form will have no effect on the Knight for the duration of this ability, including healing that comes from autoactivated items
- The Knight is unable to use **Death Commitment** again until the full duration of the first one has elapsed

The **Death Commitment** will end in one of two ways: 1) the Knight takes more than twice her Base hitpoints to death in damage, and she immediately dies; 2) the duration of the ability elapses, and the Knight's hitpoints revert to normal. If the loss of the additional hitpoints results in the unconsciousness or death of the Knight, then the Knight will be unconscious or dead. This ability requires no meditation time.

Strength IV

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Modifier

Misc.: NA

Cost: 4

For the duration of this ability, the Knight can bend non-magical metal bars up to 1-inch thick. **Strength IV** can be used as an immediate counter to **Clinging Vine Plant Attack**, **Snare**, **Deadfall**, and **Weakness**, and will increase the Knight's resistance to each of these spells by 4 levels. A Knight can break herself or others free of the effects of an Uvas glyph with the use of **Strength IV**. All the benefits and restrictions of **Strength I**, **Strength II** (Knight 4), and **Strength III** apply to **Strength IV**. Strength affects pursuit as described in Chapter 5. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Elemental Knight

Amongst all knightly orders are those sworn to protect a land, an idea, or even those that came before.

6th level

Elemental Pact I

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Elemental Knight swears a pact to a specific (players choice) primal force of either Fire, Lightning, Cold, Earth, Holy or Profane. A knight will be able to cast any of his elemental abilities at +1 LI. They will gain specific abilities related to that element but when using the opposite element, they will cast it at -1 level. The -1 LI applies to all skill, ability, or spell cast by the knight, no matter what the source.

Elements and their opposition

Fire	Water (Cold)
Air (Lightning)	Earth
Holy	Profane

Elemental Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knights weapon now does elemental damage of the pact type chosen at will. This ability may be turned off and on, but 5 seconds must pass between activation and deactivation. This will override any current elemental damage the weapon normally has, suspending it for the duration.

Flare

Range: Combat **Area:** 1 Target **Duration:** 30 minutes or until thrown
Stacking: Base **Misc.:** NA **Uses:** Level

This spell produces a small luminous ball of fire, ice, earth, or lightning as chosen by the knight's elemental pact. The flare will provide enough light to see by within a range of 15 feet. The flare will not ignite any material. The **Flare** may be thrown at any target within 50 feet of the knight, will always hit, and will cause 2 points of damage per level of the knight. The knight must call "**Flare**, X points, (elemental type)". The **Flare** is then considered to be destroyed. Damage is applied to the torso of the target creature. The knight can cast a **Flare**, carry it for a few minutes, and then choose to throw it. The knight can only have one **Flare** active at a time.

7th level

Elemental Blow

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

This ability allows the Knight to deliver an elemental strike via a single weapon strike to a target's torso or limb. If the knight strikes a limb, the remaining damage will transfer to the torso. The elemental blow will do an additional 15 points of Damage and is added to the Knight's Base hand-held damage. This ability can only be delivered with a hand-held melee weapon, and the Knight must call out "**Elemental Blow (type), X points**" when she believes that she has successfully struck the target. If the weapon strike is not successful, or is countered by **Dodge Blow** or **Evade**, the ability is still used, and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability requires no meditation time.

Elemental Protection

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Cost:** 0

The Elemental Knight gains innate protection against his pact element equal to 2 points per level. This ability may be turned off and on, but 5 seconds must pass between activation and deactivation. The protection must match the same element as chosen for the damage on the sword.

8th level

Elemental Pact II

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Elemental Knight can now swear an additional pact from the list above. This pact cannot be one that is in opposition to a currently chosen element. For example, if the knight had sworn an initial pact to fire, he could choose Holy, but he could not choose water at this point. If he chose Holy, he would incur a -1 LI when using profane. The knight may only have 1 elemental protection or weapon type up at a time and they must match.

Pact Burst

Range: Melee **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Cost:** 8

This ability causes a ball of elemental energy to appear in an area surrounding a creature struck in melee combat by the Knight. The type must be one of the knight's elemental pact types. All targets within the area of effect, except the knight, will take +2 points of damage per level of the knight, and will also take a 5-second Knockdown. Damage caused by this ability is added to the Knight's Base hand-held damage. This ability is a pre-cast and can only be delivered with a successful strike with a hand-held melee weapon. The elemental type is chosen from his pacts at the time of delivery.

9th level

Elemental Skin

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Uses:** ½ level

The knight's affinity to his element has grown so great that he may now **Evade** per the Monk ability, a single target spell if it matches his pact element. He may do this a number of times equal to half his level and all restrictions of **Evade** apply.

Improved Elemental Protection

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Cost:** 0

The Elemental Knight's innate elemental protection when using his pact increases to 3 points per level.

10th level

Aspect of the Pact

Range: Self

Area: Self

Duration: 5 minutes or 1 combat

Stacking: Var.

Misc.: NA

Cost: 10

The knight fully embraces his elemental self, gaining the following abilities Based on his chosen pacts. The knight may use 1 ability from each of his chosen pacts, but they must be used during the combat. 5 seconds must pass between each use.

- **Fire:** Blood Heat
- **Earth:** Immune to 3 knockdowns, Roots, or Knockbacks
- **Air:** Speed per the monk ability
- **Water:** Dodge Blow
- **Holy:** Blessed Bolt per cleric
- **Profane:** Pain Strike

Elemental Pact Master

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: 0

The Elemental Knight can now swear the 3rd pact. This pact cannot be one that is in opposition to a current pact the knight has sworn. Additionally, the knight can now select different elements for damage and protection. The elements may be turned off, on, or changed, at will but 5 seconds must pass between activation, deactivation, or change. In addition, the knight gains the ability to **SpeakEasy** with any elementals of the same type that he has sworn a pact to.

Group elemental protection Pact

Range: Combat

Area: 5 targets

Duration: 1 combat

Stacking: Modifier

Misc.: mat

Uses: ½ Level

The guardian can meditate for 15 seconds and then grant 5 targets of his choosing, 10 points of elemental protection of the guardian's choice as long as he has that element as a pact element. Each target may have a different elemental protection on them. All targets affected must wear a blue flag and each person is considered to have the protection upon themselves individually. All the restrictions of **Elemental Protection** apply.

Guardian

The guardian is sworn to protect others ahead of himself.

6th level

Improved Dispel Fear

Range: Combat **Area:** 10-foot radius **Duration:** instant
Stacking: Base **Misc.:** N/A **Cost:** 0

The guardian can now dispel fear on multiple targets within a 10-foot area. This ability replaces the knight's normal **Dispel Fear** and costs the same 5 spell points.

Intercept

Range: Combat **Area:** 1 target **Duration:** instant
Stacking: N/A **Misc.:** N/A **Uses:** 1 per level

The guardian jumps in front of the target taking the damage that would have hit the intended target, along with any carried effects. Only ranged single target attacks such as arrows, thrown daggers, strikes, etc. that do damage may be intercepted and a shield will not protect the guardian from a non-critical arrow. The Guardian will take the damage to the torso, except for targeted attacks, i.e. **Target Arrow** (Ranger) would affect the knight's limb. A **Physical Attack** (Monk), **Wrath** (Cleric), or **Physical Protection** (Cleric) or **No Defense** damage may not be intercepted. Additionally, the Guardian may not use **Evade** or **Dodge Blow** to reduce the damage. This ability may be used 1 per level of the guardian and is used as an immediate counter.

Set Joint

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** Uses **Cost:** 0

The Guardian can heal herself or another target's limb for 6 points. A target may only receive healing from this ability once per game day. This ability can only be used once per level of the Guardian per game day.

7th level

Absorb knockdowns:

Range: Combat **Area:** 1 target **Duration:** Until used
Stacking: Modifier **Misc.:** n/a **Cost:** 7

The guardian may intercept the first knockdown intended for another person. This ability must be pre-cast with the target designated before used. The guardian may only have one up at a time and may not absorb a knockdown that he would normally be affected by, i.e., if both the guardian and his designated target are caught in the same fireball, the ability may not be used to absorb the knockdown of the target since the guardian is also affected. In this case, the ability is considered to have not been used and the guardian may still use the pre-cast later.

Shield Smash:

Range: Melee **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** n/a **Cost:** 7

The guardian can roleplay smashing with his shield by presenting it strongly towards the intended target. The Guardian should call out "Shield Smash <color>, 5-foot knockback, 0-second knockdown". This may be countered by a **Strength III** or better if it is already in effect.

Transfer HP

Range: Touch **Area:** 1 target **Duration:** Game Day
Stacking: Base **Misc.:** n/a **Uses:** Once

A Guardian can transfer his own hitpoints, in any increment to someone else, a maximum of 1 point per level. This ability will reduce the Guardian's total hitpoints to unconsciousness by the amount transferred. The guardian may not heal the transferred points. This will increase the recipient's life points to unconsciousness by the number of points transferred, raising the recipient's total to unconsciousness. Once invoked, this ability will last for the entire game day and is not dispellable, including by the knight's death. It will expire at game day end. This ability is subject to the consent rule.

8th level

Absorb trap or glyph:

Range: Combat **Area:** 1 target **Duration:** Until used
Stacking: NA **Misc.:** NA **Cost:** 8

The guardian may intercept any single trap or glyph that the designated target would normally take. This is a precast ability and the Guardian may only have 1 of this active at any time. All restrictions of the trap or glyph still apply.

Improved Confidence:

Range: Combat **Area:** 10 Targets **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** 0

At this level when the Guardian cast **Confidence**, the individuals affected will be at +2 LI instead of the normal +1.

9th level

Group Haven

Range: Touch **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component **Cost:** LI

This spell allows the Knight to cast a **Haven** with a 5' radius circle that moves with the assigned target. Attacking creatures must be informed of the existence of a **Haven**, its level, and the people who are under its protection. All affected opponents within 50 feet of the assigned target cannot attack characters protected by this spell, although they can still communicate with or follow the protected characters. This spell does not affect the targeting or damage of area effect attacks such as **Fire Ball**. Affected creatures cannot attempt to dispel the **Haven**.

Each character protected by the spell may not take any offensive actions while under the effect of the spell and may not take any offensive actions for 5 seconds after the spell ends for him. A character with a **Haven** in effect can use defensive spells such as **Wrath** and can change the target of a **Wrath** while under the effects of the **Haven**.

All the restrictions of **Haven** apply. If an individual moves more than 5 feet from the assigned target, the spell effect will drop for that individual. Reentering the area of effect will not put the spell back up for that individual. Everyone under the effect must be touching a yellow flag; a single flag can be shared or multiple may be used. This is an LI spell. Material component: yellow flag.

Group missile protection:

Range: Combat **Area:** 5 targets **Duration:** 1 combat
Stacking: Modifier **Misc.:** mat **Cost:** 9

The guardian can meditate for 15 seconds and then grant 5 targets of his choosing 5 points of missile protection. All targets affected must wear a blue flag and each person is considered to have the protection upon themselves individually. All the restrictions of **Missile Protection** apply.

10th level

Area protection (absorb):

Range: Combat **Area:** 15 feet **Duration:** instant
Stacking: Modifier **Misc.:** N/A **Uses:** 1 per day.

The guardian uses his willpower and turns a single area of effect spell, that he is taking damage from, into a single target spell centered on him. The guardian can use this ability 1 per day. This ability is an immediate counter.

Group elemental protection:

Range: Combat **Area:** 5 targets **Duration:** 1 combat
Stacking: Modifier **Misc.:** mat **Cost:** 10

The guardian can meditate for 15 seconds and then grant 5 targets of his choosing, 10 points of elemental protection of the guardian's choice. Each target may have a different elemental protection on them. All targets affected must wear a blue flag and each person is considered to have the protection upon themselves individually. All the restrictions of **Elemental Protection** apply.

Paladin/Blackguard

I have sworn an oath on my sword, and it is the symbol of my honor

6th level

+3 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0
The Knight may use her relic or order-blessed weapon as a +3-magical weapon.

Banish Supernatural

Range: Melee **Area:** 1 Target **Duration:** 1 Minute
Stacking: Modifier **Misc.:** LI **Uses:** ½ level

A Paladin can channel the power of his deity to force a supernatural creature into a phase-out status. This is an LI +2 skill. All restrictions of **Phase Out** will apply except for the consent rule. While in **Phase Out**, the creature cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The creature can, however, walk, run, and talk to people who are not in a phased-out state. While in **Phase Out**, the creature cannot be the target of an attack or spell other than **Dispel Magic**. However, if the creature has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), the damage is suspended while in the phased-out condition but will resume when the creature phases back in.

While phased out, the creature can only perform actions that he could normally do without taking damage in a non-phased out condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. He will be unable to cast spells, including **Dispel Magic**, and cannot activate magic items or pre-cast SAS; also, his auto-activated magic items will not be triggered while this spell is in effect. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical object he must declare "passed through".

The **Phase Out** spell can be dispelled by another caster with a **Dispel Magic** of the appropriate (4th) level. It is not possible to surround someone who is in **Phase Out** in order to prevent him from leaving an area.

When the creature phases back in, either by waiting for the duration of the spell to end or having the spell dispelled by someone else, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee.

Orders Weapon I

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knights blade from his order grants the following magical abilities when held. A Paladin (Good alignment) will do Holy damage, a Blackguard (Evil) will do profane damage. A knight with a neutral alignment must choose either Holy or Profane at the beginning of the day and this choice may not be changed until a new game day or his alignment changes:

- Sword does Holy/Profane damage at will

7th level

Backup Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Special **Misc.:** NA **Cost:** 0

The knight may obtain through normal means, a 2nd magical weapon to use in addition to his order weapon. This weapon does not get any of the other special abilities of his order weapon. A knight is still restricted from wielding two magic weapons at the same time.

Repulse Good/Evil

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** LI **Cost:** LI

At this level, the Knight must choose his allegiance, either good (Paladin) or Evil (Blackguard). This choice is permanent and may not be changed except by game design. All restrictions of Repulse Good/Evil are in effect. A Blackguard may only cast Repulse Good while Paladins may only cast Repulse Evil using this ability. A knight with a neutral alignment must choose either Good or Evil at this point. The character's alignment must match their choice.

8th level

+4 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +4-magical.

Orders Weapon II

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Special **Misc.:** NA **Cost:** 0

The Knights blade from his order grants the following magical abilities when held:

- The Knights blade will glow in the presence of the opposite alignment when it comes within 30 feet.

Smite Supernatural

Range: Melee **Area:** 1 target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Cost:** 8

This spell causes a supernatural creature to take a total of 4 points of damage per level of the Paladin on a successful melee strike. The Paladin may not add his Base damage to this but may add his orders weapon bonus to the damage. This ability only affects a supernatural creature.

9th level

Lightbeam

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

This spell will cause the knight's blade to glow with a light that will cause damage to a specific type of supernatural creature. Each type of beam will work regardless of the time of day, location, or light conditions. The Knight must specify which of the following beams she wishes to create. This is a pre-cast ability and will do the damage listed plus the Base and weapon damage. The type of beam is chosen when the strike is delivered.

- **Moonbeam:** This is a beam of moonlight that will cause 30 points of damage and a 5 second Knockdown to a lycanthrope, such as a werewolf or a werebear or fey.
- **Starbeam:** This is a beam of starlight that will cause 30 points of damage and a 5 second Knockdown to an angel, demon or devil.
- **Sunbeam:** This is a beam of sunlight that will cause 30 points of damage and a 5 second Knockdown to an undead creature.

Orders Weapon III

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Uses:** Level

The Knights blade from his order grants the following magical abilities when held:

- +1 LI, both incoming and outgoing, vs their opposite alignment.

10th level

+5 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +5-magical weapon.

Challenge - Improved Death Commitment

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

In addition to the other abilities under Death Commitment, the knight may designate a single target as the focus of his attacks. This is an LI ability at LI +2. The knight should call out, "Challenge, <target> <LI+2>". If the target is affected, he will focus all attacks on the knight. This does not mean he cannot react to other attacks, just that he will make the knight the primary target.

Chapter 9: Magic User



Missile Weapon Usage: No

Weapon Group: Staff / Spear

Armor: Cloth, Leather, Chain Armor for Battle Mage

Shield Usage: Buckler. Any for Battle Mage at 7th

A Magic User's strength lies in his ability to cast spells and in the power that he can channel 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 or enchanting an opponent, the Magic User is the most skillful of the character classes. No class has the same variety or power in offensive spells or personal defensive spells. The old adage that the best defense is a strong offense holds true for this class.

Base Attributes

This section provides the Base attributes for a Magic User of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Level	Melee Damage		Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1		NA	NA	1
2	1		NA	NA	1
3	2		NA	NA	2
4	2		NA	NA	2
5	3		NA	NA	3
	Magic User	Battle Mage			
6	3	4	NA	NA	3
7	3	5	NA	NA	3
8	3	5	NA	NA	3
9	3	6	NA	NA	3
10	3	6	NA	NA	3

Armor					
Level	No Armor	Cloth Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	NA	NA	NA
6+ Battle Mage	0	1	2	NA	NA
9+ Battle Mage	0	1	2	3	NA

Life and Spell Points

The Life and Spell Point table below provides Base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Life and Spell Points				
Level	Points in Each Limb	Points to Death	Spell Points	
1	3	18	35	
2	3	20	45	
3	3	22	55	
4	4	24	65	
5	5	26	75	
6	6	28	85	
			Magic User	Archmagis
7	7	30	95	105
8	8	32	105	115
9	9	34	115	125
10	10	36	125	135

Magic User Spells

Innate Skills

(Default Invocation Time = 0 seconds)

Detect Magic

Range: Self **Area:** 3'x10'x10' path **Duration:** 30 seconds
Stacking: Base **Misc.:** NA **Cost:** 0

Magic Users have the innate skill to detect the existence of magical creatures, pre-cast spells, active spells, and magical items. This skill works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. The Magic User will receive a simple Yes or No to indicate whether magic is present within the area of effect. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells. This skill is blocked by 1-inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 30 seconds, and the Magic User must wait at least 3 minutes between uses.

Level 1

Crash Time

Range: Combat **Area:** 5-foot radius **Duration:** 1 minute
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause all affected targets within a 5' radius circle to fall asleep. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **Crash Time** affects each target separately and lasts for a duration of 5 minutes per level of effect or until a target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include **Awaken** and a white **Flower of Avalon**. The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself. The caster will not be slept by his own spell unless he chooses to be. This is an LI spell.

Dead Eye

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

This spell causes a magical projectile to fly from the Magic User's hands and hit a single target. The **Dead Eye** will cause 2 points of damage per spell point expended by the Magic User; all damage is applied to the target's torso. The Magic User may expend up to his level in spell points per **Dead Eye**, except for 1st level Magic Users, who may expend up to 2 spell points per **Dead Eye**.

Defense

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell provides the Magic User with additional armor. The Magic User may expend up to ½ his level (rounded up) in spell points per **Defense** spell and will receive 1 additional point of armor for each spell point expended. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Electrify

Range: Self **Area:** Special **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This spell imbues the Magic User with an electrical charge that can be discharged at will through a hand-held weapon strike. If this spell is cast for 1 spell point it will cause 6 points of damage; the Magic User may expend up to his level in spell points to cast this spell, and each point of damage beyond the first will increase this spell's damage by 1 point. The damage is delivered to the area hit, with any excess damage applied to the torso. **Electrify** may only be delivered once per casting of the spell.

The caster may only release an **Electrify** through a weapon touch (not with physical contact); the shock will not be blocked by the target's clothing, weapon, or shield, and is not negated if the target is "grounded". For purposes of stacking, there are two ways to discharge this spell: (1) as spell damage when used against a weapon or shield, or (2) as a damage enhancement when combined with a weapon strike to the target. You cannot stack additional damage enhancements, such as **Strong Arm**, when this is used in conjunction with a weapon strike.

If the Magic User discharges the **Electrify** with a hit to the target's weapon or shield, then the Magic User should call out "**Electrify**", followed by the spell damage. If he discharges the **Electrify** with a hit to the target's limb or torso, then he should call out "**Electrify**", followed by the spell damage plus the melee damage caused by the weapon. In all cases, the entire amount of damage (including the damage caused by the weapon, if applicable) counts as spell damage for effects such as **Spell Absorption**, and as electrical damage for purposes of **Elemental Protection**.

Example: A 5th level Magic User (melee damage of 3) casts a 1-spell-point *Electrify*, then discharges it with a sword strike to the target's torso, calling out "*Electrify*, 9 points." If he instead hits the target's shield, the sword's damage doesn't apply and he should call out "*Electrify*, 6 points."

The duration of **Electrify** is one game day or until used, whichever comes first. The material component of this spell must be held in the caster's hand and cannot be attached to the caster's weapon. Material component: Red flag.

Enthrall

Range: Combat **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and he will give consent to have additional non-damaging spells cast on him by the caster. The target will not do anything that goes against his own basic nature or that seems dangerous to him, with the exception that he will do his best to defend the caster against attack. If the caster attacks the target, the **Enthrall** will immediately end. This is an LI spell.

Lock

Range: Touch **Area:** 1 Target **Duration:** Game Day
Stacking: Base **Misc.:** Rev. LI Pool **Cost:** Var.

This spell magically locks a door, hatch, lid, or gate for the cost of 1 spell point per 2 levels. Something that has been magically locked can only be unlocked with a reverse **Lock** spell for the cost of 1 spell point, or with a **Dispel Magic** cast at the level of the LI that the Magic User cast the initial **Lock**. When used on a mechanical lock, this spell will allow the caster to engage the lock without the use of the key; this use of the spell has a variable spell cost and the caster can spend up to his level in spell points. A **Lock** spell will remain in effect for one game day or until it is reversed.

The reverse of this spell allows a Magic User to unlock a magical or mechanical lock. A **Lock** spell can be reversed at a cost of 1 spell point per 2 levels. A mechanical lock has a variable spell point cost to unlock, and the caster can spend up to his level in spell points. Chapter 19 provides further details on the relationship between locks and the use of this spell. Reverse **Lock** is instantaneous.

Mend

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

This spell will mend one object (Sword, Quiver of Arrows, etc. based on the Warp spell) that has been damaged by an in-game effect, including **Warp** or **Weapon Shatter** unless prohibited by game design or GM discretion. **Mend** can only be used on an object that is non-magical, no larger than human-sized, and inanimate.

Read Language

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **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 will not decipher codes in any given language; it only makes the language readable.

Reveal Magic

Range: Self **Area:** 30-foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

With this spell, the Magic User reveals all magic in a 30' radius half-circle centered on himself, in the direction he is facing. This spell provides the Magic User with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Savvy

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

This spell can be cast on a magical target and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in game design, and will often be comprised of multiple pieces of information. Each use of this spell will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Savvy** spell does not usually give information regarding curses, but can do so by game design. If there are no properties to be savvyed, then this spell does not use any spell points.

SpeakEasy

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 1

This spell allows the caster to understand and speak a previously incomprehensible, non-magical, spoken language. If the language is magical, the caster will know that the language is magical but will be unable to understand or speak it. The range is the language spoken within the hearing of the caster. This ability does not work on written languages, or on non-verbal languages such as sign language.

Wand of Branding

Range: Combat **Area:** 1 Target **Duration:** Special
Stacking: Base **Misc.:** NA **Uses:** Level

The target of this spell will take 2 points of damage per level of the caster; this damage is applied to the target's torso or a target's limb, based on the magic user's choice. Damage from this spell is considered to be magical damage and is not treated as fire damage. The recipient is left with a brand mark specified by the caster, which can be up to 1"x1" in size. A 1st level **Dispel Magic** will remove the brand mark. Material component: Wand

Level 2

Awaken

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This spell can awaken a magically or naturally sleeping target, including one slept by **Crash Time** or in **Death Feint**; however, this spell will not awaken a target slept by a purple **Flower of Avalon**. The recipient of an **Awaken** will immediately become alert, and is free to fight, walk, cast spells, or perform any other action.

Fog Brain

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** LI, Rev. Pool **Cost:** LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of **Fog Brain** has a logical reason to believe that he has been affected by a **Fog Brain**, then he will be aware that he has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent **Fog Brain** cast on the target. Reverse **Fog Brain** needs 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: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This spell tells the Magic User the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Magic User is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Mage's Script

Range: Self **Area:** 1 Target **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 2

With the use of this spell, the Magic User is able to write in a magical script that can only be read by another character with the use of **Read Language**. The caster can 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: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This spell allows the caster to send a private message to a target within 100' who is not involved in melee or casting a spell. The message can be up to 1 minute in length when read aloud or spoken at a normal speed. The message should be written down or whispered to a GM or SK; the GM or SK will then deliver the message to the recipient. The message will not be translated if the Magic User and the recipient do not understand each other.

Recharge Wand

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

This spell allows a magic user to recharge his **Wand of Branding**. The cost to recharge the wand is 1 spell point and 25 gold per 2 levels. The wand may not be charged beyond its natural maximum and these charges expire at the end of the game day.

Spook

Range: Combat **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This fear-Based spell causes the target to run away from the Magic User for a period of 30 seconds. This is an LI spell.

Strong Arm

Range: Touch **Area:** 1 Target **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

This spell increases the damage caused by one of the target's arms. The affected arm will cause 1 additional point of melee damage for every 2 spell points expended by the Magic User, who can spend up to his 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** will apply. 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

Bloodhound

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

When this spell is cast, 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 previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Confusion

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell cannot cast spells, uses an SAS, or activate magic items for the duration of this spell; however, autoactivated magic items, or existing SAS, including precasts, will still be triggered as normal. This is an LI spell.

Create Scroll

Range: Touch **Area:** 1 Scroll **Duration:** Game Day or until used
Stacking: Base **Misc.:** Material Component **Cost:** Var.

This spell allows a Magic User to create a scroll that can retain a spell for the current game day; scrolls created with this spell cannot retain a skill or ability. Only a spell that can be cast on another character 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 can be used at any time, although it will disintegrate at the end of the current game day; it may not be preserved by any means whatsoever. A scroll created with this spell is not a magic item and can be destroyed by normal means, including fire, acid, and tearing.

The spell placed on the scroll cannot be of a higher level than the caster can normally cast without an LI modifier; for example, a caster cannot use **LI Enhancement +1**, **Invoke** or any 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 Enhancement +1 Enthral** on a scroll.

The steps required to create and use a scroll are as follows:

- 1) The Magic User must cast the **Create Scroll** spell, for a cost of 3 spell points.
- 2) The Magic User must spend 1 minute in meditation to prepare the paper to receive the scroll.
- 3) The Magic User or another spellcaster must cast the desired spell onto the prepared paper, spending the normal number of spell points.
- 4) The name and level of the spell must be recorded on the scroll; 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 (for example, an **Enthrall** would be effective at 1st level).
- 5) The spell on the scroll may be invoked at any time by reading or performing an incantation of the appropriate length, based on the spell's level (5 seconds for 1st and 2nd level spells, 10 seconds for 3rd and 4th level spells and 15 seconds for 5th level and above). Invoking the scroll has no cost in spell points.

Example: A 5th level Magic User wishes to create a 15 point Fire Ball scroll, so he spends 3 spell points to prepare the paper, then spends 5 spell points to cast the Fire Ball onto the scroll.

All of the restrictions on the use of magic items described in Chapter 21, including the MILL, apply to the use of created scrolls. Most importantly, a character can only read a scroll that was cast at his level +2 or less, and a character who cannot read cannot invoke a scroll. If a character is of too low a level to use a scroll, then there will be no effect if he attempts to read the scroll.

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 interrupted while trying to read a scroll, the spell on the scroll is not discharged; he will be able to read the scroll again starting from the beginning. If there is no incantation written on the scroll, the player is responsible for role-playing an incantation for the appropriate amount of time.

A Magic User may create up to ½ of his 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 increase the number of scrolls that he can create. Material Component: Paper for the scroll.

Dropsy

Range: Combat

Area: 1 Target

Duration: Special

Stacking: Base

Misc.: NA

Cost: 3

This spell causes the target to immediately drop any and all items that he is holding in his hands. The duration of the effect is based on the target's level, as described below.

- Levels 1 – 3: The target is unable to pick up or hold anything for 30 seconds
- Levels 4 – 7: The target is unable to pick up or hold anything for 5 seconds
- Levels 8 – 10: The target may pick up fallen items immediately after they hit the ground.

Characters cannot attach weapons to their bodies (for example, looping a sword strap around a wrist) to avoid this effect. A person must open both hands and drop arms and fingers downward when dropsied. If a shield falls off the arm, then it falls off but if it strapped on in such a way that it does not fall when the arm is pointed downwards, and the hand is opened, the player does not need to unstrap the shield and remove it.

LI Enhancement +1

Range: Self

Area: 1 Spell

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Cost: 3

When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +1 level of effectiveness. For example, a 4th level caster could cast an LI spell to affect a 5th level target. When this enhancement is applied to the casting of an LI spell, the Magic User will still have to expend the full spell point cost of the LI spell unless it is a free spell from the LI pool; use of **LI Enhancement +1** does not reduce the cost of the LI spell in any way but can increase it. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Weakness

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI Pool **Cost:** LI

This spell weakens the target, causing all weapon damage to be reduced by ½ (round up) for the duration of the spell. This damage includes all hand-held damage, thrown weapons and propelled missiles. This is an LI spell.

Level 4

Dispel Magic

Range: Combat **Area:** 1 Spell **Duration:** Instantaneous
Stacking: Base **Misc.:** LI Pool **Cost:** LI

With this spell, the Magic User can negate the spell of any caster, cast up to the level of the Magic User. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Magic User should call out “**Dispel**” followed by the name and level of spell that he is trying to negate (for example, an 8th level Magic User could call out “Dispel **Physical Protection**, 6th level”). To negate one of his own spells before the end of its duration, the Magic User must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1** or **+2** the Magic User can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up). A spell must be dispelled at the level it was cast at. For example, a **Phase Out** cast by a 10th level magic user is dispelled at the level of the spell, 4th level, not 10th, a 10th level **Crash Time**, would need to be dispelled at 10th level, not 1st.

Fire/Ice/Lightning Strike

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** Var.

With this spell, the Magic User can release a bolt of Fire, Ice or Lightning that will strike one target. The target will take 3 points of damage per spell point expended and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points but must spend at least 3 spell points.

Phase Out

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** Material Component **Cost:** 4

This spell causes the Magic User, and everything in his possession, to **Phase Out** of the material plane; it can only be used when the life of the Magic User is seriously threatened (if the GM decides that this spell has been used inappropriately, the spell will not work, and the caster will lose the spell points used to cast the spell). If the Magic User is restrained by manacles or other bonds when he phases out, he will escape them. This spell is activated by saying the words “**Phase Out**” and requires no other incantation. If the Magic User is unable to say, “**Phase Out**” (for example, if he is gagged or paralyzed), he is unable to invoke this spell.

While in **Phase Out**, the caster cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The caster can, however, walk, run, and talk to people who are not in a phased-out state. While in **Phase Out**, the caster cannot be the target of an attack or spell other than **Dispel Magic** by non-phased out creatures or by attempting to cross a [Wall of Fire/Ice/Lightning](#). However, if the caster has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), he will continue to take damage in the phased-out condition.

While phased out, the Magic User can only perform actions that he could normally do without taking damage in a non-phased out the condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical object he must declare “passed through”.

NOTE: IF THE CASTER ENCOUNTERS ANOTHER TARGET THAT IS ALSO PHASED OUT, THEY ARE BOTH CONSIDERED TO BE ON THE SAME PLANE AND MAY INTERACT WITH EACH OTHER NORMALLY, INCLUDING COMBAT. HOWEVER, THEY WILL NOT BE ABLE TO AFFECT OTHERS ON THE 'NORMAL' PLANE AS DESCRIBED ABOVE.

The **Phase-Out** spell can be dispelled by another caster with a **Dispel Magic** of the appropriate level or by the caster himself by casting the spell **Phase-Out** again. It is not possible to surround someone who is in **Phase Out** in order to prevent him from leaving an area.

When the caster phases back in, either by waiting for the 5-minute duration of the spell or having the spell dispelled, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee.

Unless physically prohibited from having the material component of this spell in his hand (for example, by being tied up or restrained), the flag must be in the caster's hand to invoke this spell. Material component: White flag.

Spell Defense

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** 4

This spell will provide the Magic User with 10 points of protection from physically damaging spells and spell effects, including single-target attacks such as **Electrify** as well as area attacks such as **FireBall**. While under the effects of this spell, the Magic User will only take a Knockdown from a damaging spell if he also takes damage from the spell. Material component: Blue flag.

Level 5

Fire Trap

Range: Touch **Area:** Special **Duration:** Game Day
Stacking: Base **Misc.:** Material Component **Cost:** 5



This spell allows the Magic User to place a magical trap on the opening of a pouch, book, doorway, or other similar targets. When the target is opened by anyone other than the Magic User, the **Fire Trap** will immediately detonate and cause 18 points of fire damage to the individual who triggers the trap (up to a range of 30 feet). The **Fire Trap** symbol must be placed on the outside of the target within 1-inch of the opening. This spell requires 1 minute of conjuration time plus 5 seconds of casting time. The caster who creates the **Fire Trap** will be able to open the target item without triggering or dispelling the magic of the spell, but no others are able to do so.

Triggering the **Fire Trap** will not burn paper items such as scrolls and books. Opening an item that is protected by a **Fire Trap** is considered to take a deliberate 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. This spell cannot be used to create grenades or explosive missiles – a **Fire Trap** cast upon an oil flask will only be detonated if the oil flask is opened, not if the flask is shattered by throwing or other means.

A character must have physical representations of all the items upon which he claims to have cast a **Fire Trap**. The symbol itself must be readily visible and at least 1-inch square. The **Fire Trap** symbol is shown above. In order to dispel a **Fire Trap**, it must be dispelled at the level of the caster who cast the **Fire Trap**. Material Component: Fire Trap symbol and gold pieces.

Fire/Ice/Lightning Ball

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** Var.

This spell causes a ball of Fire, Ice, or Lightning to appear in an area specified by the Magic User. All targets within the area of effect will take 3 points of damage per spell point expended and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points but must spend at least 3 spell points.

Improved Mend

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

This spell will mend one object (Sword, Quiver of Arrows, etc. based on the Warp spell) that has been damaged by an in-game effect, including **Warp** or **Weapon Shatter** unless prohibited by game design or GM discretion. **Mend** can only be used on an object that is non-magical, no larger than human-sized, and inanimate.

Mental Signal

Range: Self **Area:** Special **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 5

With this spell, the caster designates a simple event or condition and will be informed if and when it occurs. Conditions such as "I want to know when I am within 10 feet of the sword Doomslayer," or "I want to know when I meet someone who is disguised as the king" are within the intent of this spell. 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 another character, such as "I want to be notified if someone is lying to me," or "I want to know when someone is about to backstab me." The limit of this spell is GM knowledge, and the caster still loses the points it took to cast the spell even if the spell is unsuccessful. Only events that occur on the same plane as the caster can 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: Modifier **Misc.:** Material Component **Cost:** 5

This spell will provide the Magic User with 10 points of protection against damage caused by projectile missiles, throwing daggers, and rocks. This spell does not provide any protection against SAS that are represented by a beanbag, such as **Seeds of the Elements** or **Physical Attack**. The duration of this spell is one combat or one game day, whichever comes first.
Material component: Blue flag.

Tracer

Range: Touch **Area:** 1 Target **Duration:** Game Day
Stacking: Base **Misc.:** NA **Cost:** 5

This spell allows the Magic User to place a magical **Tracer** on an item in his possession. By concentrating on the item for a period of 5 seconds, the Magic User will get an immediate sense of the direction the item is in. The **Tracer** will only work while the target item is on the same plane as the caster. The duration of this spell is one game day and depends on GM knowledge.

Level 6

Acuity

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

When this spell is cast, the target will clearly remember any one event or conversation of 5 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 his memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will the target be able to remember the face of someone who attacked him from behind if he did not see the attacker's face. This spell is governed strictly by GM/SK knowledge. This spell can also be used to remove the effects of a **Fog Brain** if it occurred during the current game.

Concentration

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** 6

For the duration of this spell, the Magic User is completely protected from the effects of physical damage and most SAS while he is actively casting other spells. Also, while under the effects of a **Concentration**, the Magic User's spell casting cannot be interrupted by most magical attacks or weapon hits. Reading scrolls and activating magic items are 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.

A minimum of 5 seconds must pass between spell castings, and the Magic User is vulnerable to attacks and SAS as normal during this time. The protection provided by **Concentration** only lasts for standard-length incantations (5 seconds for 1st through 5th level spells, 10 seconds for 6th level and above, or as otherwise indicated in the spell description).

Concentration will provide protection against the effects of a **Kill Dagger** and any type of armor-independent damage. **Numbing Blow** (Knight 9), **No Defense Blow** (Knight 6), and **No Defense Arrow** (Ranger 10) will penetrate the **Concentration** spell, as will all other forms of No Defense damage. **Dispel Magic** on the **Concentration** can be effective against the caster at any time, not just in the periods between incantations. If a **Dust Storm** is cast around a caster with a **Concentration** in effect, he will not be personally affected by the **Dust Storm** while casting; however, he will not be able to see or affect other targets either inside or outside of the **Dust Storm**. Material component: Blue flag.

Enhanced Savvy

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

This spell can be cast on a magical target and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in game design, and will often be comprised of multiple pieces of information. A Magic User can spend up to his level in spell points per **Enhanced Savvy**; for each spell point expended, this spell will provide 2 properties of the item and will identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Enhanced Savvy** spell does not usually give information regarding curses, but can do so by game design. If there are no properties to be savvied, then this spell does not use any spell points.

LI Enhancement +2

Range: Self **Area:** 1 Spell **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 6

When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +2 level of effectiveness. For example, a 6th level caster could cast an LI spell to affect an 8th level target. When this enhancement is applied to the casting of an LI spell, the Magic User will still have to expend the full spell point cost of the LI spell; use of **LI Enhancement +2** does not reduce the cost of the LI spell in any way but can increase it. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Spell Negation

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 6

With this spell, a Magic User can negate the effects of one LI spell of his choice, or a single-use of **Dropsy**, **Stun**, or **Pain Strike**; this spell can also be used against a **Dispel Magic** that is cast at the Magic User. To negate a spell, it must be a single-target spell, aimed at the Magic User, and within his current LI resistance +2. **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. The duration of this spell is until an eligible spell of the caster's choice is negated, or one game day, whichever comes first. Material component: Blue flag.

Stun

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD10 **Cost:** 6

The target of this spell is knocked down for a full 10 seconds. The caster should call "**Stun**, 10-second Knockdown".

Telekinesis

Range: Combat **Area:** Special **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 6

This spell allows the caster to pick up and slowly move small items without physically touching them. This spell cannot be used to throw or thrust an item. Only one item at a time can be moved, and each item cannot weigh more than 5 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 character is holding cannot be affected by this spell, but a sword lying on an altar can be. An item must be in sight of the Magic User for him to move it. This spell requires concentration, and the caster cannot cast, fight, talk, or perform other similar actions while moving an item with **Telekinesis**. If the caster is interrupted in his concentration or chooses to drop the item that he is moving, the item will slowly float to the ground; a rock cannot be dropped on someone's head using this spell.

Level 7

Autocast

Range: Self **Area:** 1 Spell **Duration:** Game Day or until used
Stacking: Stat Break **Misc.:** NA **Cost:** 7

When this spell is cast, the Magic User will be able to cast a later spell of his choice with no incantation time. Despite the fact that the later spell will have no incantation time, it is still considered to be a use of an SAS, and 5 seconds must pass before the Magic User can cast another spell. As with all spell casting, the Magic User must have both arms free to **Autocast** a spell. When casting the later spell, the Magic User should call "**Autocast**" before calling the normal spell information such as spell name, effect, and target. The duration of this spell is until a spell of the caster's choice is enhanced, or one game day, whichever comes first.

Example: Kae-su, a 7th level Magic User casts the **Autocast** spell at the end of Encounter 3. In Encounter 5, he decides to apply his **Autocast** to a use of **Polymorph** against a red demon. Instead of performing the default 15-second incantation to cast **Polymorph**, he simply calls out "**Autocast Polymorph, Seal, 7th level, red**". After waiting for at least 5 seconds, he can then cast another spell.

Double Effect

Range: Self **Area:** 1 Spell **Duration:** Game Day or until used
Stacking: Stat Break **Misc.:** NA **Cost:** 7

When this spell is cast, the Magic User will be able to increase either the range (for any spell with a range other than "Self" or "Touch") or the number of targets (can only be used for spells with an area of "1 Target") of a later spell of his choice.

Double Effect can only be applied to a spell that is cast by the Magic User; it cannot be used to enhance a spell that originates from a scroll or magic item. **Double Effect** cannot be applied to area-effect spells or to make self-only spells also affect another. The duration of this spell is until a spell of the caster's choice is enhanced, or one game day, whichever comes first. A magic user can use this spell to strike a single target twice with the same spell, such as a **Fire strike**.

Improved Spell Defense

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** 7

This spell will provide the Magic User with 15 points of protection from physically damaging spells and spell effects, including single-target attacks such as **Electrify** as well as area attacks such as **FireBall**. While under the effects of this spell, the Magic User will only take a Knockdown from a damaging spell if he also takes damage from the spell. Material component: Blue flag. This is considered to be a base of the class and cannot be put into a magic item.

Polymorph

Range: Combat **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI, Material Component Pool **Cost:** LI

By using this spell, a caster can turn the target into a humanoid version of one of the land-Based animals listed below. The size of the target will not change; for example, a caster cannot reduce the size of the target in order to avoid a barrier. The affected target is not able to use SAS, activate magic items, or fight, but can run away under any restrictions of the animal type. The target can still use magic items that do not require activation, such as a standard +1 ring of protection. No other statistics, including hitpoints, spell points, and damage, are altered and the target does not gain any abilities from the animal's form. The target will not be able to understand or speak the animal's language.

- Large tortoise - must move very slowly
- Seal - must move very slowly
- Deer - can move at normal speed
- Large toad - can move at normal speed

The target and all of his possessions are polymorphed into the new form. The target should role-play the nature of the animal, but still has the mind of a human rather than that of the animal. The target can still understand languages normally but can only make animal noises. This is an LI spell. Material component: Green flag.

NOTE: IF THIS SPELL IS CAST ON A WILLING TARGET THEY MAY CHOOSE TO REMAIN IN THE POLYMORPHED SHAPE LONGER BUT THE SPELL WILL NOT LAST LONGER THAN THE CURRENT GAME DAY IN ANY CASE AND MAY NOT BE EXTENDED PAST THIS TIME BY ANY MEANS.

True Sight

Range: Self **Area:** 10'x30'x10' path **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 7

This spell allows the Magic User to see the true form of targets that are shape-changed, illusory, invisible, under the effects of a phantasm, or under the effects of SAS such as **Polymorph**, **Disguise**, or any type of concealment. A target must be within the area of effect for the caster to see it in its true form, and the spell's path can be moved.

Level 8

Petrify

Range: Combat **Area:** 1 Target **Duration:** 1 minute
Stacking: Base **Misc.:** LI, Rev. Pool **Cost:** LI

This spell allows the Magic User to turn a target and his non-magical possessions into stone; for the duration of the spell, the target will detect as magic. While petrified, the target cannot be affected by any non-damaging spell, including **Rock to Mud**, Limb Sever, Throat Slit, and cannot be healed. If the target is poisoned or has some form of continuing damage, such as a disease or curse, then 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. While the target is stone, he will take only one point of damage from any attack other than No Defense, against which he will take full damage.

The effects of this spell may be dispelled with a **Dispel Magic** spell. When the **Petrify** spell ends, either by running the full duration or being dispelled, the target will take 10 points of No Defense damage. A reverse **Petrify** will reverse the effects without causing any damage to the target. This is an LI spell.

Phase 2 Out

Range: Touch **Area:** Self + 1 Target **Duration:** Special
Stacking: Base **Misc.:** Material Component **Cost:** 8

With this spell, the caster and one other willing, bound, unconscious, or dead person can **Phase Out** as described in the 4th level Magic User spell. All restrictions of **Phase Out** will apply to both targets. Once in **Phase Out**. This spell has an instantaneous casting time. Both people affected by the spell are considered to have the spell on an individual basis and can consequently have the effect dispelled on an individual basis. The **Phase-Out** spell can be dispelled individually by another caster with a **Dispel Magic** of the appropriate level or by the caster himself by casting the spell **Phase-Out** again. Material component: 2 White flags.

Spell Absorption

Range: Self **Area:** 1 Spell **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 8

With this spell, a Magic User can absorb the effects of one damaging spell of his choice. To absorb a spell, it must be a single-target spell that is targeted at the Magic User. This spell has no effect on **Dropsy**, **Pain Strike**, **Physical Protection**, **Earth Slap**, **Stun**, or **Wrath**.

This spell will absorb up to 4 points of damage per level of the Magic User; damage beyond this amount will be taken by the Magic User. **Spell Absorption** will restore 1 spell point for every 4 points (round up) of damage that are absorbed; the Magic User cannot gain points beyond his Base spell points, and "restored" points beyond his Base will be lost. The duration of this spell is until a damaging spell of the caster's choice is absorbed, or one game day, whichever comes first. Material component: Blue flag.

NOTE: SPELL ABSORPTION CAN ABSORB ALL OF THE DAMAGE IN A MELEE STRIKE THAT CONTAINS AN ELECTRIFY, BUT WILL NOT STOP THE ONE POINT OF DAMAGE FROM THE MELEE STRIKE OF AN ELECTRIFY PER THE 1-POINT RULE.

Level 9

Bolt

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 9

This spell creates a magical force **Bolt** that will affect a single target. The target will take 4 points of damage per spell point expended by the Magic User and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points but must spend at least 4 spell points.

Wall of Fire/Ice/Lightning

Range: Touch **Area:** 1"x30'x15' of wall **Duration:** 5 minutes
Stacking: Base **Misc.:** Material Component **Cost:** Var.

This spell causes a **Wall of Fire, Ice, or Lightning** to appear in an area specified by the Magic User. All targets who cross the wall, including the Magic User, will take 3 points of damage per spell point expended. The Magic User can spend up to his level in spell points. The wall is 1-inch wide, 15 feet high, and 30 feet long, and is represented by a length of fluorescent tape; the Magic User can arrange the tape in a geometric figure of his choice, such as a line, circle, or square, as long as the tape does not cross or touch itself. The tape must be arranged on the ground and cannot be moved. The wall's elemental type is defined by the color of the fluorescent tape: red represents fire, blue represents ice, and orange represents lightning.

NOTE: A CREATURE THAT IS PHASED OUT WILL STILL TAKE DAMAGE IF THEY ATTEMPT TO CROSS THE WALL.

Incantation time for this spell is a minimum of 15 seconds and includes the act of arranging the tape on the ground. An **Autocast** used in conjunction with this spell reduces the invocation time to the amount of time it takes the caster to lay the tape on the ground. The Magic User may move any distance from the wall without it dissipating. The wall is not opaque and does not prevent attacks on the caster. The wall will last for 5 minutes regardless of the number of targets affected by it. Material component: 30 feet of red, blue, or orange fluorescent tape that is 1-inch wide.

Level 10

Blast

Range: Combat **Area:** 5-foot radius **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 10

This spell causes a ball of magical force energy to appear in an area specified by the Magic User. All targets within the area of effect will take 4 points of damage per spell point expended, and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points but must spend at least 4 spell points.

Killing Attack

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 10

This ranged spell causes the target creature to immediately lose ½ of his total hitpoints to death. Damage is based on the number of hitpoints the target has when he is fully healed and is taken to the torso. For example, a creature that had hitpoints of 8/38/46 would take 23 points of damage independent of armor and current hit point total. Furthermore, if that creature had the Druid ability of **Aspect of the Bear** up he would take 28 points of damage since his fully healed total would be 56. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting or an **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 5 seconds, regardless of the source.

LI Extension

Range: Self

Area: 1 Spell

Duration: Game Day or until used

Stacking: Stat Break

Misc.: NA

Cost: 10

When this spell is cast, the Magic User will be able to increase the area of effect for a single-target LI spell of his choice; instead of affecting just 1 target, the spell will affect a 5' radius circle. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Archmagis

The following abilities are gained by Magic Users who specialize in pure magic (Archmagis) and are in addition to the standard Magic abilities described above.

Level 6

Improved Spell Damage I

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 6th level and above, an Archmagis may choose one of the following spells and increase its damage by an innate +1. Once chosen, this spell may never be changed. This skill is a Base of the character class and may not be placed in a magic item.

- Bolt (***Bolt*** will cause 5 points of damage per spell point expended by the Magic User)
- Deadeye (***Dead Eye*** will cause 3 points of damage per spell point expended by the Magic User)
- Elemental Strike (***Elemental Strikes*** will cause 4 points of damage per spell point expended by the Magic User)

LI Specialization

Range: Self	Area: Self	Duration: Game Day or until used
Stacking: Base	Misc.: NA	Uses: ½ level

Once per day per 2 levels (round down) the Archmagis may apply a +1 LI to an LI spell at the time of casting. The additional LI of the spell is at 0 cost to the Archmagis. For example, a 7th Archmagis may cast *Crash Time* at 8th using this ability for a total cost of 7 spell points. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Additional Spell Points (Base)

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 7th level, the Archmagis gains an additional 10 spell points. This skill is a Base of the character class and may not be placed in a magic item. These additional spell points are reflected in the table at the beginning of this chapter.

Improved Spell Damage II

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 7th level, the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose the first time and all restrictions of *Improved Spell Damage I* apply.

Level 8

Improved Spell Defense II

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 8th level when the Archmagis cast **Spell Defense** it will protect from 20 points of damage instead of the normal 10. All restrictions of **Spell Defense** apply.

LI Defense

Range: Self	Area: Self	Duration: 5 minutes/level
Stacking: Modifier	Misc.: Material Component	Cost: 8

This spell will provide the Archmagis with an additional +2 to his Base LI. Material component: Blue flag.

Level 9

Additional Spell Points (Base)

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At 9th level, the Archmagis gains an additional 10 spell points. This skill is a Base of the character class and may not be placed in a magic item. These additional spell points are reflected in the table at the beginning of this chapter.

Improved Spell Damage III

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At the 9th level, the Archmagis chooses an additional spell to gain increased damage. The Archmagis may not select the same spell that he chose previously and all restrictions of *Improved Spell Damage I* apply.

Level 10

Spell Swap

Range: Self	Area: Special	Duration: Game Day or until used
Stacking: Base	Misc.: NA	Cost: ½ level

This ability allows an Archmagis to swap any single spell he knows with another PC, gaining a spell of the same level. The spell swap lasts for a single casting of the spell and basically allows each character to cast the spell one time. For example, an Archmagis could swap his Electrify with his teams Cleric's Heal. This would allow the Cleric to cast *Electrify* 1 time and the Archmagis to cast *Heal* one time. Each PC must abide by all restrictions of the original spell. This ability only works on PCs and will not affect an NPC. This skill is a Base of the character class and may not be placed in a magic item.

Improved LI Specialization

Range: Self	Area: Self	Duration: Game Day or until used
Stacking: Base	Misc.: NA	Cost: ½ level

At the 10th level, the Archmagis LI Specialization is at +2 LI instead of +1. This skill is a Base of the character class and may not be placed in a magic item.

LI Bypass

Range: Self

Area: Self

Duration: Game Day or until used

Stacking: Base

Misc.: NA

Cost: ½ level

Once per day per 2 levels (round down) the Archmagis may bypass any LI defenses the target has cast on themselves including counters. This causes the spell to be resisted at the Base LI of the character. For example, a 7th Archmagis cast *Enthrall 7th level* at a 7th level thief who has cast *Distrust* on themselves, making their normal LI resistance 9th versus *Enthrall*. The thief would be affected by the *Enthrall* since it bypasses his *Distrust*. The spell should be called out as “*Enthrall, 7th level, Bypass LI <color>*”.

Battle Mage

The following abilities are gained by Magic Users who specialize in Battle (Battle Mages) and are in addition to the standard Magic abilities described above.

Level 6

Battle Training

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At 6th level Battle Mages gain the ability to wear leather armor. This skill is a Base of the character class and may not be placed in a magic item.

Improved Strong Arm I

Range: Touch	Area: 1 Target	Duration: 1 Combat
Stacking: Modifier	Misc.: NA	Cost: 0

At the 6th level when a Battle Mage casts Strong Arm, in addition to melee damage, it will also affect missile and thrown damage.

Shield Training

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

At 6th level Battle Mages gain the ability to use a shield instead of just a buckler. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Elemental Arrow

Range: Touch	Area: 1 Arrow	Duration: Game Day or until used
Stacking: Modifier	Misc.: NA	Cost: 3

With this spell, the Battle Mage can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Battle Mage must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out Elemental Arrow, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Improved Strong Arm II

Range: Touch	Area: 1 Target	Duration: 1 Combat
Stacking: Modifier	Misc.: NA	Cost: 0

At the 7th level when a Battle Mage casts Strong Arm they may choose to have it either do an additional point of damage or affect both arms. This must be chosen at the time of casting and may not be changed for the duration of the spell. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Auto Electrify

Range: Self	Area: Special	Duration: Game Day or until used
Stacking: Modifier	Misc.: Material Component	Uses: ½ level

At the 8th level, a Battle Mage may autocast the electrify spell a number of times per day equal to their level divided by 2. The electrify will be at first level (6 points) and all restrictions of the electrify spell apply. This skill is a Base of the character class and may not be placed in a magic item.

Improved Defense

Range: Touch **Area:** 1 Target **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** 0

At the 8th level when a Battle Mage casts Defense they will gain an innate +1 to their Base armor. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Improved Battle Training

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 9th level Battle Mages gain the ability to wear Chain Mail. This skill is a Base of the character class and may not be placed in a magic item

Dodge Blow

Range: Self **Area:** 1 Blow **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level

With this skill, the Battle Mage can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Backstab**, **Free Strike**, 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 that spell, ability, or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack**, **Throw**, and **Sacrifice Throw** can also be dodged. In order to use this skill, the Battle Mage must not be unconscious, held, or otherwise immobilized. The Battle Mage must loudly call out "**Dodge**" when he uses this skill. This skill is an immediate counter.

Level 10

Reflect

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** Material Component **Cost:** 10

With this spell, a Magic User can partially reflect the effects of a single direct damaging spell of his choice. This spell will reflect 50% of the damage back onto the caster of the spell and the Battle Mage will take 50% of the damage. For example, if a Battle Mage has this spell precast and is hit with a 40-point bolt from another mage, he should call out "*Reflect Bolt, 20 points, <color>.*" In this case, both characters would take 20 points damage along with any additional effects such as knockdowns. The duration of this spell is until an eligible spell of the caster's choice is reflected, or one game day, whichever comes first. Material component: Blue flag.

Meta Mage

The following abilities are gained by Magic Users who specialize in technical aspects of magic (Meta Mages) and are in addition to the standard Magic abilities described above.

Level 6

Improved Create Scroll I

Range: Touch

Area: Special

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Uses: Level

The Meta Mage no longer pays the 3 spell points cost to *Create Scroll*. All other restrictions of the spell apply. This skill is a Base of the character class and may not be placed in a magic item.

Improved LI Enhancement I

Range: Touch

Area: Special

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Cost: 0

The Meta Mage may now cast his *LI Enhancement +1* on one of his bonded magic items or on another player. If cast on a magic item, the LI effect is still limited to the Mage's level +2. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Improved Dispel Magic

Range: Self

Area: Self

Duration: Instantaneous

Stacking: Base

Misc.: LI Pool

Cost: LI

If the Meta Mage targets a magical effect on himself, he may autocast Dispel Magic on the spell. The Meta Mage does not pay the additional cost for the *Autocast*, only the cost for the LI dispel. This spell may be used as an instantaneous counter. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Elemental Counterspell

Range: Self

Area: Self

Duration: Instantaneous

Stacking: Modifier

Misc.: Material Component

Cost: 8

The Meta Mage may counter 1 elemental (*ice, fire, lightning, or earth*) spell (*Strike or Ball*) as an immediate counter if they are in the area of effect. Elemental Strikes and Balls countered using this ability are considered dispelled before the casting is completed so they deal no damage or secondary effects.

Improved Create Scroll II

Range: Touch

Area: Special

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Cost: 0

The Meta Mage may now cast *Self Only* spells into a scroll created with *Create Scroll*. All other restrictions of the spell apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Improved LI Enhancement II

Range: Touch

Area: Special

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Cost: 0

The Meta Mage may now cast his *LI Enhancement* +2 on one of his bonded magic items with an LI effect or on another player. If cast on a magic item, the LI effect is still limited to the Mage's level +2. This skill is a Base of the character class and may not be placed in a magic item.

Level 10

Improved Create Scroll III

Range: Touch

Area: Special

Duration: Game Day or until used

Stacking: Modifier

Misc.: NA

Cost: 0

The Meta Mage may now cast spells that improve other spells into a scroll created with *Create Scroll*. For example, a Meta Mage could create a scroll containing a 10th level *Autocast Bolt* by paying 17 spell points. All other restrictions of the spell apply. This skill is a Base of the character class and may not be placed in a magic item.

Protected Ally

Range: Combat

Area: Special

Duration: Game Day or until used

Stacking: Base

Misc.: NA

Cost: 0

At the time of casting the mage may designate a number of targets (up to ½ his level) to be immune to the mage's Area of Effect spells for 1 combat. The targets are protected from both spells cast and items used by the Meta Mage. Other sources will affect the targets normally. This skill is a Base of the character class and may not be placed in a magic item.

The battlemage needs to designate the protected individuals to receive the ***Protected Ally*** at the beginning of the day. The ***Protected Ally*** may be withdrawn by the cleric at any time.

Chapter 10: Monk



Monks are Masters of Human anatomy, particularly their own. Thus, when it comes to feats involving the mastery of mind over the body, the Monk is supreme among the character classes. In addition to these abilities, each monk specializes in a discipline and gains even more abilities within her particular area of expertise. Monks 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 protecting themselves from a physical attack, healing their own bodies, and withstanding environments that might kill others, are gained from meditation; as a result, few of the Monk's abilities can be applied to other characters.

Base Attributes

This section provides the Base attributes for a Monk of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Missile Weapon Usage: Yes

Weapon Group: Dual Wield

Armor: Cloth Armor

Shield Usage: Buckler

Level	Melee Damage		Marginal Archery Damage		Critical Archery Damage		Thrown Damage	
1	1		1		3		1	
2	2		2		4		2	
3	3		3		5		3	
4	4		4		6		4	
5	5		5		7		5	
	Killing	Energy & Spirit	Killing	Energy & Spirit	Killing	Energy & Spirit	Killing	Energy & Spirit
6	6	5	6	5	8	7	6	5
7	7	6	7	6	9	8	7	6
8	7	6	7	6	9	8	7	6
9	8	7	8	7	10	9	8	7
10	8	7	8	7	10	9	8	7

Armor						
Level	No Armor		Cloth Armor	Leather Armor	Chain Mail	Plate Mail
	Killing & Spirit	Energy				
1	0	0	1	NA	NA	NA
2	1	1	1	NA	NA	NA
3	1 (5)	1 (5)	1	NA	NA	NA
4	2 (5)	2 (5)	1	NA	NA	NA
5	2 (10)	2 (10)	1	NA	NA	NA
6	3 (10)	3 (10)	1	NA	NA	NA
7	3 (15)	3 (15)	1	NA	NA	NA
8	3 (15)	4 (15)	1	NA	NA	NA
9	3 (15)	4 (20)	1	NA	NA	NA
10	3 (15)	4 (20)	1	NA	NA	NA

Numbers in parenthesis indicate Base armor versus area effect attacks, as described in the 3rd level ability ***Additional Armor vs. Area Effect Attacks***.

Life and Ability Points

The Life and Ability Point table below provides Base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Level	Points in Each Limb	Points to Death	Ability Points
1	3	19	25
2	3	22	30
3	3	25	35
4	4	28	40
5	5	31	45
6	6	34	50
7	7	37	55
8	8	40	60
9	9	43	65
10	10	46	70

Monk Abilities

Monks have abilities that come from the mental control they can exercise over their bodies; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Monk's abilities requires a period of meditation; by default, this meditation time is 5 seconds for 1st and 2nd level abilities, 10 seconds for 3rd and 4th level abilities, and 15 seconds for abilities 5th level and higher. 5 seconds must pass between the use of any SAS or magic item.

Monk abilities are not considered to be magical and do not require a verbal or somatic component. Monks must be conscious to use any of their abilities, with the exception of **Life Support** (Spirit Monk 8); however, Monks can meditate under the effects of paralysis such as that caused by a **Kill Dagger**.

At the 6th level, each Monk chooses to specialize in one of the following fields: Killing, Movement, or Spirit; once chosen, this specialization may never be changed.

Innate Skills

(Default Invocation Time = 0 seconds)

Sense Magic Item

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

By holding her hand within 1-inch of the target and meditating for 5 seconds, the Monk can tell if an item is magical. There is no ability point cost for this ability, and no limit on the number of times this skill may be used per game day.

Timing

Range: Self **Area:** Self **Duration:** 1 hour
Stacking: Base **Misc.:** NA **Cost:** 0

This skill enables the Monk to accurately track times of up to an hour's length. The Monk should inform the GM of her intent to use **Timing**; the GM will then use her watch and inform the Monk when a specified amount of time has elapsed. There is no ability point cost for this ability, and no limit on the number of times this skill may be used per game day.

Purple Staves

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

This skill enables the Monk to use 2 purple staves of no more than 24 inches. These simulate unarmed combat with the staff and damage done to the staff does not affect the monk with the exception of electrify. The monk's [Physical Attack](#) may be dealt through the stave or still may use Purple bean bags

At the 3rd level, a monk gains +1 magical damage when using the staves, and then +2 at 5th +3 at 7th. A Killing monk gets +3 at 6th and + 4 at 8th. The purple staves fall into the Dual Weapon group.

Level 1

Blocking

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** NA **Cost:** Var.

This ability provides the Monk with additional armor. The Monk may expend up to ½ her level in ability points (round up) and will receive 1 additional point of armor for each ability point expended. This additional armor will last for one combat or one game day, whichever comes first.

Heal Self

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

The Monk can heal herself for 2 hitpoints per ability point expended and may expend up to her level in ability points per **Heal Self**. The Monk may heal a throat slit on herself with this ability but must apply 12 points of healing within one minute to do so.

Legend Lore

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1*

With this ability, the Monk can determine the legends and history surrounding any famous object, location, historical event, or legend; the Monk will not learn magical abilities of the item with this ability. The Monk need only hear the name or something unique about the target of a **Legend Lore** and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or religion, exist for the target, the Monk will know the type of lore available but not its specific content. *If there is no **Legend Lore** available then the Monk does not spend any ability points.

Level 2

Diagnose Self

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This ability will inform the Monk of all negative effects (including drunkenness, disease, a curse, poison, enthrallment, **Fog Brain**, and paralysis) that are afflicting her. If the Monk is under the effects of a curse or a spell such as **Enthrall**, she will also be informed of the level of effect of the curse or spell.

Escape Bonds

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

The Monk can escape from any mundane bindings but will take 2 points of damage to each bound limb (independent of protections) due to skin abrasion and other effects. It will take the Monk a minute to escape.

Leap

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

With this ability, the Monk can jump either a lateral distance of up to 20 feet or a vertical distance of up to 10 feet. **Leap** may be used to jump in-game chasms, pits, and other obstacles. The Monk will still be affected by hits and spells while leaping; however, these effects will not prevent the **Leap** from being completed. The Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds after completing the **Leap**; she can, however, fight defensively. This ability requires no meditation time.

Sacrifice Throw

Range: Melee **Area:** Self + 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 2

When the Monk uses this ability, the Monk and the target creature are knocked down for 5 seconds. There may be no obstructions, such as another person, a tree, or a medium-sized bush, between the Monk and the target. If for some reason the target creature is not knocked down, the Monk will still take the Knockdown. If the use of **Sacrifice Throw** triggers a **Physical Protection** or **Earth Slap**, the Monk will take the spell's damage to the limb of her choice, with any remaining damage being applied to the torso; the target will still be affected by the Knockdown. If the **Sacrifice Throw** is countered by the use of **Dodge Blow** or **Evade**, the ability points will still be expended and the Monk must take the Knockdown, but may immediately get back up. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Savvy

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 2

This ability can be used on a magical target and will provide the Monk with information regarding the target's magical properties. The information provided by this ability is defined in game design, and will often be comprised of multiple pieces of information. Each use of this ability will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. **Savvy** does not usually give information regarding curses, but can do so by game design. If there are no properties to be savvyed, then this spell does not use any spell points.

Level 3

Additional Armor vs. Area Effect Attacks

Range: Self **Area:** Self **Duration:** Unlimited
Stacking: Base **Misc.:** NA **Cost:** 0

At the 3rd level and above, the Monk gains additional protection against area effect attacks, as listed in the Base Attributes section at the beginning of this chapter. When this skill is used, the Monk must move as if to escape the affected area; if she is tied up, paralyzed, or otherwise immobilized, she will not gain this additional protection. If the Monk takes any damage from an area effect attack that also causes a Knockdown, the Monk will be affected by the Knockdown.

Death Feint

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 3

When this ability is used, the Monk will fall into a deep meditative state and will appear to be dead. While in this meditation, the Monk is completely protected from the effects of physical damage and most SAS, including the effects of **Kill Dagger** and any type of armor-independent damage. No Defense damage will penetrate Death Feint. The Monk should call “no mark” to indicate that she is unaffected by a spell or attack. During Death Feint, the Monk will not set off any traps or glyphs, even if tossed onto them.

While in **Death Feint**, all spells will continue to run normally; those with a duration of the next combat will expire one minute into the **Death Feint**. While in **Death Feint**, poison and disease are halted as if the Monk is under the effects of a **Stasis**. Once the Monk leaves the **Death Feint**, poison and disease will again begin to run normally. **Death Feint** does not cause the Monk to detect as magic. While in **Death Feint**, the monk may not activate magic items or use pre-cast or any other SAS.

The Monk must remain in the **Death Feint** for at least 1 minute, which will remove her from combat. Death Feint lasts for 5 minutes, but the Monk may end the ability early by making a voluntary movement. When **Death Feint** ends, the Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by **Awaken** or by a white **Flower of Avalon**, but not with **Dispel Magic**. This ability requires no meditation time.

Major Lore

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

With this ability, the Monk will learn all of the lore surrounding any lore target; the Monk will not learn magical abilities of the target with this ability. All information provided by the following SAS will be revealed, with all stipulations of each SAS: **Battlefield Lore**, **Heraldic Lore**, **Legend Lore**, **Nature Lore**, **People Lore**, and **Religion Lore**. The ability points will not be spent if there is no lore information available.

Physical Attack

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This ability represents a significant martial arts attack delivered by hand, fist, or foot, and is represented by a thrown purple bean bag. The bean bag must be thrown at the target from a distance of 10 feet or less, and the Monk may not hold any weapon in the hand that is delivering the **Physical Attack** [Note: throwing the bean bag is considered to be a mechanic of the ability, and can still be performed by a character with no arms]. The Monk must call “**Physical Attack**” and the total damage of the attack when the bean bag strikes the target. Each **Physical Attack** does 2 points of damage for each ability point expended; the Monk may spend up to her level in ability points. This ability stacks as a damage enhancement, and the Monk’s Base hand-held damage only is added to the damage of the bean bag.

Physical Attack functions like a weapon strike in terms of armor or protection but may not be blocked by a shield or parried by weapons. If a **Physical Attack** contacts any part of a character or her worn possessions, including her shield or weapon, the **Physical Attack** is considered to be successful and will cause damage. Damage from a **Physical Attack** is considered to be normal melee damage. If the bean bag hits a limb, weapon, or shield and the damage is greater than the hitpoints remaining in the limb, any additional damage is ignored. If the use of **Physical Attack** triggers a **Physical Protection** or **Earth Slap**, the Monk will take the spell’s damage to the limb that threw the bean bag, with any remaining damage being applied to the torso. If the bean bag misses the target, or if the ability is countered by the use of **Dodge Blow** or **Evade**, the ability points will still be expended. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time. Material component: Purple bean bag.

NOTE: IF USING PURPLE STAVES, THE MONK MAY DELVER THEIR PHYSICAL ON A MELEE HIT, SUBJECT TO ALL THE ABOVE RULES.

Safe Fall

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 3

This ability will protect the Monk from damage caused by a single in-game fall if the distance of the fall is no greater than 10' per level of the Monk. For example, a 3rd level Monk using **Safe Fall** would take no damage from a fall of 30' or less. If the Monk takes a longer fall, she will receive no protection with this ability. Falling damage varies, and is defined by game design. This ability requires no meditation time, and the Five-Second Rule does not apply to its use.

Level 4

Ki'ai

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 4

A Monk can focus energy through sound to perform a **Ki'ai** (pronounced kee-eye) attack, which will cause 2 points of damage per level of the Monk and a 5-second Knockdown. The Monk must be able to speak in order to use the ability and must call out "**Ki'ai**, x points, 5-second Knockdown" after identifying the target. This attack is considered to be a sonic attack.

Kip

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 4

This ability can be used as an immediate response to a Knockdown and allows the Monk to reduce a Knockdown of any duration to 0 seconds. The Monk must drop to at least one knee, loudly call out "**Kip**", and may then immediately get back up. This ability cannot be used to counter a Monk's own **Sacrifice Throw**. This ability is an immediate counter and requires no meditation time.

Neutralize Non-Magical Disease

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 4

This ability cures the Monk of all non-magical diseases unless otherwise specified by game design. It does not restore lost hitpoints but does prevent further loss or disability from all neutralized diseases.

Neutralize Poison

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 4

This ability neutralizes all magical and non-magical poisons within the Monk except Red Death, unless otherwise specified by game design. It does not restore lost hitpoints but it does prevent further loss or disability from all neutralized poisons... A Monk can use this ability to neutralize the effects of a **Kill Dagger**.

Sense I

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 4

By use of this ability, the Monk can increase her awareness to sense an impending **Backstab**, 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 then negate ½ of the damage (round down) from the next **Backstab**. The duration of this ability is until used or one game day, whichever comes first.

Throw

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** KD5 **Cost:** 4

When the Monk uses this ability, the target creature is knocked down for 5 seconds. There may be no obstructions, such as another person, a tree, or a medium-sized bush, between the Monk and the target. If the use of **Throw** triggers a **Physical Protection** or **Earth Slap**, the Monk will take the spell's damage to the limb of her choice, with any remaining damage being applied to the torso; the target will still be affected by the Knockdown. If the **Throw** is countered by the use of **Dodge Blow** or **Evade**, the ability points will still be expended. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Level 5

Balance

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 5

Using this ability, the Monk can balance on any surface ½ inch or wider that is capable of supporting her weight, which includes most ropes. This ability requires no meditation time.

Elemental Protection

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** Material Component **Cost:** Var.

This ability will protect the Monk from one element of her choice (Earth, Fire, Ice, or Lightning). The Monk may expend up to her level in ability points, and the amount of protection received is 3 points per ability point expended. A character can only have one **Elemental Protection** in effect at any given time. Material component: Blue flag.

Missile Protection

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Modifier **Misc.:** Material Component **Cost:** 5

This ability will provide the Monk with 10 points of protection against damage caused by projectile missiles, throwing daggers, and rocks. This ability does not provide any protection against SAS 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.

Move Without Tracks

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 5

This ability allows the Monk to move in such a way as to leave no discernible tracks, which will conceal her passage from a character using **Tracking** (Ranger 1, Thief 3). This ability only affects the Monk; any other character traveling with her will still leave a visible trail.

Level 6

Acuity

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 6

When this ability is used, the Monk will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The Monk will permanently remember the occurrences unless otherwise affected. This ability only allows the Monk to remember things within her memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will she be able to remember the face of someone who attacked her from behind if she did not see the attacker's face. This ability is governed strictly by GM/SK knowledge. This ability can also be used to remove the effects of a **Fog Brain** if it occurred during the current game.

Sense II

Range: Self **Area:** Self **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 6

By using this ability the Monk can alter her metabolism to neutralize the paralyzing effects of a **Kill Dagger**. The Monk must meditate and state the use to a GM or SK before the attack occurs, and the ability will then neutralize the poison from the next **Kill Dagger** used against her; the Thief's use of **Kill Dagger** will be expended. The duration of this ability is until used or one game day, whichever comes first.

Sweep

Range: Self **Area:** 5-foot radius **Duration:** Game Day or until used
Stacking: Base **Misc.:** KD5 **Cost:** 6

When the Movement Monk uses this ability, all other targets within a 5' radius circle centered on the Movement Monk will be knocked down for 5 seconds. There may be no obstructions between the Movement Monk and the targets, and the targets do not themselves count as obstructions. The Movement Monk should call the 5-second Knockdown and identify all affected targets. If the use of **Sweep** triggers a **Physical Protection** or **Earth Slap**, the Movement Monk will take the spell's damage to the limb of her choice, with any remaining damage being applied to the torso; the target will still be affected by the Knockdown. The meditation for this ability may be done at an earlier time, and the ability can then be used once before the end of the game day.

Level 7

Evade

Range: Self **Area:** 1 Attack **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 7

With this skill, a Movement Monk can completely **Evade** a single melee blow, missile attack, or single-target damaging spell or ability. This ability can be used to avoid a **Killing Attack**, but cannot be used against a **Backstab**, **Bind Weapon**, **Free Strike**, or to counter damage from **Wrath**, **Physical Protection**, or **Earth Slap**. This ability is an immediate counter and requires no meditation time.

Speed

Range: Self **Area:** Self **Duration:** 15 seconds
Stacking: Base **Misc.:** Material Component **Cost:** 7

This ability enables the Monk to move at a rapid speed; for the duration of the ability, the Monk cannot be harmed by physical or magical attacks unless the other target is also in **Speed**. The Monk must loudly announce "**Speed**" and run away with a visible purple flag in her hand; other characters will be unable to pursue the Monk for the duration of the ability unless they are also using **Speed**, and will not be able to interact with or affect the Monk until the ability ends. The use of this ability does not stop time – the Monk only moves faster than everyone else. When a Monk uses **Speed**, all other individuals should ignore her for the duration of the ability; combat or other interactions continue as normal for all other participants. The Monk may use this ability to initiate or continue combat; however, she must drop the flag and end the **Speed** prior to making an attack. **Speed** will last for 15 seconds or until the Monk stops running, whichever comes first. This ability requires no meditation time. Material component: Purple flag.

NOTE: IF A MONK ENCOUNTERS TRAPS OR GLYPHS WHILE IN SPEED THEY WILL STILL TAKE THE FULL EFFECTS OF THE TRAP OR GLYPH.

Walk on Liquids

Range: Self **Area:** Self **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Cost:** 7

With this ability the Monk can move at a normal walking pace on any horizontal liquid surface; the ability does not require great concentration but cannot be used while carrying another individual. The Monk may defend herself from attack, but may not use other SAS while using this ability. If the Monk is knocked down while walking on liquids, she will take the Knockdown, but will not sink. This ability does not protect the Monk from damage caused by hazardous liquids such as acid or lava.

Level 8

Life Support

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

This ability is automatically used whenever the Spirit Monk would die due to bleeding out and will heal the Spirit Monk for 9 points, restoring consciousness. Optionally, the monk may precast this ability and it will be used once he reaches 0 hitpoints. Once activated, this ability will take 15 seconds to heal the Spirit Monk, who may choose where in her body the healing will occur. **Life Support** will not heal a throat slit because throat slits cause an undefined amount of damage. **Life Support** may not be used to restore a Monk who died from the effects of **Death Commitment** (Monk 10, Knight 10), and can only be used if the Spirit Monk has at least 8 ability points available.

Perceive Illusion

Range: Self **Area:** 10'x30'x10' path **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 8

This ability allows the Monk to see through illusions. This ability will not dispel the illusions; it will only allow the Monk to see through them. The area of effect is a path that is 10 feet wide by 30 feet long by 10 feet in height that may be moved.

Truth Force

Range: Melee **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** LI **Cost:** LI

When the Monk uses this ability, an affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as she can. This is an LI ability.

Level 9

Free Strike

Range: Melee **Area:** 1 Target **Duration:** 2 seconds
Stacking: Base **Misc.:** LI **Cost:** LI

With this ability, the Monk can temporarily halt her opponent, providing an opportunity for the Monk to take an unopposed melee strike. The Monk must strike the target's weapon and call "**Free Strike**, Freeze, 2 seconds", followed by the level of effect. If the opponent is affected, she must remain immobile for 2 seconds or until hit by the Monk, whichever comes first. The immobility caused by a **Free Strike** does not make the target vulnerable to special attacks like Throat Slit. Prepared abilities such as **Killing Attack** (Killing Monk 8) or poison on a weapon may be used in conjunction with the Monk's follow-up strike; the 5-second wait time between SAS does not apply to this strike, as the follow-up blow is considered to be part of the **Free Strike** ability. This ability cannot be used if there are other people engaging the target in melee. **Dodge Blow** and **Evade** are not effective against this ability or the subsequent strike. This ability requires no meditation time. This is an LI ability.

Level 10

Death Commitment

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** NA **Cost:** 10

This ability allows the Monk to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Monk is instantly healed, including any from **Killing Attack**
- The Monk's hitpoints are doubled
- All damage taken by the Monk during this ability is applied to her torso, regardless of where the blow actually lands
- Healing of any form will have no effect on the Monk for the duration of this ability, including healing that comes from autoactivated items
- The Monk is unable to use **Death Commitment** again until the full duration of the first one has elapsed

The **Death Commitment** will end in one of two ways: 1) the Monk takes more than twice her Base hitpoints in damage, and she immediately dies; 2) the duration of the ability elapses, and the Monk's hitpoints revert to normal. If the loss of the additional hitpoints results in bleeding out of the Monk, then the Monk will be bleeding out. This ability requires no meditation time.

Immunity to Knockdowns

Range: Self **Area:** Self **Duration:** 1 Combat
Stacking: Base **Misc.:** NA **Cost:** 10

This ability will make the Movement Monk immune to Knockdowns for 1 combat; however, the Movement 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 can be used as an immediate counter and requires no meditation time.

Killing Specialty Abilities

The following abilities are gained by Monks who specialize in Killing (Killing Monks) and are in addition to the standard Monk abilities described above.

Level 6

Improved Physical Attack

Range: Self	Area: Self	Duration: Permanent
Stacking: Base	Misc.: NA	Cost: 0

Any use of **Physical Attack** by a Killing Monk will cause an additional 2 points of damage. For example, if the Killing Monk expends 3 ability points the resulting **Physical Attack** will cause 8 points of damage instead of the normal 6 points of damage. All limitations of **Physical Attack**, as well as the ability point cost, still apply. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Brew Venom Poison

Range: Touch	Area: 1 Weapon	Duration: Next successful weapon strike
Stacking: Modifier	Misc.: NA	Cost: 7

With this ability, a Killing Monk can brew a venom poison and use it to coat one of her hand-held melee weapons. The Killing Monk's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Killing Monk must call out "Venom Poison" and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

NOTE: A MONK MAY NOT USE THIS POISON WHEN WIELDING PURPLE STAVES SINCE IT WOULD ACTIVATE ON HIM. THE ABILITY MUST BE USED ON A WEAPON.

Delay

Range: Self	Area: Self	Duration: Special
Stacking: Stat Break	Misc.: NA	Cost: 7

By using this ability, the Killing Monk can delay the use of another ability. Delay will have one of the following effects, depending on the duration of the ability it affects:

- When **Delay** is used on an ability that is only effective on the next successful weapon strike, such as **Venom Poison**, the Killing Monk will be able to apply the ability to a 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.
- When **Delay** is used on an ability that has a duration of one combat, the Killing Monk may choose to either use the ability in the next combat or to **Delay** it until the combat immediately after the next one.
- When **Delay** is used on an ability that has a fixed duration, such as 5 minutes, the Killing Monk may choose to either use the ability for the next 5 minutes or to **Delay** it until the 5 minutes after that.

To use **Delay**, the Killing Monk must meditate for 15 seconds, expend 7 ability points, and then identify which ability she wishes to **Delay**. After waiting 5 seconds, she must then invoke the ability to be delayed and expend the appropriate cost in ability points. Only one **Delay** may be in effect at a time.

Level 8

Killing Attack

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 8

This ability causes the target creature to immediately lose ½ of her total hitpoints to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of hitpoints the target has when she is fully healed and is taken to the torso. For example, a creature that had hitpoints of 8/38/46 would take 23 points of damage independent of armor and current hit point total. Furthermore, if that creature had the Druid ability of **Aspect of the Bear** up he would take 28 points of damage since his fully healed total would be 56. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting, an **Evade**, or a **Dodge Blow**. If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Killing Monk may only deliver one **Killing Attack** every 5 seconds, regardless of the source. This ability requires no meditation time.

Level 9

Nerve Strike

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD10 **Cost:** 9

The Killing Monk can strike a target's vulnerable nerve clusters to cause a **Nerve Strike**; the target will take a 10-second Knockdown, plus 12 points of damage in addition to the Killing Monk's Base damage. The Killing Monk must call out "**Nerve Strike**, X points, 10-second Knockdown" after a successful weapon strike to the target for the ability to work. If the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the ability points will still be expended. 5 seconds must pass before the Killing Monk can use another SAS or magic item. This ability requires no meditation time.

Level 10

Brew Red Death Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Cost:** 10

With this skill, the Killing Monk can brew a Red Death poison and use it to coat one of her hand-held melee weapons. The Killing Monk's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Killing Monk must call out "Red Death" and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

NOTE: A MONK MAY NOT USE THIS POISON WHEN WIELDING PURPLE STAVES SINCE IT WOULD ACTIVATE ON HIM. THE ABILITY MUST BE USED ON A WEAPON.

Spirit Specialty Abilities

The following abilities are gained by Monks who specialize in Spirit (Spirit Monks) and are in addition to the standard Monk abilities described earlier in this chapter.

Level 6

Improved Bindings

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component, Uses **Cost:** 0

A binding, as described in the Healing section of Chapter 2, performed by a Spirit Monk will heal the recipient for an amount equal to ½ the level of the Spirit Monk (round up). Each creature may still only be bound a total of twice each game day, and all other limitations of bindings apply. Material component: a strip of fabric for the binding.

Improved Heal Self

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

The Spirit Monk can heal herself for 3 hitpoints per ability point expended; she may expend up to her level in ability points per **Improved Heal Self** but must spend at least 4 ability points. The Monk may heal a throat slit on herself with this ability but must apply 12 points of healing within one minute to do so.

Improved Sense I

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

Any use of **Sense I** by a Spirit Monk will cost 2 ability points instead of 4. All other limitations of **Sense I** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Improved Sense II

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

Any use of **Sense II** (Monk 6) by a Spirit Monk will cost 4 ability points instead of 6. All other limitations of **Sense II** still apply. This skill is a Base of the character class and may not be placed in a magic item.

Shiatsu I

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** Uses **Uses:** Level

The Spirit Monk can heal herself or another target for 6 points. A target may only receive healing from this ability once per game day. This ability can only be used once per level of the Monk per game day.

Level 7

+1 vs. LI Effects

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 7th level, the Spirit Monk gains +1 to her resistance versus LI effects. This skill is a Base of the character class and may not be placed in a magic item.

Death Memory

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

This ability allows the Spirit Monk to witness the events that preceded a target's death; this time will not include the 5 minutes bleeding out but will encompass the time leading up to the target falling unconscious. Events will be viewed from the target's viewpoint. Up to one minute per level of the Spirit Monk can be witnessed with this ability. The memories can be specific or general, Based on GM discretion; however, they will only include events and images that the target was actually aware of – if someone attacked the target from behind and killed him, the Spirit Monk will not be able to identify the killer. This ability requires that the target's body be present, and will not work if *Ashes to Ashes* has been cast on the body.

Life Spark

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

If used within 5 minutes of a target's death, either by bleeding out or some other means, this ability will allow the Spirit Monk to capture the last "spark" of life within the target and return her to 1 life hitpoint. The target will lose ½ of her level (rounded up) in permanent hitpoints, which will be deducted from her totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and the number of spell or ability points as before she died. If a character receives more than one *Life Spark* in a game day, the life point loss is cumulative but the -2 versus LI is not. This ability has no effect on undead or an animated body.

Poison and disease remain in the body after death and will still be present when a target receives a *Life Spark*. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead and may still be in effect when the body receives a *Life Spark*. A character that has received a *Life Spark* is considered to have undergone death.

Truth Sense

Range: Combat **Area:** 1 Target **Duration:** 10 minutes
Stacking: Base **Misc.:** LI **Cost:** LI

With this ability, the Spirit Monk can determine when a target of her level or below is telling lies, but will not know which exact words are lies. The omission of truth will not be revealed by the use of this ability. This is an LI ability.

Level 8

Personal Augury

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

This ability allows the Spirit Monk to communicate with the energies of the universe to divine information regarding actions that she and her team might take. One question, consisting of up to 15 words, can be asked per use. The Spirit Monk will receive an answer of up to 15 words; the results of this ability are based on GM discretion. A Monk may only use this ability once per day, regardless of its source.

Level 9

+2 vs. LI Effects

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 9th level, the Spirit Monk gains +2 to her resistance versus LI effects; this increase is not cumulative with the +1 gained at 7th level. This skill is a Base of the character class and may not be placed in a magic item.

Shiatsu II

Range: Touch

Area: 1 Target

Duration: 30 minutes

Stacking: Base

Misc.: Uses

Cost: 0

When this ability is used, the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This ability will not reverse any damage or effects that were taken by the target before the ability was used and does not stop damage from occurring due to other reasons. This ability does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the ability is used. If used on a dead body before the 5-minute time limit on *Life Spark* expires, this ability will extend the time during which *Life Spark* may be used by 30 minutes. A target may only receive the benefit from this ability once per game day. This ability can only be used once per level of the Monk per game day. This ability requires no meditation time.

Level 10

Immunity to Poison

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Base

Misc.: NA

Cost: 10

By using this ability, the Spirit Monk will be immune to any poison including Red Death and *Kill Dagger* poison for 5 minutes or until the end of the current combat, whichever is longer. If the Monk is the target of a Toxin Poison while under the effects of this ability, she will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Spirit Monk's system are neutralized. This ability can be used as an immediate counter and requires no meditation time.

Precognition

Range: Self

Area: Self

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

This ability will provide the Spirit Monk with information regarding the general nature of the immediate future. She will receive a picture in her mind (by GM description) of the next encounter in the game. The Spirit Monk will be informed of how many people or creatures are in the encounter, how they are dressed, what weapons they carry, and other visual details. She will not be informed of the intent of the people that she sees, and will not know whether 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.

Energy Monk

The following abilities are gained by Monks who specialize in controlling their energy (Energy Monks) and are in addition to the standard Monk abilities described earlier in this chapter.

Level 6

Aura Form I

RANGE: Self **AREA:** Self **DURATION:** 5 minutes or 1 Combat
STACKING: BASE **MISC.:** Material Component **USES:** ½ Level

When this ability is used, the Monk's Ki bursts out of them and burns in a visible aura. For the duration of this ability, the Monk gains the following effects;

- The Monk gains 2 points of innate armor, Base. This bonus becomes 4 armor against any damage with an area-of-effect.
- Lastly, once per use of **Aural Form I**, the Monk may **Autocast Ki'ai**.

Material Component: Blue Flag.

Ki'Push

Range: Combat **AREA:** 1 Target **DURATION:** Instant
Stacking: Base **MISC.:** None **COST:** 6

One target suffers a 10ft Knockback.

Ki Overcharge

RANGE: Self **AREA:** 1 Weapon **DURATION:** Game Day or Until Used
Stacking: Modifier **MISC.:** Material **COST:** Var.

With 10 seconds of meditation time, the Monk may channel their Ki into a weapon. Upon a successful melee strike with that weapon, the Monk may choose to activate this ability. The melee strike deals an amount of extra damage equal to 2 per ability point spent while meditating. If the weapon strike hits an opponent's weapon or shield, the damage is delivered to the target's arm, and any left-over damage is then dealt to the target's torso. If the attack is negated through the use of **Dodge Blow** or **Evade**, the charge is still spent. Material Component: Red Flag

Self-Sufficient

RANGE: Self **AREA:** Self **DURATION:** 5 minutes
STACKING: None **MISC.:** None **COST:** 0

With 5 minutes of roleplaying, the Monk may provide food for up to ten people, provide shelter from the elements (though not from damaging effects), or locate fresh water.

Level 7

Battle Meditation

Range: Combat **AREA:** 30ft radius **DURATION:** Instant
STACKING: None **MISC.:** None **COST:** 7

With 10 seconds of meditation, the Monk may discern either the **Greatest Strength** or **Greatest Weakness** of a number of creatures up to ½ their level.

Inner Calm

RANGE: Self

AREA: Self

DURATION: Varies

Stacking: Modifier

MISC.: None

COST: 7

This ability may be used as an immediate counter to the Monk suffering from any sort of LI effect. The duration of the effect is reduced to ½ its original duration, rounded down.

*Example: A 9th level **Petrify** would normally last 1 minute. It instead will only last 30 seconds when this ability is used.*

Telekinesis

Range: Combat

AREA: 1 Target

DURATION: 5 Minutes

STACKING: None

MISC.: None

COST: 7

This ability allows the caster to pick up and slowly move small items without touching them. This ability cannot be used to throw or thrust an item. Only one item may be moved at a time, and the item may not weigh more than 5lbs per level of the caster in actual or in-game weight, nor can it be an item someone is holding, such as a weapon being wielded. The item must be within sight of the Monk to move it, and requires concentration, meaning the Monk may not fight, talk, or perform other actions while moving an item. If the caster is interrupted or chooses to drop the item, it will slowly float to the ground.

Level 8

Aura Form II

RANGE: Self

AREA: Self

DURATION: 5 minutes or 1 Combat

STACKING: BASE

MISC.: Material Component

USES: ½ Level*

When the Monk uses Aura Form I, the bonuses increase.

- Bonus armor is increased to 3. Against area-of-effect damage, it becomes 6.
- The Monk adds bonus damage to any use of **Ki'ai** equal to ½ the Monk's level.
- When the Monk uses **Leap**, they may travel an extra 10ft vertically, or 20ft horizontally.

Ki'Slam

Range: Combat

AREA: 1 Target

DURATION: Instant

STACKING: Base

MISC.: Knockback, Knockdown

COST: Var.

When this ability is used, the Monk may deal an amount of damage to a single target equal to 2 per ability point spent on this ability. Following this damage, the target also suffers a 10ft knockback in any direction the Monk chooses (not necessarily away from them) and a 5-second knockdown.

Level 9

Greater Evade

RANGE: Self

AREA: 1 single-target attack

DURATION: 5 Seconds

STACKING: Base

MISC.: Material

COST: 9

This ability can be used as an immediate counter to any single-target effect, damaging or otherwise. After performing the counter, the Monk may use **Speed**, though its duration is reduced to 5 seconds. This use of **Speed** is treated as a part of this ability activation and does not wait the 5 seconds between SAS activations, nor does it cost additional points.

When this use of **Speed** fades, the Monk may fight normally immediately after, though they must still wait 5 seconds before using any other SAS. Material Component: purple flag.

Ki'Pulse

RANGE: Self **AREA:** 10ft Radius **DURATION:** Instant
STACKING: Base **MISC.:** Knockback, Knockdown **COST:** 9

Immediately after using this effect, all creatures within 10ft of the Monk suffer a 10ft Knockback away from the Monk and a 10-second knockdown. This is a precast ability.

Level 10

Inner Peace

RANGE: Self **AREA:** Self **DURATION:** 30 Seconds
STACKING: Modifier **MISC.:** None **USES:** ½ Level

When the Monk is affected by an LI effect, they may use this ability as an immediate counter to reduce the duration of that effect to 30 seconds, no matter how long the effect would normally have lasted.

Aura Form Perfect

RANGE: Self **AREA:** Self **DURATION:** 5 minutes or 1 Combat
STACKING: BASE **MISC.:** Material Component **USES:** ½ Level*

When the Monk uses their Aura form, they gain additional benefits.

- The Armor bonus increases to 4. Against area-of-effect damage, this bonus becomes 8.
- Additionally, for every use of Aura Form Perfect, a number of times equal to ½ their level, any use of *Ki'ai* may have a 5ft radius and a 5-second knockdown.
- Lastly, the Monk adds their level to the damage of any *Ki'ai*.

Chapter 11: Ranger



Missile Weapon Usage: Yes

Weapon Group: Single Weapon or Dual Wield

Armor: Cloth, Leather, Chain Armor

Shield Usage: Yes

The abilities of Rangers are Based upon their practical knowledge and experience of the outdoors, whether they adventure in a desert or a forest. Rangers are the best hunters and trackers of all the character classes and have unsurpassed skills with projectile missile weapons. The Ranger's knowledge of plants and animals is legendary, and a Ranger can read a trail or a campsite like a book. A Ranger's ability with hand-to-hand weapons is only slightly lesser than that of a Fighter or Knight.

Base Attributes

This section provides the Base attributes for a Ranger of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage		Thrown Damage	
1	2	3	5		2	
2	3	4	6		3	
3	4	5	7		4	
4	5	6	8		5	
5	6	7	9		6	
			Hunter & Skirmisher	Marksman	Hunter & Marksman	Skirmisher
6	6	7	9	9	6	8
7	7	8	10	10	7	9
8	7	8	10	11	7	9
9	8	9	11	12	8	10
10	8	10	12	13	8	10

Level	No Armor	Cloth Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3	NA

Life and Ability Points

The Life and Ability Point table below provides Base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Life and Ability Points			
Level	Points in Each Limb	Points to Death	Ability Points
1	3	19	24
2	3	22	28
3	3	25	32
4	4	28	36
5	5	31	40
6	6	34	44
7	7	37	48
8	8	40	52
9	9	43	56
10	10	46	60

Ranger Abilities

Rangers have abilities that come from their knowledge of the outdoor environment; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Ranger's abilities requires a period of preparation; by default, this preparation time is 5 seconds for 1st through 5th level abilities and 10 seconds for abilities 5th level and higher. 5 seconds must pass between uses of any SAS. A Ranger must be conscious in order to use any Ranger abilities. Unless otherwise described, any materials required for preparation of an ability (for example, healing herbs or arrow-making supplies) are assumed to have been gathered by the Ranger at the beginning of each game day; the Ranger will find sufficient materials for the game-day regardless of the terrain or location.

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 will make the damage magical. Ranger abilities do not require a verbal component, and only the **Conceal Self** ability and potion-Based abilities require a material component. To invoke an

ability, a Ranger must be physically able to complete the preparation for the ability; for example, if the Ranger is tied up he cannot prepare a potion.

Rangers should role-play during their preparation times, such as going through the actions of making a potion, scanning the woods, or sharpening an arrow point. A Ranger's preparation time will be interrupted by anything that causes a loss of concentration, such as engaging in combat or being wounded. If preparation is interrupted, the Ranger will lose 1 ability point, and the attempt to use the ability will fail; the Ranger must wait 5 seconds before using another SAS or magic item. The ability points for an ability are expended when an ability is invoked, even for abilities such as **Healing Potion**, **Hone Arrow**, and **Ranger Herbs**, where the product of the ability may be carried for a time before use.

Many of a Ranger's abilities come from potions that he can brew. All Ranger potions must be consumed in their entirety to have an effect and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take 5 seconds of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Rangers must role-play preparing their potions, but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Innate Skills

(Default Preparation Time = 0 seconds)

Gauge Non-Magical Missile Weapon

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

With this skill, the Ranger can gauge the non-magical enhancements that pertain to damage on a missile weapon, including an arrow, crossbow bolt, bow, bowstring, or crossbow. This skill will tell the Ranger what the item does, not what it is worth. A Ranger can also use this skill to gauge the non-magical properties of a magical missile weapon. For example, a Ranger could gauge the Base damage done by a bow that releases a **Fire Ball** once a day, but not the magical properties, though he would realize there is "more to this item than I can determine". The Ranger must handle an item for 5 seconds to use this skill.

Knockdown

Range: Self	Area: Special	Duration: Unlimited
Stacking: Base	Misc.: NA	Uses: Level

A Ranger can apply a 5-second knockdown to any critical arrow a number of times equal to half his level per day.

Sense Potion Type

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

By inspecting a potion for 5 seconds, the Ranger can determine the specific nature of any non-magical potion and will know the type and strength of the potion. If the Ranger tries to use this ability to identify a poison or magical potion, they will not receive any specific information. However, they will know that the potion is magical and/or a poison.

Tracking

Range: Self	Area: Unlimited	Duration: Unlimited
Stacking: Base	Misc.: NA	Cost: 0

A Ranger can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Find Water

Range: Self **Area:** Self **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 0

With this ability the Ranger can determine in which direction a source of drinkable water can be found; this ability does not tell the Ranger the distance to water. This ability is limited by GM knowledge.

Gather Food

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

With this ability, the Ranger can gather enough food to prepare a meal for up to 10 people, which might consist of fruit, nuts, tubers, berries, or an occasional squirrel or rabbit. The Ranger must spend at least 10 minutes role-playing the search for food.

Level 1

Healing Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** Var.

The Ranger can brew a **Healing Potion** that will heal himself or another character for 2 hitpoints per ability point expended. The Ranger may expend up to his level in ability points per **Healing Potion**.

Identify Potion

Range: Touch **Area:** 1 Potion **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

By inspecting a potion for 5 seconds, the Ranger can determine the specific nature of any non-magical potion and will know the type and strength of the potion. They will sense if the potion is magical or a poison.

Nature Lore

Range: Self **Area:** Special **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1*

With this ability, the Ranger can learn the lore surrounding any famous person, location, animal, event, or legend that relates to a natural place (subject to GM knowledge and discretion). **Nature Lore** will provide information regarding the legends and history surrounding the target but will not identify the target's magical abilities. *If there is no **Nature Lore** available then the Ranger does not spend any ability points.

Provide Shelter

Range: Melee **Area:** 10-foot radius **Duration:** 10 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 1

The Ranger can create a stationary protective dome that will protect the inhabitants from in-game severe temperature or wind speed; this ability does not protect against **Gale** or **Dust Storm**.

Sense Poison

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1

By closely inspecting or smelling an object or character, the Ranger can sense the presence of poison, and determine what general type of poison is present (toxin, venom, **Kill Dagger**, or Red Death).

Speak with Animals

Range: Self **Area:** Special **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 1

With the use of this ability, the Ranger can speak with and understand a naturally occurring and non-sentient animal. The animal will not necessarily cooperate with the Ranger, but the Ranger will be able to communicate with it. This ability requires no invocation time.

Level 2

Hone Arrows

Range: Touch **Area:** 5 Arrows **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** LI **Cost:** LI

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 1 additional point of non-magical damage for every 2 spell points expended, when fired, and can be fired by any character with an appropriate weapon and the ability to use it. Each arrow will last until fired or one game day, whichever comes first.

Make Arrows

Range: Self **Area:** 5 Arrows **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 2

When used, this ability will allow the Ranger to make 5 mundane arrows or bolts. Each arrow will last until fired or one game day, whichever comes first.

Penetrating Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Cost:** 2

By use of this ability, the Ranger can fire an arrow that will firmly penetrate stone, wood, or any other dense substance, firmly anchoring the arrow 2 inches into the substance; only inanimate objects can be used as anchor points. If the Ranger role-plays tying a rope to the arrow before it is fired, the resulting rope will be anchored solidly enough to allow one person at a time to cross.

Level 3

Animal Tamer

Range: Combat **Area:** 1 Target **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 3

With this ability, the Ranger can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the Ranger and any nonbelligerent members of his party to pass unharmed (GM discretion). If the Ranger harms or indirectly causes harm to come to an animal under the effects of **Animal Tamer**, the ability will immediately end. The Ranger could re-invoke the **Animal Tamer**, but he would have to spend the additional ability points to re-invoke the ability. When this ability ends, the animal will resume its previous attitude towards the Ranger.

Move Without Tracks

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 3

This ability allows the Ranger to move in such a way as to leave no discernible tracks, which will conceal his passage from a character using **Tracking** (Ranger 1, Thief 3). This ability only affects the Ranger; any other character traveling with him will still leave a visible trail.

Perceive Illusionary Terrain

Range: Self **Area:** 10'x30'x10' path **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 3

This ability allows the Ranger to see through illusions that change the appearance of the land, such as an illusory bog that is actually a chasm. This ability will not dispel the illusions; it will only allow the ranger to see through them. The area of effect is a path that is 10 feet wide by 30 feet long by 10 feet in height that may be moved.

Sense Traps

Range: Self **Area:** 3'x10'x10' path **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Cost:** 3

With this skill, the Ranger will sense all traps (for example, glyphs, pitfalls, or snares) within the area of effect, whether they are visible or hidden. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved and can be used in both indoor and outdoor environments. The Ranger can move no faster than a walk to use **Sense Traps** effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the Ranger will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1-inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 10 minutes.

Target Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Stat Break **Misc.:** NA **Cost:** 3

With 5 seconds of aiming, this ability allows the Ranger to fire an arrow at a target as small as 3"x3"; this is the only manner in which an opponent's limb may be specifically targeted with missile fire. The Ranger should call out "**Target Arrow**" followed by the opponent's color, the arrow's damage, and which of the opponent's limbs has been targeted; for example, "**Target Arrow**, Blue, 6 points, right arm".

Level 4

Animal Pact

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

The Ranger can make a pact with a single creature type corresponding to the **Aspect of the Beasts** SAS (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the **Animal Pact** will be under the effects of a permanent **Animal Tamer** towards the Ranger and will remain peaceful unless provoked. Any aggressive behavior by the Ranger towards an affected animal will break the pact (GM discretion). When invoking **Aspect of the Beasts**, the Ranger will spend one less ability point for his chosen **Animal Pact** type.

This ability can only be used one time ever by the Ranger, and the pact must be recorded with the IFGS Registry. If the pact is ever broken, the Ranger must record the loss of the pact with the IFGS Registry. Once a pact is lost it cannot be reestablished except by game design.

Gauge Magical Missile Weapon

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

With this skill, the Ranger can gauge the magical enhancements that pertain to damage on a missile weapon, including an arrow, crossbow bolt, bow, bowstring, or crossbow. This skill will tell the Ranger what the item does, not what it is worth. The Ranger must handle an item for 5 seconds to use this skill. In addition, this ability will tell the ranger how many savvies are on the item.

Snapshot

Range: Self **Area:** 1 Arrow **Duration:** Game Day or until used
Stacking: Stat Break **Misc.:** NA **Cost:** 4

A Ranger using this ability can fire a normal arrow without the normal aim time. This is for normal arrows, as well as critical arrows, and knockdown arrows. Snapshot does not allow the ranger to snapshot an arrow that contains an SAS such as *Githars arrow*. This is a precast ability.

Investigate Habitation

Range: Combat **Area:** Special **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

Using this ability, the Ranger can inspect the natural or artificial habitation of a group of 5 or more creatures (characters or animals) and draw conclusions about the creatures themselves. This ability will provide information including the following, as appropriate: the approximate size of the creatures, weapon usage (including natural weapons such as claws), tool usage (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.

Knockdown Arrow

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Cost:** 4

With 5 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a 5-second Knockdown to the target. The Ranger should call out “*Knockdown Arrow*” followed by the opponent’s color, the arrow’s damage, and the duration of the Knockdown; for example, “*Knockdown Arrow*, Blue, 6 points, 5-second Knockdown”.

Neutralize Non-Magical Disease Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 4

The Ranger can brew a potion that will cure the target of all non-magical diseases unless otherwise specified by game design. This potion does not restore lost hitpoints but does prevent further loss or disability from all neutralized diseases.

Neutralize Poison Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 4

The Ranger can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death unless otherwise specified by game design. This potion does not restore lost hitpoints but it does prevent further loss or disability from all neutralized poisons.

Wathit

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

By observing a creature for 10 seconds, the Ranger can gather information about its natural properties. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, whether the creature is natural or special, what the creature’s major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature’s level or class. The Ranger will learn 1 property of his choice for every 2 ability points expended and can spend up to his level in ability points for each use of Wathit.

Level 5

Arrow of Slaying

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

With 5 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a significant amount of additional damage to the target. In addition to the arrow's Base damage, the target will take 2 points of non-magical damage per ability point expended. The Ranger can spend up to his level in ability points but must spend at least 3 ability points.

Enhanced Senses

Range: Self **Area:** 30 foot radius **Duration:** 10 minutes
Stacking: Base **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 his level +2. The use of this ability will allow the ranger to target these creatures with missile fire.

Long Arrow Add can use during pursuit possible negate with KD

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Dimension **Misc.:** NA **Cost:** 5

With 5 seconds of aiming, this ability allows the Ranger to fire an arrow a distance of up to sight. This ability does not make the damage from the arrow magical. The Ranger should call out "**Long Arrow**" followed by the opponent's color and the arrow's damage; for example, "**Long Arrow**, Blue, 6 points".

Ranger's Guardian

Range: Combat **Area:** Sight **Duration:** 8 hours
Stacking: Base **Misc.:** NA **Cost:** 5

This ability creates a creature that will act as a sentry or alarm for the Ranger; only the Ranger who creates the guardian will be able to see or control it. The guardian can monitor an area of effect with a 130' radius that is centered on a point designated by the Ranger. The guardian will "know" any character or creature that is pointed at and named by the Ranger. While the Ranger is within the area of effect, the guardian will warn him when any unknown creature enters the guarded area. If the Ranger is asleep, he will be awakened by the guardian's warning; if the Ranger is magically slept, the guardian will be unable to wake the Ranger.

The guardian's senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed; creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout or an attack animal and cannot be used to trigger glyphs or other traps. The guardian's senses are only as good as those of the GM or SK.

Level 6

Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Cost:** LI

This ability allows the Ranger to conceal himself. While he is 30 feet or more from another PC or NPC, his concealment is effective at the level of the conceal +3; if a target is within 30 feet of the Ranger, the concealment is effective at the level at which the ability was invoked. As long as the Ranger moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through the grass), then he 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 he is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or he 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.

The Ranger may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after he becomes unconcealed. This ability cannot be dispelled, but the Ranger can be detected with **True Sight** or **Enhanced Senses** (Ranger 5).

A concealed person cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. This is an LI ability. Material component: Yellow flag.

Ranger Herbs

Range: Touch

Area: 1 Herb or Root

Duration: Game Day or until used

Stacking: Var.

Misc.: NA

Cost: 6

This ability allows the Ranger to prepare one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Ranger must specify which type of herb or root he is preparing, and will only prepare enough to affect one creature one time. The Ranger is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Ranger must spend 15 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water; once brewed, this potion will last for the game day or until used.

The ability point expenditure for this ability is incurred when the Ranger prepares the herb or root; if the Ranger purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- **Athelas** – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including Red Death. This herb does not restore lost hitpoints but does prevent further loss or disability from all neutralized poisons.
- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly; if the target obtains and drinks a Damiana potion without receiving it from another character, he will fall in love with the next suitable target that he encounters, Based on GM discretion. This herb will affect any creature that is equal or lesser in level to the Ranger who prepared it. The effect of this herb is considered to be similar to the effects of **Enthrall**, and can thus be countered with an SAS such as **Distrust** (Thief 4). **Duration:** 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma. This poison can be neutralized with a **Neutralize Poison** or related SAS.
- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1st level Magic User spells for a short time. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1st level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6th level Ranger could cast a 6th level **Enthrall** for 3 ability points. This potion does not negate any of the target's other abilities. **Duration:** 5 minutes or the end of the current combat, whichever is greater.
- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +3. **Duration:** 5 minutes or the end of the current combat, whichever is greater. Stacking Group: Damage.
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by the use of a **Freeze Poison**, **Neutralize Poison** or related SAS. **Duration:** 5 minutes.

Level 7

Githar's Arrow

Range: Combat **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Base **Misc.:** LI **Cost:** LI

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will have one of the special abilities listed below. **Githar's Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "**Githar's Arrow**" followed by the opponent's color, the special ability of the arrow, and the level of effect; for example, "**Githar's Arrow**, Blue, **Crash Time**, 7th level". This is an LI ability.

- **Disarm:** This arrow will disarm an opponent who is holding a weapon but has no effect against natural weapons such as claws, talons, or tentacles. If the target is less than or equal to the level of effect called by the Ranger, the target must drop his weapon and let it hit the ground, after which it can be retrieved.
- **Crash Time:** This arrow will cause the target to fall asleep. If affected, the target will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **Crash Time** lasts for a duration of 1 minute or until a target is awakened. Noise or damage will not cause the target to awaken. Arcane methods that can awaken the target include **Awaken** and a white **Flower of Avalon**. The only physical means that can be used to wake the affected target is to lightly shake him for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself.

Group Concealment

Range: Self **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Cost:** 7

By use of this ability, the Ranger can conceal himself and up to 10 people who are with him as per the **Conceal Self** ability. If the observer is more than 30 feet away from the concealed group, the concealment is effective at the Ranger's level +3. If the observer is within 30 feet of the concealed group, then the concealment is effective at the Ranger's level. The area of effect is a 5-foot radius circle around the Ranger and does not move with the Ranger. Anyone who approaches the concealed group should be told "Group Conceal", followed by the level of effect.

If any member of the concealed group moves outside of the area of effect, the concealment effect will drop for him on an individual basis; all restrictions on coming out of **Conceal Self** apply. No member of the concealed group may take any offensive action while in concealment, or for 5 seconds after he becomes unconcealed. This skill can't be dispelled but can be detected with SAS such as **True Sight** or **Enhanced Senses** (Ranger 5). Material component: Yellow flag.

Group Move Without Tracks

Range: Self **Area:** 10 foot radius **Duration:** 5 minutes/level
Stacking: Base **Misc.:** NA **Cost:** 7

By use of this ability, the Ranger can obscure the tracks of a group of up to 10 people, which will conceal the group's passage from a character using **Tracking** (Ranger 1, Thief 3). The group must remain within a 10-foot radius circle and can move no faster than a normal walking pace. The Ranger must move at the back of the group to effectively obscure the trail.

Stun Arrow

Range: Combat **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Base **Misc.:** KD10 **Cost:** 7

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a 10-second Knockdown to the target. **Stun Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "**Stun Arrow**" followed by the opponent's color and the duration of the Knockdown; for example, "**Stun Arrow**, Blue, 10-second Knockdown".

Track Lore

Range: Melee **Area:** 1 Set of Tracks **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** Var.

By observing a set of tracks for 15 seconds, the Ranger can gather information about the natural properties of the creature that left them. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many hitpoints the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature's level or class. The Ranger will learn 1 property for every 4 ability points expended and can spend up to his level in ability points per use.

Tripline

Range: Combat **Area:** 3'x12', 1 Target **Duration:** Game Day or until triggered
Stacking: Base **Misc.:** KD5, Material Component **Cost:** Var.

This ability allows the Ranger to set a mechanical trap known as a **Tripline**, which will be triggered by the first creature other than the Ranger who enters the area of effect. The **Tripline** will cause 2 points of damage per ability point expended, plus a 5-second Knockdown; all damage is applied to the target's torso. The Ranger may expend up to his level in ability points per **Tripline** but must expend at least 3 ability points.

The Ranger must specify the exact boundaries of the **Tripline** to the GM and must either remain within 30' of the trap or mark the area with a yellow flag for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it so that the GM knows the location, a GM or NPC should call the effect when it is triggered. A Ranger can only have one **Tripline** in existence at a time. A **Tripline** cannot be seen by other characters but will be identified by SAS such as **Sense Traps**. The duration of **Tripline** is until triggered or one game day, whichever comes first. Material component: Yellow flag.

Level 8

Aspect of the Beasts

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Var. **Misc.:** NA **Cost:** 8

This ability allows the Ranger to assume the aspect of one of the animals listed below. The Ranger will not shape change into the animal but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Ranger chooses to assume an aspect that corresponds to his **Animal Pact**, this ability will only cost 7 ability points to cast. While under the effects of this ability, the Ranger may use magic items and SAS as normal, and will still be able to understand and speak his normal languages.

While in **Aspect of the Beasts**, the Ranger should role-play the characteristics of the aspect he has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Ranger during the duration of the aspect. Unless otherwise stated, all damage enhancements apply to hand-held melee damage only. **Aspect of the Beasts** lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Bear:** hitpoints +10, Damage +4, Armor +3. The Ranger has the ability to invoke an **Avenging Blow** for 20 points once during the duration of the aspect. When the aspect ends, if the loss of the additional hitpoints results in the unconsciousness or death of the Ranger then he will be unconscious or dead. Stacking Group: Damage.
- **Falcon:** hitpoints 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 **Leap** a distance of up to 40 feet once during the duration of the aspect. Stacking Group: Damage.
- **Mongoose:** hitpoints normal, Damage +5, Armor +4. The Ranger will be protected by **Sense I** for the entire duration of the aspect. The **Sense I** will end at the same time as the aspect. Stacking Group: Damage.

- **Panther:** hitpoints normal, Damage +3, Armor normal. The Ranger may use each of the following SAS once during the duration of the Aspect: **Balance**, **Climbing**, **Dodge Blow**, **Evade**, **Kip**, **Leap**, and **Safe Fall**. Stacking Group: Damage.
- **Snake:** hitpoints normal, Damage normal, Armor normal. The Ranger may autocast **Stun** and **Freeze Poison** once each during the duration of the aspect and may add a 3 point **Pain Strike** to one successful melee or missile strike. The Ranger may use the **Conceal Self** ability at his level +2. Note: the **Conceal Self** can outlast the duration of the aspect. Once the Ranger becomes unconcealed he may not become concealed again for the duration of the aspect. Stacking Groups: Damage & LI.
- **Wolf:** hitpoints normal, Damage +3, Armor normal. For the duration of the aspect, the Ranger is immune to all poisons and is under the effects of **Resist Death** effective at his level. The Ranger may use **Fighter's Blow** and **Resist Pain** once each during the aspect. Stacking Group: Damage.

Snare

Range: Combat **Area:** 3'x12', 1 Target **Duration:** Game Day or until triggered
Stacking: Base **Misc.:** LI, KD5, Material Component **Cost:** LI

This ability allows the Ranger to set a mechanical trap known as a **Snare**, which will be triggered by the first creature other than the Ranger who enters the area of effect. When the target sets off the **Snare** he will take a 5-second Knockdown; if the target's LI resistance is equal to or less than the Ranger's level, the target will be unable to move for 5 minutes or until he is freed by another character. Freeing the target of a **Snare** requires at least 10 seconds of role-playing the act of dismantling the trap.

The Ranger must specify the exact boundaries of the **Snare** to the GM and must either remain within 30' of the trap or mark the area so that the GM knows the location for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the Knockdown, then the trap, the target's color, and the trap's level of effect; for example, "5-second Knockdown, **Snare**, blue, 8th level". A Ranger can only have one **Snare** in existence at a time. A **Snare** cannot be seen by other characters but will be identified by SAS such as **Sense Traps**. The duration of **Snare** is until triggered or one game day, whichever comes first. This is an LI ability. Material component: Yellow flag.

Level 9

Deadfall

Range: Combat **Area:** 3'x12', 1 Target **Duration:** Game Day or until triggered
Stacking: Base **Misc.:** LI, KD5, Material Component **Cost:** Var.

This ability allows the Ranger to set a mechanical trap known as a **Deadfall**, which will be triggered by the first creature other than the Ranger who enters the area of effect. The **Deadfall** will cause 3 points of damage per ability point expended, plus a 5-second Knockdown; all damage is applied to the target's torso. In addition, if the target's LI resistance is equal to or less than the Ranger's level, the target will be unable to move for 5 minutes or until he is freed by another character. Freeing the target of a **Deadfall** requires at least 10 seconds of role-playing the act of dismantling the trap. The Ranger must expend his level in ability points when creating a **Deadfall**.

The Ranger must specify the exact boundaries of the **Deadfall** to the GM and must either remain within 30' of the trap or mark the area so that the GM knows for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the Knockdown, then the trap, the damage the target's color, and the trap's level of effect; for example, "5-second Knockdown, **Deadfall**, 27 points, blue, 9th level". A Ranger can only have one **Deadfall** in existence at a time. A **Deadfall** cannot be seen by other characters but will be identified by SAS such as **Sense Traps**. The duration of **Deadfall** is until triggered or one game day, whichever comes first. This is an LI ability. Material component: Yellow flag.

Hunting Pursuit

Range: Self

Area: 1 Target

Duration: Game Day or until terminated

Stacking: Base

Misc.: NA

Cost: 9

This ability will allow the Ranger to follow and locate a familiar creature and can be used on any target that has come within the combat range of the Ranger. The Ranger will be able to track the target regardless of its mode of travel, as long the Ranger actively pursues the target; if the target moves to a different plane, the Ranger will lose the trail and the ability will end.

For the duration of the *Hunting Pursuit*, the Ranger will be under the effects of *Enhanced Senses* (Ranger 5). If the target is concealed at a level high enough to go undetected by the Ranger, he cannot be tracked with this ability. This ability can be used to follow a target using *Move Without Tracks* (Ranger 3, Monk 5, Ranger 7). This ability will last until the Ranger finds the creature, the trail is lost or abandoned, or for one game day, whichever comes first.

Level 10

Killing Arrow

Range: Combat

Area: 1 Arrow

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause the target creature to immediately lose ½ of his total hitpoints to death; when fired, the Ranger should call out “Killing Attack Arrow” and identify the target. Damage is based on the number of hitpoints the target has when he is fully healed and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one *Killing Arrow* or *Killing Attack* at a time no matter the source. This damage cannot be reduced or avoided except by a *Concentration* while casting or an *Evade*. If the arrow is evaded, the ability is still used and the points are expended. A Ranger may only deliver one *Killing Arrow* or *Killing Attack* every 5 seconds, regardless of the source. The arrow may be either a marginal or critical arrow but may not be modified by any other Ranger ability, including damage enhancements such as *Knockdown Arrow*. The Ranger’s Base missile damage is not added to the damage from the *Killing Attack*.

No Defense Arrow

Range: Combat

Area: 1 Arrow

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 10

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause damage independent of any defense. The amount of damage caused by the arrow is equal to the Ranger’s level, with no other modifications allowed. The arrow will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the arrow. This ability will penetrate *Concentration*. If the arrow is countered by *Evade*, the ability is still used and the points are expended. This ability cannot be stacked with any other effect. A critical arrow may be used in conjunction with a *No Defense Arrow* to bypass a shield, although no extra damage will be caused by the critical arrow.

Hunter

A ranger who specializes as a Hunter has devoted her fieldcraft in tracking and relentless pursuit of a chosen prey using both the bow and the blade to bring her quarry down. A Hunter works well with a pack or team maximizing the chances of a successful chase through her knowledge of herbs, potions, and tracking. The following abilities are gained by Rangers who specialize in the hunting and pursuit of dangerous creatures (Hunters). These abilities are in addition to the standard Ranger abilities described above.

Level 6

Brew Poison: Spell Plague Poison

Range: Thrown, Combat	Area: 1 Target	Duration: game day or until used
Stacking: Damage	Misc.: Material Component	Cost: 6

With this ability, the Hunter prepares a Spell Plague Poison. It is a contact poison that is delivered by throwing the vial of poison (green bean bag) at the intended target. The bean bag deals no physical damage. Instead, at the moment the target is affected, they lose access to half of their current spell or ability points. These points are not lost, the target just cannot access them to cast spells or use abilities. The Spell Plague Poison can be suspended with Freeze Poison, or neutralized by Neutralize Poison and related SAS. Once the poison is neutralized the player will be able to access all their spell or ability points again. If Freeze Poison is used, the character may access all of their spell points for the duration of the freeze. Once the freeze poison expires, the character loses access to the full amount lost when originally affected. Note: This is a contact poison that deals no damage. As such, it does not interrupt spell casting. It does, however, affect anyone struck, including casters using Concentration.

The Hunter may choose to load this poison onto an arrow. The arrow damage becomes the carrier for the Spell Plague Poison. A Hunter can have only one Spell Plague Arrow prepared at any one time. It takes the Hunter 5 secs to apply the poison to an arrow. A Hunter may only have one poison in effect on a single arrow.

The Hunter must wait 5 seconds after throwing a specialty bean bag before throwing another one.
Material Component: Green Bean Bag.

Improved Enhance Senses

Range: Touch	Area: Self	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

A Hunter's senses are unparalleled even by other rangers' standards. The range of **Enhanced Senses** (Ranger 5) is doubled to 60' for a Hunter. This skill is a Base of the character class and may not be placed in a magic item.

Improved Potion I

Range: Touch	Area: 1 Potion	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

A Hunter may prepare her healing potions as if she were two levels higher. She must still spend the additional Ranger Points to achieve this effect. This skill is a Base of the character class and may not be placed in a magic item.

Prey of Choice I

Range: Self	Area: Special	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

The Hunter has had more experience in hunting one specific type or race of creature. Choose from the following: *Elf/Fae, Orc/Goblinoid, Human, Giant, Dragon, Undead, Lycanthrope/Shapeshifter, Infernal, Celestial, Dwarf, Natural Creatures, and Monstrous Humanoid*. This choice is permanent and should be recorded on your character sheet. The Hunter will recognize a non-disguised creature of that type (per GM's discretion) and will be at considered +1 level (Damage or LI) while using an SAS on an arrow and targeting a target of the chosen type. This skill is a Base of the character class and may not be placed in a magic item.

Quarry I

Range: Self

Area: 1 Target

Duration: Game Day or until used

Stacking: Base

Misc.: NA

Uses: ½ level

A Hunter marks her chosen prey for the hunt giving her bonuses to following and dispatching the target. The Hunter may only have one quarry marked at any one time, and the Hunter must be able to see the target of the *Quarry*. A Hunter can mark a target as her *Quarry* if she sees the target via magical or supernatural ways such as a **Melange** (Ranger 7) dream or by game design. Once marked, the Hunter may not move the mark or recast the mark to another target until the Hunter has captured the target (GM's discretion on when that is fulfilled) or until the end of Game Day whichever comes first. The Hunter can cast *Quarry* a number of times equal to ½ her level per day and expends no Ranger points. At level 6, the Hunter is at +1 LI vs Conceal or +2 if the target of *Quarry* is a type selected by the Hunter's **Prey of Choice** and gets **Nature Lore** (if available) on the target of *Quarry*.

Level 7

Improved Track Lore

Range: Combat

Area: 1 set of tracks

Duration: Instantaneous

Stacking: Base

Misc.: NA

Cost: 0

The Hunter can glean more information from a trail than an average ranger. The Hunter gets one additional property when casting *Track Lore*. This skill is a Base of the character class and may not be placed in a magic item. This skill is a Base of the character class and may not be placed in a magic item.

Plant Seek

Range: Combat

Area: Special

Duration: Var.

Stacking: Var.

Misc.: NA

Cost: 7

This spell allows the Ranger to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Ranger must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Ranger, can be used by any creature.

- **Duck Back:** When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature.
- **Battle Weed:** Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Damage.
- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Resin:** This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against **Dropsy** and **Disarm**. The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first **Dropsy** or **Disarm** used against the creature. Because each hand is protected separately, when a **Disarm** is used against one hand the other will remain protected; **Dropsy**, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been removed by a **Dropsy** or **Disarm**, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.
- **Sponge:** When this plant is eaten, it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- **Vervain:** Eating this plant will protect a creature from **Enthrall** and all **Enthrall**-related spells or abilities for a duration of 1 hour.

Quarry II

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Cost:** 0

In addition to benefits listed on earlier levels, any critical arrow shot by the Hunter will cause the marked target to be **rooted** for 5 secs. This skill is a Base of the character class and may not be placed in a magic item.

Level 8

Improved Potion II - Athelas

Range: Touch **Area:** 1 Potion **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

In addition to the normal effects of the potion, an **Athelas** potion created by a Hunter will remove one disease from the consumer. This potion does not restore lost hitpoints but does prevent further loss or disability from the neutralized disease. If the consumer is infected by multiple diseases, then **Athelas** will remove the lowest level disease per GM's discretion. This skill is a Base of the character class and may not be placed in a magic item.

Quarry III

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Cost:** 0

In addition to benefits listed on earlier levels, the Hunter is considered at -2 levels of encumbrance against a target marked with *Quarry* when the Pursuit Rule is invoked. This skill is a Base of the character class and may not be placed in a magic item.

Rangers Herb - Knockout Poison

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Cost:** 8

A hunter can refine various herbs into an oil that can coat 1 arrow or 2 thrown weapons. This concoction is delivered via contact by a successful weapon attack. The hunter must call "Knockout Poison" along with normal damage. 15 secs after being damaged, the target will feel groggy and tired. 1 minute after being damaged, the target will fall into a coma that will last for 4 hours. This poison can be neutralized with a **Freeze Poison**, **Neutralize Poison**, **Stasis**, **Purify** (Cleric 9), **Cleanse**, **Earth Healing** (Druid 10) and **Flower of Avalon - Black**. The coma can also be dispelled using a **Flower of Avalon -White**.

Level 9

Brew Venom Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** ½ level

With this skill, the Ranger can brew a venom poison and use it to coat one of her hand-held melee weapons. The Ranger's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Ranger must call out "Venom Poison" and the amount of melee damage after the first successful strike. Only the Ranger who brewed the poison may use it, and the Ranger can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Prey of Choice II

Range: Self **Area:** Special **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

A Hunter has expanded her repertoire of common hunts. Chose a second type from the list above. This is permanent and should be noted on your character sheet. This skill is a Base of the character class and may not be placed in a magic item.

Quarry IV

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Cost:** 0

A Hunter doesn't let anything stand between her and her prey. While moving towards her marked target, a hunter gains the effect of **Walk on Liquids** if the liquid in question is between her and her marked target and the marked target is within 60 feet. Additionally, a hunter may use **Speed** once per quarry. However, a hunter may not use **Speed** and **Walk on Liquids** at the same time. This skill is a Base of the character class and may not be placed in a magic item.

Level 10

Improved Hunting Pursuit

Range: Self **Area:** 1 Target **Duration:** Game Day or until terminated
Stacking: Base **Misc.:** NA **Cost:** 0

When a Hunter uses *Hunting Pursuit*, she gains the following extra benefits:

- If her target moves to a different plane, the Hunter will know which plane the target has moved to and will have 30 minutes to follow before the Hunter loses the trail and the ability ends.
- If the Hunter uses *Hunting Pursuit* on her **Quarry** target, she may use *Hunting Pursuit* even if the target is above her level and/or not been within 30 feet of the Hunter
- The Hunter gains **True Sight** on the target of the *Hunting Pursuit*.

This skill is a Base of the character class and may not be placed in a magic item.

Master Potion - Athelas

Range: Self **Area:** 1 Target **Duration:** Game Day or until terminated
Stacking: Base **Misc.:** NA **Cost:** 0

When a Hunter makes a potion of *Athelas*, she may spend 4 additional ranger points to add 12 points of healing in addition to the enhanced effects of the **Improved Potion II**. This skill is a Base of the character class and may not be placed in a magic item.

Quarry V

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 1 time per day

If an enemy manages to land a potentially fatal blow unconscious to the Hunter while in sight of her marked target, the Hunter's sheer hatred and will to finish the hunt keeps her alive. Once per day only, if a Hunter was to be killed while in eyesight of the marked target, she instead gains the effect of **Life Support** (Monk 8) per the Monk ability. This skill is a Base of the character class and may not be placed in a magic item.

Summon the Wild Hunt

Range: Combat **Area:** Special **Duration:** Game Day or until terminated
Stacking: Modifier **Misc.:** NA **Cost:** Special

When a Hunter invokes this ability, all allies within 50 feet up to a maximum of 10 allies will gain +5 Damage, **Walk on Liquids**, +1 LI (outgoing and incoming), and -1 to encumbrance on the pursuit chart when within 60' of the target marked with **Quarry I-IV**. This ability lasts 10 mins after the marked target disappears or is lost to sight. If the quarry is found before the 10 minutes' pass, *Summon the Wild Hunt* will resume as if the quarry had not been lost to sight. If the quarry is captured, the effects of *Summon the Wild Hunt* end one minute after the end of combat. This ability may be invoked once per day for each use of *Quarry* and may be autocasted when the marked target is within 60'.

Marksman

The Ranger who specializes as a Marksman has devoted her life to push her skills with a bow to extreme levels dealing substantial amounts of single target damage at long ranges as well as using terrain and positioning to hinder assailants. These abilities are in addition to the standard Ranger abilities described above.

Level 6

Deadly Precision I

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more frequently. She gains an additional critical arrow per 10. This skill is a Base of the character class and may not be placed in a magic item.

Potion Arrow

Range: Touch	Area: 1 or more Arrows	Duration: Game Day or until used
Stacking: Base	Misc.: NA	Cost: Var.

The ranger may create a number of arrows that will deliver potion effects via his bow. He may prepare 1 arrow for every 2 ability points spent. Preparing an arrow consumes the potion the arrow will be delivering. Thus preparing 3 arrows requires 3 potions, one for each arrow. The target struck by the potion arrow becomes the target of the potion effect. A potion arrow may be loaded with any ranger potion. If the potion would normally deal damage, then the arrow's damage is replaced by the potion damage. Damage bonuses from magical bows or arrows stack normally. Firing a Potion Arrow requires 10 seconds of aiming and has its range limited to combat, due to the extra weight of the potion. This range may not be increased using [Long Arrow](#). The ranger may have up to ½ his level of arrows prepared at any given time.

Surgical Strike

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Modifier	Misc.: NA	Uses: ½ Level

The Marksman uses the knowledge gleaned from the successful use of *Wathit*, *Supernatural Wathit*, or *Nature Lore* on her target to maximum effect for one powerful critical attack. Her Base damage is doubled for one critical arrow and **roots** the target for 5 secs after the target takes the standard **knockdown** of a critical arrow. She can do this a number of times equal to her level per day and expends no ranger points.

Level 7

Deadly Precision II

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 0

The Marksman has honed her skill in hitting small but devastating targets more quickly. *Snapshot* costs the Marksman 3 points instead of the standard 4 points. This skill is a Base of the character class and may not be placed in a magic item.

Twin Shot

Range: Self	Area: 1 Arrow	Duration: Instantaneous
Stacking: Modifier	Misc.: NA	Cost: 7

The Marksman nocks two arrows and fires at two nearby enemies. Targets must be within 10 feet of each other. This may include SAS arrows, but a Marksman may not use this ability to use any effect that would further increase the number of arrows fired. If using an S/A/S then the ranger pays the cost for a single use of the S/A/S and it will affect both arrows.

Level 8

Deadly Precision III

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

The Marksman has honed her skill in hitting small but devastating targets more forcibly. She deals 3 points additional on a critical arrow instead of 2 additional as standard. This skill is a Base of the character class and may not be placed in a magic item.

Pinning Shot

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Cost:** 8

A Marksman uses a critical arrow to strike the target with extreme force in the target's leg causing the target to be pinned to the ground where the target stands. The critical arrow damage will be applied to one of the target's legs. If the target has no limbs (i.e. a beholder or similar creature), the damage will be applied to the target's torso. In addition to normal critical arrow damage, the target suffers a 15-second **root** after any knockdown. A target can activate **Strength 3** as an immediate counter to *Pinning Shot* to eliminate the root, but will still take the critical arrow damage.

Level 9

Deadly Precision IV

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** ½ Level

The Marksman has honed her skill in hitting small but devastating targets more quickly. The Marksman may use **Snapshot** for no Ranger points, a number of times equal to ½ her level per day. All restrictions of **Snapshot** apply. This skill is a Base of the character class and may not be placed in a magic item.

Driving Shot

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Cost:** 9

The Marksman fires a massively heavy arrow dealing no initial damage but causing her target to take a 10-foot **knockback** and a 5-second **knockdown**.

Sagittarian Pinnacle

Range: Self **Area:** 1 Arrow **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

The Marksman can target two targets within 10' of each other with a single use of **Surgical Strike**, **Pinning Shot**, or **Target Arrow** (Ranger 3) for the duration of one combat. A Marksman can only use this ability 1/2 level times per day but is still limited to the total number of arrows carried.

Level 10

Deadly Precision V

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** 0

The Marksman has honed her skill in hitting small but devastating targets more forcefully. All the Marksman's critical arrows inflict a 5' Knockback. This skill is a Base of the character class and may not be placed in a magic item.

Kill Zone - Rain of Arrows

Range: Combat

Area: 60 feet

Duration: Instantaneous

Stacking: Base

Misc.: KD5, Material Component

Cost: 10

The Marksman can position herself to most effectively employ angles of attack and inflict maximum damage on the targets that enter the zone. The marksman sets up a **Snare** at 12th level costing no ranger points. Within 60' of the **Snare**, the marksman conceals herself at the 10th level. Using **Rain of Arrows** or **Surgical Strike**, aiming at targets, and taking damage will not break this concealment. If the Ranger moves from this location the concealment will be broken. While concealed (5 minutes per level maximum), the marksman may use and call "**Rain of Arrows**". **Rain of Arrows will** deal critical archery damage to everyone within 10' of the **Snare**. A marksman may call **Rain of Arrows** every 15 secs if they are continuously aiming. **Rain of Arrows** may be enhanced by **Improved Hone Arrows**. Each use of **Rain of Arrows** will expend one of the arrows enhanced by **Improved Hone Arrows**. A ranger may only fire a rain of arrows a number of times equal to ½ his level. Material Component: Yellow flag

Skirmisher

The Ranger who specializes as Skirmisher has devoted her efforts to master flanking combat relying on gadgets and skill to pick off or disable individual combatants and then close in for the kill in melee. While she is still a good archer, she is best in medium to close range using dual melee and thrown weapons.

Level 6

Opportunist

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Stat Break	Misc.: NA	Cost: 0

The Skirmisher deals additional damage to a disabled opponent (any opponent currently affected by a **knockdown**, **root**, **crash time**, or **paralysis**.) This bonus is equal to $\frac{1}{2}$ the Skirmisher's level (rounded down). This applies to hand-held melee and thrown weapon damage only. This skill is a Base of the character class and may not be placed in a magic item.

Flashbang Grenade I

Range: Combat	Area: 5-foot radius	Duration: Game Day or until used
Stacking: Base	Misc.: NA	Cost: 6

The Skirmisher can prepare a small disruptive explosive for use on the battlefield that will last for the Game Day or until used. The Skirmisher tosses a bomb containing finely ground irritating herbs mixed with flash powder that creates a 10' blast of bright light, smoke, and dust. All targets in the area have their vision **blinded** and cannot use any attacks or S/A/S beyond 15', and are affected by **Opportunist**. This effect lasts 1 minute. A Skirmisher can have only one prepared *Flashbang Grenade* on her person at any one time, and only the Skirmisher can use the prepared *Flashbang Grenade*.
Material Component: a yellow bean bag.

Improved Thrown Weapons

Range: Var	Area: Self	Duration: Instantaneous
Stacking: Modifier	Misc.: NA	Cost: 0

The Skirmisher's Base damage on thrown weapons is increased by 2. This skill is a Base of the character class and may not be placed in a magic item.

Level 7

Net Toss

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Cost: 7

The Skirmisher throws a heavy net at a target preventing the target from running. If the target is hit anywhere on her person or gear, the target is **rooted** for 5 secs. A skirmisher may not have more than $\frac{1}{2}$ his level of bean bags on him at any one time and each use of this ability creates 2 bean bags. Material component: a green bean bag.

Swift Strike

Range: Combat	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: LI	Cost: LI

The Skirmisher feints with his main hand and then strikes quickly with her off-hand. If the Skirmisher lands a melee attack, the Skirmisher calls out "*Swift Strike*, X level". If she breaks the LI of the target, then she gets a free hit to a target's leg and the target is considered affected by **Opportunist** for the strike. In addition to the normal damage of a melee attack, the target of **Swift Strike** will be considered affected by **Opportunist** for 15 secs. Prepared abilities such as **Killing Attack** (Killing Monk 8) or poison on a weapon may not be used in conjunction with **Swift Strike**. The Skirmisher is considered two levels higher against any disabled target. **Dodge Blow** will not work against **Swift Strike**. **Evade** and **Concentration** will negate the **Swift Strike**.

Level 8

Sticky Bomb

Range: Combat **Area:** 5-foot radius **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** Var.

The Skirmisher can prepare a small but sticky explosive trap that hinders movement for use on the battlefield that lasts for the Game Day or until used. She can throw the trap in the middle of combat. If a target or their shield is hit directly by the thrown bean bag, it immediately triggers and explodes. Everyone within 5' of an exploding mine is dealt 3 points of non-magical fire damage per ranger point spent on the mine. The Skirmisher can spend up to their level in ranger points (3 points minimum) on the *Sticky Bomb*. In addition, the initial target and anyone also affected by *Flashbang Grenade* suffers a 15-second **root**. The root occurs even if the target's armor is not breached but can be removed by a *Neutralize Poison* or any other SAS that removes or neutralizes poison. If the Skirmisher misses her target, she may recover the *Sticky Bomb* and use it again until it is triggered and explodes on a target.

Material Component: green bean bag.

Flashbang Grenade II

Range: Combat **Area:** 5-foot radius **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 0

The Skirmisher has improved on the herbal and chemical composition of *Flashbang Grenade*. In addition to the other effects listed by *Flashbang Grenade*, all targets affected by *Flashbang Grenade* are **rooted** for 5 sec. This skill is a Base of the character class and may not be placed in a magic item.

Level 9

Sap Strike

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Cost:** ½ Level

The Skirmisher aims a thrown weapon (dagger) for a massive attack that can cripple her target. The target is dealt twice the Base damage of a thrown weapon on a successful thrown weapon attack. If the target is hit in the back, on the legs, or is affected by a *Flashbang Grenade*, the target is **rooted** for 10 seconds in addition to the damage. The Skirmisher cannot be within 5' of the target to use *Sap Strike*. The Skirmisher may only use this ability a number of times per day equal to her level and costs no points. Material Component: a grey bean bag (dagger).

Level 10

Cull the Weak

Range: Combat **Area:** 5-foot radius **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 10

The Skirmisher takes advantage of the vulnerability of his target dealing a total of 20 additional points of damage to the torso to a target affected by *Opportunist* and a 5-second **root** on a successful melee attack to the target's torso or back.

Flashbang Grenade III

Range: Combat **Area:** 5-foot radius **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Cost:** 0

The Skirmisher has improved on the herbal and chemical composition of *Flashbang Grenade* and developed a tolerance to the compounds used. In addition to the other effects listed by *Flashbang Grenade*, the Skirmisher is unaffected by *Flashbang Grenade*. This skill is a Base of the character class and may not be placed in a magic item.

Chapter 12: Thief



Missile Weapon Usage: Yes

Weapon Group: Single Weapon or Dual Wield

Armor: Cloth, Leather Armor.

Shield Usage: Buckler

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 the situation calls for spying and eavesdropping or silent removal of a guard or two. Entry into forbidden places, opening of locked doors, evaluation of treasure, understanding people, getting a good bargain, and disguising a character's appearance – it's tough to match a Thief in these situations and more.

Base Attributes

This section provides the Base attributes for a Thief of each level. With the exception of hitpoints, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides Base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides Base values for each armor type.

Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage		Backstab Damage	
1	1	1	3	3		4	
2	2	2	4	4		8	
3	3	3	5	5		12	
4	4	4	6	6		16	
5	5	5	7	7		20	
				Assassin/ Infiltrator	Scout	Infiltrator/ Scout	Assassin
6	5	5	7	7	9	23	27
7	6	6	8	8	10	27	30
8	6	6	8	8	10	30	34
9	7	7	9	9	11	34	37
10	7	7	9	9	11	37	40

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

hitpoints

The Life Point table below provides Base hitpoints for each level. hitpoints are not cumulative – you receive only the points listed for your current level.

Hitpoints		
Level	Points in Each Limb	Points to Death
1	3	19
2	3	22
3	3	25
4	4	28
5	5	31
6	6	34
7	7	37
8	8	40
9	9	43
10	10	46

Thief Skills

Thieves have skills that come from their agility and basic knowledge of human nature. All of a Thief's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Thief's use of her skills is that most are restricted to a finite number of uses per game day. In most cases, the number of uses is Based on the level of the Thief, but some skills can be used an unlimited number of times. Because none of a Thief's skills are considered to be magical, they cannot be affected by **Dispel Magic**. The majority of a Thief's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Some of a Thief's skills come from potions that she can brew. All potions must be consumed in their entirety to have an effect and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take 5 seconds of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Thieves must role-play preparing their potions but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Level 1

Backstab

Range: Melee	Area: 1 Target	Duration: Instantaneous
Stacking: Modifier	Misc.: NA	Uses: No Limit

If a Thief is behind a target that is relatively unaware of her presence, she can use her melee weapon to **Backstab** the target. Each use of **Backstab** will cause 3 points of damage per level of the Thief, in addition to the weapon's base melee damage; at least 5 seconds must pass between uses of **Backstab**. As she strikes the target, the Thief should call out "**Backstab**" followed by the amount of damage caused by the attack.

Backstab cannot be used against a target who is actively attempting to avoid, parry, or otherwise defend herself against the Thief; if a target is aware of the Thief's presence but is not attempting to defend herself, she is a legal target for this skill. The Thief must be positioned somewhere behind the target and must deliver the blow to the target's back. **Backstab** cannot be avoided by **Dodge Blow** or **Evade** but can be partially avoided by **Sense I**.

Backstab is further clarified in the following ways: a) "behind" means that the attacker's center of mass must be on the "back" side of the plane created by the target's shoulders. b) the only requirements for an allowable backstab are that the target is not actively attempting to avoid, parry, or otherwise defend herself against the backstabber. There is no actual "awareness" component at all. It is understood as part of this that avoidance, parrying, and dodging does not require the target to be looking at the backstabber. I.e. If the target runs away but is obviously trying not to get backstabbed... that is active avoidance. A target who has a sword out to block the backstabber and who looks away is still obviously attempting active parrying.

Gauge Value of Non-Magical Treasure

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: No Limit

A Thief can accurately gauge the Blue Book value of non-magical treasure. She will not know exactly what the local populace will give for the item, but will have a good estimate on which to Base her bargaining for gems, jewelry, or other items of treasure. If used on a magic item, this skill will provide the value of the mundane materials used in its creation.

Pick Locks

Range: Touch	Area: 1 Target	Duration: Special
Stacking: Base	Misc.: Material Component	Uses: Level per lock, minimum of 2

This skill provides the Thief with the ability to pick a lock and allows the Thief to accurately gauge the LI and hitpoints of a lock by inspecting it. A Thief must have an IFGS lock pick, which must comply with the guidelines in Chapter 19, and she may carry as many lock picks as she wishes. A Thief may attempt to pick a particular lock a number of times equal to her level, except for a 1st level Thief who can make 2 attempts on a lock; the Thief must start at the beginning of the lock with each new attempt. Material component: Lock pick.

Sense Poison

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: No Limit

By closely inspecting or smelling an object or character, the Thief can sense the presence of poison, and determine what general type of poison is present (toxin, venom, **Kill Dagger**, or Red Death).

Thief's Hearing

Range: Combat

Area: Self

Duration: 5 minutes

Stacking: Base

Misc.: NA

Uses: Level, minimum of 2*

This skill allows the Thief to hear sounds, such as chanting, spell casting, or shuffling, that are being made at a distance or beyond an obstacle. The Thief can overhear conversations up to 30 feet away or can listen through a normal door or wooden wall. This skill does not give the Thief linguistic abilities, and she will only understand conversations that are in a language that she knows. The Thief must inform a GM or SK that she is trying to listen, and the results will be limited by GM or SK knowledge; if an action happens too quickly for it to be communicated from the NPC to the GM and then to the Thief, then the Thief will not hear clearly enough to discern the specifics of a conversation. However, if the Thief overhears something such as a group of NPCs discussing whether they intend to let the PCs go or to kill them, the GM will be able to pass along the basic details of the conversation. The use of this skill is governed by GM discretion – it is useless on a noisy street or in a loud bar. *Uses of this skill are cumulative with *Improved Thief's Hearing* (Thief 4).

Level 2

Gauge Value of Magic Item

Range: Touch

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: NA

Uses: No Limit

The Thief can determine the approximate Blue Book value of a magic item. In order to use this skill, the Thief must know the magical properties of the item from the use of *Savvy* or another source; the assigned value will be based on the known properties. She will not know exactly what the local populace will give for the item, but will have a good estimate on which to base her bargaining for other items.

Kill Dagger

Range: Touch

Area: 1 Target

Duration: 5 minutes

Stacking: Base

Misc.: LI, Material Component

Uses: ½ Level, minimum of 2*

A Thief can make a small object called a *Kill Dagger*, which normally takes the form of a small object such as a small dagger or a ring with a needle, that is used to deliver a paralyzing poison. For purposes of use in-game, the *Kill Dagger* is represented by a 2"x2" piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the Thief's hand to indicate where the *Kill Dagger* was applied; this skill cannot be delivered or applied by a weapon or other implement. As the *Kill Dagger* is placed, the Thief must call "*Kill Dagger*," followed by the level of effect (her level +3; if the Thief does not call out the level of effect, the *Kill Dagger* will have no effect. The square of duct tape representing the *Kill Dagger* must be left in place as a representation of the skill's use.

When a *Kill Dagger* is applied to the torso of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a *Neutralize Poison*, *Freeze Poison*, or related SAS is done; the target can be fed a *Neutralize Poison* potion as if she were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target's back, she will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. Once paralyzed, the target may not cast spells or activate magic items, including an item of Monk's *Neutralize Poison*; autoactivated magic items will function normally. *Kill Dagger* poison is Level Influential, which means that the poison can only affect characters at the level of the *Kill Dagger* or below.

Kill Daggers work regardless of the target's armor or magical protections, with the exception of *Concentration* during spell casting. *Kill Dagger* also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a *Kill Dagger*; however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A *Kill Dagger* has no effect on an undead creature, and cannot be used on someone actively involved in combat.

A Thief can carry as many *Kill Dagger* representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in-game, the Thief will be unable to use this skill until a suitable representation can be found. A *Kill Dagger* can be used only by the Thief who created it. *Uses of this skill are cumulative with *Apply Kill Dagger to Needle Trap*. Material component: kill dagger representation and a 2"x2" square of duct tape.

People Lore

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level, minimum of 2

With this skill, the Thief will learn information about a noteworthy person, group, or organization (subject to GM knowledge and discretion). This skill can also be used in reverse to identify the person, group, or organization that is associated with information already known by the Thief. If there is no **People Lore** available then the Thief will not expend one of her uses.

Sense Traps

Range: Self **Area:** 3'x10'x10' path **Duration:** 10 minutes
Stacking: Base **Misc.:** NA **Uses:** Level

With this skill, the Thief will sense all traps (for example, glyphs, pitfalls, or snares) within the area of effect, whether they are visible or hidden. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved and can be used in both indoor and outdoor environments. The Thief can move no faster than a walk to use **Sense Traps** effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the Thief will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1-inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 10 minutes.

Sharpen Daggers

Range: Touch **Area:** 5 Thrown Weapons **Duration:** Game Day or until used
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level, minimum of 2

A Thief using this skill can improve the damage caused by 5 thrown weapons. Each thrown weapon will cause 1 additional point of non-magical damage per 2 levels when thrown and can be used by any character. Each thrown weapon will last until thrown or one game day, whichever comes first.

Level 3

Define Trap – Mechanical

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

When the Thief uses this skill, she can determine the lethality and general purpose of a known mechanical trap. The Thief will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect, and will know the relative amount of damage caused by these effects (low – up to 20 % of the Thief's Base hitpoints to death, moderate – 20 to 50% of the Thief's Base hitpoints to death, or high – greater than 50 % of the Thief's Base hitpoints to death).

Escape Bonds

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level, minimum of 2

The Thief can escape from any mundane bindings but will take 2 points of No Defense damage to each bound limb due to skin abrasion and other effects. It will take the Thief 1 minute to escape.

Fence Item

Range: Self **Area:** 1 Item **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

With each use of this skill, the Thief may sell one mundane or magical item to a person who receives and disposes of stolen goods, called a fence. By doing so, the Thief will receive 75% of the item's gold piece price as listed in-game copy; 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 unless otherwise indicated by game design. This skill does not prevent the Thief from trying to locate a fence in a town during a game; if the Thief does locate an in-game fence, it will not count as a use of this skill.

Memory

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

When a Thief uses this skill she can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information including directions, a list, a map, names, a riddle, or an answer. The Thief must study the target text for at least 10 seconds or clearly hear the verbiage, and the Thief must state to a GM or SK that she is using this skill within 5 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: Touch **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Uses:** Level

With this skill a Thief can reduce the LI of a lock by 1 level, making it easier for the lock to be opened by another character with **Reverse Lock**; this skill has no effect on the lock's difficulty to pick. A lock may not be reduced more than once.

Set Needle Trap

Range: Combat **Area:** 1 Target **Duration:** Game Day or until triggered
Stacking: Base **Misc.:** Material Component **Uses:** ½ Level*

This skill allows the Thief to set a mechanical needle trap on a small object, which will be triggered by the first creature other than the Thief that touches the object without first using **Bypass Trap** or **Disarm Trap**. A needle trap can be set on any object that is small enough to pick up or handle or can be placed on a specific part of a larger object, such as the knob on a door. The needle trap will cause 5 points of No Defense damage to the target, which is applied to the body part that contacted the trapped object. This ability cannot be used in melee.

The area covered by a needle trap is a circle approximately 8" in diameter. As such, it CAN be set on a part of a weapon. The Thief should make sure that the GM is aware of what has been done and the Thief still has to attach a yellow flag if he is going to be more than 30 feet away. Multiple needle traps can be set to affect the same area, but no two-needle traps may be placed in the exact same spot and must be separated by at least an inch.

It will take the Thief 10 seconds to set the needle trap. The Thief must specify the exact location of the needle trap to the GM and must either remain within 30' of the trap or inform the GM of a specific spot for it to remain effective. If the Thief remains within 30' of the trap, she is responsible for calling out the effect of the trap when it is triggered; if she informs the GM, a GM or NPC should call the effect when it is triggered. A needle trap cannot be seen by other characters but will be identified by SAS such as **Sense Traps**. The duration of this skill is until triggered or one game day, whichever comes first.

*Uses of this skill are cumulative with **Apply Kill Dagger to Needle Trap**.

Tracking

Range: Self **Area:** Unlimited **Duration:** Unlimited
Stacking: Base **Misc.:** NA **Uses:** No Limit

A Thief can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Level 4

Bypass Trap – Mechanical

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level*

With this skill, the Thief can safely bypass a known mechanical trap. This skill has no effect on glyphs or magical traps. Only the Thief may bypass the trap using this skill. *Uses of this skill are cumulative with **Bypass Trap – Magical**.

Thief's Touch

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level

This skill can be used in conjunction with **Pick Locks** to enhance the Thief's skill at lock picking. When the Thief fails an attempt at **Pick Locks**, she can use this skill to continue her attempt at the point where she touches the lock, instead of having to start over from the beginning of the lock. To invoke this skill, the Thief must call out "**Thief's Touch**" immediately after she touches the lock; she does not have to declare the use of this skill before beginning to pick 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, and any number of those touches can be on the same lock. The Five-Second Rule does not apply to uses of this skill.

Truth Sense

Range: Combat **Area:** 1 Target **Duration:** 10 minutes
Stacking: Base **Misc.:** LI **Uses:** ½ Level

With this skill, the Thief can determine when a target of her level or below is telling lies, but will not know which exact words are lies. Omissions of truth will not be revealed by the 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 SAS or magic item.

Level 5

Climbing

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** NA **Uses:** Level

With this skill, the Thief can role-play climbing up, down, and across vertical surfaces. The Thief can climb 20 feet per level of the Thief, at a rate of 1 foot per second. Combat cannot be initiated from a climbed surface; if the Thief is attacked while **Climbing**, she can only defend herself from attack. If a Thief is affected by a Knockdown while **Climbing**, she will 'fall' to the nearest near-horizontal surface and suffer an amount of damage determined by game design. This skill cannot be used in combat.

Conceal Item

Range: Touch **Area:** 1 Item **Duration:** Game Day
Stacking: Base **Misc.:** LI, Material Component **Uses:** ½ Level

This skill allows a Thief to conceal an item no larger than 3'x3'x3' (subject to GM discretion), effective at her level. The concealment will last one game day unless the Thief chooses to remove the object from concealment. A yellow flag, clearly marked with the level of concealment, must be tied to the item. 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 – the middle of a table would not provide sufficient concealment for successful use of this skill, and the item cannot be concealed on the Thief's person. If a creature physically encounters the item by accident, she will not detect it unless her level is higher than the level of concealment. Material component: Yellow flag marked with the Thief's level.

Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Uses:** Level*

This skill allows the Thief to conceal herself. While she is 30 feet or more from another PC or NPC, her concealment is effective at the level of the Thief +3; if a target is within 30 feet of the Thief, the concealment is effective at the level of the Thief. As long as the Thief moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through the grass), then she 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 herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The Thief may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after she becomes unconcealed. This ability cannot be dispelled, but the Thief can be detected with **True Sight** or **Enhanced Senses** (Ranger 5).

A concealed person cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. *Uses of this skill are cumulative with **Improved Conceal Self**. This is an LI skill. Material component: Yellow flag.

Disarm Trap – Mechanical

Range: Touch	Area: 1 Target	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: Level*

With this skill, the Thief can disarm a mechanical trap. The thief must be aware of the trap either by direct observation or use of **Sense Traps**. *Uses of this skill are cumulative with **Disarm Trap – Magical**.

Obscure Class

Range: Self	Area: Self	Duration: 5 minutes/level
Stacking: Base	Misc.: NA	Uses: ½ Level

With this skill, the Thief can obscure her class from someone using the **Know Class** skill. The Thief must select an alternative class to be projected by this skill; this choice will remain in effect for the duration of the skill.

Thief's Edge

Range: Touch	Area: 1 Weapon	Duration: Next successful weapon strike
Stacking: Modifier	Misc.: NA	Uses: Level

The Thief can apply an extreme edge to one melee weapon used by the Thief, which will cause 1 additional point of damage per level of the Thief on her next successful strike with the weapon. The damage must be called out immediately following the next successful weapon strike. If the strike misses or is blocked, the edge is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the edge is expended. **Thief's Edge** will last until the next successful weapon strike or one game day, whichever comes first.

Level 6

+2 LI vs. Concealment

Range: Combat	Area: Self	Duration: Permanent
Stacking: Modifier	Misc.: NA	Uses: No Limit

The Thief can detect concealed objects or persons at her level +2. This skill is always in effect.

Agility

Range: Self	Area: Self	Duration: 5 Minutes
Stacking: Base	Misc.: NA	Uses: 1 time per day

This ability, when called upon, allows the Thief to bypass a single obstacle or walk normally in difficult terrain such as spider webs, vines, stepping stones, balance beams, etc. This will allow the Thief to bypass either the first or last quarter (25%) of a physical challenge, subject to GM adjudication. This ability has a 15 second cast time.

Bargain

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level

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 pays for the item(s), she must inform the other party in the transaction that she is using the **Bargain** skill, and the price will be appropriately lowered. This skill cannot be used more than once on a purchase. A **Bargain** may not be countered by the use of another **Bargain**.

Bypass Glyph

Range: Self **Area:** Self **Duration:** Special
Stacking: Base **Misc.:** LI **Uses:** Level

This skill allows the Thief to bypass glyphs of her level or less, but only if she knows the name of the glyph to be bypassed. No invocation is required; however, the Thief must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Thief is incorrect, the glyph will discharge immediately. If the Thief fails to touch the glyph within one minute, then the glyph will go off normally if the Thief is still interacting with the protected area or item. The glyph can still be triggered normally by any other creature, even during the Thief's 1-minute grace period. This is an LI skill.

Conceal Item on Self

Range: Self **Area:** 1 Item **Duration:** Game Day
Stacking: Base **Misc.:** LI, Material Component **Uses:** Level

This skill allows a Thief to conceal an item not larger than 3"x3"x3" (subject to GM discretion) on her person, effective at her level. The concealment will last one game day unless the Thief chooses to remove the object from concealment. The GM should be notified when the item is concealed, or a yellow flag must be tied to the item. If the Thief's belongings are searched, she should state "Conceal" followed by her level when or if the concealed item is located. If the person is equal or lower level than the concealment, the searcher must act as if she does not see the concealed item. Material component: Yellow flag.

Conceal Other

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Uses:** Level

This skill allows the Thief to conceal another creature. All stipulations of **Conceal Self** apply. The Thief is not required to remain with the concealed target. From a distance of 30' or more, this concealment is effective at the Thief's level +3; from a distance less than 30', the concealment is effective at the Thief's level. The target of a **Conceal Other** cannot make any movements, including spell casting, or the concealment will end; active struggling while bound is considered movement. Material component: Yellow flag.

Distrust for Others

Range: Combat **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Uses:** Level

With this skill, the Thief is able to raise the LI resistance of a character who is under the effect of an **Enthrall** or **Enthrall**-related effect. The Thief is able to convince the affected character that the creature who bespelled her is not her best friend. After 15 seconds of conversation, the target can add +2 to LI resistance for **Enthrall** or **Enthrall**-related effect. This skill is retroactive and can be used as a counter to a previously cast **Enthrall**. The Thief must be able to converse with the target character in a language that the target understands.

Level 7

Brew Venom Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** 2

With this skill, the Thief can brew a venom poison and use it to coat one of her hand-held melee weapons. The Thief's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Thief must call out "Venom Poison" and the amount of melee damage after the first successful strike. Only the Thief who brewed the poison may use it, and the Thief can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Define Trap – Magical

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level*

When the Thief uses this skill, she can determine the lethality and general purpose of a known magical trap. The Thief will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect, and will know the relative amount of damage caused by these effects (low – up to 20 % of the Thief's Base hitpoints to death, moderate – 20 to 50% of the Thief's Base hitpoints to death, or high – greater than 50 % of the Thief's Base hitpoints to death). *Uses of this skill are cumulative with **Define Trap – Mechanical**.

Disguise

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component **Uses:** Level

The skill allows the Thief to alter her appearance effectively enough to fool all targets of her level or below. If the Thief only wishes to change her general appearance, no costume changes are required. However, if she wants to look like a beggar, castle guard, or another specific type of individual, then at least a 50% appropriate costume change is required (subject to GM discretion). If the Thief wants to look like a member of a group 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. The Thief cannot use this skill to disguise herself as another specific individual, such as the King of a particular realm.

If someone questions whether she recognizes the Thief, the Thief must state "**Disguise**" followed by her level. If the level of the person questioning the Thief is equal or lower than the Thief's, the individual will be unable to see through the **Disguise**. Anyone of a 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 her exact identity to be revealed. **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 she is known by the caster. This skill cannot be dispelled by the use of **Dispel Magic**. This is an LI skill. Material component: Green flag.

Dodge Blow

Range: Self **Area:** 1 Blow **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level

With this skill, a Thief can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Backstab**, **Free Strike**, 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 that spell, ability or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack**, **Throw**, and **Sacrifice Throw** can also be dodged. In order to use this skill, the Thief must not be unconscious, held, or otherwise immobilized. The Thief must loudly call out "**Dodge**" when she uses this skill. This skill is an immediate counter.

Forgery

Range: Touch **Area:** 1 Document **Duration:** Permanent
Stacking: Base **Misc.:** LI **Uses:** Level

The Thief can create a forgery of an official document such as a letter, seal, or map that she either possesses or has memorized via the **Memory** skill. The forgery will take 5 minutes to complete and will be effective at the Thief's level; only characters of a higher level than the Thief will recognize the item as a forgery. This skill does not allow the Thief to create 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 does not have to be erroneous, and all of the information it contains may be correct. This is an LI skill.

Neutralize Poison Potion

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: Base **Misc.:** NA **Uses:** ½ Level*

The Thief can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death unless otherwise specified by game design. The potion will take 15 seconds to brew. This potion does not restore lost hitpoints but it does prevent further loss or disability from all neutralized poisons. *Uses of this skill are cumulative with **Improved Neutralize Poison Potion**.

Reduce Lock Type, -2

Range: Touch **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Uses:** Level*

With this skill a Thief can reduce the LI of a lock by 1 level, making it easier for the lock to be opened by another character with **Reverse Lock**; this skill has no effect on the lock's difficulty to pick. A lock may not be reduced more than once.

Level 8

+2 LI vs. Disguise

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Uses:** No Limit

The Thief can detect **Disguise** at her level +2. This skill is always in effect.

+2 LI vs. Forgery

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Modifier **Misc.:** NA **Uses:** No Limit

The Thief can detect a **Forgery** at her level +2. This skill is always in effect.

Brew Red Death Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** 1

With this skill, the Thief can brew a Red Death poison and use it to coat one of her hand-held melee weapons. The Thief's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Thief must call out "Red Death" and the amount of melee damage after the first successful strike. Only the Thief who brewed the poison may use it, and the Thief can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** or **Evade**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Bypass Trap – Magical

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level*

With this skill, the Thief can safely bypass a known magical trap. This skill has no effect on glyphs. Only the Thief may bypass the trap using this skill. *Uses of this skill are cumulative with **Bypass Trap – Mechanical** (Thief 4).

Deception

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

When the Thief uses this skill, her LI resistance versus **Truth Force** (Cleric 8, Monk 8) and **Truth Sense** (Thief 4, is increased by 2 levels.

Disguise Others

Range: Touch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component **Uses:** ½ Level

This skill allows the Thief to disguise someone else as per the **Disguise** skill, effective at the level of the Thief. All of the other restrictions of **Disguise** apply. Material component: Green flag.

Improved Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Uses:** Level*

This skill allows the Thief to take offensive action immediately after leaving concealment. All other restrictions of **Conceal Self** still apply. *Uses of this skill are cumulative with **Conceal Self**. This is an LI skill. Material component: Yellow flag.

Level 9

Apply Kill Dagger to Needle Trap

Range: Touch **Area:** 1 Trap **Duration:** Game Day or until triggered
Stacking: Base **Misc.:** NA **Uses:** ½ Level*

With this skill, the thief can apply one of her **Kill Dagger** poisons to a needle trap. All stipulations of **Set Needle Trap** still apply. The use of this skill counts as one of the Thief's uses of **Kill Dagger** per day, as well as one of her uses of **Set Needle Trap**. The **Kill Dagger** poison is taken wherever the needle hits the target.

Disarm Trap – Magical

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** Level*

With this skill the Thief can disarm a magical trap; this skill has no effect on glyphs. The thief must be aware of the trap either by direct observation or use of **Sense Traps**. *Uses of this skill are cumulative with **Disarm Trap – Mechanical**.

Level 10

Backstab with Knockdown

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** KD5 **Uses:** ½ Level

With this skill, the Thief can add a 5-second Knockdown to a successful **Backstab**. To use this skill, the Thief should call out "**Backstab**, X points, 5-second Knockdown" following a successful **Backstab**. The Knockdown cannot be avoided by **Dodge Blow**, **Evade**, or **Sense I**.

Improved Neutralize Poison Potion

Range: Touch

Area: 1 Potion

Duration: Game Day or until used

Stacking: Base

Misc.: NA

Uses: ½ Level*

The Thief can brew a potion that will neutralize all magical and non-magical poisons within the target, including Red Death unless otherwise specified by game design. The potion will take 15 seconds to brew. This potion does not restore lost hitpoints but it does prevent further loss or disability from all neutralized poisons. *Uses of this skill are cumulative with **Neutralize Poison Potion**.

Uncanny Senses

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Uses: NA

At this level, the thief has gained an uncanny sense of the world around him. At this point, a thief has a permanent [Sense I](#) up at all times.

Assassin

A thief who specializes as an assassin has honed her skills with a blade to deliver devastating damage on an unsuspecting target and disabling the target so she can retreat to safety to find a new mark. These abilities are in addition to the standard Thief abilities described above.

Level 6

Bloodhound

Range: Combat **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Uses:** Level

An Assassin can quickly acquire a target. She can use *Bloodhound* (MU 3) a number of times equal to her level per day. When this spell is cast, the direction of a known or familiar target within the spell's range will be revealed to the Thief. The caster must have seen the item or target previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Improved Backstab

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

An Assassin is able to take better advantage of striking her target's vulnerable vital areas. An Assassin uses *Backstab* as if she were one level higher. This ability is an innate of the class and may not be made into a magic item.

Improved Thief's Edge

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** Level

If an Assassin has a *Thief's Edge* prepared, she can use it immediately following a successful *Backstab*. This ability has a 10 second precast time.

Level 7

Disengage

Range: Melee **Area:** 1 Target **Duration:** 15 seconds
Stacking: Base **Misc.:** LI **Uses:** ½ level

This skill allows the Thief to prevent the target from attacking or pursuing him. To use this skill the Thief must call out "*Disengage*" followed by the level of effect. If the Thief fails to call out the level of effect then the *Disengage* does not work.

If the target is less than or equal to the level of effect called by the Thief, he may not pursue or attack the Thief with hand-held melee damage for 15 seconds. The Thief must immediately *Disengage* from the target, and cannot attack the target for the duration of this skill. The disengagement can be ended if the Thief 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 5 seconds must pass before the Thief can use another skill, ability, spell, or magic item. This is an LI skill.

Superior Backstab

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Uses:** Level

In addition to the normal effects of *Backstab* and *Improved Backstab* (Assassin 6), an Assassin may inflict a 10-sec **root** on her target. She may use this ability a number of times equal to her level per day.

Level 8

Improved Brew Venom Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

An Assassin may use *Brew Venom Poison* a number of times per day equal to ½ her level instead of the standard only 2 uses per day. This ability has a 10 second cast time.

Master Backstab

Range: Melee **Area:** 1 Target **Duration:** Instantaneous
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

An Assassin may choose to forego doing standard damage on a *Backstab* to instead inflict a *Killing Attack* (Monk 8). The Assassin must fulfill all standard requirements that a *Backstab* entails and may use this ability a number of times per day equal to ½ her level. A *Sense I* will negate this and not be used against a Superior Backstab. Must call out when striking; "*Master Backstab – Killing Attack*".

Stasis

Range: Touch **Area:** 1 Target **Duration:** 30 minutes
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An assassin has in the course of her in-depth study of poisons has developed some minor resistances and insight into them. An assassin may cast a weakened form *Stasis* that affects poisons only on a number of times equal to ½ her level. When cast upon herself, the casting time is instantaneous. If made into a potion for another character to drink the Assassin must brew it for the normal 15 seconds. The potion is good for this game day only.

Level 9

Death Mask

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: Base **Misc.:** LI, Material Component **Uses:** Level

When an Assassin uses *Disguise*, she may mimic a specific person and may choose an alignment to mimic that is different than their own. This is an LI ability.

Master Thief's Edge

Range: Touch **Area:** 2 Weapons **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** ½ Level

An Assassin may now apply *Thief's Edge* to 2 weapons instead of 1. This ability has a 10 second cast time.

Level 10

Improved Brew Red Death Poison

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Modifier **Misc.:** NA **Uses:** 3

An Assassin may use *Brew Red Death Poison* , 3 times per day instead of the standard once per day.

True Kill Dagger

Range: Touch

Area: 1 Weapon

Duration: 15 Minutes

Stacking: Modifier

Misc.: LI, Material Component

Uses: ½ Level

An Assassin may choose to apply 20 points of no defense to her *Kill Dagger*. All normal effects of *Kill Dagger* will apply to the target of the *Kill Dagger*. This will expend a use of *Kill Dagger* for the Assassin.

Infiltrator

A thief who specializes as an Infiltrator has focused her skills involving infiltration and stealth to legendary levels. What the Infiltrator lacks in combat strength compared to the Assassin or even the Scout, she more than makes up for it by allowing her team to overcome all the locked doors, high walls, lethal traps, and guard patrols standing between her team and her objective. These abilities are in addition to the standard Thief abilities described above.

Level 6

Brew Poison: Spell Plague Poison

Range: Thrown, Ingestible

Area: 1 Target

Duration: game day or until used

Stacking: Damage

Misc.: Material Component

Uses: 1/2 level/day

With this ability, the Infiltrator prepares a Spell Plague Poison. It is a tasteless, odorless contact poison, which is delivered by throwing the vial of poison (green bean bag) at the intended target. The bean bag deals no physical damage. Instead, at the moment the target is affected, they lose access to half of their current spell or ability points. These points are not lost, the target just cannot access them to cast spells or use abilities. The Spell Plague Poison can be suspended with Freeze Poison, or neutralized by Neutralize Poison and related SAS. Once the poison is neutralized the player will be able to access all their spell or ability points again. If Freeze Poison is used, the character may access all of their spell points for the duration of the freeze. Once the freeze poison expires, the character loses access to the full amount lost when originally affected. Note: This is a contact poison that deals no damage. As such, it does not interrupt spell casting. It does, however, affect anyone struck, including casters using **Concentration**.

In addition, the Infiltrator may use this potion as an ingestible poison. The Infiltrator may spend 5 seconds to empty the vial into an open liquid source or source of food such as a plate of food, goblet, or a small bottle of wine, subject to GM's discretion. The Infiltrator can only brew enough Spell Plague Poison to affect a single individual with each usage of this skill.

At the 10th level, the Infiltrator may apply a Spell Plague Poison to her Kill Dagger. This will consume a use of Brew Poison: Spell Plague Poison in addition to the normal use of Kill Dagger. If Spell Plague Poison is used in this manner and the Kill Dagger does not affect the target, the Spell Plague will likewise not affect the target and the use will still be expended. Material Component: Green Bean Bag

Improved Conceal Self

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: Modifier

Misc.: LI, Material Component

Uses: Level*

This skill allows the Infiltrator to take offensive action immediately after leaving concealment. All other restrictions of *Conceal Self* still apply. *Uses of this skill are cumulative with *Conceal Self*. This is an LI skill. Material component: Yellow flag.

Improved Pick Locks I

Range: Touch

Area: 1 Target

Duration: Instantaneous

Stacking: Base

Misc.: Material Component

Uses: Level +1 per lock

An Infiltrator may attempt an additional try per lock.

Satchel Charge

Range: Combat **Area:** *Special **Duration:** 5 minutes
Stacking: Modifier **Misc.:** Material Component **Uses:** ½ Level

While an Infiltrator normally relies on non-detection and subtle stealth, she can brute force doors and other barriers to grant her team access. An Infiltrator prepares a bag of explosives that cause physical damage when exploded. If thrown in combat, it will cause 2 pts of damage per level of Infiltrator in a 5' radius. If used against a door, lock, or other structures, it deals 4 pts of dmg per level to that structure, this acts like magical damage regarding the lock. An Infiltrator may only have one *Satchel Charge* on them at any one time, and only an Infiltrator may use the *Satchel Charge*. After 5 minutes have passed since the Satchel Charge was created, the Satchel charge goes off automatically. An Infiltrator may use *Satchel Charge* a number of times per day equal to ½ her level. Material Component: Green bean bag. This ability has a 10 second cast time (precast).

Second Story Work I

Range: Self **Area:** 1 Target **Duration:** *Special
Stacking: Base **Misc.:** NA **Uses:** Level

An infiltrator is skilled at working around high places and dangerous animals. An Infiltrator may use *Safe Fall* or *Animal Tamer* (Druid 1) a number of times per day equal to her level.

Level 7

Active Camouflage

Range: Self **Area:** Self **Duration:** 5 Minutes/level
Stacking: Modifier **Misc.:** LI, Material Component **Uses:** Level

An Infiltrator under the effect of *Conceal Self* does not lose the standard +3 LI vs detection when a creature approaches within 30'. If the creature approaches within 10' the Infiltrator loses the +3 LI. All restrictions of *Conceal Self* still apply.

Plant Seek

Range: Combat **Area:** Special **Duration:** Var.
Stacking: Var. **Misc.:** NA **Uses:** ½ Level

This ability allows the Infiltrator to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Infiltrator must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Infiltrator, can be used by any creature.

- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Sponge:** When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.

Scry Glyph

Range: Combat **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** ½ Level

With this ability, the Infiltrator can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph. This ability has a 10 second cast time.

Second Story Work II

Range: Self **Area:** 1 Target **Duration:** *Special
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An Infiltrator may use *Leap* a number of times per day equal to ½ her level.

Level 8

Improved Disguise

Range: Self **Area:** 1 Target **Duration:** 5 Minutes per level
Stacking: Base **Misc.:** LI, Material Component **Uses:** Level

When an Infiltrator uses *Disguise* it is cast as if the thief is 2 levels higher, gaining an innate +2 LI.

Improved Pick Locks II

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: Base **Misc.:** Material Component **Uses:** *Special

An Infiltrator may use a free *Thief's Touch* once per lock. This does not count against the Infiltrator's number of touches per day.

Second Story Work III

Range: Self **Area:** 1 Target **Duration:** *Special
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An Infiltrator may use *Balance* a number of times per day equal to ½ her level.

Shadowshift

Range: Combat **Area:** Self **Duration:** 5 Minutes
Stacking: Base **Misc.:** LI, Material Component **Uses:** ½ Level

An Infiltrator can remove herself from danger, avoid detection, or bypass barriers by joining herself with a nearby shadow. This ability has no casting time and is activated by the Infiltrator by saying the word "*Shadowshift*" aloud. When the Infiltrator uses this ability, her body and all gear held or carried will disappear, and she will "shift" into any shadow visible to the Infiltrator within 30 feet for up to 5 minutes. The Infiltrator cannot use this ability in the absence of shadows, either through total darkness or total light.

To indicate that she is under the effects of this spell, the Infiltrator should display a white flag and must immediately identify the affected shadow to her GM. While in *Shadowshift*, the Infiltrator may not activate magic items or use SAS. The shadow the Infiltrator has shifted into will radiate magic if properly detected or revealed. If a *Lightbeam* (DR 8) is cast at the affected shadow, then the Infiltrator is dealt 30 points of magical damage and expelled from the shadow ending the ability. A *Dispel Magic* cast at the 7th level will also expel the Infiltrator and end the ability.

While in *Shadowshift*, all spells will continue to run normally; those with a duration of the next combat will expire 1 minute into the *Shadowshift*. While in *Shadowshift*, poison and disease are halted as if the Infiltrator is under the effects of a Stasis (CL 6). Once the Infiltrator leaves the shadow, poison and disease will again begin to run normally.

The Infiltrator must wait at least 30 seconds before she can exit the shadow unless the aforementioned spells are cast before then. The Infiltrator can reappear either on the spot where she used the ability if that spot is still within 60' feet of the shadow or next to the targeted shadow. The Infiltrator may only defend herself, but cannot take any offensive action for the first 5 seconds after exiting the shadow. An Infiltrator may use this ability a number of times per day equal to ½ her level. Material Component: White flag Size limit 2x2 foot

Level 9

Improved Reduce Lock Type I

Range: Touch **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An Infiltrator may choose to reduce the difficulty of a lock. The Thief may start picking the lock by bypassing the first quarter (25% of the length) of the lock. This is subject to GM adjudication on the beginning point if not marked by the game producer.

Shadowshift Other

Range: Combat **Area:** 1 Target **Duration:** 5 Minutes
Stacking: Base **Misc.:** LI, Material Component **Uses:** *½ Level

An Infiltrator can choose to send another person instead of themselves through shadow. The person being sent through the shadow must consent to being sent. All restrictions of Shadowshift still apply. This will expend a use of the Infiltrators Shadowshift.

Second Story Work IV

Range: Self **Area:** 1 Target **Duration:** *Special
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An Infiltrator may use *Penetrating Arrow* (RN 2) a number of times per day equal to ½ her level.

Superior Reflexes

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** *½ Level

If an Infiltrator would be harmed by a failed lock attempt or a trap, the Infiltrator may use this ability as an immediate counter to negate half of the incoming damage (herself), a number of times per day equal to ½ her level. Traps that do an unspecified amount of damage, such as a *Killing Attack* cannot be avoided by *Superior Reflex*.

Level 10

Improved Reduce Lock Type II

Range: Touch **Area:** 1 Target **Duration:** 5 minutes
Stacking: Base **Misc.:** NA **Uses:** ½ Level

An Infiltrator may choose to bypass either the first quarter (25%) or the last quarter (25%) of a lock. This is subject to GM adjudication on the beginning point if not marked by the game producer.

Telekinetic Pick Locks

Range: Combat **Area:** 1 Target **Duration:** Special
Stacking: Base **Misc.:** NA **Uses:** 1 per Day

Once per day, an Infiltrator may attempt to open a lock remotely. This will allow the Infiltrator to be out of the normal range of most needle traps etc. but is subject to game design. The Infiltrator will only get a single attempt at the lock but can use touches normally. The Infiltrator must be within 30 feet of the lock and out of combat and able to see the lock. The PC should indicate where they are standing to the GM and then move forward and pick the lock normally.

Master of Shadow

Range: *Special **Area:** Self **Duration:** Instantaneous
Stacking: Base **Misc.:** NA **Uses:** *Special

At this level, the Infiltrator has mastered the ability to control shadows. This grants the Infiltrator several abilities:

- The Infiltrator gains an innate +1 LI to their Base to detection while in any form of concealment.
- When Shadowshifting, the Infiltrator is not subject to a single shift. She may shift to additional shadows within 30 feet of her current shadow. 5 seconds must pass between shifts and each shift uses up one of the Infiltrators uses per day of *Shadowshift*.
- While in *Shadowshift*, an Infiltrator may use part of the shadows she is wrapped in to create a shadow servant (per Mist servant). She may do this a number of times per day equal to ½ her level.
- Once per day, an Infiltrator may take offensive action immediately after leaving a *Shadowshift*.

Second Story Work V

Range: Touch

Area: Special

Duration: Instantaneous

Stacking: Base

Misc.: Rev

Uses: ½ Level

An Infiltrator may use **Warp** a number of times per day equal to ½ her level. Out of combat only. This ability allows the Infiltrator to cast **Warp** a wooden object out of shape, which will render it useless. The Infiltrator can affect up to 3 cubic feet of wooden material, which can consist of a single object or a tightly packed bunch of objects. **Warp** can be used against held or worn items such as a mundane bow, staff, or quiver of arrows, but has no effect on magical items or weapons. Warped items can be repaired with a **Mend** or reverse **Warp**, but not by **Dispel Magic**. The reverse of this ability will repair a warped item.

Scout

A thief who specializes as a scout has honed her skill in fieldcraft both in battle and in reconnaissance. A Scout is the undisputed master of thrown weapons and medium ranged combat.

Level 6

Battlefield Lore

Range: Self	Area: 1 Battlefield	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: Level

With this skill, the Scout can 'read' the results of a battle by examining the battlefield. The Scout will be able to determine where the fighting started, if it was an ambush or a "straight-up" fight, approximately how many troops were involved, what kind of troops were involved, and the general sizes of all creatures involved in the battle. The Scout will be able to tell which side(s) probably won, which side(s) probably lost, and the general numbers of participants. This lore is limited to the battlefield and the Scout cannot gain any information beyond the battlefield. If there is no lore available on the battlefield then the use will not be expended.

Improved Thrown Weapons

Range: Self	Area: Self	Duration: Instantaneous
Stacking: Base	Misc.: NA	Uses: Permanent

The Scout's Base damage on thrown weapons is increased by 2. This is an innate of the class and is reflected in the chart above.

Reconnoiter

Range: Self	Area: Self	Duration: Var.
Stacking: Base	Misc.: NA	Uses: *Special

A Scout may use the ability *Improved Thief's Hearing* and *Memory* while in *Conceal Self*. The Scout will still expend the uses of the ability(s) used. This merely removes the restriction against using abilities while in *Conceal Self* for those specified abilities. The use of any other abilities will break the concealment.

Level 7

Active Camouflage

Range: Self	Area: Self	Duration: 5 Minutes/level
Stacking: Modifier	Misc.: LI, Material Component	Uses: Level

An Infiltrator under the effect of *Conceal Self* does not lose the standard +3 LI vs detection when a creature approaches within 30'. If the creature approaches within 10' the Infiltrator loses the +3 LI. All restrictions of *Conceal Self* still apply.

Improved Projectile Trap

Range: Combat	Area: 3x10'x10'	Duration: Game Day or until Triggered
Stacking: Base	Misc.: KD5, Material Component	Uses: Level

A Scout using *Set Projectile Trap* will inflict 3 points of damage per level instead of the standard 2 points per level.

Improved Thief's Hearing

Range: Self

Area: Self

Duration: Instantaneous

Stacking: Base

Misc.: NA

Uses: Permanent

When using *Improved Thief's Hearing* in *Conceal Self*, the range is increased to 60' from the standard 30'.

Level 8

Ranged Backstab

Range: Combat

Area: 1 Target

Duration: Instantaneous

Stacking: Modifier

Misc.: Material Component

Uses: ½ Level

The Scout has perfected throwing daggers to the point that she can ricochet a dagger to damage her target in the back. The Scout can throw a single grey bean bag and strike the target in the back and inflict damage. The bean bag will do double normal thrown damage plus any existing buffs. The Scout should call out "*Ranged Backstab, X damage*" on the person hit. This strike may not be avoided by a *Dodge Blow* (Fighter 7) but *Sense I* will work. A Scout may use this ability a number of times per day equal to ½ her level. Material Component: grey bean bag

Level 9

True Sight

Range: Self

Area: 10'x30'x10' path

Duration: 30 Seconds

Stacking: Base

Misc.: NA

Uses: ½ Level

This ability allows the Scout to see the true form of targets that are shape-changed, illusory, invisible, under the effects of a phantasm, or under the effects of SAS such as *Polymorph*, *Disguise*, or any type of concealment. A target must be within the area of effect for the Scout to see it in its true form, and the abilities path can be moved. This ability has a 15 second cast time.

Thief's Dagger

Range: Combat

Area: 1 Limb

Duration: Instantaneous

Stacking: Base

Misc.: Material Component

Uses: ½ Level

When the Scout uses this skill, she will cause the limb of an opponent to drop to 0 life points, regardless of the target's protections or armor. Exceptions to this are a character in *Concentration* or creatures without limb points. This skill must be called out immediately following a successful thrown dagger strike to a target's limb. The Scout should call out "*Dagger – Fighters Blow*" upon a successful hit. A dagger that strikes a shield does not affect the arm under the shield. A Knight may avoid this effect by calling out *Resist Pain* as an immediate counter. If the opponent is unaffected by the blow, or if the strike is countered by the use of *Resist Pain*, *Dodge Blow* or *Evade*, the skill use is still expended. 5 seconds must pass before the Scout can use another skill, ability, spell, or magic item. Material Component: a grey bean bag.

Level 10

No Defense Dagger

Range: Combat

Area: 2 Daggers

Duration: Game Day or until used

Stacking: Base

Misc.: Material Component

Uses: ½ Level

The Scout imbues two of her daggers with the essence of the shadows. This ability allows the Scout's next throw with those daggers to cause damage independent of any defense. The amount of damage caused by the dagger is equal to the Scout's level, with no other modifications allowed. The dagger will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the dagger. This ability will penetrate *Concentration* (MU 6). If the dagger is countered by *Evade* (MMK 7), the ability is still used and the dagger is expended. This ability cannot be stacked with any other effect. The Scout may only have two daggers modified by *No Defense Dagger* on

her at any one time, and only the Scout may use the *No Defense Dagger*. The Scout may only use this ability a number of times per day equal to half her level. The dagger must hit either a body or a limb to be effective.

Chapter 13: Loremaster

A Loremaster, also known as a 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. In addition to the SAS that he receives based on his class and level, each Loremaster has a special ability called Inspire that may be used once per game day. In the unfortunate situation where the Loremaster dies, the player who assumes leadership of the team may still use the Inspire provided it has not been used but does not gain the lore ability. An NPC can use this ability only by game design.

To reflect his extensive knowledge, A Loremaster may also cast a [Major Lore](#) 1 time a day for free. Additionally, the Loremaster may cast a single lesser lore 1 time, (not 1 time each), such as [religion lore](#) or [people lore](#).



Inspire

Range: Combat **Area:** Special

Duration: 5 minutes or 1 Combat

Stacking: Stat Break **Misc.:** NA

Uses: 1 per game day

This ability requires no time to invoke and can be used as an immediate counter; the Loremaster can invoke this ability regardless of his ability to move or speak. When this ability is used, all members of the Lore master's team who are within the area of effect will gain a +2 resistance versus LI effects; the area of effect for this ability includes any team member who is within 60 feet of the Loremaster or who can see or hear him from any range. **Inspire** will counter previously cast LI spells or abilities if the affected player's new effective LI resistance is high enough. For example, a 6th level character would only be affected by LI effects of 8th level or greater. Because this ability belongs to the Special stacking group, it can be used in conjunction with similar SAS such as **Battle Fever** and **Confidence**. See Chapter 11 for more details regarding stacking.

Chapter 14: Weaponry



Any system that involves combat must have some sort of weapon with which the combat is fought. The IFGS gaming system is no exception, but it has the added restriction that the combat must be as safe as possible for the participants. IFGS weapons consist of a lightweight core covered with foam and wrapped in cloth or approved commercially made latex or “hybrid” weapons. 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 types is given in this chapter. For information on how IFGS weapons are constructed and a description of the correct materials to be used, consult Appendix A.

NOTE: ONLY WEAPONS APPROVED BY THE IFGS GAME SAFETY OFFICER, OR AN OFFICIAL DESIGNATED BY THE GAME 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 amount of damage a character does with a weapon is largely dependent upon her class and level. Players may bring as many safety-approved weapons on course as they wish to carry.

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 other than a legal weapon (as discussed in this chapter) 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 GM 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 made carefully and without undue force. The general guideline is to hit your opponent hard enough that they are aware of the hit, but not so hard that it will hurt them. Whether you are a PC or an NPC, 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. If a PC or NPC's weapon physically breaks or otherwise becomes unsafe in the course of the game, they may replace it with a suitable substitute since it is only the rep of the item breaking. This does not apply to any special in-game effects designed by the game writer to “break” a weapon.

Propelled Missile Weapons

This classification includes bows, crossbows, and other ranged weapons as allowed by game design. Only classes that have bow use listed under their description can use bows or crossbows. Characters who wish to use a bow in the game must carry a physical representation on the course; cardboard or foam representations are recommended. A physical representation of a bow, crossbow, etc., (bow rep) 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 simple method for

constructing a safety-approved bow representation is provided at the end of the book. A real bow or real crossbow may not be carried into a game. If a bow is to also be used as a melee weapon it must also pass all safety checks that pertain to melee weapons. Bows and crossbows are never actually fired during an IFGS game.

Combo Weapons

A combination weapon is defined as a melee weapon and a missile weapon that has been combined to be wieldable in both melee and propelled missile combat. Only one melee and one missile weapon may be combined in this way. A single prop represents the combined weapon and it must pass all safety requirements for both melee and missile weapons.

When acquiring magical versions of a combination weapon, each component must be purchased/acquired separately. This represents things like a musket with an affixed bayonet. The bayonet could be a +1 magical melee weapon while the musket is still a mundane missile weapon. The missile weapon component must be defined as a one-handed or two-handed missile weapon and is independent of how the weapon is wielded in melee.

Thrown Missile Weapons

This classification of weapons includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some spell and ability effects.

Each type of thrown weapon or thrown SAS effect is represented by a bean bag of a specific color. The construction of these bean bags is discussed later in the book. In general, bean bags must be at least 2 inches square and no larger than 4 inches square.

Bean bags are the only weapons that may be thrown during a game. You may throw a bean bag any way you like but should 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, neck, or groin area. Bean bags should not be heavy enough to actually hurt the target and must be approved by the Safety Officer. There is no hard limit on the number of bean bags you can carry, but a Game Producer may choose to 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 can only be used once per game. This does not indicate that the bean bag itself may not be reused, but only that the item that the bean bag represents was destroyed or lost when thrown and may not be reused. Acquisition of additional, similar items is required to use them again in that game. Bean bags that represent mundane rocks and daggers can be retrieved and reused with GM permission.

Example: If Gozer has a flask of acid (a red bean bag) and throws it at a dragon, the acid will be used whether it hits the dragon or not. If Gozer possesses another acid flask (red bean bag), he may use it immediately. If he purchases or finds another flask of acid in-game, he can reuse his first bean bag as a representation of the new flask.

Players should pick up their used bean bags after each encounter and store them in their belongings; putting your initials on your bean bags can help identify the bean bags that are yours. Bean bags, their damage, and their effects are summarized below.

Throwing Dagger, Throwing Star, and Rock

A throwing dagger, throwing star, or rock can be used to cause damage to an opponent or other objects in-game. The damage caused is determined by a character's class and level and is increased by damage enhancements. These bean bags can be recovered after use and can be used any number of times. Armor provides normal protection against throwing daggers, stars, and rocks. The one-point rule also applies to these types of bean bags. Participants should call out the appropriate amount of damage when throwing these bean bags.

Acid

Acid can be used to cause damage to an opponent or other objects in-game. A vial of acid does 3 points of damage to most creatures or objects but may have additional effects Based on game design. Armor provides normal protection against acid bean bags. Call “Acid, 3 points” when throwing this bean bag.

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 3 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 (for example, if an unconscious character were covered with ten flasks of oil, and the oil were then ignited, she would instantaneously take 30 points of damage, not 3 points of damage ten times). Armor provides normal protection against this damage. This method of damage does not apply to thrown oil flasks.

Flaming Oil

Oil flasks can be 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 3 points of damage to most creatures and is also commonly used to destroy the bodies of creatures that might regenerate, such as trolls. Armor provides normal protection against flaming oil. Call “Flaming Oil, 3 points” when throwing this bean bag.

Holy/Unholy Water

Holy and unholy water can be used by any class for various role-playing purposes, in which case it does no damage. It can also be used by any character class as a weapon against certain types of undead and other creatures by game design. The damage that holy or unholy water does when used in this fashion is 3 points. This may vary by game design. Call “Holy Water, XX points” when throwing this bean bag.

Spell and Ability Effects

Two spell/ability effects, ***Seeds of the Elements*** and ***Physical Attack***, as well as many Alchemist abilities, use thrown bean bags as a physical component. These bean bags are only usable by a character of the appropriate class and level, or by use of a magic item.

Summary of Bean Bags			
Bean Bag Color	What it Represents	Damage	Reusable?
Gray	Throwing Dagger or Star	Base Damage + Modifier	Yes
Brown	Rock	Base Damage + Modifier	Yes
Red	Acid	3 points + Modifier	No
Black	Oil	0 points	No
Black w/Red Tie	Flaming Oil	3 points + Modifier	No
White	Holy/Unholy Water	3 points + Modifier	No
Green	<i>Seed of the Elements/Alchemist potions</i>	Variable – see 6 th level Druid	Special
Purple	<i>Physical Attack</i>	Variable – see 3 rd level Monk	Special

Chapter 15: Armor and Other Protections

In the IFGS, physical armor and magical protection are both quite common, and each plays an important role.

Physical Armor

In order to achieve a fair degree of realism, as well as for variety and simplicity in IFGS games, four types of armor are available: cloth, leather armor, chain mail, and plate mail. These are the only types of armor that are officially recognized for use in games. Each type of armor deflects or absorbs a different amount of damage. Magical armor can be purchased or acquired as a treasure in some games, and often provides more protection than its non-magical counterpart

Cloth armor – This type of armor provides 1 point of protection and can be worn by any PC.

Leather armor – This type of armor provides 2 points of protection and can be worn by Fighters, Knights, Rangers, Clerics, Druids, and Thieves.

Chain mail – This type of armor provides 3 points of protection and can be worn by Fighters, Knights, Rangers, and Clerics.

Plate mail – This type of armor provides 4 points of protection and can only be worn by Fighters and Knights.

Armor Availability

All characters may come into their first adventure with a suit of cloth armor at no cost. This is the only type of armor a character can have when starting his first game; the cost of this starting armor does not count against his starting gold. A character can obtain better armor by finding it in a game as treasure or by purchasing it in-game. Armor cannot be obtained by any character between games.

Representations of Armor

To indicate that physical armor is being worn and to indicate its type, a character must wear a 2"x2" square "armor patch" of cloth on his chest. A green patch indicates cloth, brown patch indicates that leather is worn, blue indicates chain mail, and red indicates plate mail. Accurate and easily identifiable facsimiles of armor may be worn instead of or in addition to armor patches but are subject to GM approval. Only one suit of armor may be worn by a player at a time.

Color of Patch	Armor
Green	Cloth
Brown	Leather
Blue	Chain mail
Red	Plate mail

Magical Protection

Certain spells, abilities, and magic items can provide magical protection from damage. The amount of protection given will vary from spell to spell and item to item but will always be defined in the spell or ability's description or in the item's **Savvy**.

Effectiveness of Armor and Protections

Armor and magical protections are effective against most forms of attack, including missile, thrown, hand-to-hand, and magical attacks.

Attacks that do **No Defense** damage or other attacks that specifically state that they are not affected by armor are exceptions from this general rule. **Kill Dagger**, throat slits, and limb severs are also exempt from armor and protections.

Only when specifically stated in the description of a spell, ability or skill will protections not work against all attack forms.

Characters taking no damage from an attack for whatever reason (for example, 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.

Armor & Magical Protections Do Not Protect Against:

- ◆ Throat Slits
- ◆ Limb Severs
- ◆ Killing Attack
- ◆ Kill Daggers
- ◆ No Defense Damage
- ◆ Carried Effects, such as poisons
- ◆ One-Point Rule

Shields & Bucklers

There are two types of 'shields' that a player may use in the IFGS. The first is a smaller buckler that may be worn by any class. The second is a full-sized shield that can only be used by certain classes.

Shields and bucklers are used to fend off hand-held melee attacks. A character may bring a shield or buckler into the game at no cost, but if it is lost or for some reason becomes nonfunctional, the player will have to continue the game without it. A shield or buckler may be replaced between games at no cost to the character. Shields and bucklers do not take damage from any kind of normal attack.

A shield or buckler is a defensive device and as such can never be used to rush, overbear, or move an opponent. They cannot be used as a weapon. Shields, bucklers, and any weapons attached to them do not cause any damage.

Shields and bucklers will protect against damage from most thrown bean bags if the bean bag clearly hits the shield or buckler and does not contact the person. Certain bean bags will carry past a shield or buckler and that information is listed in the SAS description. Shields and bucklers do not block any magical damage caused by spells or magic items that duplicate spell effects.

Items cannot be attached to a shield to increase the overall dimensions of the shield. A character may only use one shield or buckler at a time, and it 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 or bucklers.

NOTE: TO BE EFFECTIVE A SHIELD MUST BE ACTIVELY IN USE. A SHIELD THAT IS SLUNG ON THE BACK PROVIDES NO PROTECTION. ADDITIONALLY, JUST HOLDING A SHIELD AT YOUR SIDE AND NOT USING IT ACTIVELY PROTECT YOURSELF FROM AN ARCHER DOES NOT STOP NON-CRITICAL MISSILE DAMAGE.

Buckler

No buckler may exceed an external circumference of 60". This length is to be measured by stretching a string around the outer limits of the shield; inner concavities are ignored. In other words, for a star-shaped shield with multiple points, stretch the string around the outermost points. The shield must include at least one solid section 15" or larger in diameter.

NOTE: BUCKLERS DO NOT PROTECT A PERSON FROM MISSILE DAMAGE FROM ARROWS.

Shield

No shield may exceed an external circumference of 140". This length is to be measured by stretching a string around the outer limits of the shield; inner concavities are ignored. In other words, for a star-shaped shield with multiple points, stretch the string around the outermost points. The shield must include at least one solid section 20" or larger in diameter.

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. Shields do not protect against a critical hit or targeted arrow, such as that caused by **Target Arrow** (Ranger 3).

Chapter 16: Combat

While not the prime component of fantasy adventuring, combat is a vital one. When the ogre says, “None shall pass,” what else can you do? There is a good deal of simulated fighting in IFGS, however, the stress is on the word “simulated.” Safety is the most important part of IFGS combat. Players and NPCs always have to maintain control of themselves and their actions. 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, for safety reasons, a player does not perform an action and her character is harmed for it. That is one of the reasons each team has a 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 if you are not affected by her melee damage or spell effect, unless it is a mind-affecting level influential effect, such as **Enthrall**. If, for example, you are playing a monster that is only affected by magical damage, you should say “No Effect” or “No Mark” when hit with non-magical weapons so that your opponent understands that she is causing no damage.

Combat Defined

Combat begins when an action is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC (this includes magical attacks). For instance, drawing your sword does not initiate combat, but swinging it with the intent to hit someone does. Casting an **Enthrall** without the consent of the target will initiate combat. Setting off a trap or a glyph does not initiate combat. Combat can also be initiated between members of a team. Combat ends for all participants when hostile action ceases by all involved parties for a period of 1 minute or ends for an individual after 1 minute out of combat.

Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missile combat, which involves bean bags representing various items and abilities. Many spells, abilities, and skills (SAS) can also be classified as combat and are discussed in Chapter 20.

Physical Contact in Combat

For the purposes of safety, during melee, physical contact with anything other than a safety-approved weapon is strictly forbidden. Punching, wrestling, tackling, grappling, martial arts, and other forms of unarmed combat are not allowed in IFGS events. Players are not allowed to block someone’s vision (such as a caster), for example, by putting a cloth over her head. Players are also not allowed to grab or step on another player’s weapons or shield while these are in their opponent’s hands 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. When fighting face-to-face, players should not reach over their opponent’s head to strike them on the back.

NOTE: IF TWO PLAYERS ARE TRYING TO MOVE THROUGH THE SAME SPACE USING AN SAS IT IS SUBJECT TO THE LIMITATIONS STATED IN THE SAS AND GM/SAFETY ADJUDICATION.

Hits to the head, throat, and groin area are strictly forbidden. Any contact to the head with any type of item will be dealt with by the game staff, even to the point of expulsion if deemed appropriate. Occasionally during the excitement of melee someone will accidentally get hit in the head, groin, or throat. If the blow is serious, a “Time Stop” should immediately be called, and everyone involved in the combat should freeze where they are and not resume combat until the person struck indicates they are capable of continuing.

NOTE: BLOWS TO THE HEAD, GROIN AREA, AND THROAT NEVER INFLICT IN-GAME DAMAGE.

Armor in Combat

All armor and magical protections are effective against most attacks, including hand-to-hand, missile, and magical damage. Attacks that do **No Defense** damage or other attacks that specifically state that they are not affected by armor are exceptions from this general rule. **Kill Dagger**, throat slits, and limb severers are also exempt from armor and protections. Only when specifically stated in the description of a spell, ability, or skill (SAS) will protections not work against all attack forms.

One-Point Rule

Regardless of the amount of armor or magical protection, a character (except for a character in **Concentration**) always takes a minimum of 1 point of damage from all hand-held melee attacks, thrown bean bags that represent weapons, and propelled missile attacks—this is called the One-Point Rule. The One-Point rule does not apply to ranged spell attacks.

The one-point rule does not invoke a carried effect. An attack, either melee, thrown, or missile, must break the armor to inflict the carried attack.

NOTE: IF YOU TAKE NO DAMAGE FROM AN ATTACK YOU SHOULD CALL OUT “NO MARK” TO LET YOUR OPPONENT KNOW THEY ARE NOT DOING ANY DAMAGE. HOWEVER, EVEN IN THE CASE WHERE MAGICAL PROTECTION WOULD ABSORB ALL THE DAMAGE, SUCH AS A PC WITH 15 POINTS OF ELEMENTAL PROTECTION - LIGHTNING BEING HIT WITH A 9 POINT ELECTRIFY, YOU WOULD STILL TAKE THE 1 POINT OF DAMAGE FROM THE WEAPON SUBJECT TO THE ONE-POINT RULE. ,

Mechanics of Melee

Whenever a hit with a melee weapon occurs, the player scoring the hit calls out the amount of damage caused by the hit, the type (normal or magical), any special effects, and the damage affects the opponent immediately. Melee damage should be called out loudly enough to be heard by the person immediately affected, but not so loudly as to interfere with ranged attacks by other characters. The amount of damage a character does depends on the PC's level, class, and any magical enhancements. If the damage is not called out by the player, then no damage should be taken. A player can choose to do less than maximum damage on a weapon strike; in this case, they call out the lesser amount of damage they want to inflict. If a weapon accidentally hits someone when it is not being wielded in combat, it does not cause any damage.

Hits should not be made in an unrealistically rapid fashion. 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.

NOTE: IF YOU FEEL SOMEONE IS HITTING YOU TOO HARD, IT IS YOUR RESPONSIBILITY TO INFORM HER OF THAT FACT. IF SHE CONTINUES TO DO SO, YOU SHOULD INFORM THE GM. THIS APPLIES TO BOTH PCS AND NPCs.

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 opponents. If you score a hit, call out the effect or amount of damage. If you don't hit, then don't call out damage. If everyone helps, combat goes smoothly and fairly.

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

Weapon Groups

Each class has a weapon group that they specialize in, except for fighters who can use any weapon group. Rangers and Thieves must choose from a specific type when they create their character, and this may not be changed except by game mechanics. This group does not prevent a class from using any other weapon types, however, they do not get the bonus associated with a type they are not specialized in. However, a fighter can allow a PC to use an additional type by using the ability of [Weapons Instructor](#). These types are listed in the character abilities at the beginning of each class chapter.

Great Weapon: +2 damage. The weapon must be a 2-handed weapon and the only weapon being wielded.

Dual Wield: +1 Armor.

Single Weapon: +1 damage to both melee and thrown damage. The weapon must be a 1-handed weapon and the only weapon being wielded other than a bean bag for throwing.

Staff/Spear: +1 Armor

Calculating Damage

Damage increases for all character classes as a character goes up in levels. These increases are a simulation of a character getting better but at being able to use the weapon in such a way as to cause more damage. These increases are permanent for that character and are applied to hand-held weapons, missile weapons, and thrown weapons. This is your Base proficiency damage, which is provided in the description of each individual character class.

Any damage enhancements, such as **Blade Sharp**, that are affecting a character should be added to the Base damage to arrive at the number to be called out with successful melee strikes. Please note that all enhancements are subject to the Stacking rules described in Chapter 22.

Melee Combat

Melee is defined as physical, hand-to-hand combat between two or more characters. During the melee, damage is inflicted any time a weapon contacts the body and damage is called, even if the weapon strike is partially blocked or is a light hit; an attack cannot be negated or “parried” by contacting the weapon with an item before it hits the body.

Ranges

All ranges in the IFGS are broken down into 5 simple categories. Every SAS will fall into one of these and is listed under the SAS heading. These ranges are how far an SAS can be cast at. This is not to be confused with the area of effect which is listed and explained under each SAS.



Self - A self only SAS can only be cast on the player casting the spell and may not be cast on another player under any circumstances. An example of this is a Bard’s or Monk’s, Major Lore ability.

Touch – A SAS listed as touch may be performed at 1-inch. Never touch another player without asking permission first. A good example of a touch only spell is a Clerics Heal spell.

Melee - A melee only SAS may be cast on any target within normal sword range, this includes casting on yourself. An example of this is a Magic User’s Strong Arm.

Combat – A combat SAS may be cast on any target within the range of the combat or encounter. Combat has a maximum range of 50 feet. A Cleric’s Gods Hammer is a good example of a combat range SAS.

Sight – An SAS listed with the range of sight may be cast at any target within sight, subject to GM approval. Obviously, you cannot cast a spell on a monster several encounters away, even if you see them getting into place. A good example of a sight SAS is Archery.

Propelled Missile Combat

Combat with propelled missiles, also known as archery, includes the simulated use of bows, crossbows, slings, or other missile weapons. For simplicity, the IFGS rules refer to a user of a propelled missile weapon as an archer, and to the weapon as a bow; this is not intended to imply that a bow is the only available option. A physical representation of a bow, crossbow, etc., (bow rep) 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. An archer cannot engage in propelled missile combat without an approved bow rep.

Players are not required to carry representations of arrows, bolts, or other “ammunition”. If a character loses the bow rep during the course of a game due to a game mechanic, then they must play the remainder of the game without a bow (unless the PC can find another one in-game); PCs are not considered to be proficient enough to make bows during the course of a game.

Mechanics of Missile Fire

To fire a propelled missile weapon:

1. Remain stationary and focus on your target for the required aiming time (discussed in the next section);
2. Call out “Arrow”;
3. Announce your target by color, name, or other identifying feature;
4. Announce the type of arrow if it’s anything other than a normal hit, such as critical or **Arrow of Slaying** (Ranger 5);

5. Announce the amount of damage caused by the arrow;
6. Announce any other effects, such as “Toxin Poison, 6 points”;

After calling out the arrow’s target and effects, the archer may begin the aiming time for her next shot; however, after firing an arrow that requires active use of a SAS, she must wait 5 seconds before beginning to aim to use another SAS.

Example: Hawkeye, a 7th level Ranger, fires a *Stun Arrow* at a purple demon across a ravine. After aiming for the 10 seconds required by the ability, he calls out “Arrow, Purple Demon, *Stun*, 10-second Knockdown!” Because Hawkeye fired a *Stun Arrow*, it causes no damage to the demon but does cause it to take a Knockdown. Hawkeye must now wait 5 seconds before aiming another arrow if his next arrow includes an SAS; otherwise, he can start aiming immediately.

Range of Missile Fire

All propelled missile fire has a maximum range of sight. This is subject to GM adjudication.

Aiming Time

As the first step in firing a missile weapon, a character must aim for a predetermined length of time, called the Aiming Time. 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 archer must remain stationary (no more than one step may be taken) and focus on her target for the duration of the Aiming Time. If an archer engages in melee combat, either defending or attacking, they must restart the aiming time. If the target disappears behind an object that completely hides her for 5 seconds, then the target is lost; the archer must re-aim for the appropriate Aiming Time before a shot can be fired at the target. The exception to this is Opportunity Fire, which is discussed later in this section.

Missile weapons may be either single-handed or two-handed. The basic rules are for two-handed weapons such as longbows or crossbows. If a PC is carrying a single-handed weapon, such as a hand crossbow or musket pistol they will incur an additional 5 second loading time between each shot when using such a weapon. This 5 second reload time is in addition to any normal aiming time and the PC must remain stationary during the reload process as per the rules for spell casting. However, loading a weapon is considered a “pre-cast” so a PC may carry multiple reps and fire them in rotation, dropping one and pulling out a new rep and not incur the loading time penalty.

NOTE: CURRENTLY THERE ARE NO SEMI-AUTOMATIC OR AUTOMATIC MISSILE WEAPONS IN THE IFGS.

Damage

Arrows and other propelled missiles cause a variable amount of damage, determined by the class and level of the archer; this Base amount of damage is noted in the description of each character class. Damage is applied to the target’s torso unless modified by the **Target Arrow** (Ranger 3) ability. **Every shot is assumed to hit the target.**

Shields and Missile Fire

A shield will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between herself and the archer, or if the shield is in the direct line between the archer and the target. Bucklers do NOT protect against missile fire. To be effective against missile fire a shield must be actively used. A shield that is slung on the body is not considered to be in use. When in doubt ask the GM for a ruling. Shields never protect against a critical hit or **Target Arrow** (Ranger 3).

Hit Types

Two types of archery hits are possible:

Hits, also known as normal or marginal hits, cause the marginal damage of the character firing the arrow. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.

Critical hits increase the Base archery damage of the character firing the arrow by 2 points. Additionally, critical hits are not stopped by the use of a shield. Critical damage is considered part of the character's Base damage for purposes of stacking.

When is an Arrow Marginal or Critical?

For every set of 10 arrows fired, every character has a set number of Marginals and Criticals depending on her class and level. Which shots are marginal and which are critical 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 her 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 she aims. **The ability to shoot a critical arrow may never be provided by a magic item.**

Number of Criticals Allowed

Rangers have 1 Critical arrow per level in each set of 10 arrows; for example, a 5th level Ranger has 5 critical hits per set of 10 arrows.

All other classes have 1 Critical arrow for every 2 levels (round up); for example, a 5th level Fighter has 3 critical hits in each set of 10 arrows.

Players are on their honor to use all marginal and critical hits in a set of 10 arrows in combat before shooting critical hits from the second set of arrows.

Time Between Shots When Applying a Spell, Ability, or Skill to Missile Fire

5 seconds must pass between all uses of SAS or magic items. In missile fire, this means that after an archer fires an arrow that requires active use of a SAS, she must wait 5 seconds before beginning to aim to use another SAS. If the player is simply firing an arrow to which she will not apply a SAS then she can fire after the appropriate aiming time.

Example: A 5th level Ranger shoots a *Target Arrow*. If the Ranger wishes to fire another arrow that she will apply a SAS too, then she must wait 5 seconds before beginning to aim, then 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 she can begin aiming as soon as she has finished announcing the *Target Arrow*.

Since arrows such as **Hone Arrow** and **Elemental Arrow** are considered to be "pre-cast" the Five-Second Rule does not apply to their use.

Number of Propelled Missiles Allowed

Unless otherwise indicated by the Game Designer or Game Producer, a player who can use a missile weapon and who is carrying a missile rep into a game is allowed to start the game with 20 mundane arrows. Any arrows gained as a treasure in previous games do not count against this 20-arrow limit. A player does not have to carry physical representations for her 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, including buying them or making them with the **Make Arrows** (Ranger 2) ability, and characters are only limited to carrying a "reasonable" number of arrows (GP or GM discretion). Missiles may be traded between characters by GD or GP discretion.

Recovering Propelled Missiles

It is assumed that an arrow is so damaged by combat that it cannot be fired again. Therefore, normal or mundane missiles and one-shot magical missiles are not recoverable after they have been fired in combat. Permanent and multiple-use magical arrows can be recovered after combat has ended and can be used again in the next combat if allowed by the item's

Savvy; a player must role-play recovering these fired arrows. If a magic arrow hits a target who escapes, it is assumed the arrow that struck the target also is gone and is not immediately recoverable. The success or failure of attempts to track and recover such lost magic arrows is determined by the game script or GM discretion.

Missile Fire at Night/Darkness

To fire propelled missiles at night, an archer should indicate her target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

Opportunity Fire

When an archer aims at a fixed point and waits for a target to appear, she is using Opportunity Fire. For each use of Opportunity Fire, the following conditions must be met:

- The archer must select a target area and declare it aloud loudly enough to be heard from 5 feet away.
- The target area must be a single, defined point or location and must be less than 3 feet in diameter. Appropriate targets include a doorway, window, side of a tree trunk, or cave entrance.
- The archer must spend at least 10 seconds aiming at her target area, and may then fire at the first target of opportunity. If she chooses not to fire at the first available target, she must then re-aim for at least 5 seconds before firing.
- Opportunity Fire can only result in a marginal hit. Arrows used for Opportunity Fire can be modified by **Hone Arrows**, **Elemental Arrow**, **Blessed Arrow**, and magic arrows or bows from the modifier group, such as a +2 arrow (see Chapter 22); Critical hits, Knockdowns, or other SAS cannot modify an arrow used for Opportunity Fire.

Thrown Missile Combat

For safety reasons, all thrown missiles used in IFGS games are represented by bean bags. Only one bean bag may be thrown at a time. Chapter 14 describes each type of missile weapon in greater detail.

Mechanics of Thrown Missiles

In most cases, 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 attack made with fist or foot and thus is not treated as a thrown object. A 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 it. The method for using bean bags in a game is straightforward: simply throw the bean bag at the target; if it hits, call out the amount and type of damage done by the bean bag as described in Chapter 14.



Number of Thrown Missiles

There is no limit to the number of thrown missile weapons a character can bring into a game. However, a Game Producer has the right to limit the number of bean bags a player can bring into her game. Bean bags from **Seeds of the Elements** and **Physical Attack** have specific limitations which are discussed in class SAS description.

Damage

The amount of damage caused by a thrown missile varies with the type of missile being used. The damage for each thrown weapon type is listed in Chapter 14 or under the respective classes.

Range

With the exception of **Physical Attack**, the range of a thrown bean bag is limited only by how far it can safely be thrown. The bean bag must hit the target in order to damage it. The range of **Physical Attack** is 10 feet.

Blocking Thrown Missiles

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

Miscellaneous Combat Effects

In addition to the basic types of combat described in the previous sections, all participants should know how to react to the following effects and abilities.

Carried Effects

Melee and missile attacks can be used to deliver a secondary effect, such as Venom Poison or Red Death, to the target. These 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. (Note that SAS such as **Electrify** that cause direct damage or are damage enhancements are not considered to be Carried Effects and armor will protect against them.)

Immediate Counters

Many SAS are designed to counteract an attack or spell effect; these are called Immediate Counters. An Immediate Counter must be called out immediately following the attack or spell effect it is neutralizing.

Example: Blackjack, a Knight strikes Raum, a Fighter, calling out “Avenging Blow, 16 points.” Raum, wishing to avoid this devastating attack, counters by using her Dodge Blow skill, calling out “Dodge” immediately after the Knight’s strike to his torso.

In cases where there is no physical manifestation of the counter (such as **Distrust** (Thief 4, Thief 6)) the character may wish to inform the GM that she is using the Immediate Counter without making everyone around her 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 acknowledgment is to let your attacker know that you are aware of her attack and have made the appropriate response. It saves her from having to continue to yell at you, trying again to get your attention in hopes that her attack will have some significant effect on you, and it saves you from getting a reputation for ignoring damage.

NOTE: AN IMMEDIATE COUNTER MAY BE CALLED WITHIN 5 SECONDS OF CALLING ANOTHER EFFECT, SUCH AS FIREBALL; HOWEVER, YOU MUST WAIT 5 SECONDS AFTER USING THE IMMEDIATE COUNTER BEFORE INVOKING ANOTHER SAS, INCLUDING ANOTHER IMMEDIATE COUNTER. ESSENTIALLY, YOU CANNOT USE TWO IMMEDIATE COUNTERS BACK TO BACK WITHIN 5 SECONDS.

Knockbacks

A knockback is an attack that will force a character to move back a certain distance. The knockback (KB) forces a person to move directly away from the person calling the knockback the distance stated. Certain SAS can cause the knockback to take a different direction.

Knockdowns

The duration of a KD is usually 5 seconds but varies for some attack forms. When a character suffers a KD, she must immediately come to a stop and fall to the ground. After the duration has expired, she can get up at any time. There are two suggested ways to safely take a Knockdown:

1. Drop to the ground or sit down, touching your torso – back, chest or side – to the ground immediately. You should start counting the KD time as soon as your torso has touched the ground. You may sit up while counting but may not get to your knees until the full duration of the KD has elapsed.
2. Kneel down, putting one knee on the ground, then lean forward and then place one of your hands on the ground. You should start counting as soon as your knee and one hand are on the ground. You must remain in this position or the previous position until the full duration of the KD has elapsed.
3. If a player has a physical condition that prevents them from taking a knockdown using the above rules, they may, with permission of the game safety officer / GP, choose to turn the knockdown into a root. If the player chooses this option the knockdown will be double duration, i.e., a 5-second knockdown will become a 10-second root.

The acts of getting back up are not considered part of the KD. A KD count does not begin until the character's torso has touched the ground or knee and one hand has touched the ground. An affected character must wait for the entire duration of the KD, which can seem an eternity in the chaos of a battle. To ensure they take the full KD time, players should count out loud – "Knockdown one, Knockdown two, Knockdown three, Knockdown four, Knockdown five."

If a player seems to have trouble taking a full-duration KD, her GM may ask her to count her KDs out loud. If a safety issue forces a knocked down character to move, the player must make every effort to take a full KD upon arriving at a safe area.

Characters who have been knocked down may not attack in any manner. They may not use SAS or activate magic items, including autocast items. 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; Knockdown-only SAS such as Stun are exceptions to this rule.

The immediate use of **Kip** to counter a Knockdown, either as an ability 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 that the character who caused the KD can hear it, and continue on. Autoactivated items and SAS which require no action or concentration to activate 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.

Although **Concentration** may prevent a KD from affecting a character, it cannot protect a character that has already been affected by a KD since the character can't start casting while in the KD.

Chapter 17: Poisons and Diseases

IFGS characters can come into contact with poisons and diseases through various in-game means. Weapon strikes, traps, and contact with “infected” NPCs are all possible ways of becoming poisoned or diseased. Effects can range from mild to severe and can generally be neutralized or cured by the use of an appropriate SAS.

NOTE: ARMOR DOES NOT PROVIDE ANY PROTECTION AGAINST POISON OR DISEASE.

Poisons

Four primary types of poison are used in IFGS games: Kill Dagger, Toxin, Venom, and Red Death. 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.

Kill Dagger Poison

Kill Dagger poison causes instant paralysis for 15 minutes or until a **Neutralize Poison**, or related SAS is used; the target can be fed a **Neutralize Poison** potion as if he were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target’s back, he will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. The target may not cast spells or activate magic items, including an item of Monk’s **Neutralize Poison**; autoactivated magic items will function normally. **Kill Dagger** poison is Level Influential, which means that the poison can only affect characters at its level or below.

Toxin

Toxin poison causes the target to take an immediate and unavoidable amount of damage and is often delivered as a carried effect on a successful weapon strike. Toxins may also be ingested, injected, or picked up by contact (contact poison). Because its effect is instantaneous, it is not affected by **Neutralize Poison** or related SAS. **Immunity to Poison** (Monk 10), however, will protect against Toxins.

Venom

Venom poison causes death in 5 minutes. After 4 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** and related SAS. If a character has a **Neutralize Poison** or a related SAS used on him while he is unconscious, he can be awakened as if he was under the effects of a **Crash Time** spell. 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.

For each additional dose delivered during the 5-minute duration, it will reduce the onset time by 1 minute. The time can never fall below 1 minute no matter how many doses a person takes. This stacks in the stat breaking bucket.

NOTE: SOME EXOTIC VENOMS MAY HAVE LORE ASSOCIATED WITH THEM THAT DETAILS DIFFERENT MEANS OF CURING.

Red Death

Red Death poison causes death in 1 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 **Ranger Herb** Athelas used in conjunction with a **Neutralize Poison Potion**, or with an **Improved Neutralize Poison Potion**. A **Freeze Poison**, **Stasis**, or **Shiatsu II** will temporarily freeze Red Death. Normally, Red Death must be ingested or injected to work, but airborne and contact types can be created by game design. This poison is rarely encountered.

Spell Plague

Spell Plague poison restricts a person's access to their spell and ability points. When a character is affected by Spell Plague, they lose access to half of their current spell or ability points at the time they are affected. These points are not gone, the PC just cannot access them. The Spell Plague poison can be neutralized by **Neutralize Poison** and related SAS. Once the poison is neutralized the player will be able to access all their spell or ability points again.

Other Poisons

Poisons that have other effects, such as the **Ranger Herb** Nightshade, exist in the rules or may be developed by game design. They will usually be treatable by **Neutralize Poison** or a related SAS.

Diseases

Diseases can be of either a magical or mundane nature. A natural disease, such as the Black Plague, can be cured by any SAS that affects mundane diseases, such as **Neutralize Non-Magical Disease** (Knight 4). By contrast, Lycanthropy, Vampirism, and any disease resulting from a glyph are considered to be magical in nature and only SAS that explicitly state that they work against magical diseases (such as **Neutralize Magical or Supernatural Disease** (Knight 6)) would be effective. A disease must be defined as magical or mundane by game design, and the results of any attempts to cure the disease should also be defined by game design. By default, all diseases are considered mundane unless listed here or in a game design as being magical.

Chapter 18: Character Change and Death

As an IFGS character participates in adventures and increases in level, she is likely to experience dramatic changes, both positive and negative. A character might die, gain or lose permanent hitpoints, or have a level temporarily or permanently drained. This chapter discusses the rules and restrictions governing such changes.

Permanent Life Point Changes

Characters can lose permanent hitpoints when they die, or from other in-game effects. Cumulatively, a character can lose a number of hitpoints equal to her level. Points freely given, and temporary losses of hitpoints such as that caused by casting a **Raise Dead**, do not count against this total. For higher-risk games, Game Designers may specify that the permanent life point loss limit does not apply. Permanent life point losses that occur in games will carry forward to other games.

A character can also, rarely, gain permanent hitpoints by specific game design. Gains in permanent hitpoints may be combined from different games, but the maximum cumulative gain allowed is 1 extra permanent life point per level of the character.

Immutableables

Immutableables are those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason. These aspects are fundamental to the IFGS rules system, and this is an area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or chapter policy. While a Game Writer may change some aspects of the rules for her current game, those changes may not leave her game and are not valid outside of that Game Writer's world. The following characteristics are considered to be immutable:

1. **All Bases** – No effect can alter a Base, except for permanent hitpoints (see the earlier section of this chapter). The immutable Bases are Base hand-held, missile, and thrown damage; the number of spell and ability points; and limb points. A Game Producer can alter a Base during the current game, but that alteration may not leave that game.
2. **Base Spell or Ability Cost** – The Base number of the spell or ability points required to use a spell or ability may never be reduced or increased, except as specified by another SAS such as **Improved Sense I** (Spirit Monk 6). For example, **Gale** will always cost 4 spell points to cast.
3. **Casting/Meditation/Invocation Time** – The time required to cast a spell or invoke an ability may not be reduced except by the use of **Autocast**. Unless otherwise indicated in the rulebook description, all 1st through 5th level spells/abilities/skills take 5 seconds to cast, 6th level and above take 10 seconds. Magic items are also subject to this limitation unless priced with an **Autocast** or autoactivate modifier.
4. **Wait Time Between Usages** – 5 seconds must pass between spell castings, uses of abilities and skills, activations of magic items. This wait time cannot be decreased.
5. **Aiming Time for Missile Fire** – Aiming time for a hit is 5 seconds or tested time and aiming time for a critical hit is 5 seconds. When using "special arrows" (for example, **Arrow of Slaying** (Ranger 5) or **No Defense Arrow** (Ranger 10)) aiming time is Based on the SAS level (See #3 above).
6. **Additional Classes** – No magic item or effect that enables a PC to gain an additional class is allowed.
7. **Weapon Groups** – Weapon groups may not be added to a class.

Death

When a PC or NPC bleeds out past the allotted time then the character is dead. 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.

When a character dies, any curses on that character, though not active, remain in effect. Should a cursed character have **Life Spark** or **Raise Dead** cast upon her, any curses 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 if you are resurrected by a **Life Spark**; for purposes of time progression, they are considered to be newly applied or contracted when the character 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 after a **Life Spark** or **Raise Dead** is cast.

The spell or ability points of dead characters are not accessible. Furthermore, for game purposes, while characters are dead they are considered to have no spell points, ability points, or skills unless otherwise specified by game design.

There are several ways to avoid permanent death, including **Life Spark**, **Raise Dead**, and use of the Fate Point Option (described later in this chapter). If a dead character is not resurrected, then her 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 players can come prepared with secondary characters.

Resurrections

Clerics and Spirit Monks can perform a **Life Spark** within 5 minutes of a character's death, which raises the target to 1 point above death. After a **Life Spark** is cast, the recipient is down permanent hitpoints equal to $\frac{1}{2}$ of her level (round up) and is -2 to all LI effects for the rest of the game day.

Characters that cannot be raised with **Life Spark** may be resurrected with **Raise Dead** within 3 calendar years of the character's death. After 3 years, a character may only be raised by game design.

When a resurrection occurs, either by **Life Spark** or **Raise Dead**, the character must be resurrected to the same level as when she died and will have the same number of experience points. Each time a character is resurrected, she will permanently lose $\frac{1}{2}$ of her level in hitpoints (round up). See the description of **Raise Dead** for further stipulations on resurrection.

The target's head, torso, and at least two limbs are necessary for the resurrection to be successful. If a limb is missing and the character is resurrected, then the character will come back without that limb. Characters cannot be resurrected from blood spatters or from a single body part.

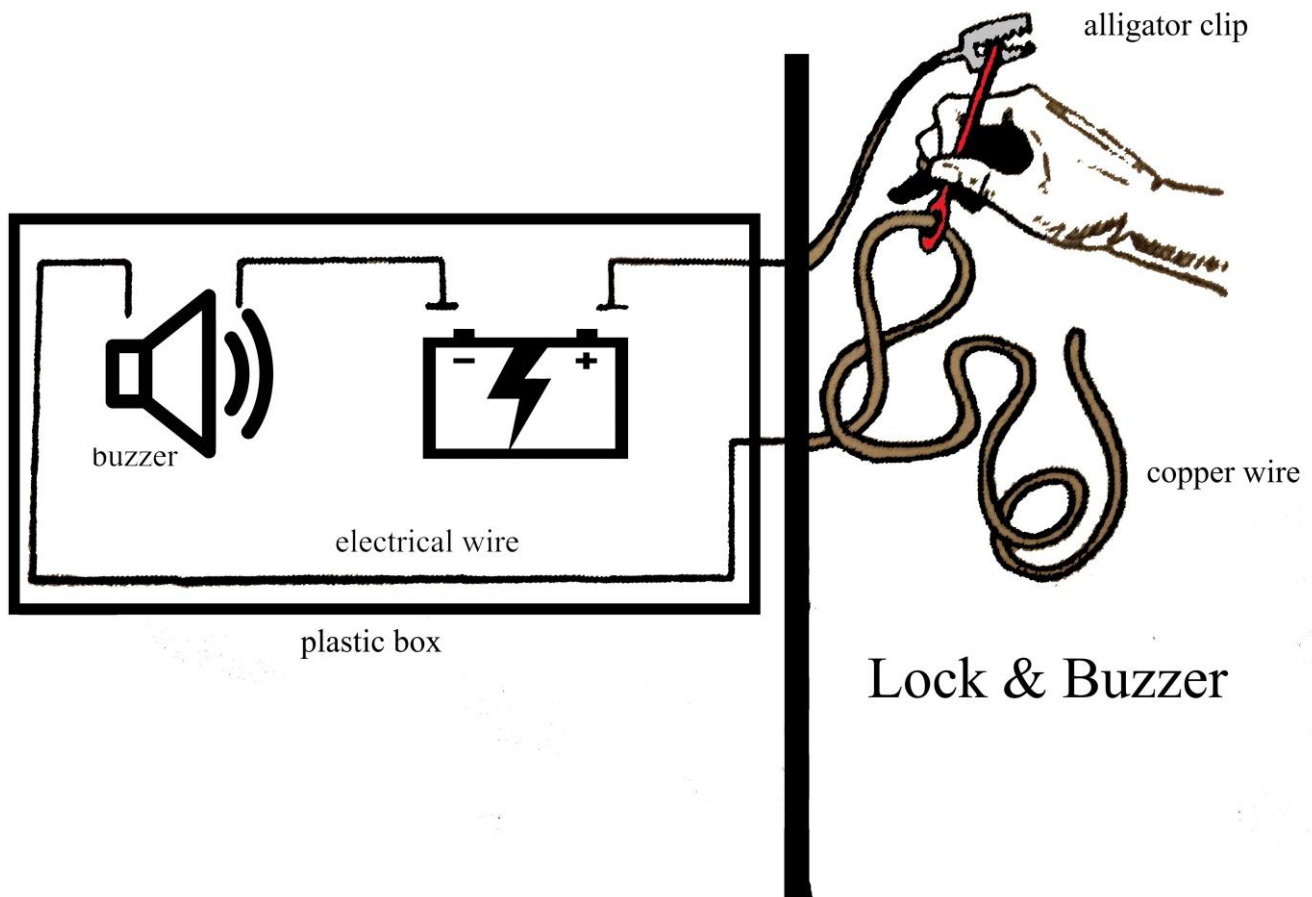


Chapter 19: Lock System



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. Each lock has a rating (1 through 7, or S), which determines how it is physically constructed. Additionally, each lock has a set of hitpoints and a level or LI. The physical difficulty of the lock is increased by adjusting the number and complexity of twists and loops, and how close the wires come to each other where any loops cross. This chapter provides examples of several kinds of locks, as well as details of a basic lock and buzzer construction. Occasionally, a Game Writer will put a non-standard lock into a game. If any apparatus is defined in a game as a lock, then it can only be picked by the use of the **Pick Locks** skill.

Locks and Buzzers



To represent IFGS lockpicking, a lock and a buzzer are connected to form an open, complete circuit (see diagram), which will only close if a character touches his lock pick to the bare copper wire of the lock. The buzzer apparatus is usually contained in a portable box that can be moved from encounter to encounter (often by the GM). Constructing a Lock

The following items are required for lock construction, and can be obtained at most hardware stores:

- At least 6 inches of bare copper wire (12 gauge or larger is recommended)
- A 2"x2" or larger block of wood, at least ½" thick
- A ½" or longer wood screw (#8 size or larger is recommended; the screw should not be longer than the block of wood is thick)

Attach the wood screw to the center of a 2"x2" side of the wooden block, leaving enough exposed length that you can easily wrap the copper wire around it. Form one end of the copper wire into a small loop around the screw, and tighten the screw until the wire is secure against the block. Twist the copper wire into an appropriate shape for the desired difficulty (described in later sections of this chapter), leaving a ½" straight section just above the wood screw. This straight section will be used to connect the lock to the buzzer. As needed, soaking the copper wire in white vinegar is an effective way to remove any oxidation.

Constructing a Buzzer

The following items are needed to construct a buzzer, and can be obtained at most stores that sell hardware or radio equipment:

- A small electric buzzer
- At least 3 feet of electrical wire (insulated)
- A strong battery to make the buzzer work well (a 9-volt battery is ideal)
- Battery terminals, if required
- 2 medium-sized alligator clips
- A small container to hold all of the above (small plastic container is recommended)

Connect these components as shown in the above diagram. One alligator clip will be used to connect the buzzer to the lock, and the other will be used to attach the lock pick.

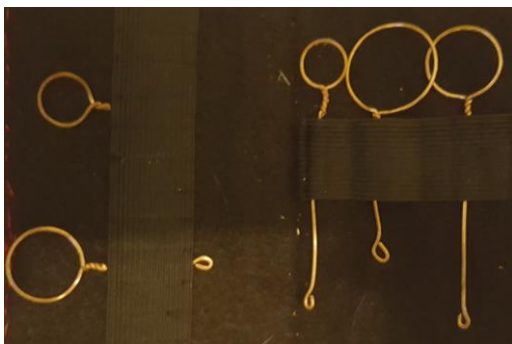
Lock Picks

Thieves have the ability to use lock picks, which are represented by short lengths of copper wire with a circular loop on one end. The metal loop may have no more than a ½" 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 but may not be acquired by any other means.

Each player is responsible for making his own lock picks, and there is no limit to how many lock picks he 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 are encouraged to practice picking locks between games to improve their skills, similar to Fighters practicing with weapons to improve their abilities. Practice outside of a game can be quite useful later.

Lock Pick Examples



Lock Type and Difficulty

Each lock has 4 different aspects to it.

- The first is the 'physical difficulty' which determines how the lock is constructed, the physical makeup with the twists and turns.
- A set of hitpoints (Physical/Magical) Note: These can be the same or different
- A 'level' for LI.

NOTE: THE LAST TWO STATS ARE USED FOR OPENING THE LOCK WITHOUT USING THE THIEF SKILL OF PICK LOCK. LOCK TYPES RANGE FROM 1-7 WITH 5 USED FOR SPECIAL LOCKS THAT DO NOT FIT THE STANDARD LOCK FORMAT.

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 type 6 lock using 8-12 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 character to use.



Type 1 Lock

The lock should be made up of a single strand of wire no longer than 4 inches, with no more than 90 degrees of total bend. The lock should be accessible, easy to reach, and allow ample room for maneuvering a pick. This is a "simple lock" and should never be difficult to pick even for a beginner at lockpicking.

Type 2 Lock

The lock should be made up of 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 require the character to switch hands while picking. The lock allows ample room for maneuvering a pick.

Type 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.



Type 4 Lock

The lock should be made up of a single strand of wire not greater than 18 inches in length. The lock may require a character to switch hands while picking, but the wire should not feedback 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. While tight, there should be no forced touches.

Type 5 Lock

The lock should be made up of a single strand of wire not greater than 24 inches in length. The lock may have many twists and loops. Any lock where the wire feeds back through itself once should be assigned 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.

Type 6 Lock

The lock has no restriction on the total length of wire. The lock 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 feedback through the lock two or three times, making it difficult for a character 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. While tight, there should be no forced touches.



Type 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 a 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 the game copy. A Difficulty 7 lock may contain additional “live” wires that are not part of the lock itself.

Type S Lock

This difficulty is used only for locks that do not conform to 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 & eyelets 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 Picking

To open a lock with lock picking, a character moves his lock pick along the turns and twists of the lock’s copper wire, attempting to move along the entire path of the lock without touching his pick to the lock. If the lock pick and the wire of the lock touch, the lock’s buzzer will sound to indicate that the character’s attempt to pick the lock has failed. The character must begin lock picking again at the starting point of the lock every time the lock is touched with his lock pick unless the **Thief’s Touch** ability is immediately used. The number of attempts a Thief may make to pick any given lock is equal to his level; a character of another class may only attempt lockpicking with the use of a magic item and is restricted to the number of uses specified by the item’s **Savvy**. A character does not take damage from touching the lock with the pick, although a failed attempt might trigger traps or glyphs that could cause the character 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 devices used to represent a lock and test a character’s lock picking skills. Therefore, any interaction with the lock (cutting, moving, or straightening the wire) 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 connecting the lock pick to the buzzer needs to be adjusted, the character is allowed to disconnect the clip and reconnect it provided the pick does not change position.

Physical or Spell Damage

Most locks can be broken by physical or spell damage; the number of points that it takes to open the lock is not tied to the type of lock but by the game writer. It is possible to have an extremely complicated lock (Type 7) made of fragile glass (5 hitpoints) that also has a high LI. Traps or glyphs may be set off by physical or spell 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.

Physical damage may be done with swords, rocks, arrows, vials of acid, or other weapons (Note that the physical damage should only be role-played so that the lock representation is not actually destroyed).

Spell damage includes damage from spells such as **Lightning Strike** or **FireBall**.

Magic User Reverse Lock

Most locks can also be opened by use of the LI spell **Reverse Lock**. A Magic User cannot tell what the exact level of a lock is by looking at it, but with suggestions from a Thief or by use of the spell **Know Aura** he can determine how many points to put into his spell.

Chapter 20: Using Character Spells, Abilities, and Skills

Each IFGS character has a set of skills that represents her training and accumulated knowledge. Some characters train to cast spells, some train to use weapons, and others train in stealth. This training and specialized knowledge are determined by a character's class and the spells, abilities, and skills (SAS) that come along with it.

This chapter discusses the use of character SAS and the in-game mechanics which must be understood in order to use and react to them. (Note: in this book, the following terms will be used when discussing the use of spells, skills, and abilities: casting – method of use for a spell; activation – method of use for some abilities and skills; meditation – method of use for some abilities; invocation – generic method of use for an SAS, which can include any of the previous methods).

PCs, NPCs, GMs, and SKs should thoroughly educate themselves in the effects of SAS so that they can react appropriately in a game. Rarely is there time in the heat of combat to look an effect up in the rule book. Everyone's playing experience is enhanced if all participants can react quickly to an SAS.

Attributes of a Spell, Ability, or Skill

Each SAS is presented by character class and level in Chapters 12 through 19, and is described in the following fashion:

Level # (the level at which the character class gains the SAS)

Default Invocation Time (this default is Based on the level of the SAS, and can be superseded by the detailed description of the SAS)

SAS Name

Range: Maximum possible range from the character to the target

Area: Maximum number of targets or size of the area that the SAS can affect

Duration: Length of time the SAS will remain in effect

Stacking: Which stacking categories the SAS belongs to (discussed in depth in Chapter 22)

Misc.: Other information pertinent to use of the SAS, such as a Knockdown or material component

Cost/Uses: The number of the spell or ability points required to use the SAS, or the number of available uses

A complete description of the SAS will be provided, including all effects of the SAS and all actions which must be completed to use the SAS. Details for most of the information summarized above will also be included.

Level

This is the level at which a character gains the power to use the SAS. A character only has access to SAS of her level and below.

Default Invocation Time

The invocation time of an SAS is the length of the verbal incantation, meditation, or other activation needed to successfully use the SAS. 1st through 5th level SAS have a 5-second invocation time, 6th level and above SAS have a 10-second invocation time unless otherwise indicated in the description of the SAS or character class. The maximum invocation time for any SAS is 5 seconds longer than the times listed above. Extending an invocation for an extended period while you wait for your target to get in the range is not permitted. If an invocation time is too short or is extended by more than 5 seconds, the invocation will fail, and the character will lose 1 spell or ability point.

Invocation time does not include calling out the affected targets, amount of damage or other effects since these are considered part of the mechanics of the game. If a character is interrupted while she is calling out any of this information (for example, if she is knocked unconscious or takes damage), she should finish calling out the targets and effects of the SAS before she reacts to the interruption.

Range

Range defines the maximum allowable distance from the invoker to the center of the defined area of effect for the SAS. If the range is defined as touch, the character must have one or both hands within 1-inch of the target. When a range is listed as self, then the abilities granted by the SAS will only affect the invoker.

Area

Area, or area of effect, defines the size of area or number of targets that an SAS can affect. SAS can have an area of effect ranging from a single creature to a geometrically-defined area like a 5' radius circle. For an area of effect described geometrically, the center of the area is located at a point within the maximum range of the SAS and determined by the invoker.

Characters are affected by their own multiple-target SAS unless otherwise stated in the SAS description (see **Crash Time** and **Clinging Vine** (Druid 1)). For example, if a Magic User casts a **FireBall** and is in the area of effect of the spell, then she is affected by the damage of that **Fire Ball**.

Durational spells that have an area of effect greater than a single target are treated as single-target spells for the purposes of **Dispel Magic**. If the spell is successfully dispelled, then the effects of the spell would be removed for the target only, not for all characters affected by the durational spell. Examples of this type of spell are **Enhance** and **Group Haven**.

All SAS invoked during combat or melee must have a legitimate target. Single-target SAS such as **Fire Strike** may be targeted at any single object. The targeting of area-effect SAS is not precise, thus area-effect SAS used in combat cannot be centered at a particular spot on the ground or in the air but must be targeted at or between significant targets. A significant target is a character, object, or monster at least the size of a minimum-sized shield. Small stones, leaves, or twigs would not be considered significant targets for the purpose of targeting area-effect SAS. Note that area-effect SAS are not limited to two legitimate targets; rather, all targets within the area of effect will be subjected to the effects of the SAS. For SAS such as **Reverse Lock**, where a particular type of target is specified in the description, these objects are the only legitimate targets.

Duration

The duration of an SAS is the length of time that it will remain in effect. This can be a fixed period of time, such as 5 minutes, or a variable period defined in the SAS description. If the duration is listed as 5 minutes per level, an SAS invoked at 2nd level would have a duration of 10 minutes. SAS with a duration of one combat or one game day, whichever comes first, will last until the affected character is involved in and finishes combat, or until the end of the current game day, whichever comes first. A game day typically extends from the start of the game until the game end or planned downtime, whichever comes first; however, a Game Writer can also designate that a new game day starts or ends at any time. For SAS with a duration of a fixed time period or the end of the current combat (for example, 5 minutes or the end of combat), if the affected character is not involved in combat when the spell is cast upon her, then the duration will automatically be the fixed time period.

SAS last for their full duration unless they are successfully dispelled with use of **Dispel Magic**. Unconsciousness, sleep, or death of the affected character does not end the duration of an SAS.

Stacking

Stacking places limits on the number and type of effects a single character may have in effect at any given time. Stacking is discussed in depth in Chapter 22.

Miscellaneous

This attribute indicates that there is other information pertinent to the use of the SAS, such as a Knockdown or required material component. This information will always be completely described within the description of the ability. Acronyms and abbreviations (such as KD5 and Var.) used to describe these attributes in the SAS summary section will be fully described at the beginning of each character class chapter.

Knockdown

Many SAS (and magic items that replicate them) include a Knockdown (KD) as part of their effect. The duration of KDs varies among individual SAS. If a KD is called with no specific duration, all targets should treat it as a 5-second KD.

Level Influential

Level Influential (LI) SAS affects the personality, skill, intelligence, or power of another creature at a cost of 1 spell or ability point per 2 levels of effect (round up). A character can affect creatures up to and including her level.

Example: For 3 spell points, a 5th level caster could cast an LI spell that would affect creatures up to the 5th level. The same caster could choose to spend 2 points to affect creatures up to 4th level, or just 1 point to affect characters up to 2nd level.

The invoker must call out the level that she is attempting to affect, or the SAS will not work (and she will lose 1 spell or ability point). If an LI SAS is used on someone the invoker cannot affect, the target will be aware that an SAS was unsuccessfully invoked upon her.

If a creature has an LI SAS in effect on her and someone else uses a higher level LI SAS on her, then the higher level SAS will be the controlling effect. For example, if a Cleric casts a **Control Undead** on a creature at the 5th level and another Cleric casts a **Control Undead** on the same creature at the 6th level, the undead creature would follow the commands of the 6th level Cleric. If both Clerics are of the same level, then the first spell cast will be the controlling spell.

The spells **LI Enhancement +1** and **LI Enhancement +2** allow the caster to affect creatures 1 or 2 levels higher than her level for an LI spell of her choice. Note that **LI Enhancement** only applies to spells, not abilities or skills. The spell **Invoke** with the option of “level of effectiveness in terms of casting” increases the maximum level of effectiveness of all outgoing LI spells by 1. The ability **Battle Focus** increases the outgoing level of effectiveness of Fighter skills by 1.

All spellcasting classes (Bard, Cleric, Druid, and Magic User) start the day with a ‘pool’ of LI spells equal to their level. These pool spells are designated as **Misc: Pool** under the description of the spell. A spellcaster may cast his level of LI spells per day for free. If the spellcaster adds a modifier to this spell the modifier is not free, for example, a magic user cast **Entrhall** for free but decides to add a **+1 LI Enhancement** to it. This spell would cost him one of his free slots plus an additional 3 spell points for the +1 LI enhancement. Any spell used from the pool must be called as “Free Spell” An LI pool spell that does not affect a single target spell is considered to have been used and will use up a slot from the pool. If a spellcaster is using points however, the points are not expended.

Material Component

Any SAS that requires a material component will include a description of exactly what is needed and how to use it. Material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Colored flags are the most common material component, and are used to represent some durational spell effects. Flags must be at least 11 inches long and 4 inches wide and are commonly made of felt or some other fabric. A flag must be visibly either held in the hand or affixed upon the wrist of the affected character for the duration of the SAS. If a player loses or forgets her flags, she cannot use any SAS requiring flags of those colors (which is a good reason to carry a few spares). Because flags are only a game mechanic, they cannot be stolen or removed from the affected character. These flags are used for the protection of all participants and help to make PCs and NPCs aware of each other’s ongoing SAS effects.

Seven colors of flags are currently in use, each of which indicates a different type of ongoing effect. If a character has two or more SAS in effect that require flags, even flags of the same color, multiple flags must be held. Red flags indicate that the affected character has pre-cast an offensive or defensive spell that may cause damage to anyone touching or attempting to damage her. Blue flags indicate purely defensive SAS. White flags indicate characters that are in **Phase Out** (Magic User 4, Magic User 8) or are invisible. Yellow flags indicate that a character is concealed or should be ignored or avoided; these are generally LI effects. Green flags indicate the use of an SAS such as **Disguise** (Thief 7, Thief 8); these are often LI effects. Purple flags are used for the **Speed** ability. Brown flags indicate that any IFGS weapons are being used to represent natural weapons such as claws or teeth, which are generally not susceptible to skills like **Disarm**.

Flag Colors	
Color	General Indication
Red	Danger
Blue	Defensive
White	Phase Out or Invisibility
Yellow	Avoidance
Green	Change in Appearance
Purple	Speed
Brown	Natural Weapons
Orange	Familiar

Reversible Spells

Spells are not reversible unless specifically indicated in their spell descriptions. The effects of reversible spells are explained as part of the spell's description.

Cost/Uses

Each SAS has an associated cost or number of uses, which is generally based on the class and level of the SAS. The cost of a spell or ability is an indication of the amount of energy, measured in spell or ability points, required to invoke it. Each character, with the exceptions of Fighters and Thieves, has a pool of points that represents her available energy for the game day; this number increases as higher levels are attained. Most spells and abilities have a point cost equivalent to the level of the SAS, although some have a variable point cost. This means that a character can spend up to her level in spell or ability points for each invocation unless otherwise stated. For example, a 5th level Magic User could cast **Dead Eye** for 1, 2, 3, 4, or 5 spell points, causing 2, 4, 6, 8, or 10 points of damage respectively. The level at which the spell or ability is invoked is at the discretion of the character, not exceeding the allowable maximum or below the allowable minimum, and points are spent accordingly.

Level Influential (LI) spells, discussed earlier in this section, also have a variable point cost; each use costs 1 spell or ability point per 2 levels the character is attempting to affect (round up). With LI SAS, a character can only affect creatures of her level or below. The maximum allowable point expenditure for an LI SAS is ½ the level of the invoker, rounded up.

Invoking Spells, Abilities, and Skills

Clerics, Druids, and Magic Users cast spells; Knights, Monks, and Rangers use abilities; Fighters and Thieves use skills. Each of these must generally be consciously activated or invoked as described below.

Casting a Spell



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

Once you have chosen the spell, you can begin your actual casting. You recite a verbal incantation (also known as the verbal component) while moving your hands in a ritualistic manner to indicate you are casting (also known as the somatic component), use the material component if required, and then call out the name of the spell, its effect or damage, the level of effect for Level Influential (LI) spells, and all targets of the spell.

Example: To cast a 3rd level *Crash Time*, a Magic User might say “By the powers arcane, the forces of light and shadow, I, Gordon, call on these to do my will, *Crash Time*, 3rd level, blue, green, and red.”

It is not necessary for other PCs or NPCs to hear your incantation, but they must be able to 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 5 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. Verbal, somatic, and material components are discussed in greater detail later in this section.

Spellcasting requires concentration and cannot be done while the caster is running, climbing, fighting, walking, or performing any other action the GM decides is too vigorous. You may take no more than one step while casting a spell. Outside of combat, for role-playing 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 should be used as needed.

Spellcasting always requires the use of both arms. If one of your arms is at 0 hitpoints, you may not cast ANY spells until that arm has been healed up to at least 1 hit point. Appropriate magic items may be used to heal the arm if your character possesses such items.

When casting an 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, the casting time is disrupted, and 1 spell point is lost.

NOTE: ONCE THE INVOCATION IS COMPLETE, THE EFFECT IS CALLED. ONCE THE CALL IS COMPLETED, THE FIVE-SECOND RULE BEGINS. THERE IS NO PROTECTION FOR THE CALLER DURING THIS TIME. THIS MIRRORS THE RULE ALREADY CLEARLY OUTLINED IN THE RULEBOOK THAT ARROW AIMING TIME CAN BEGIN AFTER THE ARROW EFFECT IS CALLED. HOWEVER, A NOTE ON ETIQUETTE: SINCE THE CALLING OF EFFECTS IS NOMINALLY INSTANTANEOUS, IT IS CONSIDERED COURTEOUS TO NOT ATTACK SOMEONE TRYING TO COMMUNICATE OUT-OF- GAME MECHANICS WITH OTHERS.

Using Abilities and Skills

Abilities and skills do not require verbal, somatic, or material components unless specified in the description of the ability or skill. For abilities or skills that require a period of preparation, the player must role-play the action (for example, mixing a potion or sharpening a blade) and may not take more than one 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 performing any other action the GM decides is too vigorous. You may take no more than one step during meditation. If a Knight, Monk, or Ranger is interrupted while attempting to use an ability, 1 character ability point is lost. However, if a Fighter or Thief is interrupted while attempting to use a skill, the skill is not considered to have been used.

Damage

Damage caused by an SAS is applied to the target’s torso unless otherwise indicated in the SAS description. Certain spells cause elemental damage, such as fire, ice, earth, or lightning attacks. Fire attacks do not set objects on fire, ice attacks do not freeze objects, and lightning attacks do not electrify objects.

Using SAS at Night

To use ranged SAS (such as **Lightning Strike** or **Dead Eye**) at night, a character should indicate each target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

Disrupted Invocation

Spellcasting, meditation, and ability activation are disrupted if the user is interrupted by an outside influence. If a character is attacked either physically or magically while using an SAS, then her invocation may fail. Because of the 1-point rule, any hit by a weapon on a character will disrupt invocation, unless a spell caster is casting under a **Concentration** spell. Spell damage will not disrupt a character's invocation if she has magical protections that exceed the amount of spell damage. Spells such as **Gale** that do not cause damage but do cause a Knockdown will also disrupt invocation. If a character's invocation is disrupted, she loses 1 spell or ability point. Also, if a character chooses not to complete the invocation for any reason, she will still lose 1 spell or ability point. If a Fighter or Thief is interrupted while attempting to use a skill, the skill is not considered to have been used.

NOTE: USING AN IMMEDIATE COUNTER WILL ALSO DISRUPT AN INVOCATION.

Conjuration Time

Some SAS (such as **Create Scroll** and **Create Glyph**) require a conjuration time, which immediately follows the invocation time and is the time required to actually perform the SAS. Magic items that perform these SAS instantaneously (by use of the **Autocast** modifier, for example) are considered to eliminate the invocation time, but the full conjuration time would still be required unless otherwise noted in the magic item's description.

Components

Some SAS may require verbal, somatic, and material components. When indicated in the description of the SAS, they are required to successfully use the SAS. Any SAS that requires a material component will include a description of exactly what is needed and how to use it. Material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Verbal Component

The verbal component is the incantation or the words that are spoken while invoking an SAS and must continue for the full duration of the invocation. The verbal component must be spoken clearly and distinctly and must be loud enough to be audible to someone standing 5 feet away; whispering or mouthing the incantation is not allowed. Each caster is encouraged to invent her own incantations as a part of her role-playing. As an example, a caster could use as a verbal component for 1st and 2nd level spells, "By the powers arcane and the skill within me, by my rightful claim, I cast (name of spell)." She would have to add more words to this to create an incantation of the correct duration for higher-level spells. A caster can use the same incantation for all spells or a different incantation for each spell if she desires.

Somatic Component

The somatic component is the physical gestures made while invoking an SAS. Arm motions should be well-defined, and easily observable, but they need not be flamboyant or attract attention. Complete free arm movement of both arms is required for spell casting; for example, you cannot cast a spell if your arms are bound or otherwise restricted. If an arm has lost all of its limb points it is unusable, and the character cannot cast spells until the arm is healed.

Consent Rule

Some SAS (such as **Spell Point Transfer**, **Haven**, and **Phase 2 Out**) require the consent of the target, as stated in their individual descriptions.

Five-Second Rule

5 seconds must pass between each use of an SAS and each activation of a magic item.

If the invocation of an SAS or activation of a magic item is disrupted, the character must still wait 5 seconds before she may begin another invocation or activation. 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 exempt from the Five-Second Rule. These include all Base values 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, lock picking, throwing beanbags, taking weapon blows, and role-playing efforts such as talking.

Some SAS are “Pre-Cast”, that is, the invocation takes place before the actual effect is used. Examples include ***Autocast***, ***Double Effect***, ***Electrify***, ***Physical Protection***, ***Spell Negation***, and ***Wrath***. All pre-cast SAS are exempt from the Five-Second Rule. SAS with durations, such as ***Shadows of Concealment*** and ***Concentration***, are only subject to this rule when first invoked and not when in use. Also, some SAS are referred to as “immediate counters” and have no invocation time (such as ***Dodge Blow***, ***Evade***, and ***Inspire*** (Loremaster)); the Five-Second Rule does not restrict these SAS, so they may be called at any time. After using a pre-cast SAS or an immediate counter, the character must still wait 5 seconds before invoking another SAS, magic item, or another immediate counter.

Chapter 21: Magic

In the fantasy worlds where IFGS adventures occur, magic is an accepted, if rarely understood, fact of life. Spellcasters 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, and potions also exist and can cause various magical effects.

Detecting and Revealing Magic

Several classes have the ability to detect or reveal magic. Things that commonly radiate magic in IFGS adventures include items, NPCs, PCs, and some illusions. If a PC or NPC has a durational spell cast upon him, he will also radiate magic.

Dispelling Magic

Two basic types of spells exist in the rules: those with an instantaneous effect (such as **Fire Ball** or **Lightning Strike**, and those spells that have a durational effect (such as **Physical Protection**, **Enthrall**, **Spell Defense**, 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 character can dispel any spell, including his own, with the use of **Dispel Magic** at the same cost as an LI spell (1 spell point per 2 levels affected, rounded up). To use **Dispel Magic**, he must call out “**Dispel Magic**,” followed by the name of the spell and the level that he is attempting to dispel. As with all LI spells, he can only dispel spells cast at his level of effect or lower. For example, a 5th level Magic User who was attempting to negate the effects of an **Enthrall** cast upon a team member by an NPC would cast “**Dispel Magic, Enthrall, 5th level**”. The caster loses the spell points even if he is 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 1 creature (for example, a 5’ radius circle) are treated as multiple single-target spells for the purposes of **Dispel Magic**. If the spell in effect is successfully dispelled, the spell is removed for the target only, not for all of the characters affected by the spell. Examples of this type of multi-target spell are **Enhance Armor**, **Awe**, and **Group Haven**.

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

Magic items or objects cannot themselves be dispelled, but durational spell effects caused by a magic item are subject to the same **Dispel Magic** rules as spells. Non-LI spells from items are assumed to be at the minimum level of effect unless otherwise specified by the item’s **Savvy**. Skills and abilities that originate from items cannot be affected by a **Dispel Magic**.

Except for **Haven**, no spell can be dismissed by the caster with a simple act of will or statement of intent; all spells must be expended, run their full duration, or be removed with **Dispel Magic**.

Illusions, Concealment, and Invisibility

Illusions, concealment, and invisibility are all used during IFGS games to alter how characters perceive the world around them. Their effects and how characters should react to them vary and are described in detail in this section.

Illusions and Disbelief

Magical illusions can occur by game design, although there are no spells or abilities which allow players to produce them. A Game Writer must decide whether an illusion can be dispelled, and what level of **Dispel Magic** can remove the illusion. Some illusions cannot be dispelled. A character can react to what he believes to be an illusion in several different ways:

Illusion Type 1

This is an illusion of something that may not actually be there at all, such as a Fighter dealing 30 points of damage per blow, a Magic User casting a fifty-point **Lightning Strike**, or a huge creature.

Method of Disbelief: The character must loudly state “I disbelieve,” and then act as if the creature, item, or other effect does not exist. For example, stating “I disbelieve” then walking through an illusionary wall of fire, completely ignoring a hit from an illusionary creature, or ignoring magical damage from an illusionary caster would be a valid attempt to disbelieve a Type 1 Illusion. If the creature, item, or other effect is an illusion, no damage will be taken by the character; however, if the creature, item, or other effect 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

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

Method of Disbelief: Disbelief is not possible for this type of illusion, although a **Dispel Magic** might work. A character using a SAS such as **True Sight** or **Perceive Illusion** (Monk 8) will see things as they truly are.

Illusion Type 3

This is an illusion that only affects a player’s mind. Examples of this are game-designed spells that cause a player to believe he is a five-year-old or causes him 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**.

Concealment

Concealment is a level-Based SAS that allows a character to be hidden from other creatures. While the concealed character is 30 feet or more from another PC or NPC, his concealment is effective at the level of the SAS +3; if a target is within 30 feet of the concealed character, the concealment is effective at the level of the SAS. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through the grass), then he 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 he is within 10 feet of any other creature. If he is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or he 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 5 seconds after he becomes unconcealed except by use of a Thief’s **Improved Conceal Self**. The Druid spell **Shadows of Concealment** can be potentially dispelled, but the **Conceal Self** skill or ability cannot. A concealed character can be detected with **True Sight** or **Enhanced Senses**.

A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities.

NOTE: A CONCEALED PERSON CANNOT MAKE ANY VOLUNTARY SOUNDS ABOVE A WHISPER OR THE CONCEALMENT WILL TERMINATE. INVOLUNTARY SOUNDS, SUCH AS STEPPING ON TWIGS, WILL BE CONCEALED BY THIS ABILITY IF THE CHARACTER IS ALREADY CONCEALED AND APPROACHES OR IS APPROACHED BY SOMEONE WITHIN 10 FEET WHO IS AFFECTED BY THE CONCEALMENT, THEN THE CONCEALED PERSON MUST REMAIN SILENT AS WELL AS MOTIONLESS OR THE CONCEALMENT WILL TERMINATE (INVOLUNTARY NOISE WILL NOT TERMINATE THE CONCEALMENT).

Invisibility

Invisibility is not an ability that can be caused by any IFGS SAS. However, invisibility has been brought into games via magic items, scrolls, and game design and is governed by the following strictures: a creature must indicate that he is invisible by displaying a piece of white cloth at least 2 feet by 2 feet square, above the waist and in plain view, to indicate his invisible status.

An invisible creature can be heard by others if he makes a normally audible noise while moving, talking, or taking any other action. However, if players don't hear the invisible creature they must play as if they are completely unaware of his presence.

The presence of an invisible creature might be revealed by his tracks, particularly in terrains such as mud, snow, or tall grass; this determination will be made by a GM as needed.

Any of the following will cause an invisible creature to become immediately visible:

- The creature or his possessions come within 10 feet of any other being unless the invisible creature remains completely 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) initiated by the invisible creature
- The invisible creature undertakes any action that initiates combat

Glyphs

A glyph is a powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry. Glyphs can be used in four different ways:

- A glyph can be placed to protect an area and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when the object is disturbed.
- A glyph can be placed on top of or inside an object, such as a chest or rigid pouch, and set to trigger when the object is opened.

A glyph must be at least 2 inches square; the level, effects, and activation method of each glyph should be included in the game copy. Because the power of a glyph results from the exact relationship of its shape, it can never be placed on flexible pouches, characters, clothing, or other non-rigid objects.

A glyph cannot be activated from a distance greater than 5 feet. A glyph that is set to trigger with proximity will be set off by any animate creature that weighs 25 pounds or more; an undead creature or **Mist Servant** will trigger a glyph, but a squirrel, rock, or inanimate dead body will not. Any attempt to modify, deface, or physically remove a glyph will immediately trigger it and cause it to affect all characters within the area of effect. A glyph with an area of effect of "1 Target" will affect the character that triggers it. A glyph will disappear once triggered unless otherwise stated in-game copy.

Glyphs detect as magic, but the items they are placed on do not unless they are magical in and of themselves. **Sense Traps** and **Reveal Glyph** will reveal the presence of glyphs within a defined area. **Detect Magic** and **Reveal Magic** (Cleric 1, Druid

1, Magic User 1) may also reveal a glyph, but because these SAS are blocked by 1-inch of wood or other materials a glyph on the back of a 1" wooden door, for example, would not be detected.

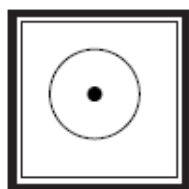
All glyphs must be approved by the IFGS Fantasy Rules committee before they can be used in an IFGS game. Clerics possess some innate knowledge of glyphs and will know the details of the following glyphs without the use of the **Scry Glyph** spell: 4th level—Svarq, 5th level—Uvas, 6th level—Wid, 7th level—Malagorth, 8th level—Pyro, 9th level—Cryo, and 10th level—Mord. Other characters do not possess any innate knowledge regarding glyphs – this information is comparable to treasure and must be learned during sanctioned IFGS events. If a character learns glyphs during a game, details of each glyph learned should be included on the character's game experience record and recorded with the IFGS Registry at the end of the game.

An unknown glyph can be learned (and thus added to a character's record) in one of three ways:

1. The use of Scry Glyph (through spell or item) on the glyph while the glyph is active.
2. Through instruction from another PC who has already learned the glyph. This requires the teaching PC to accurately draw the glyph for the character and the teacher must accurately pass on the glyph's name, properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.
3. Through self-study. The character must have available a resource that contains a picture of the glyph, its name, a pronunciation guide for that glyph, the glyph's properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.

The following sections describe the standard IFGS glyphs and their effects. Each description includes a pronunciation guide; Appendix C provides a key to the spelled pronunciation method that has been used.

4th Level Glyphs



Elthos

[el-**tho**hs]

Level: 4

Area: Special

Duration: 2 minutes

Level to Dispel Glyph Effect: 6th

This glyph causes a loud wailing alarm to sound for 30 seconds. The alarm will be represented by an appropriate noisemaker or by a GM/SK yelling at top of his lungs.



Holfet

[hohl-**fet**]

Level: 4

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 6th

This glyph causes the target's feet to become anchored to the ground.



Regia

[reg-ee-ah]

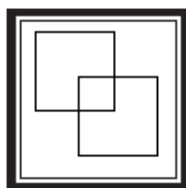
Level: 4

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Affected creatures will take 12 points of acid damage. **Plant Seek – Duckback** will allow a target to resist the acid.



Rimesh

[rahy-mesh]

Level: 4

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 8th

Target is affected by **Hold Being** at 8th level.



Svarq

[svahrg]

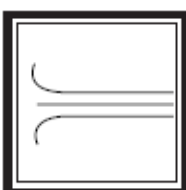
Level: 4

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is struck with a **Fire Strike** for 18 points of damage.



Trefre

[tre-frey]

Level: 4

Area: 10' radius centered on the glyph

Duration: 30 seconds

Level to Dispel Glyph Effect: 8th

All targets are affected by **Spook** at 8th level.



Yum Cimil

[yuhm sim-eel]

Level: 4

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target is infected by a painful magical rotting disease, and will take 1 point of No Defense damage in each limb at the beginning of each minute (so the recipient instantaneously takes 4 points of damage). As soon as all limbs have gone to 0, the torso will begin to take 5 points of No Defense damage per minute. The disease may be stopped temporarily by **Freeze Disease** or **Stasis**; **Neutralize Disease**, **Cleanse**, **Purify** (Cleric 9), or a green **Flower of Avalon** will stop the effects permanently. Note: the target's damage will still need to be healed.



Yum Kaax

[yuhm kaks]

Level: 4

Area: 1 Target

Duration: 15 minutes

Level to Dispel Glyph Effect: 6th

Target is affected by severe hunger, and will be at -2 for damage for the duration of the effect due to extreme weakness. Victim must role-play the hunger, although eating food will not ease or cure this effect.

5th Level Glyphs



Aldaband

[awl-da-band]

Level: 5

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

The target will immediately **Tree Shift** to any tree within 15' of either the target or the glyph, Based on GM discretion. If there is not a tree within 15 feet, then the glyph goes off with no effect.



Balam

[bey-lam]

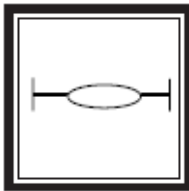
Level: 5

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 9th

All targets are affected by **Animal Mind - Cat** at 9th level.



Syat

[see-at]

Level: 5

Area: 5' radius centered on the glyph

Duration: 45 minutes

Level to Dispel Glyph Effect: 9th

All targets are affected by a **Crash Time** at 9th level.



Uvas

[oo-vahs]

Level: 5

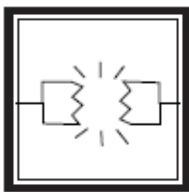
Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

Area of effect is webbed; the web cannot be affected by fire, acid, weapons, spells, or any other means. All creatures within the area of effect are completely unable to move, including fighting and casting. A person affected by the glyph may break free of the web by using **Strength II** (Knight 4). A character trapped in the web cannot be pulled free by others using **Strength II**; however, **Strength III** or **Strength IV** (Knight 10) could pull him free. **Dispel Magic** must be cast upon each target separately when dispelling the effects of this glyph.

6th Level Glyphs



Actra

[akt-ra]

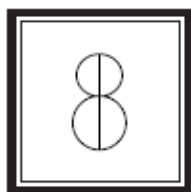
Level: 6

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All traps in the area of effect are immediately set off.



Solit

[soh-lit]

Level: 6

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target will become completely deaf and mute. This effect can only be removed with 24 points of **Cure Serious**, which may be applied in multiple castings.



Wid

[wid]

Level: 6

Area: 5' radius centered on the glyph

Duration: 15 minutes

Level to Dispel Glyph Effect: 8th

Targets can't cast spells or activate magic items, and will be at -3 for weapons damage.



Xardrin

[zawr-drin]

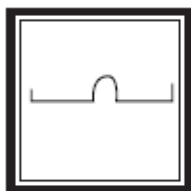
Level: 6

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 8th

All non-magical metal objects on the affected target will instantly become red hot. A target who is wearing metal armor will take 10 points of No Defense damage at the beginning of each minute for the duration of the glyph. A target carrying a hand-held metal object will take 2 points of No Defense damage in that limb at the beginning of each minute, and will be affected by **Dropsy**. Each time the target touches a metallic object he will be affected by an additional 2 points of No Defense damage and **Dropsy**. Insulating the metal objects will not reduce this damage.



Zicth

[zikth]

Level: 6

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target will be affected by a 24 point **Lightning Strike**.

7th Level Glyphs



Bragollach Gurth

[broh-gohl-lawch gerth]

Level: 7

Area: Special

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

This glyph causes a **Wall of Fire** (Magic User 9) to cover the opening that the glyph was protecting. Anyone crossing the wall will take 21 points of fire damage. The wall will remain in effect for the full 5 minutes unless dispelled by a **Dispel Magic** modified by **LI Extension** and cast at 7th level or higher.



Hapla

[hap-la]

Level: 7

Area: 1 Target

Duration: 15 minutes

Level to Dispel Glyph Effect: 9th

The affected target will not willingly enter the area protected by the glyph for the duration of the glyph's effect. If the target is within the area of effect, then he will attempt to leave the same way he entered.



Lopla

[lah-pla]

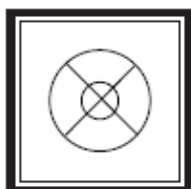
Level: 7

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: NA

The target will immediately enter and then remain within the area that the glyph protected without taking any further precautions or defenses (GM should indicate this to the character). The effects of this glyph can only be countered with **Earth Calming**.



Malagorth

[mahl-a-gorth]

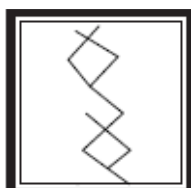
Level: 7

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target will immediately take 10 points of No Defense damage, and will be affected by a magical poison. The target will fall unconscious after 1 minute and will be dead after 2 minutes. The poison can be neutralized with a **Neutralize Poison**, **Cleanse**, **Purify** (Cleric 9), or a black **Flower of Avalon**, or can be cured by at least 6 points of healing administered in one action (two separate 4-point healing spells would not work). **Freeze Poison** or **Stasis** will delay the effects as described in their descriptions.



Rigortus

[ri-gor-tuhs]

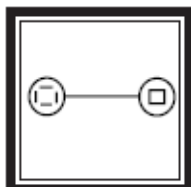
Level: 7

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: 9th

The target will go into immediate convulsions and be unable to take further action; he will become unconscious in 10 seconds and experience full rigor mortis in 30 seconds. The target will appear to be dead, but will actually be in suspended animation. This effect can be terminated by a **Dispel Magic** of 9th level or greater or a white **Flower of Avalon**, or will fade on its own at the end of the game day.



Selfen

[sel-fin]

Level: 7

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is teleported up to 100 "game" feet away to a location determined by the creator of the glyph. The teleportation itself will not damage the target, however the resulting destination could be harmful; for example, the target could be teleported over a pit of acid, into which he will fall. After the Selfen glyph is placed the caster must immediately move to the destination of the teleport, and may not stop to perform any other actions along the way.



Shestru

[shes-troo]

Level: 7

Area: 10' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical shields within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp**).



Silwar

[sil-war]

Level: 7

Area: Special

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When triggered, the glyph will send a silent message of 20 words or less to the person who created the glyph. The message can be sent to the recipient anywhere on the same physical plane as the glyph.



Sinta

[sin-taw]

Level: 7

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

All targets are affected by an 11th level **Polymorph** of an animal type specified by the creator of the glyph. All stipulations of **Polymorph** apply.



Ungoloranth

[uhn-gohloh-ranth]

Level: 7

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

All affected targets will be instantly affected by a **Phase Out**, and simultaneously affected by a **Fog Brain** cast at 11th level. Each effect of the glyph can be removed with separate castings of **Dispel Magic** at 11th level for each affected target; for example, a fully affected target would require two castings of **Dispel Magic** to remove both effects of the glyph. Note: **Fog Brain** can also be reversed with **Reverse Fog Brain** or **Acuity** (Magic User 6, Monk 6).

8th Level Glyphs



Arshat

[ahr-shat]

Level: 8

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical armor within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp**).



Babre

[bah-brey]

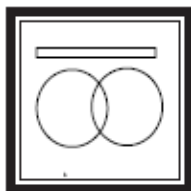
Level: 8

Area: Special

Duration: 20 minutes

Level to Dispel Glyph Effect: 8th

The atmosphere of an enclosed space (for example, a room, corridor, or section of maze) will become a corrosive gas for a period of 20 minutes. The maximum area of effect of this gas is a 50' radius from the center of the glyph. Once inhaled, this gas will cause all targets to take 3 points No Defense damage at the end of every 5 minutes. The effects of this glyph can only be dispelled if the area of effect is a 5' radius or less, and cannot be dispelled while any target is still breathing the gas. If a target leaves or is removed from the corrosive atmosphere, he will continue to take damage for the full duration of the effect or until the gas is neutralized with a **Neutralize Poison, Cleanse, Purify** (Cleric 9), or a black **Flower of Avalon**.



Desh

[desh]

Level: 8

Area: 5' radius centered on the glyph

Duration: 1 hour

Level to Dispel Glyph Effect: 10th

Each target at or below 12th level resistance to LI will suffer a LI Drain of ½ his levels, rounded up. If the reduction in hitpoints results in character death, then the affected character will immediately die.



Magius

[mey-gee-uhs]

Level: 8

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When this glyph is triggered, each affected target will take No Defense damage Based on the spells he has up and the magic items in his possession. Each magic item carried or possessed innately (beyond the normal set of SAS defined by the target's Base character class) will cause the target to take 5 points of No Defense damage. Each spell point worth of spells will cause the target to take 3 points of No Defense damage. If a target has no magic items and no spells up, he will take no damage.

Example: A target Magic User carries 2 magic items, can innately **Dodge Blow** (Fighter 7), and is under the effects of a **Spell Defense** and a +4 **Strong Arm**. He will take 15 points No Defense from his magic items, 12 points No Defense from his **Spell Defense**, and 24 points No Defense from his +4 **Strong Arm** for a total of 51 points of No Defense damage.



Pyro

[pahy-roh]

Level: 8

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: 8th

The target will burst into flames, which will cause an immediate 20 points of No Defense damage and an additional 5 points of No Defense damage at the beginning of each minute thereafter. This glyph must be dispelled to end the effects, but use of **Dispel Magic** will not heal the damage already caused to the target. The effects of this glyph will automatically fade at the end of the game day.

9th Level Glyphs



Cryo

[krah-yoh]

Level: 9

Area: 1 Target

Duration: 30 minutes

Level to Dispel Glyph Effect: 11th

The target is instantly affected by a **Killing Attack** (Monk 8, Magic User 10, Ranger 10). In addition, the target will be at -4 for damage with all weapons (although it will never cause him to swing less than 0 damage). Use of **Dispel Magic** will end the reduction in damage but will have no effect on the **Killing Attack**.



Kolnath

[kohl-nath]

Level: 9

Area: 5' radius centered on the glyph

Duration: 1 Game Day

Level to Dispel Glyph Effect: 11th

Each target will lose the use of a single SAS determined by his class. Use of the SAS can be regained with use of **Dispel Magic**. Use of the following SAS will be lost:

- Cleric – Heal
- Druid – Heal
- Fighter – Fighter's Recovery
- Knight – Heal
- Magic User – Savvy
- Monk – Heal Self
- Ranger – Healing Potion
- Thief – Locate Traps



Westru

[wes-troo]

Level: 9

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical weapons within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp**).



Wither

[wi-ther]

Level: 9

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

The target will lose 2 permanent hitpoints at the beginning of each minute for the duration of the glyph's effect. No defenses will protect against this effect, but the effects of the glyph can be halted by **Dispel Magic**. Dispelling the effects of the glyph will not restore the lost permanent hitpoints.

10th Level Glyphs



Mitnal

[mit-nawl]

Level: 10

Area: 5' radius centered on the glyph

Duration: Special

Level to Dispel Glyph Effect: Special – begins at 12th

Each target will begin to experience excruciating pain, and will immediately take 20 points of No Defense damage. Every 3 minutes, he will take an additional 20 points of No Defense damage; this will continue until either all targets are dead, until the effects of the glyph are halted with a **Dispel Magic**, or until 12 rounds of damage have been delivered. Initially, a 12th level **Dispel Magic** will be required to halt the effects; however, after each subsequent round of damage, the level of the required **Dispel Magic** will be reduced by 1. For example, after a target takes the third round of damage (if he's still alive), only a 10th level **Dispel Magic** will be required to halt the effect of the glyph on him.



Mord

[mord]

Level: 10

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

The target will immediately take 40 points of No Defense damage.



Passalon

[pass-a-lon]

Level: 10

Area: Special – begins with 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

The target of this glyph will be infected by internal parasites (a magical disease), which will immediately cause 5 points of No Defense damage, plus an additional 5 points of No Defense damage at the end of each minute. The infection may be temporarily halted with **Freeze Disease** or **Stasis**, but can only be destroyed by a **Neutralize Disease**, **Cleanse**, **Purify** (Cleric 9), or green **Flower of Avalon** used in conjunction with 40 cumulative points of **Regenerate**; multiple castings of **Regenerate** might be required to reach 40 points. If the victim dies from the effect of the glyph, the parasites will infect all creatures within 10' of the body at the time of death.

Magic Items

A Magic Item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an SAS or effect not provided by his Base class, or that improves or supplements the Base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations. A potion, herb, plant, or flower that is created by use of an SAS is not considered to be magical unless otherwise specified in its description, but the effects that it produces are under the same restrictions as magic items.

Magic items are commonly purchased or acquired as a treasure in a game. Magic items and their properties must be registered with the IFGS Registry; magic items that are not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

No matter what form items take, they all function as described in this section. Physical damage and spell damage have no effect on most magic items unless otherwise determined by game design. However, scrolls can be destroyed, and non-magical potion bottles can be broken.

The exact properties of a magic item are defined in game design and should be comprised of pieces of information that can be determined by the use of **Savvy**. Each use of **Savvy** will provide 1 property of the item; **Savvy** does not usually provide information regarding curses but can do so by game design. If an item is cursed or has information that should be available to players through the use of **Legend Lore**, this information should also be clearly defined in the game copy.

NOTE: FOR THE LATEST INFORMATION ON MAGIC ITEM ACTIVATION, COST, AND AVAILABILITY SEE THE SSC BLUEBOOK.

Types of Items

As previously defined, a magic item is considered to be any item with a magical or magic-like effect. These effects can range from uses of IFGS SAS to the generation of spell or ability points, with many other options in between. There are several basic types of items, each of which is discussed in detail below.

Items Based on Spells, Abilities, or Skills

A large percentage of the items found and used in IFGS games have abilities Based on SAS. By default, all items that duplicate SAS are priced at the Base Level of the SAS; items will operate only at the Base level of that SAS unless otherwise specified in the item's **Savvy** or description and reflected in the item's cost. For example, a Ring of **Fire Ball** would contain a 15-point **Fire Ball** if not otherwise specified, since **Fire Ball** is a 5th level spell with 3 points of damage per level. If the SAS is available to more than one class, such as **Neutralize Poison**, it is assumed to be the least powerful form of the ability unless otherwise specified in the item's **Savvy** or description and reflected in the item's cost.

Spell or Ability Point Generators/Batteries/Crystals

These items may be used to fully or partially recharge items that require points to recharge, cast spells using **Devil's Weed**, or to perform other actions that normally require the use of spell or ability points. A generator provides the owner with a defined number of the spell or ability points each game day; batteries and one-shot crystals work in the same manner as generators, with the exceptions that batteries must be charged with spell or ability points and crystals are "one-shot" items that are permanently expended after one use.

Magical Protection Items

Items such as protection rings and magical armor will absorb both physical and magical damage. For example, if you have a +2 ring of protection, you will subtract 2 points of damage from each arrow, weapon strike, or spell that affects your character (with the exceptions of No Defense damage and some other types of damage). Unless these items are defined as having a limited number of uses, they require no activation time to use.

Magical Weapons

Magical weapons such as swords, bows, and arrows will deliver a greater amount of damage than their non-magical equivalent. For example, a 4th level Cleric with a +1 sword would swing for 4 points of damage instead of his Base 3 points of damage. If a player is using a magical weapon, then he will call out the total amount of damage that he does with that weapon, followed by the word “magic.” For example, the Cleric described above would call out “4, magic” with a successful weapon’s touch. If a weapon is magical, then the damage caused will be magic; this is not a choice of the player. It is the responsibility of the player to communicate the correct type of damage to the target. Unless these items are defined as having a limited number of uses, they require no activation time to use.

Healing Items

Items of healing do not replicate a specific SAS, such as a Knight’s **Heal**, a Monk’s **Heal Self** (including **Improved Heal Self**), or a Cleric or Druid’s **Heal** spell. Instead, an item of healing requires a 5-second period of uninterrupted meditation to invoke and can be used at a rate of 2 points per level Based on the user’s level +2. For example, a 2nd level character could use a Healing item for 2, 4, 6, or 8 points at a time. Note that abilities such as **Cure Serious**, **Regenerate**, and **Fighter’s Recovery** are not included in this category, and still function exactly as the corresponding SAS does. The only exceptions to this rule are scrolls and magical potions which provide healing; these forms of healing are not incremental and are still subject to the limitations described below for potions and scrolls.

Potions

A potion must be consumed in its entirety at once to be effective and takes a minimum of 5 seconds to consume. Potions can be poured down the throat of someone who is unconscious and will have full effect; this action will require a minimum of 5 seconds by the person pouring the potion. Potions can be consumed by someone who has been Throat Slit. Potions in non-magical bottles can be lost if the bottle is broken; this often occurs when a locked chest containing a potion is opened by force.

Scrolls

Scrolls can be invoked by any character who can read aloud, regardless of his class. A character who cannot read aloud cannot use a scroll. The level at which the scroll was created must be recorded in the upper right-hand corner of the 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 1st level). Scrolls radiate magic. A scroll is activated by reading aloud for a time equal to the invocation time for the corresponding SAS; if the SAS recorded on the scroll has no invocation time, the scroll will require a minimum of 5 seconds to read. If there is no incantation written on the scroll, then the player is responsible for role-playing an incantation for the appropriate amount of time.

As with all magic items, an individual can only effectively read scrolls with spells cast at his level +2 or less, LI spells cast at his level +2 or less, and spells that have an absolute level no greater than his level +2. For example, a 3rd level character can read a **Fire Ball** scroll cast at a 5th level effect or less. Similarly, a 3rd level character can read an **Enthrall** scroll that affects up to 5th level creatures. A 2nd level character cannot read an **Enthrall** scroll that affects 7th level creatures, and a 3rd level character cannot read a **Blast** scroll regardless of the level of damage it delivers.

A spell may only be read from a scroll once and then the scroll is expended. If a character is interrupted while attempting to read a scroll, the scroll has not been used and must be read again to invoke. 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. A scroll can be destroyed by fire, by being torn into pieces, or by other means.

Artifacts

An artifact is an item of great magical power invented by a Game Writer to fulfill a specific purpose. An artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules. An artifact is usually intended for use only in the single adventure in which it is found, and cannot normally be used in future games. In some unusual cases, however, a PC may gain possession of an artifact and may use it in future games that are not specifically designed and sanctioned for use of the artifact. 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.

Physical Representations

When a character finds a magic item during an adventure, he will be informed as to whether or not he may take and keep the representation of the item. If he can't take the item (it may be needed for the other teams on the course), then he must make or obtain an appropriate representation of the item for use in future adventures. A PC must have a representation for each magic item that he intends to carry into a game. If a player does not have an appropriate representation for a particular magic item, then he can't use that item in the current game.

Sometimes in a game, characters gain an SAS as an "innate" power. In that case, no physical representation of the item is required, but such "innate" powers are otherwise subject to the same limitations as other magic items. For example, if a character gains 2 innate spell points, those 2 spell points will behave just as if they came from a 2-point generator.

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 original PC dies or after the new owner has had the item in his possession for at least 4 hours of game time. If a PC dies and is resurrected, his magic items will immediately rebond to him so 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 when modified by game design.

Activation of Magic Items

NOTE: THE MOST CURRENT VERSION OF THIS IS IN THE BLUEBOOK AND GOVERNED BY THE SOCIETY SANCTIONING COMMITTEE (SSC). PLEASE CONSULT THAT DOCUMENTATION AND IT TAKES PRECEDENCE OVER THIS DOCUMENT IN CASE OF CONFLICTING RULES.

To activate a magic item, a character must perform the same actions as the Base class that the spell, ability or skill comes from.

Example: Nicolín has a Wand of Fire Balls, with a Savvy of "When invoked, releases a 15-point Fire Ball once per day." To activate this wand, Nicolín must perform a 15-second vocal incantation, must move both arms, and cannot take more than one step.

For an item that causes a noticeable effect, such as healing, **Resist Pain**, or **Strength**, the user must announce the use and effect of the item loudly enough that nearby characters can hear it.

Item activation is disrupted if the character is interrupted by an outside influence, although no points or uses of the item are lost if activation is disrupted.

Some SAS are considered "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**. When magic items include SAS such as these, the ability may be preactivated at any time during the game and will remain "prepped" until used or the end of the game day, exactly as the corresponding SAS does. This pre-activation still requires the standard actions, incantation times, or meditations times. If a magic item contains a mix of standard-activation and pre-activation abilities, only the "pre-cast" abilities may be pre-activated.

At least 5 seconds must pass between activations of magic items, spell castings, and uses of abilities or skills.

Items that have an autocast modifier have no activation time, but are still subject to any other stipulations of the Base SAS; a character would still need to move both arms and/or not move if the Base SAS has these limitations. Meditative SAS

would not require working arms but the character would have to stop moving to activate. Note that if the arm that you are wielding a weapon with is disabled for any reason you must drop your weapon, even if you have autocast healing items.

Example 1: If the *Savvy* for Nicolin's Wand of Fire Balls read "When invoked releases an autocast 15 point *Fire Ball* once per day" then Nicolin would not have to perform an incant but would still have to move both arms and not take more than one step.

Example 2: If a character lost the use of one or both arms, he could still invoke an item of autocast *Ki'ai*, since the Monk *Ki'ai* ability does not require the use of the arms.

Autoactivated items do not require meditation time and are automatically invoked when their specified condition occurs. All autoactivate items with the same condition of activation will activate at the same time if the specified condition is met. For example: if a character has four 2-point healing items that autoactivate when a limb reaches 0 points, all four of the items will be activated when the first limb goes to 0.

Autoactivate items trigger instantly and automatically when a defined condition is met (for example, when the user's hitpoints drop to unconsciousness). Trigger conditions for autoactivate are subject to the following limitations:

- 1) The trigger may not give or be Based on the information that the player doesn't have.
- 2) It may not detect or react to the intentions of people other than the owner.
- 3) If the trigger condition occurs, the autoactivate will trigger, regardless of the desires of the bonded owner

The trigger may not act as an immediate counter unless the SAS is already defined as an immediate counter. For this purpose, this means that an autoactivate cannot cause an effect that would occur between the calling of an effect and its result occurring. For example, an autoactivated Elemental Protection cannot take effect between the calling of an Elemental Strike on the character and the point at which the character takes the damage from the Strike. Such an item would provide protection against the next strike, but not the one that triggered it. If the trigger is one that is consciously or deliberately activated by the holder, 5 seconds must pass before another SAS or magic item can be activated. Similarly, the deliberate trigger may not be activated within 5 seconds of having used another SAS or item. Otherwise, the triggering of the autoactivate is exempt from the 5-second rule as a triggered effect.

Autoactivate has no MILL level and can be used by characters of any level, however, if the character does not meet the MILL requirements for autocast, the autoactivated effect will require the full normal casting time to take effect.

Limitations on Magic Items

Several measures have been created to ensure that game treasure is balanced, fair, and as consistent as possible. The following rules apply to all treasure, whether magical or mundane and cannot be changed by game design or other means. If a PC owns items gained under an earlier rule set that are made invalid by these restrictions, they cannot be used without specific GD permission until the player has them re-sanctioned by his Chapter Sanctioning Committee in accordance with this ruleset and the process outlined in the associated IFGS Blue Book.

Magic Item Level Limit (MILL)

To activate a magic item, a character may not be more than 2 levels lower than the Base level of the SAS; for example, to use a Wand of *Fire Ball* a character must be at least 3rd level, and to use a Wand of *Blast* for any number of points a character must be at least 8th level.

Items of defined value can be activated for up to 2 levels higher than the user's level.

Example: Raum has a ring of 30-point *Ice Strike* that is usable once per day, and he is only 3rd level. He can activate it for a 15 point *Ice Strike* since that is the maximum damage a 5th level character can do with an *Ice Strike*. Because the ring only has 1 use per day, the unused 15 points are not available for use later in the day.

When a character uses a magic item with a Level Influential (LI) SAS much higher than his own level, he is unable to fully control the LI power. In no case will a magic item enable a player character to call out an LI affect more than 2 levels higher than his own level.

Example: A magic item has a *Savvy* which says it allows the user to cast a *Crash Time* at 10th level. Greystone is the 4th level, so when he tries to use the item it will function as a *Crash Time* cast at the 6th level.

If the resulting level of effect is lower than the level of SAS that is being invoked, it cannot be used at all. For example, Greystone at the 4th level could not invoke *Awe* at all since it is a 10th level SAS. If Greystone were 8th level or higher, he could then use *Awe* from an item.

Items with the built-in *Autocast* modifier are subject to the MILL rule as per the Base ability of the item or the *Autocast* modifier, whichever is highest. The modifier Autoactivate is not in itself subject to the MILL rule but the Base SAS of the item remains limited as normal.

Example: Esbjorn is 4th level and has a wand of *Autocast Fire Ball* that does 15 points of damage. Since the *Autocast* modifier replicates a 7th level spell, Esbjorn cannot use the wand until he reaches the 5th level.

Increments

A magic item may not perform an SAS in an increment different from the Base class. For example, healing must be used in increments of 2, *Cure Serious* and *Elemental Strikes* must be in increments of 3, and *Disrupt* must be in increments of 4.

Magic items may not perform an SAS in an increment less than the minimum effect of the Base SAS; for example, *Elemental Strike* must do at least 9 points of damage, *Wrath* must be cast for at least 10 points, and *No Defense Blow* must be at least 6 points.

Incremental items must be activated for at least the minimum that it costs the Base class to invoke the SAS and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used.

Example: A ring of *Wrath*, 20 points in any increment, is used to cast a 16 point *Wrath*. 4 points would still remain in the ring, but since the minimum *Wrath* is 10 points the ring could not be used again that game day.

Maximum Level

Magic items may not perform an SAS at greater than the Base 10th level of effectiveness; for example, *Blast* cannot exceed 40 points, *Wrath* cannot exceed 20 points, and *Kill Dagger* can't exceed 10th level. A magic item of *Kill Dagger* at 10th level will affect a 10th level character; however, a *Kill Dagger* performed by a 10th level Thief could affect a 13th level creature. This limit is to ensure that a character at the highest level of each class will always be able to perform an SAS as well or better than a magic item of the same SAS.

Physical Limitations

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 his legs he cannot perform a *Leap*. If a character cannot read, he cannot use a scroll.

Items and SAS Cannot Affect Other Items

Magic items and SAS such as *Autocast*, *LI Enhancement* (Magic User 3, Magic User 6), *Double Effect*, and *Invoke* may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast a 5th level *Crash Time* cannot be modified to cast a 7th level *Crash Time* even if the owner has cast *LI Enhancement*. A Magic User cannot cast the spell *Autocast* to cause a Wand of Fire Balls to instantaneously cast a *Fire Ball*. 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. Whatever an item's *Savvy* says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.

Stacking

No item may be created or defined as stackable with other similar items. All items are subject to stacking rules as discussed in Chapter 22. If an item was created and defined as stackable under a previous version of the rules, it is no longer considered to be stackable unless it conforms to the rules as discussed in Chapter 22.

Creation of Ongoing Wealth or Other Items

No item may be created that creates wealth for the owner on an ongoing basis. For example, a magic box that will provide 100 gold pieces to the owner each game day cannot be created or used in an IFGS game.

Mundane items that are produced by magic items are not magical and do not detect as magic unless otherwise specified in the **Savvy** list of the magic item itself. For example, a magical quiver that produces 5 arrows per day will create 5 non-magical arrows.

Miscellaneous Item Restrictions

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

Use of magic items that require a GM/SK to carry a player's items, such as a "bag of holding" that will contain other objects, is subject to GM/SK willingness and is not guaranteed.

Treasure Limits and Approval of Magic Items

Players are limited in the amount of treasure they may bring into an IFGS game. By default, this limit is set at a gold piece value equal to the character's experience point total. For example, a character with 8,000 experience points would be allowed to bring up to 8,000 gold pieces worth of treasure (including gold) into a game. On occasion, characters participate in games at a level lower than the one they've attained, or "play down"; a PC who "plays down" may bring treasure equal to exactly halfway between the minimum XP required for the level he is playing and the minimum XP required for the next level. Game Writers may choose to raise or lower this limit for their games, or to remove the restriction entirely.

The GP has the final, absolute say about which magic items may or may not be brought into the game. This is to promote fairness and game balance. The GP spends many hours attempting to make the game enjoyable and balanced, and a character with a very powerful item may be too much to contend with in a low-level game. Frequently, a GP will delegate the responsibility to limit or check magic item lists to a team's GM. Please don't take it personally if the GP or GM disallows some of your magic items; your items may be too powerful for game mechanics and balance. Remember that the GP has invested significant amounts of time, creativity, and energy in developing a game that many people will participate in and will hopefully enjoy.

Although a GW can change any rule during his game, these changes cannot have an effect outside that game. All magic items that can be gained as treasure by PCs must conform to all of the rules stated in this chapter or must be restricted to use within that GW's "closed" game world.

Chapter 22: Stacking Rules

What is stacking? In the IFGS Fantasy Rules system, there are many SAS and effects that can be used to modify a character's Base-level abilities or the effects of her other SAS; this combination of effects is called stacking. A set of rules governing stacking is essential in helping to balance the character classes, and to prevent PCs and NPCs from adding enough SAS together to completely overpower an opponent or encounter with a single attack. Stacking rules apply to the interaction of a character's SAS and magic items and are designed to keep the amounts of damage and protections balanced in a game.

Every Skill, Ability, or spell in the IFGS falls into 1 of the following categories and are listed with the description of the SAS:

Base: The initial value listed under the SAS or chart. This could be hitpoints, melee damage, or spell damage.

Modifier: This is a SAS that modifies a Base. For example, a Magic User's spell of Strong Arm modifies Base damage.

Enhancement: Enhancement is an additional modifier that will stack with the two listed above and is usually reserved for magic weapons and armor. An example of this is a +2 sword that will increase a person's Base damage or a +3 spell focus to increase Base spell damage.

Debuff: A debuff is a type of SAS that is a negative modifier and will reduce the total. Curses fall into this category.

Stat Break: A limited set of SAS will fall into this section

The basic formula to calculate your total, either in damage or protection is:

Base + **Modifier** + **Enhancement** + (**Stat Break** if applicable) = **Total**

*Material / Element type is not listed since it does not affect the total number being called in combat.

If you are subjected to a debuff attack, then you would subtract that number from the **Total**.

An attack can have a material or element modifier. These do not change the **Total** damage being called but may have specific in-game effects Based on game writer options.

Material (M-Type): This is a special type of modifier that changes the Base material of an attack. This does not change the number called in combat, but it can have special effects Based on game design.

Element (E-Type): This is a special type of modifier that changes the Base element of an attack. This does not change the number called in combat, but it can have special effects Based on game design.

Example: Calculating Modified Melee Damage

This example will calculate the amount of melee damage that Acacia, an 8th level Knight, will swing in the next combat. Acacia will use her Base for damage, her +3 magic sword, and +4 from the **Additional Damage** ability.

Calculations for Example			
Base	Modifier	Other	Total
Melee damage = 7	Additional Damage +4 = 4	+3 sword = 3	(7+4+3) = 14

By using the items and abilities described above, Acacia will call out "14 magic" with each successful melee strike in the combat. During the combat, if Acacia was hit with a Pain Strike -2 then she would apply the debuff dropping her damage to "12 magic" unless she chose to use her knightly ability of *Resist Pain* to counter it.

Example: Calculating Modified Spell Damage with a stat break

This example will calculate the amount of spell damage that Seadawn, a 7th level Magic User, will call when he casts Fire Strike. Seadawn will use his spell Base for damage, +3 from the **Inspiring Song - Battle**, and the Autocast ability.

Calculations for Example			
Base	Modifier	Stat Break	Total
Fire Strike (7th level) damage = 21	<i>Inspiring Song</i> +3 = 3	Autocast	(21+3) = 24 Zero Second Cast

By using the items and abilities described above, Seadawn will call out “Autocast Fire Strike 24” when he casts the spell. The Autocast does not increase the damage but does allow Seadawn to cast the spell without the normal casting time, assuming he has not cast another spell within the last 5 seconds.

Additional Features of Stacking

If a character is affected by multiple modifier effects, only the strongest effect. For example, if a character is under the effects of both *Inspiring Song* +1 (*Bard 2*) and *Strong Arm* +2, only the *Strong Arm* +2 will be counted towards the final melee damage caused by the character. If a more powerful effect is used after an existing effect is already in place, the more powerful effect will take precedence. If the more powerful effect is dispelled or ends, and the weaker effect still has time left on its duration and hasn’t been dispelled, the weaker effect will then affect the target.

Detrimental effects stack just like beneficial effects, and only the worst detriment will apply. For example, if a character is under the effects of *Blood Heat*, which causes -2 to melee damage, and is hit with a *Pain Strike* that reduces her melee damage by -3, then only the *Pain Strike* would be in effect; if the *Pain Strike* is countered by an ability such as *Resist Pain*, the -2 from the *Blood Heat* would then be in effect.

Temporary life point adjustments stack like any other effect. Thus, a Fighter could not benefit from additional hitpoints gained during a *Battle Fever* and a *Life Enhancement* at the same time.

Characters may be under the effect of more than one instantaneous SAS at a time. Effects from multiple instantaneous spells, such as *Fire Ball*, are treated as individual attacks for the purpose of damage reduction due to spells, armor, items, and other protections. However, a character can never be affected by the same durational SAS more than once at a given time.

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

Glossary

Activation – Method of use for some abilities, skills, and magic items

Alignment – The personal psychological or moral bearing of an individual or an item; helpful in determining how a character might react in various situations

Archery Registry Representative (ARR) – An individual who is responsible for recording the results of Archery Testing, and providing written records of the results to all testers and the Chapter and Society Registries

Archery Safety Representative (ASR) – An individual who is responsible for setting up and running an Archery Test; the accuracy of set-up, timing, and safety fall under the purview of this position

Archery Testing – A method that allows a player's real-world archery skills to be reflected in the skills of his characters; each IFGS Chapter decides whether they wish to offer Archery Testing, and whether or not they wish to allow archery test scores to be used in games run by the chapter

Area of effect – Size of the area that will be affected by a spell, ability, or skill

Armor – Leather armor, chain mail, and plate mail; represented by a 2"x2" square "armor patch" of cloth

Artifact – An item of great magical power that is invented by a Game Writer to fulfill a specific purpose; an artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules.

Autoactivated Item – An item that does not require meditation time and is automatically invoked when its specified condition, such as a limb reaching 0 hitpoints, occurs

Base – A value, such as hand-held melee damage, that is defined by a character's class and level. A Base value does not include any modifications from spells, abilities, skills, or magic items. Except for Hitpoints, a Base can never be altered.

Bleed Out – A target that reaches zero hitpoints is bleeding out. They must role-play being unconscious and if they receive no healing within 5 minutes they are dead.

Blind – A target that is blind cannot see and must role-play as if blind.

Bonding – 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 original PC dies or after the new owner has had the item in his possession for at least 4 hours of game time.

Carried effect – A secondary effect, such as venom poison or Red Death, that is delivered to the target with a melee or missile attack; armor does not protect against a carried effect

Casting – method of use for a spell; also known as incantation

Character Applicable Points (CAP) – Points that are earned by staffing or performing administrative tasks, and that can be used to increase a character's experience point total, increase a character's gold piece total, invoke the Fate Point Option (as described in Chapter 7), or for any number of other uses a Game Writer may place within his game

Combat – Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missiles, which are bean bags representing various items and abilities. Combat begins when an action is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC.

Conjuration time – The time required to actually perform some spells, abilities, and skills, which immediately follows the invocation time

Consent Rule – Some spells, abilities, and skills require the consent of the target, as stated in their individual descriptions.

Counter – Many spells can act as a counter. A counter immediately cancels the effect of a SAS it was designed to counter.

Critical hit – One of the possible types of hit with a propelled missile weapon; adds 2 points to the Base archery damage of the character firing the arrow. Additionally, critical hits are not stopped by use of a shield.

Down time – A mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Down time consists of at least 8 hours during each 24-hour period.

Draft game – A game in which the teams are selected by player draft; at the draft, each Loremaster is asked, in a predetermined order, to choose one player at a time for his team

Duration – The length of time that a spell, ability, or skill will remain in effect

Encumbrance – The in-game factors, such as use of armor, which can influence the outcome of pursuit

Entangle – A target that is entangled cannot move from the spot they are in. They may defend themselves but may not walk away.

Experience Points (XP) – One of the rewards you receive for participation in IFGS events, and a reflection of your experience in the IFGS; XP are required for a character to advance in levels.

Fate Point Option – The use of Character Applicable Points to avoid death by invoking Fate

Five-Second Rule – 5 seconds must pass between each use of a spell, ability, skill, or magic item

Game Aide (GA) – A person who provides production support to the GP or GD; a GA 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.

Game day – Typically extends from the start of the game until game end or planned down time, whichever comes first; however, a Game Writer can also designate that a new game day starts or ends at any time.

Game Designer (GD) – An individual who acts as both the Game Writer and Game Producer for the same game

Game Master (GM) – The referee that accompanies a team of adventurers through the game and fields all player questions

Game Producer (GP) – The individual who is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day

Game Writer (GW) – A person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee

Glyph – A powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry

Hand-held melee weapon – Includes long swords, short swords, great axes, battle axes, hand axes, staves, spears, and other similar weapon types; constructed with foam padding over a lightweight core

Hostile act – An action that is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC (this includes magical attacks)

Immediate Counter – A spell, ability, or skill that is designed to counteract another attack or spell effect; an Immediate Counter must be called out immediately following the attack or spell effect it is neutralizing

Immutable – Those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason

Invitational game – A game in which the Loremasters may invite players to form their teams, rather than drafting a team from a pool of players

Invocation – Generic method of use for a spell, ability, or skill; encompasses casting, activation, and meditation

Invocation time – The length of the verbal invocation, casting, meditation, or activation needed to successfully use a spell, ability, or skill (SAS). All 1st and 2nd level SAS have a 5-second invocation time, all 3rd and 4th level SAS have a 10-second invocation time, and all SAS 5th level and greater have a 15-second invocation time, unless otherwise indicated in the description of the SAS or character class. The maximum invocation time for any SAS is 5 seconds longer than the times listed above.

Knockback – Target must move the listed distance back directly from the source of the knockback and take a 0-second knockdown upon traveling that distance. Care should be taken to safely move this distance.

Knockdown (KD) – Requires the target to come to an immediate stop and fall to the ground. The duration of a KD is usually 5 seconds but varies for some attack forms. After the duration has expired, the target can get up at any time.

Level Drain – A special ability that can be used by an NPC to effectively reduce a target character by one level; A character that is affected by a Level Drain is reduced in all respects including his LI resistance, LI capability, hitpoints, spell or ability points, Base damage, and available spells, abilities, and skills

Level Influential (LI) – A type of spell, ability, or skill that affects creatures equal to or below the level of effect

hitpoints – Represent the amount of damage a character can take before he will die; hitpoints are determined by a character's class and level

Limb sever – A blow that is done with the intent to sever a limb; can only be used on an immobilized target

Line course – A game that consists of set encounters that the players engage in a predetermined order

Lock difficulty – Rating that describes the intended physical difficulty of picking the lock; difficulty ratings range from 1-7, with S used for special locks that do not fit the standard lock format

Lock type – Ranges from A to G, and is used to determine how a lock can be opened

Loremaster (LM) – An individual who is challenged by a GP or GD to assemble and lead a team of adventurers into a game

Lycanthrope – A creature that is not normally an animal but that can assume the form of an animal; often, a lycanthrope will only take damage from silver or magical weapons. The affliction is considered a magical disease or curse and can in some cases be transmitted. Lycanthropes are not necessarily evil. Synonym: were beast.

Magic item – A ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties; anything that allows a character to perform an SAS or effect not provided by his Base class, or that improves or supplements the Base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations.

Magic Item Level Limit (MILL) – To activate a magic item, a character may not be more than two levels lower than the Base level of the spell, ability, or skill contained within the item

Magical damage – Damage caused by a magical weapon, spell, glyph, or other magical source

Marginal hit – One of the possible types of hit with a propelled missile weapon; causes the marginal damage of the character firing the missile. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.

Material component – A physical representation that is required for use of a spell, ability, or skill; material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Meditation – Method of use for some abilities

Melee – Physical, hand-to-hand combat between two or more characters

Mundane – Non-magical

Mundane damage – Damage caused by a non-magical weapon, trap, ability, skill, or other non-magical source

No Defense damage – Damage that is taken regardless of armor or magical protection

Non-Player Character (NPC) – An individual who is acting in one or more of the non-player roles in a game

Non-Sentient – In the IFGS, this term is used to describe a plant, animal, or other creature of mundane animal intelligence or less

One-Point Rule – Regardless of the amount of armor or magical protection, a character (except for a character in *Concentration*) always takes a minimum of 1 point of damage from all hand-held melee attacks

One-Shot Item – A magic item that is permanently expended after one use

Open Registration game – A game in which all characters who want to play may do so, with no limit to the number of players that can participate

Opportunity fire – Use of a propelled missile weapon to aim at a fixed point while waiting for a target to appear

PC Fairness Rule – Rule that can be invoked by a PC who has been adversely affected by the action of another PC, either directly or indirectly; invoking this rule will completely negate the effects of the action, and will remove all memories of the action from the characters involved.

Pin – Requires the target to come to a complete stop. They may not move their feet for a designated amount of time.

Player Character (PC) – An individual who is playing in a game, often as a member of a team

Propelled missile weapon – Includes bows and crossbows; represented by a mock-up weapon that is never actually fired

Pursuit Rule – A safe and playable way to simulate the pursuit of fleeing characters for use in game sites or situations where an open chase may not be viable, such as a public park, difficult terrain, extreme heat, limited physical capability, or a special event with children.

Range – The maximum allowable distance from a character to the target of his SAS or propelled missile fire, or to the center of a defined area of effect

Registry – The committee that is responsible for maintaining records of all earned experience and treasure; also, the national Database that contains these records

Registry Representative (RR) – An individual who prepares all game experience records for participants before the game starts, and ensures that they are completed at the end of the game

Role-playing – Improvisational acting while trying to think, feel, move, and act like another person or creature

Room game – A game that takes place inside or around a single structure

Root – Target may not move from her location. She may offensively attack, cast spells, activate items, and activate abilities except for *Speed*, *Climb Wall*, and *Leap* while being rooted, but she cannot move both of her feet. She can pivot to face another direction, but one foot must remain in the same space. *Knights Strength* acts as an LI boost to the targets LI to counter the *Root*.

Safety Officer (SO) – The individual who ensures 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, responding to medical emergencies, and ensuring that combat sites are as safe as possible.

Sanctioned game – A game that has been reviewed and approved by an official Sanctioning Committee to ensure that it is fair, safe, playable, and consistent with the IFGS rules and philosophy

Sanctioning Committee – A group of IFGS members who are responsible for reviewing games to ensure that they are fair, safe, playable, and consistent with the IFGS rules and philosophy; any IFGS member may join his Chapter's Sanctioning Committee

Scorekeeper (SK) – An individual who assists the GM with keeping track of the players' numbers, such as hitpoints and spell points; the SK also serves as the GM's extra eyes and ears

Sentient – Having a will or intelligence; capable of reason

Stacking – Limits on the number and type of effects a single character may have in effect at any given time

Supernatural creature – A creature that is magical or that does not occur naturally; includes undead, lycanthropes, demons, devils, faeries, dragons, unicorns, and many others.

Throat slit – A blow that is done with the intent to dispatch a victim; can only be used on an immobilized target

Thrown missile weapon – Includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some spell and ability effects; represented by small bean bags of various colors

Time Stop – A temporary freeze of in-game action which may be called by the GM for any reason, or by any participant for safety reasons; when a time stop is called, all participants should immediately freeze and await instructions from the GM

Treasury Representative (TR) – An individual who is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver

Undead creature – A creature that was once living, is no longer living, and is animate; includes skeletons, zombies, ghosts, and liches

Unconscious – A PC that is reduced to zero hitpoints is unconscious and bleeding out. They must role-play being unconscious.

Watchdog (WD) – An individual appointed by the Chapter Sanctioning Committee, who is responsible for ensuring that the game runs as sanctioned; the WD has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned.

World course – A game that allows the players to move around at will, with no predetermined order to the locations the players may visit

Appendix A: Weapon Construction

It is extremely important for the weapons used in IFGS to conform to a uniform standard of safety. It is the duty of all participants in the IFGS to make sure that their weapons are safely and soundly constructed. This appendix provides basic information regarding the construction of safe hand-held melee, projectile missile, and thrown weapons.

NOTE: CHECK WITH YOUR LOCAL CHAPTER, THEY MAY HAVE ADDITIONAL RULES ON WEAPONS BUT IN ALL CASES WILL BE WILLING TO ASSIST YOU IN CONSTRUCTING YOUR WEAPONS.

Constructing a Hand-Held Melee Weapon

Because there are nearly as many safe ways to construct an IFGS hand-held melee weapon as there are participants, this rulebook does not include a step-by-step description of how to create one. Instead, it provides guidelines that apply to all construction methods and weapon types. For step-by-step instructions that have been created by IFGS members and approved by the Society Safety Officer, see the IFGS website at <http://www.ifgs.org>.

Weapon Standards

All hand-held melee weapons have a few basic components and must meet some specifications in order to be approved by a Safety Officer for use in an IFGS event. The definitions and dimensions of the standard types of hand-held weapon are discussed below and are summarized in the following table.

Weapon Lengths			
Type	Blade Length	Handle Length	Total Length
Long Sword	36" – 48"	12" or less	60" or less
Short Sword	18" – 36"	12" or less	48" or less
Hand Axe	6" – 12"	9" – 12"	18" – 24"
Battle Axe	6" – 12"	12" – 24"	36" or less
Great Axe	12" – 24"	24" – 48"	36" - 72"
Great Sword	24" – 48"	12" – 24"	36" - 72"
Staff / Spear	-	-	24" – 84"
Other	48" or less	9" minimum	24" – 72"

Core

All IFGS hand-held melee weapons are constructed around a rigid core, which cannot be metal, PVC, or wood (with the exception of bamboo). Metal can pierce through foam and flesh and may rust over time; PVC "whips", breaks easily, and generally breaks with a sharp edge; wood, other than bamboo, tends to break and splinter.

The core must be strong enough to have minimal play, or "whip", when the weapon is completed – when swung in a normal fashion, the weapon's tip should not flex more than 2 inches out of line with the main shaft.

Ideal materials for a weapon core are fiberglass or graphite kite spars (look for .505 diameter rods), lengths of solid bamboo, and graphite golf club shafts with the club or head removed.

Padding

Padding is used to protect participants from the rigid core and other structural components of the weapon. Each weapon must have a minimum of ¾" wide, ½" thick, closed-cell foam on all potential striking surfaces. All non-striking surfaces must have a minimum of 3/8" thick, closed-cell foam. If you plan to taper the edge of the blade, you should consider increasing the width of the foam on each striking edge by approximately ¼".

It is important that the appropriate type of foam is used for weapon construction. For a weapon such as a sword, spear, or staff, closed-cell foam is the appropriate choice; open-cell, or “pillow”, foam compacts too easily, causing the core to take most of a blow’s impact. Open-cell foam may be used for weapons such as maces but must be at least 3 inches thick.

If a weapon will be used for thrusting, it must be constructed with a compressible thrusting tip. When this tip is compressed, it should provide enough cushioning between the weapon tip and the core that the core can’t be felt through the padding. This thrusting tip can be constructed of a variety of materials, including open-cell foam; this is the only appropriate use for open-cell foam on a sword or staff.

Guard

A guard may be constructed on a weapon to protect the wielder’s hand from his opponents’ weapons. Any guard must have sufficient padding to protect both the wielder and his opponents, with foam on both the outside and inside; it must be free of sharp edges and constructed in such a way that it cannot trap or damage the wielder’s hand.

Handle

The handle and pommel of a weapon such as a sword or axe must have enough padding on the end to ensure that you can’t feel the core.

General Guidelines

The following guidelines apply to all types of hand-held melee weapons and must be met for a weapon to be approved by a Safety Officer.

- A weapon should not have too much heft or weight, because a massive weapon can cause injury in several ways. Its mass can make it clumsy, which can lead hits to stray into illegal areas of an opponent’s body; it can also cause a strike to land with a hard impact. Although the weight of a weapon is subjective and will vary by individual, all weapons should remain as light as possible while adhering to all other standards.
- Sharp edges cannot exist anywhere on a weapon, even on non-striking surfaces like the guard.
- All striking surfaces of a weapon must have a non-abrasive cloth covering, except for those on commercially made latex or hybrid weapons.

Safety and Maintenance

All IFGS foam-padded weapons must be inspected and approved by a designated Safety Officer prior to use in any official event. If you have any questions about weapon safety, contact your local chapter safety officer or visit <http://www.ifgs.org> for additional information. The following suggestions will help to extend the life of your foam weapon:

- Always rest your blade pommel-side down, not tip-side down
- Never leave your weapon inside a hot car – the foam, duct tape, and adhesives will break down in the heat and shorten the lifespan of your blade
- Remember that a light tap causes just as much in-game damage as a hard hit, and will cause less damage to your blade. A hard swing with “follow-through” can introduce forces on your blade that may crack or break it if your opponent swings the same way and your blades meet.

Hand-Held Melee Weapons

Hand-held melee weapons include long swords, short swords, great axes, battle axes, hand axes, staves, spears, and other similar weapon types.

NOTE: THAT NON-MAGICAL 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). A NON-RIGID OR JOINTED WEAPON CANNOT BE USED IN AN IFGS GAME.

Lanyards or other straps that attach the weapon to any part of a player's body are not allowed on weapons. 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.

Long Sword

A long sword has a blade length of between 37 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 Sword

A short sword has a blade length of 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 Axe

A hand axe has a handle length of between 9 and 12 inches, with a blade length between 6 and 12 inches. The total length must be between 18 and 24 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Battle Axe

A battle axe has a handle length of between 12 and 24 inches, with a blade length between 6 and 12 inches. 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 Axe

A great axe has a handle length of between 24 and 48 inches, with a blade length between 12 and 24 inches. The total length of the weapon cannot be greater than 72 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Great Sword

A great sword has a handle length of between 12 and 24 inches, with a blade length between 24 and 48 inches. The total length of the weapon cannot be greater than 72 inches.

Staff

A staff has a length of between 24 and 84 inches. Any portion of the weapon that is safe for striking (Based on SO approval) can do damage when striking a target. If a staff is "lost" during a game, it may be possible to role-play finding a replacement in the woods (obviously this does not work if you have actually lost your staff). This decision will be made by the GM.

Spear/Pole Arm

A spear or pole arm has a handle length of between 24 and 72 inches, with a blade length between 12 and 24 inches. The total length of the weapon may not exceed 84 inches. Any portion of the weapon that is safe for striking (Based on SO approval) can do damage when striking a target.

Dagger

(Cannot be used in Melee!)

A dagger has a blade length of between 9 and 12 inches, with a handle length of less than 6 inches. The total length of a dagger must be less than 18 inches. The small size of a dagger and the general method by which it is used makes it a safety hazard in melee; therefore, a dagger can only be used for role-playing purposes, and can never be used in combat.

Other Melee Weapons

If you want to create a weapon that is not specifically listed here, you should compare the weapon to the categories described above. If there is a weapon to which it is particularly similar, it should be treated as that weapon with all the benefits and restrictions of that category. 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 long.

In all cases, the Safety Officer, Game Master, or Game Producer may disallow or reclassify any weapon if she feels it is in the best interest of the game.

Constructing a Projectile Missile Weapon

Characters who wish to use a bow, crossbow, or other propelled missile weapon in game must carry a physical representation on course; cardboard or foam representations are recommended. This physical representation, or bow rep, 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 crossbow may not be carried into a game. The following section describes one of the simplest methods of constructing a safety-approved bow rep.

Tools and Materials

To create a bow rep, you'll need access to the following tools and materials:

- 2 to 3 feet of closed-cell foam pipe insulation
- 4 to 5 feet of medium-weight cord
- Scissors
- Matches or lighter

Construction

1. Thread the cord through the section of pipe insulation
2. Bend the pipe insulation into the desired arc/bow shape
3. Knot the ends of the cord together to preserve the desired arc, and to act as a bow string
4. Use scissors to trim off excess cord; if the cord is a synthetic material, use matches or a lighter to melt the trimmed ends to prevent fraying
5. Rotate the tied cord through the insulation to position the knot inside the foam

Constructing a Thrown Weapon

In the IFGS, all thrown weapons are represented by small bean bags. In general, bean bags must be at least 2 inches square and no larger than 4 inches square. As described in the following table, each type of thrown weapon or thrown SAS effect is represented by a bean bag of a specific color.

Summary of Bean Bags

Bean Bag Color	What it Represents
Gray	Throwing Dagger or Star
Brown	Rock
Red	Acid
Black	Oil
Black w/Red Tie	Flaming Oil
White	Holy/Unholy Water
Green	<i>Seed of the Elements</i>
Purple	<i>Physical Attack</i>

Tools and Materials

To create a bean bag, you'll need access to the following tools and materials:

- Fabric (in the appropriate color) to serve as a covering
- Needle and thread and/or sewing machine
- Strong thread (not 100% cotton, which won't hold up well) in a color that matches your fabric

OR

- Medium-size latex balloon (in the appropriate color) to serve as a covering
- Empty paper towel or toilet tissue tube, funnel, or other hollow cylindrical object
- Dry navy beans or bird seed to use as a filling

Construction

Bean bag construction is very simple, although there are a few things that must be kept in mind when selecting your materials and creating your bean bag.

- **Covering** – The fabric covering for a bean bag should be made of a smooth material rather than a rough one; rough fabric can cause scratches or cloth burns when it hits a target
- **Filling** – A bean bag that is too heavy, or that is so full that it becomes dense, can cause damage when it hits the target

There are two commonly used methods of constructing IFGS bean bags: the first has a stitched fabric covering, and the second is a filled and tied latex balloon. Each has its benefits; fabric bean bags are durable, and balloon bean bags don't require sewing. If latex balloons are used, special care should be taken to ensure that they are picked up after use; while most fabric bean bag coverings will eventually biodegrade, latex balloons will not. Both methods are described in the following sections.

Fabric-Covered Bean Bag

1. Cut a 3"x6" piece of your fabric (or two 3"x3" pieces)
2. Fold your 3"x6" fabric in half, and pin it
3. Stitch around the cut sides of the fabric, leaving ½ of the final edge open
4. Turn the stitched bean bag inside out through the open edge
5. Fill the bean bag approximately ¾ full of your filling material
6. Sew the remaining opening tightly shut
7. Mark the completed bean bag with your initials or other identifier, so you can recover it after use

Latex Balloon Bean Bag

1. Carefully stretch the opening of a medium-sized latex balloon around an empty paper towel or toilet tissue tube, funnel, or other object that will allow you to easily pour your filling into the balloon
2. Using the tube as a guide, fill the balloon with your filling material until the balloon reaches between 2 and 4 inches in diameter
3. Carefully knot the filled balloon
4. Mark the completed bean bag with your initials or other identifier, so you can recover it after use.

Appendix B: Disputes

Disputes

In any system that includes rules and more than one participant, some sort of disagreement will eventually occur. To ensure that all disputes are handled in a fair and just manner, the IFGS has created some rules and processes that can be used by players and other participants to resolve in-game disputes.

PC Fairness Rule

The PC Fairness Rule is available for use by any PC in a game, unless otherwise determined by the Game Producer. All of the publicity materials for a game should indicate whether this rule will be available for use; if this rule will not be available in a game, it must be clearly communicated to all PCs prior to the game.

If a PC learns that he has been adversely affected by the action of another PC, either directly or indirectly, he has 1 hour to decide whether he wishes to invoke the PC Fairness rule. Invoking this rule will completely negate the effects of the action, and will remove all memories of the action from the characters involved; history will, in effect, be rewritten. The GM must judge whether use of this rule is appropriate, and is responsible for revising the events involved if he deems it appropriate. If a player disagrees with the decision of the GM, he may use the process for Protests that is described in the following section.

Protests

When you have a serious disagreement with an in-game situation, such as the outcome of an encounter, the death of a character, or the disposition of an item, you should first attempt to resolve the issue through the GM.

To minimize disruption to the game's continuity and to other participants, you should wait until the end of an encounter to approach the GM, and then briefly describe the issue and your protest. You should strive to remain tactful, unemotional, and clear – remember, the events in an IFGS game are directed at your character and should not be taken personally. The GM has the authority to change a 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 chooses not to resolve the protest, or if your protest arises after the game, you can send a typed account of your protest to the sanctioning committee of the chapter that sanctioned the game. Your protest should be organized logically, and should be easy to read and understand. It should include any information that you feel is pertinent to the case, such as a description of the events, a list of the other players and NPCs involved, the GM's name and associated rulings, and anything else you think is needed to reach a decision. Along with your protest you should include a \$5.00 check, made out to the chapter, as a processing fee. Your protest letter must be postmarked no later than 10 days after discovering the problem and, in all cases, no later than 60 days after the game. [Note: these limits are for filing PC protests and do not limit the time or authority of the chapter or Society to issue changes to game or treasure outcomes.]

Following your submission, the Chapter Sanctioning Committee will rule on your protest and notify you of their decision. If the committee decides that changes are appropriate, any necessary changes and adjustments will be made automatically. 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.

Appendix C: Spell, Ability, & Skill Summary Tables

NOT UPDATED YET

This appendix provides tables of all spells, abilities, & skills (SAS) by class & level. For a detailed description of each SAS, see the following chapters:

- Alchemist – Chapter 3
- Bard – Chapter 4
- Cleric – Chapter 5
- Druid – Chapter 6
- Fighter – Chapter 7
- Knight – Chapter 8
- Magic User – Chapter 9
- Monk – Chapter 10
- Ranger – Chapter 11
- Thief – Chapter 12
- Loremaster – Chapter 13

Key:

Range: Special = see text for details
Area: __ path = size of path is width x length x height
Area: Special = see text for details
Area: Var. = Variable, see text
Duration: Special = see text for details
Duration: Var. = Variable, see text
Stacking: NONE = ability cannot be stacked with any other effects
Stacking: Var. = Variable, see text
Misc.: KD10 = 10 second Knockdown
Misc.: KD5 = 5 second Knockdown
Misc.: LI = Level Influential
Misc.: Rev. = Reversible
Misc.: Uses = this skill has a limited number of uses per day, but no cost
Cost: * = see text for details
Cost: LI = 1 spell or ability point for 2 levels of effectiveness, up to character's level
Cost: Var. = Variable, see text
Uses: * = Total uses are shared between "like" skills
Uses: * = Total uses are shared between "like" skills
Uses: ½ Level = equal to half the level of the character, rounded up
Uses: Level = equal to the level of the character

Bard Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost / Uses
Innate Skills						
Instrumental Focus	Self	Special	Permanent	--	-	No Limit
Fluency	10'	Self	5 minutes/level	--	--	Level
Level 1						
Fog Brain	30 feet	1 Target per level	Instantaneous	-	LI, Rev.	LI
Healing Potion	Touch	1 Potion	Game Day or until used	-	-	Var.
Legend Lore - Item	Self	1 Target	Instantaneous	-	-	1
Lullaby - Crash Time	30 feet	5-foot radius	5 minutes/level	-	LI	LI
Pick Locks	Touch	1 Target	Special	-	Material Component	Level per lock, minimum of 2
Level 2						
Beguiling Song - Enthrall	30 feet	1 Target per level	5 minutes/level	--	LI	LI
Inspiring Song - Fanfare	30 feet	10 Targets	1 Combat	Damage	-	Var.
Major Lore	Self	1 Target	Instantaneous	-	-	2
Savvy	1-inch	1 Target	Instantaneous	-	-	2
Sonic Strike	50 feet	1 Target	Instantaneous	-	-	Var.
Level 3						
+1 vs Charm Effects	Self	Self	Permanent	--	--	--
Bardic Curse I	30 feet	1 Target	Instantaneous	--	--	3
Elemental Damage	1-inch	1 Weapon	1 Combat	Damage	-	Var.
Elemental Protection	1-inch	1 Target	5 minutes/level	Damage	Material Component	Var.
Memory	Self	Self	Instantaneous	-	-	Level
Level 4						
Counter song: Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Discordant Song: Confusion	30 feet	1 Target	5 minutes	-	LI	LI
Identify Glyph	50 feet	1 Glyph	Instantaneous	--	--	4
Inspiring Song - Battle	30 feet	10 Targets	1 Combat	Damage	-	Var.
Plant Attack	30 feet	1 Target	5 minutes	-	LI	Var.
Level 5						
Bypass Glyph	Self	Self	Special	-	LI	Uses: Level
Sonic Strike Enhanced	Self	Self	Permanent	BASE	-	0
Swashbuckler	Self	Self	Permanent	BASE	-	0
Wracking Song: Pain Strike	30 feet	1 Target	1 Combat	Damage	-	Var.

Name	Range	Area	Duration	Stacking Category	Misc.	Cost / Uses
Level 6						
Dirge	50 feet	5-foot radius	Instantaneous	--	KD5	6
Inspiring Song - March	30 feet	10 Targets	1 Combat	Damage	--	Var.
Soothing Song: Earth Calming	30 feet	1 Target	5 minutes/level	-	--	6
Summon Elemental Essence	50 feet	10 Targets	1 Combat	Damage	--	Var.
[Maestro] Additional Instrument	Self	Self	Permanent	-	-	0
[Swashbuckler] Enhanced Swashbuckler	Self	Self	Permanent	-	-	0
[Wanderer] Additional Skill	Based on skill chosen					
Level 7						
+2 vs Charm Effects	Self	Self	Permanent	--	--	--
Bardic Curse I	30 feet	1 Target	Instantaneous	--	--	7
Silent Song: Mute	30 feet	1 Target	5 minutes	--	LI	LI
Stunning Song: Stun	50 feet	1 Target	Instantaneous	--	KD10	7
[Maestro] Additional Instrument	Self	Self	Permanent	-	-	0
[Swashbuckler] Cloak	Self	Self	Permanent	-	-	0
[Wanderer] Additional Spell	Based on spell chosen					
Level 8						
Discern Person or Creature	30 feet	1 Target	5 minutes per level	--	--	8
Inspiring Song - Trance	30 feet	10 Targets	1 Combat	Damage	--	Var.
[Maestro] Additional Instrument	Self	Self	Permanent	-	-	0
[Swashbuckler] Deceptive Song I	Self	Self	Permanent	-	-	0
[Wanderer] Additional Skill	Based on skill chosen					
Level 9						
Become one with the music	Self	Self	5 minutes or 1 combat	Var.	--	9
Fascinate	30 feet	10-foot radius	Instantaneous	--	LI	LI
[Maestro] Additional Instrument	Self	Self	Permanent	-	-	0
[Swashbuckler] Dodge Blow	Self	1 Blow	Instantaneous	--	--	Uses: ½ Level
[Wanderer] Additional Spell	Based on spell chosen					
Level 10						
Unraveling Song	50 feet	1 Target	Instantaneous	--	--	Uses: 2
Inspiring Song – Bardic epic	50 feet	10 Targets	1 Combat	--	--	10
[Maestro] Conductor	50 feet	5-foot radius	Instantaneous	--	--	10
[Swashbuckler] Deceptive Song II	Self	Self	Permanent	-	-	0
[Wanderer] Additional Skill or Spell	Based on skill or spell chosen					
[Wanderer] Specialty Skill or Spell	See ability description in chapter 12					

Cleric Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Detect Good/Evil	Self	3'x10'x10' path	30 seconds	-	-	0
Identify Undead	30 feet	1 Target	Instantaneous	-	-	0
Turn Undead	30 feet	2 Targets	1 minute	-	-	0
Level 1						
Enhance	30 feet	10 Targets	1 Combat	Damage	-	1
Haven	1-inch	1 Target	5 minutes/level	LI	LI, Material Component	LI
Heal	1-inch	1 Target	Instantaneous	-	-	Var.
Religion Lore	Self	1 Religion	Instantaneous	-	-	1*
Repulse Good/Neutral/Evil	1-inch	1 Target	5 minutes/level	-	LI, Material Component	LI
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Reveal Supernatural Creatures	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Simon's Spell	15 feet	1 Target	5 minutes	-	LI	LI
Level 2						
Additional Armor and Damage vs. Supernatural	Self	Self	1 Combat	Damage	Material Component	Var.
Bump of Direction	Plane	1 Target	Instantaneous	-	-	2
Create Holy Water	1-inch	6 Vials	Instantaneous	-	Material Component	2
Foresee	Self	1 Question	Instantaneous	-	-	Var.
Freeze Disease	1-inch	1 Target	30 minutes	-	-	2
Freeze Poison	1-inch	1 Target	30 minutes	-	-	2
God's/Goddess's Boon	1-inch	Var.	Instantaneous	-	-	2
Know Religion	30 feet	1 Target	Instantaneous	-	-	2*
Supernatural Wathit	30 feet	1 Target	Instantaneous	-	-	2
Level 3						
Blessed Bolt	50 feet	1 Target	Instantaneous	-	-	3
Diagnose	1-inch	1 Target	Instantaneous	-	-	3
Elemental Protection	1-inch	1 Target	5 minutes/level	Damage	Material Component	Var.
God's/Goddess's Favor	Self	Self	5 minutes/level	LI, Damage	-	3
Know Aura	30 feet	1 Target	Instantaneous	-	-	3
Physical Protection	Self	Special	5 minutes/level	-	Material Component	3
Remove Curse	1-inch	1 Curse	Instantaneous	-	LI	LI

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Reveal Curse	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	3
Reveal Glyph	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	3
Sanctify	15 feet	Var.	1 Combat	-	-	3
Scry Glyph	50 feet	1 Glyph	Instantaneous	-	-	3
Level 4						
Ashes to Ashes	30 feet	1 Target	Instantaneous	-	-	4
Bypass Glyph	Self	Self	Special	-	LI	0
Control Undead	30 feet	5-foot radius	5 minutes/level	-	LI	LI
Create Glyph	1-inch	Special	Game Day or until triggered	-	Material Component	Var.
Neutralize Disease	1-inch	1 Target	Instantaneous	-	-	4
Neutralize Poison	1-inch	1 Target	Instantaneous	-	-	4
Pain Strike	30 feet	1 Target	1 Combat	Damage	-	Var.
Remove Glyph	1-inch	1 Glyph	Instantaneous	-	LI	LI
Level 5						
Converse	10 feet	10 Targets	5 minutes/level	-	-	5
Cure Serious Wounds	1-inch	1 Target	Instantaneous	-	-	Var.
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Spell Point Transfer	1-inch	2 Targets	Instantaneous	-	-	Var.
Wrath	50 feet	1 Target	Game Day or until used	-	-	5
Level 6						
Animate Dead	1-inch	1 Target	Special	-	LI	6
Disrupt	50 feet	5-foot radius	Instantaneous	-	-	6
God's/Goddess's Hammer	50 feet	5-foot radius	Instantaneous	-	KD5	6
Life Spark	1-inch	1 Target	Instantaneous	-	-	6
Mute	30 feet	1 Target	5 minutes	-	LI	LI
Speak with Dead	1-inch	1 Target	Special	-	-	Var.
Stasis	30 feet	1 Target	30 minutes	-	-	6
Level 7						
Blessed Arrow	1-inch	1 Arrow	Game Day or until used	Damage	-	7
Cleanse	1-inch	1 Target	Instantaneous	-	LI	7
God's/Goddess's Shadow	Self	Self	5 minutes/level	LI, Damage	-	7
Hold Being	30 feet	1 Target	5 minutes	-	LI	LI
Invoke	1-inch	1 Target	5 minutes/level	Var.	-	7
Life Enhancement	1-inch	1 Target	Game Day	Damage	-	7

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Ranged Heal	30 feet	1 Target	Instantaneous	-	-	Var.
Level 8						
Commune	Self	Self	1 Question	-	-	8
Group Haven	1-inch	5-foot radius	5 minutes/level	-	LI, Material Component	LI
Regenerate	1-inch	1 Target	Game Day or until used	-	-	8
Truth Force	5 feet	1 Target	5 minutes	-	LI	LI
Level 9						
Killing Attack vs. Supernatural Creature	50 feet	1 Target	Instantaneous	-	-	9
Purify	1-inch	1 Target	Instantaneous	-	LI	9
Regenerate Limb	1-inch	1 Target	Special	-	-	9
Restore Permanent Life/Spell Point	1-inch	1 Target	Instantaneous	-	-	9
Level 10						
Awe	30 feet	5-foot radius	Var.	-	LI	LI
Raise Dead	1-inch	1 Target	Instantaneous	-	-	10

* = see text for details

Druid Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Animal Pact	Self	Self	Permanent	-	-	0
Heal Plant/Animal	1-inch	1 Target	Instantaneous	-	-	0
Identify Plant/Animal	1-inch	1 Target	Instantaneous	-	-	0
Identify Pure Water	1-inch	1 Target	Instantaneous	-	-	0
Speak With Plant/Animal	Self	Self	Unlimited	-	-	0
Level 1						
Animal Tamer	30 feet	1 Target	10 minutes	-	-	1
Camp Fire	30 feet	1 foot radius	5 minutes/level	-	Rev.	1
Celtic Fist	Touch	1 Weapon	1 Combat	Damage	-	1
Clinging Vine	15 feet	5-foot radius	5 minutes	-	LI	LI
Faery Lights	Self	Special	30 minutes	-	Material Component	1
Heal	1-inch	1 Target	Instantaneous	-	-	Var.
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Spring Water	1-inch	5 Gallons	Instantaneous	-	-	1
Level 2						
Enthrall	15 feet	1 Target	5 minutes/level	-	LI	LI
Flare	50 feet	1 Target	30 minutes or until thrown	-	-	Var.
Know Plant	30 feet	1 Target	Instantaneous	-	-	2
Rhino Hide	Self	Self	1 Combat	Damage	Material Component	2
Warp	30 feet	Special	Instantaneous	-	Rev.	2
Level 3						
Animal Mind	30 feet	1 Target	5 minutes	-	LI	LI
Elemental Arrow	1-inch	1 Arrow	Game Day or until used	Damage	-	3
Elemental Damage	1-inch	1 Weapon	1 Combat	Damage	-	Var.
Elemental Protection	1-inch	1 Target	5 minutes/level	Damage	Material Component	Var.
Insect Bane	1-inch	1 Target	5 minutes/level	-	-	3
Insect Strike	30 feet	1 Target	5 minutes	-	LI	LI
Plant Attack	30 feet	1 Target	5 minutes	-	LI	Var.
Preserve Plant	1-inch	Special	Game Day	-	-	3
Level 4						
Elemental Strike	50 feet	1 Target	Instantaneous	-	KD5	Var.
Gale	50 feet	5-foot radius	Instantaneous	-	KD5	4
Neutralize Poison	1-inch	1 Target	Instantaneous	-	-	4
Treeshift	Self	Self	5 minutes	-	Material Component	4

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Level 5						
Blood Heat	30 feet	1 Target	5 minutes	Damage	-	5
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Earth Slap	Self	Self	5 minutes/level	-	KD5, Material Component	5
Elephant Hide	Self	Self	1 Combat	Damage	Material Component	5
Plant Seek	Special	Special	Var.	Var.	-	5
Level 6						
Cure Serious Wounds	1-inch	1 Target	Instantaneous	-	-	Var.
Earth Calming	30 feet	1 Target	5 minutes/level	-	-	6
Mist Bridge	1-inch	2'x30' path	5 minutes	-	-	6
Rock to Mud	30 feet	Special	5 minutes/level	-	-	6
Seeds of the Elements	Special	Special	Game Day or until used	-	KD 5, Material Component	6
Shadows of Concealment	1-inch	1 Target	5 minutes/level	LI	LI, Material Component	LI
Speak to Winds	100 feet	Special	5 minutes	-	-	6
Level 7						
Dust Storm	30 feet	5-foot radius	5 minutes	-	Rev.	7
Mist Servant	30 feet	1 Servant	5 minutes	-	-	7
Level 8						
Aspect of the Beasts	Self	Self	5 minutes or 1 Combat	Var.	-	8
Dragon Hide	Self	Self	1 Combat	Damage	Material Component	8
Flower of Avalon	Special	Special	Special	-	-	8
Lightbeam	50 feet	1 Target	Instantaneous	-	-	8
Level 9						
Aspect of the Elements	Self	Self	5 minutes or 1 Combat	Var.	Material Component	9
Elemental Fury	50 feet	10 foot radius	Instantaneous	-	KD10	9
Level 10						
Earth Healing	Self	Self	Instantaneous	-	-	10
Summon Storm	Self	Self	5 minutes or 1 Combat	Time	-	10

Fighter Skills

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Battle Fever: Additional hitpoints	Self	Self	5 minutes or 1 Combat	Damage	-	½ Level, minimum of 2*
Battlefield Lore	Self	1 Battlefield	Instantaneous	-	-	½ Level, minimum of 2
Fighter's Recovery	Self	Self	Game Day or until used	-	-	Special*
Gauge Non-Magical Weapons and Armor	Touch	1 Target	Instantaneous	-	-	No Limit
Gauge Opponent – Base Armor	30 feet	1 Target	Instantaneous	-	-	Level, minimum of 2
Level 2						
Blade Sharp +1	Touch	1 Weapon	1 Combat	Damage	-	Level*
Gauge Opponent – Base Damage	30 feet	1 Target	Instantaneous	-	-	Level
Repair Shields and Leather Armor	Touch	1 Item	Instantaneous	-	-	½ Level, minimum of 2*
Level 3						
Battle Fever: +2 vs. LI	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Gauge Magical Weapons and Armor	Touch	1 Target	Instantaneous	-	-	No Limit
Weapons Instructor	5 feet	1 Target	Instantaneous	-	-	Level
Level 4						
Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	No Limit
Bind Weapon	Melee Strike	1 Target	5 seconds	-	LI	½ Level
Gauge Opponent – Total Armor	30 feet	1 Target	Instantaneous	-	-	Level
Fighter's Recovery in Combat	Self	Self	Instantaneous	-	-	Special*
Repair Chain Mail	Touch	1 Item	Instantaneous	-	-	½ Level*
Level 5						
Additional Point of Armor (Base)	Self	Self	Permanent	BASE	-	No Limit
Battle Fever: Additional Limb Points	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Blade Sharp +2	Touch	1 Weapon	1 Combat	Damage	-	Level*
Disengage	5 feet	1 Target	15 seconds	-	LI	½ Level
Gauge Opponent – Total Damage	30 feet	1 Target	Instantaneous	-	-	Level
Level 6						
Battle Focus	Self	1 Skill	Game Day or until used	LI	-	½ Level
Disarm	Melee Strike	1 Target	Instantaneous	-	LI	½ Level
Level 7						
Battle Fever: Magical Damage	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Dodge Blow	Self	1 Blow	Instantaneous	-	-	½ Level
Repair Plate	Touch	1 Item	Instantaneous	-	-	½ Level*
Level 8						
Blade Sharp +3	Touch	1 Weapon	1 Combat	Damage	-	Level*

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Fighter's Blow	Melee Strike	1 Limb	Instantaneous	-	-	½ Level
Level 9						
Battle Fever: Limited Knockdown Immunity	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Weapon Shatter	Melee Strike	1 Weapon	Instantaneous	-	-	½ Level
Level 10						
Extreme Blade Sharp	Touch	1 Weapon	1 Combat	Damage	-	Special*
Knock Out Blow	Self	1 Target	5 minutes/level	-	LI	½ Level

* = see text for details

Knight Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Immunity to Non-Magical Disease	Self	Self	Permanent	-	-	0
+0 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Level 1						
Heal	1-inch	1 Target	Instantaneous	-	-	Var.
Heraldic Lore	Self	1 Target	Instantaneous	-	-	1*
Identify Supernatural Creature	30 feet	1 Target	Instantaneous	-	-	1
Reveal Supernatural Creatures	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Strength I	Self	Self	5 minutes or 1 Combat	LI	-	1
Level 2						
Additional Damage	Self	Self	5 minutes or 1 Combat	Damage	-	Var.
Chain Mail	Self	1 Suit of Armor	Permanent	Special	-	0
Supernatural Wathit	30 feet	1 Target	Instantaneous	-	-	2
Level 3						
+1 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
+1 vs. LI Effects	Self	Self	Special	LI	-	3
Immunity to Fear	Self	Self	5 minutes or 1 Combat	-	-	3
Level 4						
Additional Damage vs. Supernatural Creatures	Self	Self	5 minutes or 1 Combat	Damage	-	Var.
Immunity to Magical Disease	Self	Self	Permanent	-	-	0
Neutralize Non-Magical Disease	1-inch	1 Target	Instantaneous	-	-	4
Strength II	Self	Self	5 minutes or 1 Combat	LI	-	2
Level 5						
+2 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Avenging Blow	Melee Strike	1 Target	Instantaneous	Damage	-	Var.
Dispel Fear	30 feet	1 Target	Instantaneous	-	-	5
Group Immunity to Fear	30 feet	10 Targets	1 Combat	-	-	5
Resist Pain	Self	1 Limb	1 Combat	Damage	-	5
Level 6						
+2 vs. LI Effects	Self	Self	Special	LI	-	6
Neutralize Magical or Supernatural Disease	1-inch	1 Target	Instantaneous	-	-	6
No Defense Blow	Melee Strike	1 Target	Instantaneous	NONE	-	6
Plate Mail	Self	1 Suit of Armor	Permanent	Special	-	0
Level 7						
+3 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Confidence	30 feet	10 Targets	1 Combat	LI	-	7
Resist Death	Self	Self	5 minutes or 1 Combat	Damage	-	7
Strength III	Self	Self	5 minutes or 1 Combat	LI	-	3
Level 8						
Improved Immunity to Fear	Self	Self	Permanent	-	-	0
Killing Attack vs. Supernatural Creature	Melee Strike	1 Target	Instantaneous	-	-	8
Nullify Life Point Drain from Supernatural Creature	1-inch	1 Target	Instantaneous	-	-	8
Level 9						
Immunity to Enthrall	Self	Self	Permanent	-	-	0
Nullify Level Drain	1-inch	1 Target	Instantaneous	-	-	9
Numbing Blow	Melee Strike	1 Target	1 minute	-	LI	LI
Level 10						
Attuned Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Death Commitment	Self	Self	Special	-	-	10
Strength IV	Self	Self	5 minutes or 1 Combat	LI	-	4

* = see text for details

Magic User Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Detect Magic	Self	3'x10'x10' path	30 seconds	-	-	0
Level 1						
Branding	30 feet	1 Target	Special	-	-	1
Crash Time	15 feet	5-foot radius	5 minutes/level	-	LI	LI
Dead Eye	50 feet	1 Target	Instantaneous	-	-	Var.
Defense	Self	Self	1 Combat	Damage	Material Component	Var.
Electrify	Self	Special	Game Day or until used	Damage	Material Component	Var.
Enthrall	15 feet	1 Target	5 minutes/level	-	LI	LI
Lock	1-inch	1 Target	Game Day	-	Rev.	Var.
Mend	1-inch	1 Target	Instantaneous	-	-	1
Read Language	Self	Self	5 minutes/level	-	-	1
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Savvy	1-inch	1 Target	Instantaneous	-	-	1
Speak Easy	Self	Self	5 minutes/level	-	-	1
Level 2						
Awaken	30 feet	5-foot radius	Instantaneous	-	-	2
Fog Brain	30 feet	1 Target	Instantaneous	-	LI, Rev.	LI
Know Aura	30 feet	1 Target	Instantaneous	-	-	2
Mage's Script	Self	1 Target	Special	-	-	2
Message	100 feet	1 Target	Instantaneous	-	-	2
Spook	15 feet	1 Target	30 seconds	-	LI	LI
Strong Arm	1-inch	1 Target	1 Combat	Damage	-	Var.
Level 3						
Bloodhound	50 feet	1 Target	Instantaneous	-	-	3
Confusion	30 feet	1 Target	5 minutes	-	LI	LI
Create Scroll	Touch	1 Scroll	Game Day or until used	-	Material Component	Var.
Dropsy	30 feet	1 Target	Special	-	-	3
LI Enhancement +1	Self	1 Spell	Game Day or until used	LI	-	3
Weakness	30 feet	1 Target	5 minutes/level	-	LI	LI
Level 4						
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Fire/Ice/Lightning Strike	50 feet	1 Target	Instantaneous	-	KD5	Var.
Phase Out	Self	Self	5 minutes	-	Material Component	4
Spell Defense	Self	Self	5 minutes/level	Damage	Material Component	4

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Level 5						
Fire Trap	1-inch	Special	Special	-	Material Component	5
Fire/Ice/Lightning Ball	50 feet	5-foot radius	Instantaneous	-	KD5	Var.
Mental Signal	Self	Special	Game Day or until used	-	-	5
Missile Protection	Self	Self	1 Combat	Damage	Material Component	5
Tracer	1-inch	1 Target	Game Day	-	-	5
Level 6						
Acuity	1-inch	1 Target	Instantaneous	-	-	6
Concentration	Self	Self	5 minutes/level	Damage	Material Component	6
Enhanced Savvy	1-inch	1 Target	Instantaneous	-	-	Var.
LI Enhancement +2	Self	1 Spell	Game Day or until used	LI	-	6
Spell Negation	Self	Self	Game Day or until used	LI	Material Component	6
Stun	50 feet	1 Target	Instantaneous	-	KD10	6
Telekinesis	30 feet	Special	5 minutes	-	-	6
Level 7						
Autocast	Self	1 Spell	Game Day or until used	Time	-	7
Double Effect	Self	1 Spell	Game Day or until used	Dimension	-	7
Polymorph	30 feet	1 Target	5 minutes	-	LI, Material Component	LI
True Sight	Self	10'x30'x10' path	5 minutes	-	-	7
Level 8						
Petrify	30 feet	1 Target	5 minutes	-	LI, Rev.	LI
Phase 2 Out	1-inch	Self + 1 Target	Special	-	Material Component	8
Spell Absorption	Self	1 Spell	Game Day or until used	Damage	Material Component	8
Level 9						
Bolt	50 feet	1 Target	Instantaneous	-	KD5	9
Wall of Fire/Ice/Lightning	1-inch	1"x30'x15' of wall	5 minutes	-	Material Component	Var.
Level 10						
Blast	50 feet	5-foot radius	Instantaneous	-	KD5	10
Killing Attack	50 feet	1 Target	Instantaneous	-	-	10
LI Extension	Self	1 Spell	Game Day or until used	Dimension	-	10

Monk Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Sense Magic Item	1-inch	1 Target	Instantaneous	-	-	0
Timing	Self	Self	1 hour	-	-	0
Level 1						
Blocking	Self	Self	1 Combat	Damage	-	Var.
Heal Self	Self	Self	Instantaneous	-	-	Var.
Legend Lore	Self	1 Target	Instantaneous	-	-	1*
Level 2						
Diagnose Self	Self	Self	Instantaneous	-	-	2
Escape Bonds	Self	Self	Instantaneous	-	-	2
Leap	Special	Self	Instantaneous	-	-	2
Savvy	1-inch	1 Target	Instantaneous	-	-	2
Level 3						
Additional Armor vs. Area Effect Attacks	Self	Self	Unlimited	BASE	-	0
Death Feint	Self	Self	5 minutes	-	-	3
Major Lore	Self	1 Target	Instantaneous	-	-	3
Physical Attack	10 feet	1 Target	Instantaneous	Damage	Material Component	Var.
Sacrifice Throw	10 feet	Self + 1 Target	Instantaneous	-	KD5	3
Safe Fall	Self	Self	Instantaneous	-	-	3
Level 4						
Ki'ai	50 feet	1 Target	Instantaneous	-	KD5	4
Kip	Self	Self	Instantaneous	-	-	4
Neutralize Non-Magical Disease	Self	Self	Instantaneous	-	-	4
Neutralize Poison	Self	Self	Instantaneous	-	-	4
Sense I	Self	Self	Game Day or until used	Damage	-	4
Level 5						
Balance	Self	Self	5 minutes	-	-	5
Elemental Protection	Self	Self	5 minutes/level	Damage	Material Component	Var.
Missile Protection	Self	Self	1 Combat	Damage	Material Component	5
Move Without Tracks	Self	Self	5 minutes/level	-	-	5
Throw	10 feet	1 Target	Instantaneous	-	KD5	5
Level 6						
Acuity	Self	Self	Instantaneous	-	-	6
Sense II	Self	Self	Game Day or until used	-	-	6
Specialization	Self	Self	Permanent	-	-	0

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
[Killing Monk] Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	0
[Killing Monk] Improved Physical Attack	Self	Self	Permanent	BASE	-	0
[Movement Monk] Improved Balance	Self	Self	Permanent	-	-	0
[Movement Monk] Improved Kip	Self	Self	Permanent	-	-	0
[Movement Monk] Improved Leap	Self	Self	Permanent	-	-	0
[Movement Monk] Sweep	Self	5-foot radius	Game Day or until used	-	KD5	6
[Spirit Monk] Improved Bindings	1-inch	1 Target	Instantaneous	-	Material Component, Uses	0
[Spirit Monk] Improved Heal Self	Self	Self	Instantaneous	-	-	Var.
[Spirit Monk] Improved Sense I	Self	Self	Permanent	-	-	0
[Spirit Monk] Improved Sense II	Self	Self	Permanent	-	-	0
[Spirit Monk] Shiatsu I	1-inch	1 Target	Instantaneous	-	Uses	0
Level 7						
Speed	Self	Self	15 seconds	-	Material Component	7
Walk on Liquids	Self	Self	5 minutes	-	-	7
[Killing Monk] Brew Venom Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	7
[Killing Monk] Delay	Self	Self	Special	-	-	7
[Movement Monk] Evade	Self	1 Attack	Instantaneous	-	-	7
[Movement Monk] Improved Speed	Self	Self	Permanent	-	-	0
[Spirit Monk] +1 vs. LI Effects	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Death Memory	1-inch	1 Target	Instantaneous	-	-	7
[Spirit Monk] Life Spark	1-inch	1 Target	Instantaneous	-	-	7
[Spirit Monk] Truth Sense	30 feet	1 Target	10 minutes	-	LI	LI
Level 8						
Perceive Illusion	Self	10'x30'x10' path	5 minutes/level	-	-	8
Truth Force	5 feet	1 Target	5 minutes	-	LI	LI
[Killing Monk] Killing Attack	Melee Strike	1 Target	Instantaneous	-	-	8
[Movement Monk] Additional Point of Armor (Base)	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Life Support	Self	Self	Instantaneous	-	-	8
[Spirit Monk] Personal Augury	Self	1 Question	Instantaneous	-	-	8
Level 9						
Free Strike	Special	1 Target	2 seconds	-	LI	LI
[Killing Monk] Nerve Strike	Melee Strike	1 Target	Instantaneous	Damage	KD10	9

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
[Movement Monk] Improved Additional Armor vs. Area Effect Attacks	Self	Self	Permanent	BASE	-	0
[Spirit Monk] +2 vs. LI Effects	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Shiatsu II	1-inch	1 Target	30 minutes	-	Uses	0
Level 10						
Death Commitment	Self	Self	Special	-	-	10
[Killing Monk] Brew Red Death Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	10
[Movement Monk] Immunity to Knockdowns	Self	Self	1 Combat	-	-	10
[Spirit Monk] Immunity to Poison	Self	Self	5 minutes or 1 Combat	-	-	10
[Spirit Monk] Precognition	Self	Self	Instantaneous	-	-	10

* = see text for details

Ranger Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Gauge Non-Magical Missile Weapon	Touch	1 Target	Instantaneous	-	-	0
Sense Potion Type	1-inch	1 Target	Instantaneous	-	-	0
Tracking	Self	Unlimited	Unlimited	-	-	0
Level 1						
Find Water	Self	Self	10 minutes	-	-	1
Gather Food	Self	Special	Special	-	-	1
Healing Potion	Touch	1 Potion	Game Day or until used	-	-	Var.
Identify Potion	1-inch	1 Potion	Instantaneous	-	-	1
Nature Lore	Self	Special	Instantaneous	-	-	1*
Sense Poison	1-inch	1 Target	Instantaneous	-	-	1
Speak with Animals	Self	Special	10 minutes	-	-	1
Level 2						
Hone Arrows +1	Touch	5 Arrows	Game Day or until used	Damage	-	2
Make Arrows	Self	5 Arrows	Game Day or until used	-	-	2
Penetrating Arrow	Self	1 Arrow	Instantaneous	Damage	-	2
Provide Shelter	Special	5-foot radius	10 minutes/level	-	-	2
Level 3						
Animal Tamer	30 feet	1 Target	10 minutes	-	-	3
Move Without Tracks	Self	Self	5 minutes/level	-	-	3
Perceive Illusionary Terrain	Self	10'x30'x10' path	10 minutes	-	-	3
Sense Traps	Self	3'x10'x10' path	10 minutes	-	-	3
Target Arrow	Self	1 Arrow	Instantaneous	Dimension	-	3
Level 4						
Animal Pact	Self	Self	Permanent	-	-	0
Gauge Magical Missile Weapon	Touch	1 Target	Instantaneous	-	-	0
Hone Arrows +2	Touch	5 Arrows	Game Day or until used	Damage	-	4
Investigate Habitation	30 feet	Special	Instantaneous	-	-	0
Knockdown Arrow	Self	1 Arrow	Instantaneous	Damage	KD5	4
Neutralize Non-Magical Disease Potion	Touch	1 Potion	Game Day or until used	-	-	4
Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	4
Wathit	30 feet	1 Target	Instantaneous	-	-	Var.
Level 5						
Arrow of Slaying	Self	1 Arrow	Instantaneous	Damage	-	Var.
Enhanced Senses	Self	30 foot radius	10 minutes	-	-	5

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Long Arrow	Self	1 Arrow	Instantaneous	Dimension	-	5
Ranger's Guardian	Special	130 foot radius	2 hours	-	-	5
Level 6						
Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	LI
Ranger Herbs	Touch	1 Herb or Root	Game Day or until used	Var.	-	6
Level 7						
Githar's Arrow	Self	1 Arrow	Instantaneous	-	LI	LI
Group Concealment	Special	5-foot radius	5 minutes/level	LI	LI, Material Component	7
Group Move Without Tracks	Special	10 foot radius	5 minutes/level	-	-	7
Hone Arrows +3	Touch	5 Arrows	Game Day or until used	Damage	-	7
Stun Arrow	Self	1 Arrow	Instantaneous	-	KD10	7
Track Lore	30 feet	1 Set of Tracks	Instantaneous	-	-	Var.
Tripline	Special	3'x12', 1 Target	Game Day or until triggered	-	KD5, Material Component	Var.
Level 8						
Aspect of the Beasts	Self	Self	5 minutes or 1 Combat	Var.	-	8
Snare	Special	3'x12', 1 Target	Game Day or until triggered	-	LI, KD5, Material Component	LI
Level 9						
Deadfall	Special	3'x12', 1 Target	Game Day or until triggered	-	LI, KD5, Material Component	Var.
Hunting Pursuit	Self	1 Target	Game Day or until terminated	-	-	9
Level 10						
Killing Arrow	Self	1 Arrow	Instantaneous	-	-	10
No Defense Arrow	Self	1 Arrow	Instantaneous	NONE	-	10

* = see text for details

Thief Skills

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Backstab	Melee Strike	1 Target	Instantaneous	Damage	-	No Limit
Gauge Value of Non-Magical Treasure	1-inch	1 Target	Instantaneous	-	-	No Limit
Pick Locks	Touch	1 Target	Special	-	Material Component	Level per lock, minimum of 2
Sense Poison	1-inch	1 Target	Instantaneous	-	-	No Limit
Thief's Hearing	30 feet	Self	5 minutes	-	-	Level, minimum of 2*
Level 2						
Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	No Limit
Gauge Value of Magic Item	1-inch	1 Target	Instantaneous	-	-	No Limit
Kill Dagger	Touch	1 Target	15 minutes	-	LI, Material Component	½ Level, minimum of 2*
People Lore	Self	1 Target	Instantaneous	-	-	½ Level, minimum of 2
Sense Traps	Self	3'x10'x10' path	10 minutes	-	-	Level
Sharpen Daggers +1	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level, minimum of 2*
Level 3						
Define Trap – Mechanical	Self	1 Target	Instantaneous	-	-	Level*
Escape Bonds	Self	Self	Instantaneous	-	-	½ Level, minimum of 2
Fence Item	Self	1 Item	Instantaneous	-	-	Level
Memory	Self	Self	Instantaneous	-	-	Level
Reduce Lock Type, -1	Touch	1 Target	5 minutes	-	-	Level*
Set Needle Trap	Special	1 Target	Game Day or until triggered	-	Material Component	½ Level*
Tracking	Self	Unlimited	Unlimited	-	-	No Limit
Level 4						
Bypass Trap – Mechanical	Self	1 Target	Instantaneous	-	-	Level*
Distrust	Self	1 Spell	Instantaneous	LI	-	No Limit
Improved Thief's Hearing	30 feet	Special	5 minutes	-	-	Level*
Intuit Code	Self	1 Target	Instantaneous	-	-	½ Level*
Intuit Trap	Self	1 Target	Instantaneous	-	-	Level
Know Class	30 feet	1 Target	Special	-	-	½ Level

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Set Projectile Trap	Special	3'x10'x10', 1 Target	Game Day or until triggered	-	KD5, Material Component	½ Level
Thief's Touch	Self	1 Target	Instantaneous	-	-	Level
Truth Sense	30 feet	1 Target	10 minutes	-	LI	½ Level
Level 5						
Climbing	Self	Self	Special	-	-	Level
Conceal Item	Special	1 Item	Game Day	-	LI, Material Component	½ Level
Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	Level*
Disarm Trap – Mechanical	1-inch	1 Target	Instantaneous	-	-	Level*
Obscure Class	Self	Self	5 minutes/level	-	-	½ Level
Sharpen Daggers +2	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level*
Thief's Edge	Touch	1 Weapon	Next successful weapon strike	Damage	-	Level
Level 6						
+2 LI vs. Concealment	30 feet	Self	Permanent	LI	-	No Limit
Bargain	Self	Self	Instantaneous	-	-	½ Level
Bypass Glyph	Self	Self	Special	-	LI	Level
Conceal Item on Self	Self	1 Item	Game Day	-	LI, Material Component	Level
Conceal Other	1-inch	1 Target	5 minutes/level	LI	LI, Material Component	Level
Distrust for Others	30 feet	1 Target	Instantaneous	LI	-	Level
Level 7						
Brew Venom Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	2
Define Trap – Magical	Self	1 Target	Instantaneous	-	-	Level*
Disguise	Self	Self	5 minutes/level	-	LI, Material Component	Level
Dodge Blow	Self	1 Blow	Instantaneous	-	-	½ Level
Forgery	Touch	1 Document	Permanent	-	LI	Level
Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	½ Level*
Reduce Lock Type, -2	Touch	1 Target	5 minutes	-	-	Level*
Level 8						

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
+2 LI vs. Disguise	Self	Self	Permanent	LI	-	No Limit
+2 LI vs. Forgery	Self	Self	Permanent	LI	-	No Limit
Bypass Trap - Magical	Self	1 Target	Instantaneous	-	-	Level*
Deception	Self	Self	5 minutes/level	LI	-	½ Level
Disguise Others	1-inch	1 Target	5 minutes/level	-	LI, Material Component	½ Level
Improved Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	Level*
Sharpen Daggers +3	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level*
Level 9						
Apply Kill Dagger to Needle Trap	Touch	1 Trap	Game Day or until triggered	-	-	½ Level*
Disarm Trap – Magical	1-inch	1 Target	Instantaneous	-	-	Level*
Level 10						
Backstab with Knockdown	Melee Strike	1 Target	Instantaneous	Damage	KD5	½ Level
Brew Red Death Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	1
Improved Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	½ Level*

* = see text for details

Loremaster Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Inspire	Special	Special	5 minutes or 1 Combat	Special	-	1 per game day

Appendix D: Night Rules

Night Rules

Electric Lanterns and other indirect lights are allowed as a light source as long as it is not glass.

Flashlights are for game mechanics and safety use only and cannot be used as an in character light source. Exception is the druid Faery Lights spell.

Laser pointers are not allowed.

Flashlight Use

1. Missile Fire

To fire propelled missiles at night, an archer should indicate her target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others.

2. Using SAS

To use ranged SAS (such as Lightning Strike or Dead Eye) at night, a character should indicate each target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others.

3. Faery Lights

This spell causes a beam of light to emit from one of the Druid's hands. The beam is represented with a flashlight, and can extend up to 50 feet from the Druid. For the duration of the spell, the Druid cannot hold any other objects with the affected hand. The beam can be used to illuminate targets for spell casting at night, but care should be taken to avoid shining the light into anyone's eyes.

Material component: Flashlight

Appendix E: Optional Rules

The Fate Point Option

In the event of a character death, the player has the option to apply Character Applicable Points (CAP) to invoke Fate to avoid the death. Essentially, the work the player has done to earn CAP causes the “Fates” to intervene and help her avoid death. The specifics by which death was avoided depend on the situation and the imaginations of the GM and the affected PC. Possible explanations include intervention by a Deity, a lucky stumble to avoid most of the effects of a **Fire Strike**, or a fortunate grab at a 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 choose to allow Fate to work more quickly if, in her judgment, such a result is appropriate or necessary for team survival.

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

After the Fate Point Option is invoked, the PC will be at 1 life point above unconsciousness. Invoking Fate negates or reverses the thing that would have killed the PC, but does not heal or remove any other damage, curses, poisons, diseases, or glyphs that the PC may be suffering from. The PC does not lose hitpoints or suffer any of the normal penalties of dying or resurrection, and her spell or ability point totals are unchanged.

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. A minimum CAP of 1500 CAP must be applied to invoke the Fate Point Option.

NOTE: THE FATE POINT OPTION MAY ONLY BE APPLIED DURING THE GAME WHERE THE CHARACTER DEATH OCCURRED.

Example: Tina’s character Acacia, an 8th level knight, is slain in Combat with a dragon. The Fate Point Option has not been disallowed, so Tina invokes the Fate Point for Acacia. Tina notifies her GM and they agree that the fatal blow from the dragon’s claw which should have killed Acacia 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 spends 24,000 CAP for Fate’s intervention, and then joins her team after they finish with the dragon.

The Pursuit Rule (Optional)



The Pursuit Rule is for use in game sites or situations where an open chase may not be viable, such as a public park, difficult terrain, extreme heat, limited physical capability, or a special event with children. If the Pursuit Rule is to be used in a game, it should be well advertised to all participants. Note that the Safety Officer can require use of the Pursuit Rule any time she sees a need due to safety concerns.

The Pursuit Rule is intended for use as a safe and playable way to simulate the pursuit of fleeing characters. The in-game factors that can influence pursuit have been generalized and simplified for playability, and have been assigned Encumbrance ratings. The GM is always allowed to modify the rule to consider influences not covered in this document, such as a player carrying a body or heavy items, or a situation where the quarry's line of retreat is blocked.

Encumbrance

There are five degrees of encumbrance, unless specifically noted otherwise in game copy. If the **Speed** ability is used, the pursuit is always decided in favor of the character using the **Speed**; if multiple participants use **Speed**, their result will be determined by encumbrance numbers. To flee or pursue, you must have the use of both legs and cannot be in Knockdown.

Encumbrance 0 - A character wearing no armor and not 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.

MODIFIERS: Before initiating or joining pursuit, a player may immediately drop a shield or invoke **Strength** to decrease her encumbrance. To discard a shield for reduced encumbrance, the shield must fall away cleanly without a delay for unbuckling or unstrapping. **Strength** subtracts 1 level of encumbrance for each level of **Strength** used.

Initiating Pursuit

Two methods of initiating pursuit are available – initiation by quarry and initiation by pursuer.

Initiation by Quarry

If a PC or NPC wishes to flee an encounter, she must actively retreat to the side of the encounter, call "Pursuit," and state her encumbrance level. Any other PC or NPC may join the pursuit by moving immediately towards the quarry and responding with "Pursuit" and her own encumbrance level.

Initiation by Pursuer

If a PC or NPC wishes to initiate pursuit as a pursuer, she must disengage from all other activities and move toward the intended quarry. The pursuer should then call "Pursuit" and state her encumbrance level. If the intended quarry wishes to flee, she should respond with "Pursuit" and her own encumbrance level. If the intended quarry does not accept the pursuit, the encounter or combat will proceed normally.

Restrictions of Pursuit

While engaged in pursuit, a character cannot engage in melee or use any SAS or magic item except for those which are autocast, autoactivated, or instant.

If a pursuer stops to remove a shield or perform another action, the quarry will escape. If the quarry stops to remove a shield or perform another action, she will be caught.

Participants of pursuit will be able to find and return to the other members of their party after pursuit has ended, unless prevented by game design.

Determining the Outcome of Pursuit

After pursuit is initiated, the participants must move a short distance away from the encounter area and compare encumbrance levels. Other characters in the encounter area will have 5 seconds to attack the quarry or the pursuer with ranged or melee attacks, after which it is assumed they have moved out of range of the encounter.

Quarry Escapes

If pursuit is initiated by the quarry and is not joined by a pursuer, the quarry is assumed to flee for at least 30 seconds and will automatically escape pursuit. She cannot return to the encounter area for at least 1 minute, and may then re-enter the encounter from any location she chooses. Please note that at this point all of her combat SAS will be down and will have to be recast.

If the pursuer's encumbrance is equal to or higher than the quarry's, the quarry will get away. The pursuer cannot return to the encounter area for at least 30 seconds, which reflects the fact that she chased the quarry for 15 seconds and then took 15 seconds to return. The quarry cannot return to the encounter area for at least 1 minute, and may then re-enter the encounter from any location she chooses. Please note that at this point all of her combat SAS will be down.

Quarry is Caught

If the pursuer's encumbrance is lower than the quarry's, then the pursuer will catch the quarry after 15 seconds of pursuit and both will still be engaged in the combat that they ran from. The two can then engage in combat or other activities. Characters who were not involved in the pursuit must wait a "travel" time of 15 seconds before engaging the pursuer or quarry.

Pursuer Becomes Unable to Run

If the pursuer becomes unable to run, either through Knockdown or damage, then the quarry may attempt to flee again by calling "Pursuit" and her encumbrance. The pursuer then has 10 seconds to recover and resume the pursuit before the quarry will escape.

Archery Testing (Optional Rule)

Archery Testing is a method which allows a player's real-world archery skills to be reflected in the skills of her characters. Each IFGS Chapter should decide whether they wish to offer Archery Testing, and whether or not they wish to allow archery test scores to be used in games run by the chapter. If archery test scores are to be allowed in a game, it should be clearly advertised in the game flyer, and the game's Loremasters should be specifically informed.

It is expected that chapters which choose to offer Archery Testing will provide open archery testing opportunities at least once every 2 years. It is up to all members who wish to take advantage of Archery Testing to assist their chapter in making such events happen in a timely fashion.

Any player who does not have a current test score will continue to use the standard number of critical hits as determined by her character's class and level; players who have current test scores may choose whether they wish to use their standard or tested number of critical hits for any character they play. Aiming time can never be reduced, even with Archery Testing.

If a chapter wishes to offer Archery Testing, the Chapter Board, Safety Officer, and Registry must identify members who are approved to act as Archery Safety Representatives (ASR) and Archery Registry Representatives (ARR). The following guidelines apply to all Archery Testing:

- All archery tests must be open to the general IFGS membership. The time and date of the test must be publicized to the chapter's membership at least 1 week before the test.
- At least one ASR and one ARR must be present, and they may not be the same individual.
- The ASR is responsible for setting up and running the archery test. Accuracy of set-up, timing, and safety fall under the purview of this position.
- The ARR is responsible for recording the results of the test, and providing written records of the results to all testers and the Chapter and Society Registries.
- Appropriate archery safety measures and local regulations must be followed during all archery tests.
- A standard archery target, with an 8 centimeter inner circle, must be used.
- The archer must stand 20 yards from the target.
- The archer must fire from a standing position, using a bow or crossbow. The bow or crossbow may not be equipped with any type of sight, including a pin sight or scope. The bow or crossbow must be hand-held and may not be stabilized or supported in any fashion. Mechanical releases, gloves, and armguards are allowed during testing, but no additional equipment is permitted.
- During the test, no one may assist the archer and the archer must draw her own arrows from either a quiver or the ground.
- A test must consist of one flight of 10 arrows. A flight may not exceed 10 arrows.
- The archer will have 100 seconds in which to test, beginning when she reaches for the first arrow or bolt. After 100 seconds has passed, no additional arrows may be fired. If the arrow or bolt is not away, it does not count toward the test.
- The test is scored as follows: Any arrow that is completely within the 8 cm inner ring is counted as a critical hit; if the shaft of the arrow is touching the 8 cm ring, the arrow does not count as a critical hit. The number of arrows or bolts completely within the 8 cm circle will be recorded as the archer's tested archery score.
- A player may test as often as once per day. Practice or warm up rounds are allowed; however, once an archer announces that a round is "for test" the result of the round will be recorded by the ARR as her test score.
- The ARR will provide each archer with a signed and dated record of her test results.
- Following Archery Testing, the ARR will forward all testing results to the Chapter and Society Registries. Testing results will include each archer's name, test score, and test date. These results will be available to all interested IFGS members.
- A player may choose to use her current archery test score for any or all her characters, on a game by game basis, but may never have more than twice her level in critical hits per flight, regardless of her test score.
- A player must bring an official signed and dated record of her test results to any game where she intends to use archery test scores.
- An archery test score is valid for up to 30 months. Once the 30 month period has expired, the test score cannot be used.

Example: Rachel shoots a test round, and lands 8 of her 10 arrows inside the 8 cm ring. Her archery testing score is recorded as 8 critical hits per flight of 10. If Rachel plays a 5th level Fighter, she can use her test score of 8 critical hits instead of the standard 3 critical hits allowed by her class and level. If Rachel played a 2nd level Knight, her test score would be treated as 4 critical hits, because even with testing she can't exceed twice her level in critical hits.

Index

+0 Magical Weapon.....	135, 315	Battle Fever: Magical Damage	123
+1 Magical Weapon.....	137	Battle Focus	122
+1 vs. LI Effects	138, 190	Battle Weed	102, 210
+2 LI vs. Concealment.....	226	Battlefield Lore.....	119
+2 LI vs. Disguise.....	229	Bind Weapon	121
+2 LI vs. Forgery	229	Bindings.....	30
+2 Magical Weapon.....	139	Improved.....	190
+2 vs. LI Effects	60, 64, 140, 191	Blade Sharp +1	120
+3 Magical Weapon.....	140, 144, 150, 151, 152	Blade Sharp +2	122
Ability	<i>See</i> Spells, Abilities, & Skills	Blade Sharp +3	123
Acuity	164, 184	Blade Sharp, Extreme	124
Additional Armor and Damage vs. Supernatural	74	Blast.....	168
Additional Armor vs. Area Effect Attacks.....	181	Blessed Arrow	83
Additional Damage.....	137	Blessed Bolt.....	76
Additional Damage vs. Supernatural Creatures.....	138	Blocking	180
Additional Point of Armor	121	Blood Heat.....	101
Alignment	25	Bloodhound	159
Legal	25	Bolt	168
Social	25	Branding	158
Animal Mind.....	98	Brew Red Death Poison.....	189, 229
Animal Pact	95, 201	Brew Venom Poison	188, 211, 228
Animal Tamer	96, 200	Bump of Direction	75
Animate Dead	81	Bypass Glyph.....	62, 78, 227
Apply Kill Dagger to Needle Trap.....	230	Bypass Trap – Magical.....	230
Archery Testing	331	Bypass Trap – Mechanical.....	223
Armor.....	247	Camp Fire	96
Availability of.....	247	Carried Effects.....	257
Chain mail.....	247	Celtic Fist.....	96
Effectiveness of	247	Chain Mail.....	137
Leather	247	Cleanse	83
Magical protection	247	Cleric	
Physical armor	247	Base attributes of	33, 56, 70
Plate mail	247	Description of	56, 70
Representations of	247	Life and spell points of	56, 70
Shields	248	Spells of	57, 71, 306, 308
Arrow of Slaying	203	Weapons and armor of.....	33, 56, 70
Ashes to Ashes.....	78	Climbing.....	225
Aspect of the Beasts.....	105, 206	Clinging Vine	96
Aspect of the Elements	108	Combat ... 250, <i>Also See</i> Melee Combat, Propelled Missile	
Athelas	204	Combat, and Thrown Missile Combat	
Attuned Magical Weapon	142	Armor in	251
Autocast.....	165	Carried effects.....	257
Avenging Blow.....	139, 144	Definition of	250
Awaken.....	158	Immediate counters.....	257
Awe.....	85	Knockdowns	257
Backstab.....	220	Physical contact in	250
with Knockdown.....	230	Pursuit Rule	330
Balance	184	Commune	84
Bargain.....	227	Conceal Item.....	225
Bases	261	on Self.....	227
Immutable	261	Conceal Other	227
Battle Fever: +2 vs. LI	120	Conceal Self.....	203, 225
Battle Fever: Additional Life Points	118	Improved.....	230, 235
Battle Fever: Additional Limb Points	122	Concealment	276
Battle Fever: Limited Knockdown Immunity	124	Concealment, Group	205

Concealment, Shadows of.....	104	Life and spell points of	95
Concentration.....	164	Spells of	95, 311
Confidence.....	140	Weapons and armor of.....	94
Confusion.....	61, 159	Duck Back	102, 210
Consent Rule.....	273	Dust Storm.....	105
Control Undead.....	79	Earth Calming.....	63, 103
Converse	58, 80	Earth Healing.....	109
Costuming.....	27	Earth Slap	102
Color of.....	27	Electrify	156
Disguises.....	27	Elemental Arrow.....	99
Restrictions on	27	Elemental Damage.....	60, 78, 99
Crash Time	59, 155	Elemental Fury	109
Create Glyph.....	79	Elemental Protection.....	61, 77, 100, 102, 184
Create Holy Water	75	Elemental Strike	100
Create Scroll	159	Elephant Hide	102
Cure Serious Wounds	80, 103	Encumbrance	330
Damiana	204	Enhance	72
Dead Eye.....	155	Enhanced Savvy	164
Deadfall	207	Enhanced Senses.....	203
Death.....	261	Enthrall.....	59, 98, 156
Fate Point Option, The.....	329	Escape Bonds.....	181, 222
Resurrection	262	Evade	185
Death Commitment.....	142, 187	Experience Points	28
Death Feint	99, 182	Earned by staffing or NPCing.....	28
Death Memory	191	Extreme Blade Sharp	124
Deception	230	Faery Lights.....	97
Defense	155	Fate Point Option, The.....	329
Define Trap – Magical.....	228	Fence Item	222
Define Trap – Mechanical	222	Fighter	117
Delay.....	188	Base attributes of	117
Detect Good/Evil	72	Description of	117
Detect Magic.....	155	Life points of	118
Devil's Weed	204	Skills of.....	118, 313
Diagnose	77	Weapons and armor of.....	117
Diagnose Self.....	180	Fighter's Blow	123
Disarm	122	Fighter's Recovery	90, 119
Disarm Trap – Magical.....	230	in Combat	121
Disarm Trap – Mechanical	226	Find Water.....	199
Disease.....	260	Fire Trap	162
Disengage	122, 124	Fire/Ice/Lightning Ball	163
Disguise	228	Fire/Ice/Lightning Strike	161
Others.....	230	Five-Second Rule	274
Dispel Fear.....	139	Flare.....	98, 144
Dispel Magic.....	61, 80, 101, 161	Flower of Avalon.....	106
Disputes	304	Fog Brain	58, 158
Disrupt	82, 151	Foresee.....	75
Distrust.....	224	Forgery	229
for Others.....	227	Free Strike	186
Dodge Blow.....	67, 123, 174, 228	Freeze Disease	75
Double Effect.....	166	Freeze Poison.....	75
Down Time	26	Gale	100, 107
Draft Game	20	Game Aide.....	22
Dragon Hide	106	Game Designer	21
Dream Park	16	Game Master	22
Dropsy	160	Game Producer	21
Druid.....	94	Game Writer	21
Base attributes of	94	Games, types of	18
Description of	94	Draft game	20

Invitational game	20	God's/Goddess's Boon	75
Line course.....	18	God's/Goddess's Favor	77
Open registration game.....	20	God's/Goddess's Hammer.....	82
Room game.....	19	God's/Goddess's Shadow	83
Sanctioned.....	18	Gold	28
World course.....	18	Group Concealment.....	205
Gather Food	199	Group Haven	84, 148
Gauge Magical Missile Weapon.....	201	Group Immunity to Fear	139
Gauge Magical Weapons and Armor.....	120	Group Move Without Tracks.....	205
Gauge Non-Magical Missile Weapon.....	198	Haven.....	73
Gauge Non-Magical Weapons and Armor.....	119	Group.....	84, 148
Gauge Opponent – Base Armor.....	119	Heal	73, 97, 136, 315
Gauge Opponent – Base Damage	120	Heal Plant/Animal	95
Gauge Opponent – Total Armor.....	121	Heal Self	180
Gauge Opponent – Total Damage.....	122	Improved.....	190
Gauge Value of Magic Item.....	221	Heal, Ranged	84, 90
Gauge Value of Non-Magical Treasure	220	Healing Damage	30
Githar's Arrow.....	205	Healing Potion	58, 199
Glyphs.....	277	Healing, Earth.....	109
Actra	280	Hellebore	204
Aldaband.....	280	Heraldic Lore.....	136
Arshat.....	284	Hold Being.....	83
Babre.....	284	Hone Arrows +1	200
Balam.....	280	Hunting Pursuit.....	208
Bragollach Gurth	281	Identify Plant/Animal	95
Cryo	285	Identify Potion	199
Desh	284	Identify Pure Water	96
Elthos	278	Identify Supernatural Creature	136
Hapla.....	282	Identify Undead	72
Holfet	278	IFGS, History of	16
Kolnath	285	IFGS, Organizational structure of.....	16
Lopla.....	282	Illusions	275
Magius	284	Disbelief in	275
Malagorth.....	282	Type 1	275
Mitnal.....	286	Type 2.....	276
Mord	286	Type 3.....	276
Passalon	286	Immediate Counters.....	257
Pyro.....	285	Immunity to Enthrall	142
Regia.....	278	Immunity to Fear	138
Rigortus	282	Group.....	139
Rimesh	279	Improved.....	141
Selfen	282	Immunity to Knockdowns	187
Shestru	283	Immunity to Magical Disease.....	138
Silwar.....	283	Immunity to Non-Magical Disease.....	135
Sinta	283	Immunity to Poison	192
Solit.....	281	Immutables	261
Svarq.....	279	Improved Bindings	190
Syat	280	Improved Conceal Self	230, 235
Trefre	279	Improved Heal Self.....	190
Ungoloranth	283	Improved Immunity to Fear.....	141
Uvas	280	Improved Neutralize Poison Potion.....	231
Westru.....	285	Improved Physical Attack.....	87, 88, 91, 188
Wid	281	Improved Sense I.....	190
Wither	286	Improved Sense II.....	190
Xardrin	281	Improved Thief's Hearing	224
Yum Cimil	279	Insect Bane	100
Yum Kaax.....	279	Insect Strike	100
Zicth.....	281	Inspire	243

Intuit Code	224	Lore, Major	60, 182
Intuit Trap	224	Lore, Nature	97, 199
Investigate Habitation	202	Lore, People	222
Invisibility	277	Lore, Religion	73
Invitational Game	20	LOREMASTER	21, 243
Invoke	83	Abilities of	327
Ki'ai	63, 183	Mage's Script	158
Kill Dagger	221	Magic	275
Apply to Needle Trap	230	Concealment	276
Kill Dagger Poison	259	Detecting and Revealing of	275
Killing Arrow	93, 208	Dispelling of	275
Killing Attack	168, 189	Glyphs	277
Killing Attack vs. Supernatural Creature	85, 93, 141	Illusions	275
Kip	183	Invisibility	277
Knight	133	Magic items	287
Abilities of	134, 315	Magic Item Level Limit (MILL)	290
Base Attributes of	133	Magic Items	287
Code of	134	Approval of	292
Life and ability points of	134	Artifacts	288
Weapons and armor of	133	Bonding of	289
Knock Out Blow	124	Generators, batteries, & crystals	287
Knockdown Arrow	202	Items based on spells, abilities, or skills	287
Knockdowns	257	Items of healing	288
Know Aura	60, 77, 158	Limitations on	290
Know Class	224	Magical weapons	288
Know Plant	98	Physical representations of	289
Know Religion	76	Potions	288
Leap	181	Protection items	287
Legend Lore	58, 180	Scrolls	288
Level	29	Types of	287
Playing down	29	Magic User	153
LI Enhancement +1	160	Base attributes of	153
LI Enhancement +2	164	Life and spell points of	154
LI Extension	169	Spells of	155, 317
Life Enhancement	84	Weapons and armor of	153
Life Points	30	Major Lore	60, 182
for each limb	30	Make Arrows	200
Healing of	30	Melange	204
permanent changes to	261	Melee Combat	253
Life Spark	80, 191	Calculating damage for	252
Life Support	186	Mechanics of	251
Lightbeam	107, 151	Weapon types	300
Limb Sever	31	Memory	61, 223
Line Course	18	Mend	157, 163
Live Action Role-Playing	17	Mental Signal	163
Lock	156	Message	158
Lock Picks	264	Missile Protection	163, 184
Locks	263	Mist Bridge	103
Construction of	263	Mist Servant	105
Difficulty of	265	Monk	
IFGS Lock System	263	Abilities of	179, 319
Lock picks	264	Base attributes of	177
Picking of	266	Killing Specialty abilities	66, 188
Type of	265	Life and ability points of	179
Long Arrow	203	Spirit Specialty abilities	190
Lore, Battlefield	119	Weapons and armor of	177
Lore, Heraldic	136	Moonbeam	107, 151
Lore, Legend	58, 180	Motherwort	102, 210, 236

Move Without Tracks	184, 200	Missile fire at night	256
Group	205	Number of propelled missiles allowed	255
Mute	64, 82	Opportunity fire	256
Nature Lore	97, 199	Physical representations for	244, 253, 302
Nerve Strike	189	Range of	254
Neutralize Disease	79	Shields and	254
Neutralize Magical or Supernatural Disease	140	Time between shots	255
Neutralize Non-Magical Disease	138, 183	Protection	<i>See</i> Armor
Neutralize Non-Magical Disease Potion	202	Protests	304
Neutralize Poison	79, 100, 183	Provide Shelter	199
Neutralize Poison Potion	202, 229	Purify	85
Improved	231	Pursuit Rule	330
Nightshade	204	Determining the outcome of pursuit	331
No Defense Arrow	208	Encumbrance	330
No Defense Blow	140	Initiating pursuit	330
Nullify Life Point Drain from Supernatural Creature ...	141	Restrictions of pursuit	331
Numbing Blow	142	Raise Dead	86, 90
Obscure Class	226	Ranged Heal	84, 90
One-Point Rule	251	Ranger	196
Open Registration Game	20	Abilities of	197, 322
Opportunity Fire	256	Base attributes of	196
Pain Strike	63, 79	Life and ability points of	197
PC Fairness Rule	31, 304	Weapons and armor of	196
Penetrating Arrow	200	Ranger Herbs	204
People Lore	222	Ranger's Guardian	203
Perceive Illusion	186	Read Language	157
Perceive Illusinary Terrain	201	Red Death Poison	260
Personal Augury	191	Reduce Lock Type, -1	223
Petrify	167	Reduce Lock Type, -2	229
Phase 2 Out	167	Regenerate	84
Phase Out	161	Regenerate Limb	79, 85
Physical Attack	182	Registry Representative	22
Improved	87, 88, 91, 188	Religion Lore	73
Physical Contact	26	Remove Curse	77
Physical Protection	77	Remove Glyph	80
Physical Representations	27	Repair Chain Mail	121
Pick Locks	59, 220	Repair Shields and Leather Armor	120
Plant Attack	62, 100	Repulse Good/Neutral/Evil	73
Plant Seek	102, 210, 236	Resin	102, 210
Plate Mail	140	Resist Death	141
Player Character	21	Resist Pain	139
Poison	259	Restore Permanent Life/Spell Point	85
Kill Dagger poison	259	Resurrection	262
Other poisons	260	Reveal Curse	78
Red Death poison	260	Reveal Glyph	78
Toxin poison	259	Reveal Magic	74, 97, 157
Venom poison	259	Reveal Supernatural Creatures	74, 136
Polymorph	166	Rhino Hide	98
Precognition	192	Rock to Mud	103
Preserve Plant	96	Role-Playing	23
Propelled Missile Combat	253	Characater history	24
Aiming time for	254	Character alignment	25
Archery testing	331	Costuming	24
Calculating damage for	254	Reacting to combat	23
Critical hit	255	Reacting to magic	24
Hit types	254	Staying in character	23
Marginal hit	255	Roles for IFGS Participants	20
Mechanics of	253	Game Aide	22

Game Designer	21	Components of.....	273
Game Master.....	22	Conjuration time of.....	273
Game Producer	21	Consent Rule.....	273
Game Writer	21	Cost or uses of	271
Loremaster	21	Damage caused by	272
Player Character.....	21	Default invocation time of	268
Registry Representative	22	Disrupted invocation of	273
Safety Officer.....	23	Duration of.....	269
Scorekeeper.....	22	Five Second Rule.....	274
Watchdog.....	21	How to invoke	271
Room Game	19	Knockdowns from	270
Sacrifice Throw	181	Level Influential	270
Safe Fall.....	183	Level of.....	268
Safety	26	List of.....	305
Disallowed items	26	Material components of	270
Down time	26	Miscellaneous attributes of	269
Physical contact	26	Range of.....	269
Time Stop	26	Reversible	271
Safety Officer.....	23	Somatic component of	273
Sanctioned Game	18	Stacking of.....	269
Sanctioning Committee.....	18	Use at night.....	273
Savvy	59, 157, 181	Verbal component of	273
Enhanced	164	Sponge	103, 210, 236
Scorekeeper	22	Spook.....	159
Scry Glyph.....	61, 78	Spring Water.....	97
Seeds of the Elements	103	Stacking	293
Sense I.....	183	Additional features of	294
Improved.....	190	Starbeam	107, 151
Sense II	185	Stasis.....	82
Improved.....	190	Strength I	136
Sense Magic Item	179	Strength II.....	138
Sense Poison	199, 220	Strength III.....	141
Sense Potion Type	198	Strength IV	143
Sense Traps.....	201, 222	Strong Arm	159
Set Needle Trap	223	Stun.....	64, 165
Set Projectile Trap	224	Stun Arrow	205
Shadows of Concealment.....	104	Summon Storm.....	109
Sharpen Daggers +1.....	222	Sunbeam	107, 151
Shiatsu I.....	147, 190	Supernatural Wathit.....	76, 137
Shiatsu II.....	192	Sweep	185
Shields	248	Target Arrow	201
Simon's Spell.....	74	Telekinesis.....	165
Skill.....	<i>See Spells, Abilities, & Skills</i>	Thief	218
Snare	207	Base attributes of	218
Speak Easy.....	157	Life points of	219
Speak to Winds.....	104	Skills of.....	219, 324
Speak with Animals.....	200	Weapons and armor of.....	218
Speak with Dead.....	82	Thief's Edge	226
Speak With Plant/Animal	96	Thief's Hearing.....	221
Speed	185	Improved.....	224
Spell.....	<i>See Spells, Abilities, & Skills</i>	Thief's Touch	225
Spell Absorption	167	Throat Slit.....	31
Spell Defense	162, 166	Throw	184
Spell Negation	165	Thrown Missile Combat	256
Spell Point Transfer.....	81	Blocking of	257
Spells, Abilities, & Skills.....	268	Damage of	256
Area of	269	Mechanics of.....	256
Attributes of	268	Number of thrown missiles.....	256

Range of.....	256
Time Stop	26
Timing	179, 180
Toxin Poison.....	259
Tracer.....	163
Track Lore	206
Tracking.....	198, 223
Treasure	27
Limits on.....	292
Treeshift.....	101
Tripline	206
True Sight	166
Truth Force	85, 186
Truth Sense	191, 225
Turn Undead	72, 150
Venom Poison.....	259
Vervain	103, 210
Walk on Liquids	186
Wall of Fire/Ice/Lightning	161, 168
Warp	98
Watchdog.....	21
Wathit	62, 91, 202
Supernatural.....	76, 137
Weakness	161
Weapon Shatter.....	124

Weapons . 244, <i>Also See</i> Melee Combat, Propelled Missile Combat, & Thrown Missile Combat	
Acid	246
Battle axe	301
Bows & crossbows	244
Construction of	299
Dagger	301
Flaming oil.....	246
Great axe.....	301
Hand axe	301
Hand-held melee.....	300
Holy or unholy water	246
Long sword.....	301
Oil	246
Propelled missile.....	244
Rock.....	245
Safe use of	244
Short sword.....	301
Spear and pole arm	301
Staff	301
Throwing dagger or star.....	245
Weapons Instructor.....	120
World Course.....	18
Wrath	81