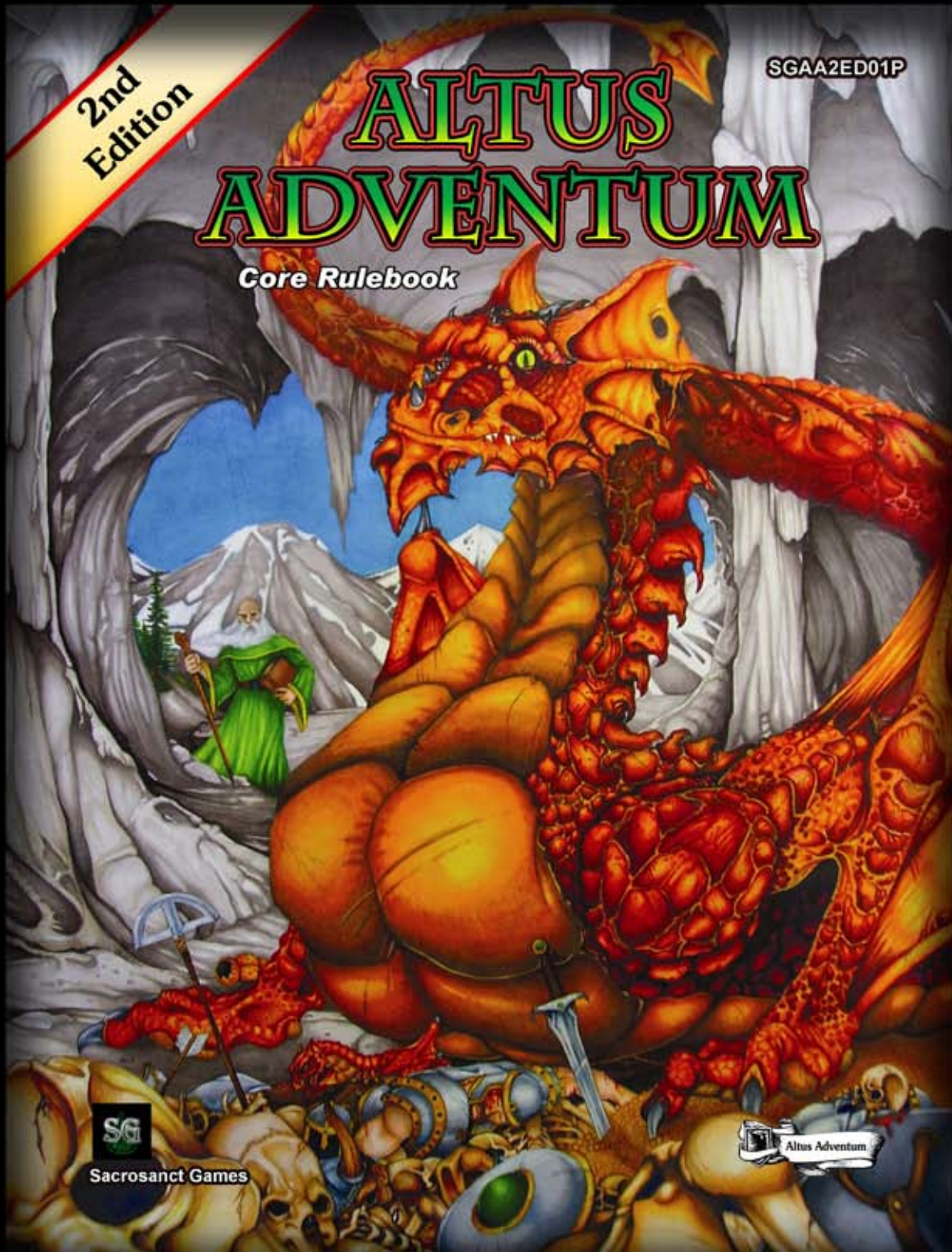


2nd
Edition

SGAA2ED01P

ALTUS ADVENTUM

Core Rulebook



SG

Sacrosanct Games

Altus Adventum

Primer

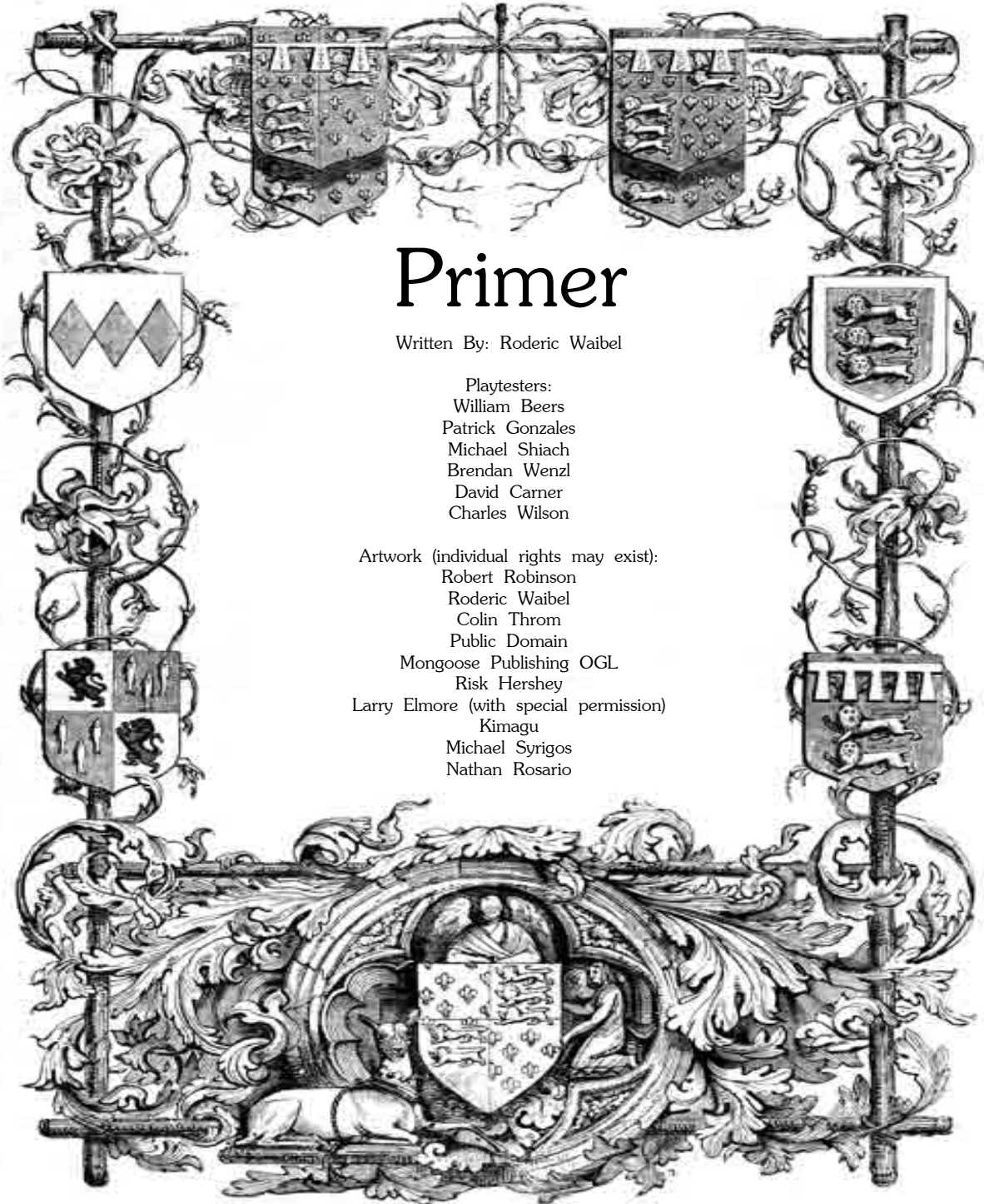
(c) 2010 Sacrosanct Games

SG

Page left intentionally blank

ALTUS ADVENTUM

2nd Edition



Primer

Written By: Roderic Waibel

Playtesters:
William Beers
Patrick Gonzales
Michael Shlach
Brendan Wenzl
David Carner
Charles Wilson

Artwork (individual rights may exist):

Robert Robinson
Roderic Waibel
Colin Throm
Public Domain

Mongoose Publishing OGL

Risk Hershey

Larry Elmore (with special permission)

Kimagu

Michael Syrgos

Nathan Rosario

Table of Contents

Common Terms	6
How to Play the Game	7
Character Creation Walk-thru	10
Species	13
Attributes	16
Skills	19
Magic	29
Equipment	39
Combat	47
Combat Walkthru	54
World of Arcadia	58
Guilds	62
Treasure	72
Creature Catalog	74
GM's Section	83

Read this first!

First off, let me offer you my thanks for showing interest in this game. Role-playing games have for decades been a tool for groups of friends to get together and have a blast playing a game where they were only limited by their imagination.

Unique to role-playing games, unlike other games, is that there isn't any set winner or "end point". RPGs can go on forever, if you so wish. They are about growing and expanding into new challenges while having fun. And in my opinion, are the most fun types of games to have been created (thanks again Gary and Dave).

The book you have in your hand now is an introductory glimpse into the Altus Adventum 2nd edition role-playing game. It includes everything you need to have an adventure with brand new characters (what we call Aspirants).

The primer is limited in that only the beginning level skills, spells, and monsters are included. The full game contains all levels, which consists of hundreds of skills, spells, and creatures. The full version also includes additional rules to handle a more detailed combat encounter, and gives players many more options with their characters.

The full version also includes the Far East setting, and all that it brings with it (spells, skills, weapons, armor, monsters, guilds, etc).

The intent of this primer is to give you a taste of the Altus Adventum 2nd edition game. I am confident that you will find it an enjoyable experience, and will choose to continue your adventures by purchasing the full rules and various Adventure PAKs.

Roderic Waibel



1d4, 1d6, 1d8, 1d10, 1d12, 1d20, 1d100: Abbreviation for the amount and type of dice you would roll. For example, 4d8 would mean roll the 8-sided dice 4 times and tally the result.

Attribute, Str: Abbreviation for strength.

Attribute, Agil: Abbreviation for agility.

Attribute, End: Abbreviation for endurance.

Attribute, Int: Abbreviation for intellect.

Attribute, Lk: Abbreviation for luck.

Character: The name of the fictional character that the player is controlling during the game.

Cycle: The term used for one complete revolution around the initiative clock. One cycle is equal to one full minute.

DA: (Damage Absorption): Every creature and character is assigned a damage absorption level, referred to as DA for short. This DA level dictates how much and what type of damage each creature can withstand before dying. A more detailed explanation can be found under Combat.

DP (ADP/DDP): Short for Dice Pool. The dice pool is used for attacking and defending, and consists of a certain amount of dice depending on skill and situation. Refer to Combat for a more detailed explanation. Dice pool levels can never go below 1.

Damage Rating Level (DRL): The attack power rating used to determine damage. Please reference the Combat section under the Damage Rating Level chart to see what severity would be used for damage.

Experience (XP): Unlike many other role-playing games, experience is separated into four different categories: combat, stealth, mystic, and bonus. Experience points from these categories can be used to purchase additional skills. For instance, a character could use 2 combat XP to purchase adept blades. XP from one category must be used only on skills from that same category type. The exceptions are bonus XP, which may be used to buy any skill, and skills listed under the General heading, which may be purchased with any type of XP point.

Experience Title: As characters progress, they become more renowned due to their deeds. This is reflected by the six experience title designations: aspirant, adventurer, veteran, hero, lord, and legend.

GM: Abbreviation for game master. The man in charge. The

one responsible for running a great campaign. The hand of death. The almighty. Often susceptible to bribes. ;o)

Guild: The type of guild a character belongs to, if they so choose to take a specific career path.

Initiative Clock: A collection of 12 circles that each represents a segment of combat arranged in the format of an analog clock.

Money: Only two forms of currency are used in Altus Adventum: gold and silver. Other semi-precious metals may be found, but there is no set currently exchange rate on them, and they vary widely from place to place. Each character starts with 50 gold.

Actions: Some creatures get more than one action per their turn in combat. This is the number they are allowed to use.

Player: The name of the player controlling the character.

Power Rating: Power rating is a value that impacts how powerful many of the spells that your character tries to cast are. It is calculated by how skilled your character is in the various types of magic as well as his or her experience title level. The actual calculation is described in the *Magic* section.

Reflex Rating: (RR) The modifier that tells the player which segment during combat that his or her action will take place.

RPG: Short for role-playing game.

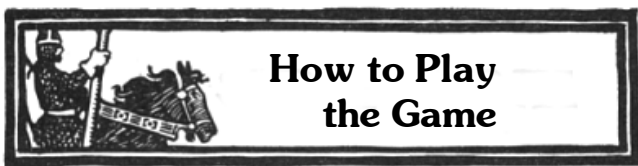
Segment: A portion of time during the combat turn in which actions are resolved and tracked. Twelve segments make up a complete cycle.

Token: This is the representation of your character on the initiative clock. Most often it is a miniature, but can be anything as long as it's identifiable to the unique character it represents.

Token counter: For actions that take longer than 12 segments, you will need a token counter.

Turn: A completed cycle of all 12 segments is a turn.

Species: The humanoid species of the character. Standard species allowed for characters are the typical 'good' species, such as humans, elves, dwarves, and gnomes. Advanced players, with GM approval, may also choose to play the more savage of the humanoid species, such as orcs, goblins, and the like.



If you're an experienced player of role-playing games, then the concept of much of what you read here will already be familiar. However, if you're new to role-playing games, you may have questions as to what exactly is entailed in the game. What is your role as a player? A GM?

Essentially a role playing game is a game in which you as a player take on the persona, or "role" of one particular character. You essentially play out all of the character's actions as if you were telling a story.

Some things are handled mechanically, such as combat rules, but for the most part, your character acts out as you want them to. Think of it as an advanced form of pretend that we did when we were little. The same way you pretended to be a cowboy or a knight is how you would assume the role of your character within the game.

Unlike those games of pretend, however, we don't really make the rules up as we go where everyone is a player in the story. Some rules are made up on the fly, but in the case of role playing games, there's the Game Master, or GM for short. Essentially the GM is the one who is telling the main story that you take part in. The GM has all of the behind the scenes information and makes all the judgment calls on rules. They facilitate the game, and are usually pretty experienced role-players.

In the following section, we'll walk through how a typical game session might unfold, step by step. The specifics of how combat is resolved will not be broken down into fine detail as those will be explained later on in the manual and I don't want this section to get bogged down with too many technical terms.

In this session, the GM and three players get together to play the game. The GM has all of his information laid out and accessible and is prepared to start the adventure. Each of the players has their respective characters, pencils, and dice. They are good to go and ready to start themselves.

Player A is playing Ranthor the Dwarf, a strong warrior who left his homeland in search of fame and fortune. Player B is playing Shiandra the Elf, a mysterious dabbler of magic. And Player C is playing Nomar, a human street urchin who has a knack of getting himself out of sticky situations.

GM: None of you know each other previous to today. What brings you together are the ramblings of an old drunkard in the Golden Griffon tavern the night all three of you happened to be patrons. Most everyone else in the tavern laughed him off, but his stories of a great treasure being lost in an ancient crypt piqued your interests. When the old man stumbles off to a secluded corner to continue his ramblings, each of you rise and walk over to him, sharing his table.

Player C: I take note of these other two strangers, and keep a close eye on them.

GM: OK, they notice you as well, but you each share a similar curiosity.

When you all sit down, the old man looks at you with crazy filled eyes.

"Eh! You believe me, don't you! Of course you do! You have the look of experienced adventurers."

Player B: "Slow down old man. What is this treasure of which you speak?"

Player A: "Yeah, tell me about yer treasure!" I slam my ale down on the table.

GM: The old man shirks back in fear as you slam your ale down. He rummages through his ragged clothing and pulls out an old torn map. Leaning forward, he whispers, "I have here a map to great fortune. Two days march from here lies an abandoned temple. In the crypt below there is enough gold to live on for the rest of your lives!"

Player B: "And what do you want for this map, old man?"

Player C: Wait. I ask the old man, "Why is it you have this treasure map and you haven't taken the treasure yourself?"

Player A: Good thinking, Nomar.

GM: The old man looks offended, and replies, "True, there are dangers there. Do I look like a man who could make it there by myself? No! But you three.....Yes, you three could do it. All I ask is for 10 gold for the map. 10 gold is better than none, which is what I wager I'd get if I were to try to reclaim the treasure myself."

Player A: "Bah! I'm not afraid of a few rats and bones! Give me that map!"

GM: The old man gets a grin on his face, "Rats.....bones..... heh heh....10 gold my dwarven friend, and it's yours."

Player A: All I've got is 5 gold. Say Nomar and Shiandra, how would you like to team up on this one?

Player B: Well, my teacher told me that the best way to gain magical knowledge was to search for it. I imagine that old temple might hold some magical secrets.

Player C: And I'm for more treasure. I've got 4 gold. How about you Shiandra?

Player B: I've got 6 gold. Let's pool our money together. We can get the map and get some extra supplies for the journey.

Player A: Ok, we give the old man his 10 gold, do we get the map?

GM: With a shriek of glee, the old man takes your money, hands over the map, and immediately excuses himself to

the bar where he orders some potent ale. What do you guys do now?

Player C: First thing I do is look at the map. What do I find?

GM: As you unfurl the old map, it looks like a crudely drawn map with a marking that looks like a temple. Judging by the markings, you figure it to be about two days walk from here.

Player B: Ok, let's leave guys. I want to head to the market and get some extra supplies: torches, provisions, that sort of thing. Then we'll head off to bed and get a good night's sleep.

GM: Ok, the rest of the day goes by uneventfully and you get all of your errands done. The next morning you all wake up, gather your gear, and head out. The hot sun bakes down on you even this early into the morning, and dust fills the air.

Player C: Great. Did we bring a lot of water?

Player B: Yes. We have plenty. Or we should if things go well.

GM: After you leave the confines of the town, the thick forest surrounds you almost immediately. The good thing is that the thick cover provides a lot of shade from the heat, but the bad thing is that travel is slow and dangerous. By the way, what is the order in which you are marching?

--Players talk a bit.---

Player A: I'll go first, since I'm the best armed. Then comes Shiandra in the middle and Nomar bringing up the rear.

GM: Ok. The day, while hard travel, goes by uneventfully. Towards evening you find a clearing to make camp.

Player C: I start on the fire, and I'll take first watch.

Player A: And I'll take 2nd watch. That leaves Shiandra for final watch.

---GM rolls dice on the wandering encounter table-----

GM: Ranthor, midway through your watch you feel like you're being watched. Make a luck check for me.

Ranthor: (rolls eyes) Great. What do I need to roll? And can I wake up my friends?

GM: Roll the percentage dice, and tell me if you got below your luck. That will depend on whether you could wake your friends in time.

Placer C: Too bad it wasn't on my watch, I have really high luck.

Player A: Yeah. Me? Not so much. (rolls) I got a 68, and my luck is 35, so I missed.

GM: Before you can wake your friends, two creatures leap out of the dark shadows of the thick woods. At first glance they appear to be about the size of hairless dogs, except that they have six legs ending in razor sharp claws, and their heads resemble a bat's head.

Player A: Do I have time to heft my axe?

GM: Yes.

Player A: I heft my axe and yell my battle cry, hoping to wake my friends.

GM: Your axe goes on a reflex rating (RR) of 8, and these guys are much faster. Your cry does wake your friends, but it will take 6 segments to fully wake, so on segment 6 you can declare your actions Shiandra and Nomar.

GM: Both of these creatures attack you Ranthor, as you seem to be the biggest threat. And they go on 4. Roll to defend.

----GM rolls to attack for the first creature and Player A rolls his defense. Then the GM rolls for the second creature and the dwarf rolls his defense for that attack---

GM: Based on our rolls, one of the creatures hits you (rolls dice on the damage table). You suffer a minor wound.

Player A: A minor wound? That's all! Ranthor laughs it off and swings his mighty axe.

GM: Well, before you can do that since you go on 8, Shiandra and Nomar get to declare their actions on segment 6.

Player B: As I see the creatures attacking, I ready a spell.

GM: Which spell?

Player B: I combine a spark and breeze rune spell. That means I go on 11.

Player C: And I throw my dagger. I would go on 10.

GM: Ok, it's segment 8 now. Both Ranhor and the creatures go on this segment. But you can go first Ranthor.

---Ranthor rolls to attack and the GM rolls to defend. The attack hits. Ranthor rolls for damage---

Player A: Ah-ha! A deep wound! Take that you foul creatures.

GM: (the creature can't take deep wounds) Your axe cleaves right through the creature like butter. Blood spurts from its severed arteries as it squirms in death throes.

Player A: (fist pumps)

GM: Now it's the remaining creature's attack. (rolls attack and Player A rolls defense). Another hit! (rolls for damage). A moderate wound Ranthor.

Player A: Ok, now these are starting to hurt a bit.

GM: Nomar, I believe it's your turn.

Player C: Ok, I throw my dagger at the remaining creature. (dice are rolled and compared) I hit! (rolls for damage). A moderate wound.

GM: Your dagger strikes home, and the creature is noticeably hurt, but it's still up.

Player C: Damn!

Player B: My turn. My spell goes off and an emblazoned rune streaks towards the target (rolls dice). A hit! (rolls damage). Another moderate wound.

GM: Well, that was enough to destroy the creature as it falls to the ground, smoldering.

Player B: Ranthor, you were injured, correct?

Player A: Yep. I'm OK, but I could be better.

Player B: I have the first aid skill. I attempt to bind each of his wounds.

GM: Roll the dice against your skill.

Player B: Both successes! Ranthor, both of your wounds are reduced by one category.

Player A: That means my minor wound disappears entirely, and my moderate wound becomes minor. Thanks Shiandra!

GM: The rest of your night, in fact the rest of your journey goes by uneventfully. Midday on the third day you finally find the ruined temple. Vines and undergrowth cover the entire crumbling building.

Player C: I search around the building, looking for an entrance.

GM: After a few minutes, you find an opening into the temple. (GM makes a secret luck check for Nomar and it's a success). You are lucky Nomar, for you find a tripwire across the entrance before you trip it.

Player C: Phew! Can I disarm it?

GM: You can try. Roll against your skill

Player C: Everyone stand back. (rolls dice). I made it barely.

GM: Ok, you successfully disarm the trap without it going off.

Player B: Great job Nomar!

Player C: OK, I'm definitely taking extra time now to search for any more traps before we proceed.

GM: Ok. You find no more traps as you descend into the darkness of the entrance.

Player C: I light a torch before entering.

GM: Ok. After about fifty feet, the passage ends to a flat wall. Inscribed upon the wall is: "Here lies the tomb of Elgrab." (secretly rolls another luck check for Nomar and fails, not noticing that this is another trap).

Placer C: Elgrab? Have any of you heard that name before?

GM: Before any of you can answer, as soon as Nomar says "Elgrab", the wall fades into nothingness. A dark room is on the other side. Suddenly a bright flash of light streaks from within the room. Each of you make a luck check.

---players roll---

Player A: I made it.

Player C: So did I.

Player B: Sighs. I did not. What happens?

GM: The bolt of light hits you for a (rolls) severe wound.

Player B: Oh no! I can't take severe wounds!

GM: Shiandra falls to the floor unmoving, a smoldering waft of smoke coming from her chest.

Player A: I quickly examine her!

GM: Unfortunately Shiandra appears to be dead.

Player C: Damn that Elgrab! If I find him he's dead!

Player B: Well, what now? I don't want to quit playing.

GM: You don't have to. Roll up another character. Perhaps Ranthor and Nomar will come upon a prisoner within the crypt....

.....





Character Creation Walkthru

The purpose of this section is to show you an example of how a completed character sheet would look once you've completed character creation. Many of the areas on the character sheet might not make sense to you at this point because they haven't been explained yet. So why include this section this early in the manual if that's the case?

The answer comes down to ease of use. Rather than have this section buried somewhere in the middle of the manual where it might not be easy to find when you need it, I'm including it early in the manual, so if you need to use it as a guide, it will be easy to find.

That being said, I will try to explain things so that you can easily see how a character is created without needing to read the subsequent appropriate sections first, but you may feel free to skip this section and come back once you've read the other sections in the book.

When creating a character, the first thing you need to do is decide what type of archetype you want to play. Often this comes from inspiration from literature or the movies. A warrior like Conan perhaps? Maybe rogue woodsmen like Robin Hood? Or perhaps a wizard? The choices are vast, and it is the first step in creating your character. And the hardest.

Joe decides that he wants to play a warrior type, like Sir Lancelot.

Once that's done, the rest is pretty easy. If you don't already have a name for your character, you can choose one at any time. And while creating a background isn't necessarily, it often makes the game more enjoyable if you work with your GM to create one.

The next step is to decide what species you want your character to be. This was probably already done when you figured your archetype, so it should be easy. Note down your species type, and any modifiers to attributes or special abilities as described in that species description.

Lancelot was human, and Joe wants his Character Marcus to be human as well. He notices that there are no modifiers to attribute scores for being human, but he does start with two extra XP points.

Once that is done, choose your character's sex, age, height, and weight. Most characters start out as rookies, so you would note that title in the XP Title section of the character sheet.

Joe does just that on his sheet.

Next comes your attributes. Using one of the methods outlined in the attribute section, tally your results in the appropriate section of your character sheet. Include any modifiers that you may have had from your species and then note any bonuses you would get for having high or low attribute scores.

Joe rolls 5d20 for each attribute and assigns them as such: Str 64, End 55, Luck 38, Agil 58, WP 67, and Int 36. He looks at the attribute charts and notes any modifiers that those scores have.

After that comes choosing skills. On the back of the character sheet, you will find a section for this.

Joe looks at the skills section, and knows that he has 7 points in which to buy skills (5 from his Int score, and a bonus 2 for being human). He chooses leatherworking as his background trait (no point cost) and novice weapon focus for broad sword, novice weapon group for thrown weapons and large blades, first aid, light armor, novice shield, and the ability to speak another language (elf). Because he did not choose any types of magic, his starting PR would be 1.

He notes each skill's percentage of success, and notes the starting ADP/DDP and DRL modifiers for his weapon based skills.

The final step is getting all of your equipment. As noted in the *Common Terms* section, each character starts with 50 gold. Using these funds, buy all of the equipment you want and can afford, and keep record on your sheet of how much is left over.

Joe spends his money on equipment, leaving him 4 gold and 7 silver remaining. He lists his weapons on the front page and the rest of his equipment on the back page. In the weapons section, he completes the rows by looking at the weapon description and applying any modifiers from skills he has learned. In this example, you'll note how his DRL is higher for his broad sword than his throwing daggers. This is because he has the focus skill in broad sword while he only has a general weapon group skill for his daggers.



Player Name: **James Smith**

Character Name: **Marcus DeFranc**



Species: **human (+2 XP points)**

Guild: **none**

Weight: **195**

Age: **21**

XP Title Level: **Aspirant**

Height: **6'1"**

Str: **64** DRL bns **+1**
 Agil: **58** DP Bns **-**
 End: **55** DA Lvl **5**
 Int: **36** Skills **5** Skl Bns **-2%**
 WP: **49** Luck: **38** Power **1**
 Movement: **8**

Bonus XP
 Combat XP
 Stealth XP
 Mystic XP
 Total XP

Gold **4**
 Silver **7**
 Gems&Jewels

Weapon Type	ADP	DDP	DRL	RR
broad sword	3	3	8	6
nov wps fcc	1		1	
Bns Wpn				
Bns Skill				
Bns Skill				
Str Bns Attribute			1	
Bns Other				
Bns Other				
Total	4	3	10	6

Weapon Type	ADP	DDP	DRL	RR
2ea T. Dagger	3	3	4	4
Bns Wpn				
Bns Skill				
Bns Skill				
Str Bns Attribute			1	
Bns Other				
Bns Other				
Total	3	3	5	4

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Ammo
 00000 00000 00000
 00000 00000 00000

Armor Types

hard leather

Shield +DDP

light wooden shield

+1



Wounds

	Base	+Armor	Threshold =Total	Taken
Mnr	4	2	6	
Mod	3	2	5	
Deep	2	1	3	
Svr	0	1	1	

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26	+1 d20

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19-20	-	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-14	15-17	18-19	20
5	1-13	14-16	17-18	19-20
6	1-10	11-14	15-17	18-20
7	1-8	9-12	13-15	16-20
8	1-6	7-10	11-13	14-20
9	1-4	5-8	9-12	13-20
10*	1-2	3-6	7-10	11-20
11	1-2	3-4	5-8	9-20
12	1	2-3	4-7	8-20
13	1	2	3-6	7-20
14	1	2	3-5	6-20
15	1	2	3-4	5-20
16	1-10	11-14	15-17	18-20
17	1-8	9-12	13-15	16-20
18	1-6	7-10	11-13	14-20
19	1-4	5-8	9-12	13-20
20	1-2	3-6	7-10	11-20
21	1-2	3-4	5-8	9-20
22	1	2-3	4-7	8-20
23	1	2	3-6	7-20
24	1	2	3-5	6-20
25	1	2	3-4	5-20
26	1-10	11-14	15-17	18-20
27	1-8	9-12	13-15	16-20
28	1-6	7-10	11-13	14-20
29	1-4	5-8	9-12	13-20
30	1-2	3-6	7-10	11-20
31	1-2	3-4	5-8	9-20
32	1	2-3	4-7	8-20
33	1	2	3-6	7-20
34	1	2	3-5	6-20
35	1	2	3-4	5-20

Body Diagram Chart

Wound tracking, tattoos, etc



Equipment

pack		
7 days/rations		
1 waterskins		
1 flask/oil		
bedroll		
6 torches		
tinder box		
blanket		
shirt & pants		
soft leather boots & belt		

Skills

	nov/ad/sk/adv/mstr		nov/ad/sk/adv/mstr
WG, large blades	● ○ ○ ○ ○		○ ○ ○ ○ ○
WG, thrown weapons	● ○ ○ ○ ○		○ ○ ○ ○ ○
first aid 36%	○ ○ ○ ○ ○		○ ○ ○ ○ ○
light armor			
nov shield			
language, elf			
weapon foc, broad swrd			

Spells and Other Abilities

Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____

Notes



Species

The fantasy realm of Altus Adventum allows players to choose from several different playable species. You might be more familiar with the term 'races', but the species is used because each group is biologically different and cannot interbreed with another species.

Of the species, players may choose to have their character be an elf, human, gnome, halfling or dwarf. Advanced players may also choose some of the other humanoid species, if the GM allows. Each of these species has their own benefits, attribute modifiers, culture, and physical body types that make them so unique, as well as attribute modifiers that are common to that particular species, regardless of the country of origin.

Cultures and physical appearance can vary widely even within the same species, depending on the area of the world in which that culture survives. For instance, an elf from the northern forests may live in a permanent tribal community, whereas an elf from the south might interact often with surrounding countries and cultures, living in great cities.

Elf

Qui'La Fa watched the orc woodcutter party as they lazily trod through the sacred growth. He had kept watch on this group for the last few hours, hidden from sight within the thick undergrowth of the forest. He had heard rumors that the orcs were near the elvish forests, and now that rumor had been confirmed. Judging by this party, the orcs were intent on clearing out some of the oldest and most sacred trees in the wood.

The leader of the orc party, a rather brutish and foul looking creature, seemed to be searching for just the right tree. He intently examined only the largest of the trees, and seemingly not finding a satisfactory one, kept moving deeper into the forest.

Qui'La Fa was alone, but he couldn't wait much longer. Soon the orcs would find their tree and commit an act of savagery against the sacred wood. Finding a place of refuge, the slender elf began to apply the traditional battle paint that all elves of his tribe donned prior to battle. He then strung his ash bow and readied his arrows.

After a few brief moments, the agile elf easily caught up to the lumbering orc party. The leader was again examining a tree, and by its apparent delight, had found one to his liking. He ordered two orc saw wielders forward to start work.

Before the orcs could raise their saw against the tree, Qui'La took action. He quickly let loose two arrows, each striking home on an orc saw-man. As both creatures fell to the ground, the remaining orcs quickly overcame their surprise.

The orc leader brandished his huge, pitted battle axe, and ordered the remaining three orcs into the direction of where the shots came from, hoping to catch the ambusher.

But Qui'La had made these woods his home for a hundred years, and he would not be easily caught. With extreme skill and agility, he evaded detection from the

oncoming orcs, and circled around to their flank. Again he let loose two quick volleys. These arrows also made their marks, and again dropped their targets.

With a roar of rage, the orc leader charged the area where the elf lay. The last orc decided to flee the battle, running in terror from whence it came.

As the orc leader charged, Qui'La let loose two more arrows in rapid succession. The first arrow struck the orc in the abdomen, and the second arrow pierced the orc's thigh.

The orc leader let out a scream of pain and anger, but kept charging, his axe raised. There was only time for one more shot, and Qui'La made it count. As he said a brief prayer to the goddess of hunting, he let his final arrow fly. The projectile zipped through the air in a straight arc, piercing the orc through the eye. The creature stopped its charge for a moment, and then it too fell to the ground in a lifeless heap. Qui'La had done his duty.

The most well known (and seen) of the fairy races, elves are a species that long ago broke off from the shackles of technology and embraced the natural world. Whether elves make their homes deep within forests, in mountain caves, or even in the tundra, their basic philosophy remains the same.

Elves value the natural world highly and every aspect of their life is around maintaining a healthy balance with their environment, wasting nothing. Their homes are built in a way that seems to meld naturally with the environment around them.

Occasionally elves have been known to travel to larger human, gnome, or dwarven cities, but these are rare and are almost always merchants who trade elven crafts for raw materials.

Elves typically stand around five feet tall and weigh 110 pounds. They have very fine features, and can live to be several hundred years old. Depending on the culture and climate, hair and skin tone can vary widely.

An elf character is blessed with infrared sight (the ability



to see different levels of heat) and excellent hearing. An elf will also have the following modifiers towards their attributes: -10 strength, +12 agility, -5 endurance, and +5 luck.

Gnome

Dergirimas slammed the ancient book down in disgust, creating a large cloud of dust. He had been searching for this ancient text for over two years, losing friends and companions who could not survive the journey. Now that he had the book in his possession, he couldn't translate the ancient rune etched in the cover. Without drawing the proper counter-rune, the book would not open, and he was fast losing patience.

"Hurry up!" Urged his last remaining companion, a henchman named Borin. "I can hear the demon coming, and you do not pay me enough for this."

"Sssshhhhh!" Hissed the gnome mage. "I've almost got it." He hastily worked. Just a few minutes longer.

The scratching sounds could be heard getting louder and louder from the dungeon halls. Borin readied his sword, already dripping with the putrid blood of minor demons.

"Got it!" Shouted Dergirimas. The mystic book flung open, the runic writing shimmering in a greenish glow. Just at that moment, the horrific demon appeared at the room entrance. The creature easily stood over 7 feet tall, smoldering bile dripping from its fanged mouth. Boils and tattered hair covered its thick hide, and the creature's glowing eyes seemed to burn the soul.

Borin screamed in a suicidal war cry, charging the hellish beast. With snake-like movement, the demon whipped its tail forward, piercing the poor human through the chest, almost severing him in two.

Dergirimas quickly drew a series of runes in the air; the order had to be perfect or disaster would follow. As soon as he finished the last rune, the hovering writing shot forth towards the demon. As soon as the runes touched the scaled skin, they exploded in a brilliant green light. The

demon screamed in rage as the light quickly enveloped him. In a matter of moments, all that remained of the creature was a pile of dust.

Dergirimas nodded to himself in satisfaction. This book was well worth the sacrifice.

Gnomes are small folk, standing only about three and a half feet tall and weighing less than 65 pounds. Gnomes tend to have larger facial features than other races, with very prominent noses and ears. They are very status driven, and prefer finer clothing and jewels.

Gnomes are also the leading species when it comes to experimentation in both magic and technology. Extremely inquisitive and intelligent, gnomes are masters at harnessing the magical energies around them.

A player who chooses the gnome species will have the following modifiers to his attributes: -15 strength, -5 agility, and +15 to intellect. Gnomes are inherently magical, and thus gain a bonus +10 to any willpower check when trying to resist a magical effect.

Human

Marcus quickly looked around him, eyeing the bodies of the fallen lying in twisted poses. He hadn't known what had overtaken him, and he did not remember the battle that had just taken place. All he did remember was that he was tremendously overmatched when the bandits sprung their ambush.

Glancing now at his own body, he discovered that he had not come out unscathed either. Blood dripped from several wounds, but the huge barbarian did not feel them. Like so



many of his clan, as soon as he was engaged in battle and wounded, a fierce battle-rage leapt from his inner being, turning the man into a savage killing force. Now that the last bandit had fallen, he was able to regain his sense of control, awareness, and unfortunately, pain.

Humans are the most common species, and range in appearance from pale, husky bodies, to tan, thin figures. Think of all the variations to the human species we have now. They all exist in the game world as well.

One thing common among most humans are that they are the most expansionist of the species, and always seem to be finding ways of extending their territory. Humans are also the shortest lived, with an average lifespan of 50 years without magical assistance. This is largely due to the harsh conditions in which they make their homes. Remember, humans on Arcadia don't have access to modern health care like we do today to extend those life spans.

Humans are also one of the only species to be found almost everywhere on the continent. While most live in the kingdom of Shorlorn, they are found everywhere, including the Horde Lands. These humans are often merchants, mercenaries, lone trappers, or slaves.

If you choose to play a human, be aware that they do not have any modifiers to their attributes like other species. Instead, humans will begin the game with two bonus experience points. They can use these to either spend on a skill or save them for later use.

Halfling

"Form up!" yelled Hendrick, commander of the third infantry company. The hundred or so halfling warriors behind him immediately snapped to attention and formed a shield wall.

"Forward," Hendrick paused for just a brief second, raising his banner. "March!" The wall of steel shields and barbed spears began a slow and steady march toward the army of goblin raiders advancing down the hill.

Approaching the halfling formation were hundreds of disorganized goblin barbarians. Hoots and hollers rang from within the horde as they thought they had an easy victory. After all, they outnumbered the halflings nearly 3 to 1.

As the goblins charged down the hill in chaotic fury, they met the halfling formation head on. The shield wall and protruding spears immediately decimated the entire front rank of goblins with no sign of breaking.

"Hold the line!" screamed Hendrick above the uproar.

The goblins continued their mass assault and continued to die in large numbers. The halflings were better armed and armored, and most importantly, were better disciplined.

In most forms of literature, halflings are diminutive, pudgy humanoids who love to eat and cause mischief. But certainly a species

that engages in that behavior wouldn't survive long in a dangerous world. That is why I am of the belief that a creature like a halfling—a creature of short stature that is at an immediate disadvantage—could only survive as a species if they were able to overcome these challenges.

It is for this reason that most halflings are not chubby food loving partiers who live in hovels. Rather, they are incredibly organized and disciplined almost to the point where people think they are ruthless.

Halflings excel at two professions more than any other species: soldier and assassin. Centuries of oppression have toughened the halfling species to one that doesn't have the luxury of playing games or enjoying feasts. They spend most of their time training for war. Every halfling male is drafted into the military at a very young age. In fact, the halfling culture strongly resembles that of the ancient Spartans. They had to take this approach in order to survive.

Due to this mindset, all males in a halfling community are required to spend 10 years of military service as soon as they are of age. Those males who do not possess the skills to be in the military are sent to other professions, which may include mages, farmers, or merchant guilds. Those who show exceptional qualities in all attributes may be drafted into the assassin guild. Regardless, all halfling communities view mandatory service to the community as an obligation for the first 10 years after coming of age.

The physical appearance of a halfling is what you might expect at first. They stand at about three feet in height, and



weight between 60 and 100 pounds. But the similarities end there. Halfings are very lean or heavily muscled for their height, have stone cold expressions, and prefer pragmatism over luxury in every aspect of their life, from homes to clothing. The typical halving lifespan is 150 years.

A halving town or city is built to maximize efficiency with a strong area of defense if attacked. Even a small town will have defensive structures in place, and their army is especially skilled to work with the same efficiency.

A player who chooses the halving species will have the following modifiers affect his attributes: -10 strength, +5 agility, +10 willpower, and -5 intellect. In addition to these modifiers, whenever a halving is fighting next to allies that he is familiar with, he will gain a +1 bonus to his ADP and DDP.

Dwarf

The old dwarven soldier Elias sensed something was wrong. He had stumbled upon this ancient secret passage during one of his patrol duties. After his shift ended, his curiosity led him down this old tunnel, long since forgotten by the dwarven clan.

Thick dust covered the tunnel floor, and the walls were roughly cut, unlike the refined dwarven work found in the main passageways. In fact, Elias doubted that this tunnel was created by dwarves at all.

He had been exploring this tunnel for several hours, although he had lost track of time completely. It was just now that he heard the clicking sound coming from further down. He couldn't gauge the distance accurately, but could tell that the sound was fast approaching.

There was no time to run, as he guessed he was a few miles deep in the tunnel. All he could do was ready his trusted war mace for battle. Just as he set himself in a defensive stance, a huge creature that had the torso of a man but body of a scorpion emerged from the blackness.

Dwarves are short, approximately four feet tall, but are very dense-- weighing up to 250 pounds. Most dwarven men wear long beards and often incorporate designs such as braids or jewelry into the beards as a sign of fashion. Dwarves can also live up to 200 years.

Regardless of where one is born, one common aspect of all dwarves is that they are very clannish and loyal to their own kind.

During the great migration several hundred years ago, the dwarves made their home in or near the Spire Mountain, where they broke into two separate nations. One clan lived within the mountain itself in large underground cities and outposts. The other became sailors and fisherman, making their home in cities along the coast. Both nations have maintained good relations, as often they are called upon to help the other in fighting invaders.

A player who chooses a dwarf as his or her species will gain night vision (see clearly in moonlight) and will have the following modifiers towards their attributes: +5 strength, +7 endurance, -14 agility, +5 willpower, and -3 luck. Dwarves will also receive a bonus +10 to their luck checks when trying to resist poisons or disease.

Attributes



There are six main attributes: strength, agility, endurance, intellect, willpower, and luck. Each one of these affects the character in some way, from providing a combat bonus, to being able to take more damage, to having a better chance of avoiding sticky situations, etc. Each species may have a modifier towards the roll result, as outlined in the species description.

To determine your attributes, you have one of three choices:

- For a broad range of attributes with a high chance of getting a very high or very low number, you can roll 1d100 six times and assign the results in any order you choose.
- For a good mix of averages with the possibility of extremes, you can roll 5d20 six times and assign them in any order you choose.
- The third option for a good set of averages, but with little chance of rolling really high or really low, you can roll 10d10 six times and assign them in any order you choose.

Regardless of which option you choose, once you are completed with rolling up your attribute, you gain an additional 15 points to distribute to any attribute your choose. Your characters are, after all, better than the average person. The only limitation is that no adjustment can raise a score above 100, as that is the highest possible score for a humanoid character.

Strength

Strength defines the physical power of the character; how much he or she can lift, extra damage in melee combat, and how much he or she can carry (see Encumbrance). The Damage Rating Level bonus is added to the base Damage Rating Level rating for the character's melee weapon. For example, a character with a strength of 92 and a broad sword will add a +3 to her weapon's DRL of 8, for a total DR of 11.

Strength	DRL bonus
1-10	-3
11-35	-2
36-40	-1
41-60	0
61-80	+1
81-90	+2
91-99	+3
100	+4

Agility

Agility measures the quickness and nimbleness of the character. The character may also add a modifier to the dice pool when attacking or defending. The dice pool shift modifier is adjusted to the character's base dice pool. For

example, if a character has an agility of 85, and normally has a dice pool level of 4 when attacking and defending, then he would shift his attack and defense dice pool by 2 level for a total of an attacking and defending dice pool of 6.

Agility	Dice Pool Level Shift
1-10	-3
11-35	-2
36-45	-1
46-60	0
61-80	+1
81-90	+2
91-99	+3
100	+4

Endurance

Endurance measures the character's health and ability to perform continuous strenuous activities. Endurance also tells you how much damage your character can take before dying. This is explained in further detail in the *Combat* section of the manual on exactly how this is handled from a game mechanics standpoint.

Endurance	Damage Absorption Level
1-9	1
10-19	2
20-29	3
30-45	4
46-60	5
61-70	6
71-80	7
81-90	8
91-99	9
100	10

Luck

Having a high luck is very important as it may come up in the game where the character would need to rely on this attribute to survive. The most common use of this attribute is when the character will have to make a luck check. This most often occurs when the character gets poisoned, or falls down a pit, etc. The character will be asked to make a luck check against her score. If the roll is equal to or less than her score, then the check is a success. Please reference the *Combat* section for greater explanation on how attribute checks work.

Intellect

The intellect score measures the general intelligence of a character, and may be important for your character depending on which skills she chooses. Spell casting characters would benefit to have a high intellect score, for example.

Characters with an Intellect score of less than 20 cannot learn to read or write, whereas if the score is equal to or greater than 20 are assumed to be able to read and write all languages she can speak.

The skill bonus % is the bonus percentage that you add to your base skill % roll when you attempt a skill, and # skills are the number of starting points your character has to purchase initial skills with.

Intellect	Skill bonus %	# skills
1-10	-10%	1
11-25	-5%	3
26-40	-2%	5
41-60	0	6
61-80	+2%	7
81-90	+5%	8
91-99	+10%	9
100	+15%	10

Willpower

Whereas the intellect attribute tells you how intelligent your character is, willpower reflects the mental fortitude of the character. This is important for things like resisting certain magical attacks and staying focuses when under extreme emotional stress. There are no bonuses from a high willpower, but it is used in much the same way luck would be used.

Movement

This rating describes how far a character can move in combat. The specifics of this rate can be a completely optional rule if you wish. The game can progress just as smoothly by using generalities determined by GM discretion.

For example, if you're not playing with minis or a map, you don't necessarily need to know that character X can move a certain number of feet. The GM can decide to impose a RR penalty to the action of the character if they decide to move a decent distance.

However, if you do use minis, or are inclined to tackle combat in a more tactical approach, you can use the following rules. The table below will tell you how many feet you can move per segment. If the character has an agility score of greater or equal to 75, then an additional 2 feet can be added, and if the agility score is 95 or more, an additional 5 feet can be added.

Species	Feet moved/segment
Elf	10
Human	8
Gnome	5
Halfling	6
Dwarf	5

COURAGE





Note

The Primer will only include level 1 skills. Higher level skills, from level 1-8, are included in the full manual.

Possibly the most important parts of your character are the skills in which they are proficient in. These skills define what types of knowledge your character has, and helps also define what career path that your character has chosen. Skills are separated into four different categories: general, combat, stealth, and magic.

A character that does not belong to a guild has no restrictions to which category of skills they can learn, provided they can find a willing teacher. A character that does belong to a guild enjoys the benefit of being able to learn skills at no monetary cost to them. Reference the Guild section for examples.

Starting Skills

Every character, when initially created, will have a starting amount of skill points determined by their intellect score, as well as one background trait that must be defined at character generation. For instance, if your character has an intellect score of 56, you would start out with 6 skill points in which you would spend on any level 1 combat, general, stealth, or mystic skills. In addition to those 6 skills, you would also start with one trait from the background category. All of these skill points must be spent at the time of character generation.

Every skill has a level assigned to it based on its difficulty rating. The skill costs the same amount of points to purchase as the level number assigned to it. I.e., a level 4 skill will cost 4 skill points to purchase.

Please note that characters must first learn the more basic version of the skill before a more advanced skill can be learned. I.e., a character must first learn novice blades before they can learn adept blades. In addition, no character can learn a skill higher than a level 1 difficulty at creation.

Characters do not need to spend all of their skill points that are awarded to them at the end of an adventure or at main stopping points; they can instead retain them for a skill that they want to purchase later.

Not skilled, but want to use?

If a character tries attacking with a weapon that they are not skilled in, he will use a base dice pool level of 1 for that attack. Note that no dice pool level can shift below level 1. A character who is not skilled in an armor type will only gain ½ of the benefits to WT from the armor chart.

Any other skill that the character attempts will have their base percentage of success be their primary attribute for that skill type divided by 10. Thus, a person who attempts to silent walk, with an agility of 47, will have a 5% chance of success. Keep in mind that some skills cannot be used at all if the character has not learned the skill. Many mystic skills fall into this restriction, such as the four types of

magic, reading magic, etc.

Starting Success Rate

The starting skill percentage is listed right after the skill name in the chart. I.e., the starting percentage for the alertness trait is Intellect divided by 2. If your character has an intellect of 56, then his or her starting percentage would be 28%.

If two attributes are listed, you add them together and then divide by the number. For example, the starting percentage for metalworking would be agility + intellect *then* divided by 2. For you math geeks out there, this does not follow the standard order of operations. So take note.

General Skills

General skills are all of the basic skill sets that are not exclusive to any particular guild. These skills can be learned by any character, regardless of guild affiliation or level of difficulty as long as the character has the available skill points to spend. Any skill point from any category can be used to purchase a general skill.

Background Traits

Unlike the other skills, background traits are abilities that your character has learned from his or her life experiences and are determined when first created. A scout type of character, for instance, might have a background trait in leatherworking.

These types of skills advance in the same manner as other percentage based skills. Players choose one background trait for his or her character at creation.

Additional background traits can be learned later on at the cost of 1 bonus XP point, but at ½ of the normal starting percentage of success, due to it being a newly learned skill, rather than one that has been with the character for years.

Combat Skills

Combat skills encompass the aspects of physical combat, from toe-to-toe fighting to missile weaponry. These skills are generally only taught by combat oriented guilds, although with novice level combat skills it is relatively easy to find a trainer.

Stealth Skills

Stealth skills encompass those type of abilities that are more shady, and possibly illegal, such as lock picking and slight of hand. These skills are much more difficult to learn and find a trainer than combat skills. They are only taught by secret guilds for the most part, but can occasionally be taught by a personal trainer.

Mystic Skills

Mystic skills include all those abilities that stress a high intellect or are magical in nature. These skills are the most difficult to learn, as tremendous training is required to manipulate the magical properties associated with them. Because of this, there are some vital restrictions to learning magic use.

Unless a character chooses a novice mental at first level, they can never spend points to learn any mental magical skills in the future, as this magic is something that

the character is born with. There are a few exceptions to this, but only if the character encounters something in her adventures that would magically grant the ability of mental magic.

Rune magic can occasionally be taught by a wandering master, but mostly it can only be taught in the local universities or mage guilds. Totem magic cannot be learned from a guild or establishment; this magical skill can only be taught by a master directly.

Experience Point (XP) Awards

At any time the GM desires, they may award XP points to the characters. This is usually done at major stopping points or breaks in game play during a campaign. Players may use these XP points to purchase or advance in new skills.

XP points are separated into four categories: bonus, combat, stealth, and mystic. Points from each of these categories may only be used to purchase skills from the same type of category. I.e., If a character has 2 combat XP and 1 mystic XP, and they want to buy a level 3 combat skill, they cannot, as the mystic XP can only be used to buy mystic skills. The exception to this rule is bonus XP. If the GM is pleased with the characters during their gaming session, they might award a bonus XP or two. These points can be used towards the purchase of any skill from any category. Bonus XP are usually given out for excellent role-playing or clever ideas for example.

Percentage Based Skill Advancement

To advance in percentage based skills, there are two options available to the character. They may practice on their own, or through GM granting.

When practicing on their own, after eight full hours of practice, the character will roll against their success rate. If the skill roll was less than or equal to their percentage, then the skill will be raised by 1% to a maximum of 5% more than when the last time they were with a trainer. If a character rolls higher than their percentage, the skill will not increase.

For instance, a character with an agility score of 62 will have a starting pick pocket score of 31%. By practicing by themselves for eight hours, and rolling less than a 32 on the d100, the character will gain 1%, for a new success rate of 32%. The character can raise this score to a maximum of 36% after five days of training. In order for this skill to rise any higher, the character must spend at least 10 hours with a trainer with a skill percentage of at least 5% higher than the character's current percentage. After spending 10 hours in training, the character's skill 5% cap will reset to 0, allowing the character to continue to continue to improve in that skill by themselves for another 5% maximum increase.

The second way of increasing skills is through use. During a campaign, if a character uses a skill often, the GM *may* allow an instant increase to that character's skill %, without the character having to practice.

For percentage based skills, it is allowable to have a skill rating go above 100%

Other Skill Advancement

To advance in other non-percentage skills, such as *novice weapon group—axe/club*, the character must first have the available XP points to buy the skill. Even if the character has the points to spend, they may still not automatically learn the skill; this is determined by the below chart.

A character that has not used a skill very often during game play, but wants to advance that skill anyway as soon as they have enough points, may need to go see a trainer before learning the skill. On the other hand, if a character has used a skill very often during game play, they may automatically be able to learn the next higher skill as soon as they have enough combat XP to purchase it.

For example, a character skilled in *novice pole arm* has fought almost all of his battles with his halberd. As soon as he has 2 combat XP, he may decide to purchase *adept pole arm* with no additional training required.

Skill Used	Time needed for Training
Never	1 month/level of skill
Rarely	1 week/level of skill
Occasionally	2 days/level of skill
Often	1 day/level of skill

The other limitation to learning skills is the current experience title level of the character. Certain skills cannot be learned until the character has accumulated enough total experience points to qualify for experience title level needed for that skill. This rule was created to control munchkinism as mentioned above. The below chart tells you how many total experience points must be awarded for each XP title level, and the maximum point cost of skills that can be learned for that title.

For example, you cannot learn any skill that costs 3 or more points until you have reached the experience title level of Veteran.

Experience Title	Min XP Awarded	Max Skill level
Aspirant	0	1
Adventurer	4	2

There are also other ways in which a character may advance in his or her proficiency with a skill. Many times these might be one time permanent bonuses while adventuring, like drinking from a magical well that might impart a +1 bonus to all ADP or DDP rolls. Another example would be when the character progresses through the various XP titles.

Each time a character achieves the next XP title level, he or she will gain a +1 bonus to all ADP, DDP, and DRL values. This is meant to account for when a character begins to progress towards heroic status, they naturally will become better than those who haven't adventured even if neither character has ever learned a skill in a particular specific weapon.

Background Trait List

Alertness (Luck)
Animal identification (Int)
Appraisal (Int)
Dancing (Agil)
Fire building (Int)
Hardiness
Hunting/Fishing ((Agil+Int)/2)
Juggling (Agil)
Leatherworking ((Agil+Int)/2)
Metalworking ((Agil+Int)/2)
Plant identification (Int)
Sailing (Int)
Singing (Luck)
Slippery (Agil/2)
Tracking (Int)
Weaving (Agil)
Woodsman
Woodworking ((Agil+Int)/2)

General Skills List

Acrobatics (Agil/2)(1)
Animal Empathy (1)
Attribute enhancement, novice(1)
Companion enh, nov (1)
Etiquette (Int+luck)/2)(1)
Extra language (Int)(1)
First aid (Int)(1)
History (Int/2)(1)
Horsemanship (Agil/2)(1)
Leadership, novice (1)
Light sleeper (1)
Navigation (Int)(1)
Rope use (Agil/2)(1)
Smithing, novice (Int/2)(1)
Survival (Int)(1)
Swimming (End)(1)

Combat Skills List

Armor, light (1)
Charging attack (1)
Fortitude, novice (1)
Mounted combat, novice (1)
Power attack (1)
Shield, novice (1)
Single Weapon, novice (1)
Two-handed Fighting, novice (1)
Weapon focus, novice (1)
Weapon group, novice (1)
Weapon general, novice (1)
Weapon & Shield, novice (1)

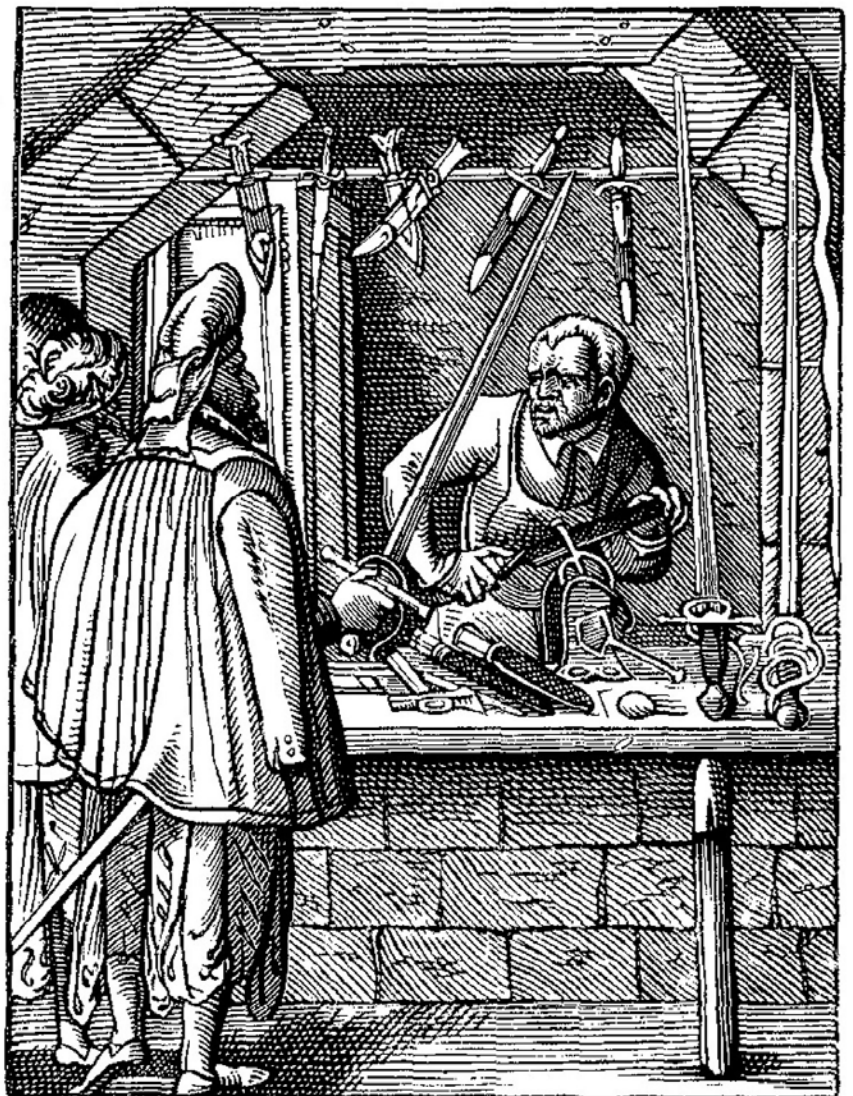
Stealth Skills

Backstab, novice (1)
Balance (1)
Climbing (Agil/2)(1)

Disarm traps (Agil/2)(1)
Hiding (Agil/2)(1)
Lock picking (Agil/2)(1)
Read languages (Int)(1)
Silent walk (Agil/2)(1)
Sleight of hand (Agil/2)(1)
Tracking (Int+Agil/3)(1)
Trailing (Int/2)(1)

Mystic Skills

Channeling, novice (1)
Degree, associate (1)
Enhanced PR, novice (1)
Gemstone, novice (1)
Magic Sense (Int/2)(1)
Meditation (1)
Mental, novice (1)
Mystic Fortitude, novice (1)
Read Magic (Int)(1)
Reiki, first degree (1)
Rune, novice (1)
Totem, novice (1)





Background Traits

Characters may choose one of the following traits during character generation. The base starting percentage is listed below in the chart and is based off the appropriate attribute. From this number, the character would get a one time bonus of +10% to that base starting percentage.

Alertness

The hairs on the back of your neck start to stand up. Something is not right here...

Whenever something that may occur that will surprise the character, the GM will make a secret luck check for the character. If successful, the character isn't completely surprised, and will only suffer 1/2 of the effects of being surprised that another character would suffer.

Animal Identification

Galiphar thinks that it's just a harmless mole rat. But you know differently and let him try to pick it up...

By making a successful intellect check, the character can correctly identify normal animals.

Appraisal

It's time to split the loot. Good thing you're the only one who knows what the stuff is actually worth...

If the character makes a successful intellect check, then they are able to guess the approximate value of jewels and gemstones.

Dancing

Short of money, you and your companions split up to try to earn some coin. At the end of the day, your pockets are full, while theirs are empty. Apparently no one wants to pay to watch someone scrounge for berries.

This character has spent many years dancing, and can perform amazing feats with a successful skill check.

Fire building

The wind is howling, the chill rain is falling, and the mage is out of spells. Good thing they have you around...

The character possesses the knowledge to start fires in very difficult circumstances, i.e., with no tinder box or flint. The character knows all the methods of fire starting, and can successfully start one almost anywhere.

Hardiness

What, that? That's nothing. Just a scratch. I don't feel anything.

A character with this skill has spent their entire life exposed to harsh conditions. Because of this, they will receive a +15

bonus to any luck check required when trying to avoid the effects of poison or disease.

Hunting/Fishing

The big one did not get away.

With a successful skill check, the character will have found the best location and area to hunt game or fish. This could mean that the character has found deer tracks, for instance, or has actually managed to catch a fish.

Juggling

The crowd was enthralled with your skill, not noticing your partner picking their pockets...

The character is very proficient with juggling, and can juggle almost any small item.

Leatherworking

You've just killed the dragon. Korkf suggested saving the hide for armor. If it weren't for you, it would be ruined. Time to renegotiate your share...

This skill allows the character to repair leather items, cure leather, and even to make basic leather items.

Metalworking

With Tala's uncanny ability to attract sword blades, it's a good thing you came along...

The character has spent many years working the fine details of metal, and has skill ranging from blacksmithing to jewelry.

Plant Identification

Before you showed up, half the party became violently ill and suffered various other digestive "issues".

This skill allows the character to successfully identify the type of plant that they are studying.

Sailing

Lost treasure on a deserted island? How do they expect to get there without you?

A character that spends much of their life on the seas will have been skilled in the art of sailing. This may be from acting as a crewman on a large ship to sailing a small fishing vessel. Skill checks are only required when trying to maintain control during adverse environments, like a storm.

Singing

The dancer thought she made a lot of money...

The character is gifted with a melodic voice, and can sing well.

Slippery

You slipped from the grasp of one guard only to be grabbed by another—and promptly slid out of his arms as well...

By making a successful check, the character can succeed in avoid a melee grappling attack upon him or her. This skill does not help or prevent grappling from weapons, only from unarmed combat.

Tracking

The bandits though they could steal from you and escape. Little did they know...

From spending years growing up in the woodlands, they character has learned the art of tracking. With a successful skill check, the character can follow or find a set of tracks. A new check must be made every day, and weather conditions may impose a penalty. Severe rain might give the character a -50% to their chance of success, for instance.

Weaving

Mama always said to have a back up career...

The character can weave cloth fibers into material items, and can repair torn pieces of cloth.

Woodsman

I do not find the stench of the city appealing.

Having spent most of their life in the wilderness, a character with this skill will receive a +10% bonus to any survival, fire starting, plant or animal identification, fishing, tracking, or hunting skill.

Woodworking

As long as there are trees, I have a job.

The character is a skilled carver and carpenter, and can make various items out of wood.

General Skills

Acrobatics (Agil/2)(1)

Whoa! Almost got me there. Almost again! And again! Keep practicing, you'll get it!

The character has studied gymnastics, and can perform various basic tumbles and flips with ease. A skill check is required whenever an unusual acrobatic stunt is desired to be performed, such as flipping behind an opponent and landing on one's feet. This skill will also give the character a +10 to their luck check if the check requires a physical reaction to be made.

Animal Empathy (1)

Put your weapon away, this beast means us no harm.

A character with this skill can feel the general emotions of animals that he or she is in contact with, and can share his or her basic emotions with the animal. This skill is a prerequisite to the *Speak With Companion* skill.

Attribute Enhancement (1)

Hmmm...I suddenly feel luckier!

When the character learns this skill, he or she will gain 10 discretionary points in which to allocate to his or her attributes.

Note that each level can only be learned once. I.e., a character cannot continue to spend 1 point to purchase *novice attribute enhancement* over and over again for each attribute. Also note that no attribute can be raised above 100.

Companion Enhancement (1)

Yeah, I said his name is "Bootsy". Don't let the name fool you. He ain't no easy win...

Once the character learns this skill, his or her companion will gain a permanent +1 bonus to its ADP, DDP, DRL, and DA.

A companion is defined as one specific unique creature. The bonuses do not apply to multiple creatures. In order for a character to create the bond with an animal so that they officially become a companion, they must spend a week together building that relationship.

Animal Training and *Animal Empathy* are both required before these skills can be learned.

Etiquette (Int+Luck/2)(1)

Pardon my barbaric friends, for they do not know any better.

This skill simply means that the character has learned the proper mannerisms and behavior to act in a royal court. The character has studied the best ways to talk with others tactfully, and seems to be quite civilized.

Extra Language (Int)(1)

Shipalima, pyung shin chaengi.

What?

Every character starts the game being able to speak the basic language of their species. For each additional language type that they want to learn, such as orcish, goblin, human, etc..., they must spend one point to purchase this skill. A successful skill check means the character understands what is being said fluently. A failed skill check means the character can only understand bits and pieces of the conversation.

First Aid (Int)(1)

You'll feel a slight pinch...

This skill gives the character the basic knowledge of performing first aid to a target creature. With a successful skill check, the character can reduce the wound category of a wound received by someone who was recently wounded. If the bandages are applied within five minutes of the wound, and the attempt was successful, then the wound will be dropped by one category. Thus, a character who has received a deep wound may have that wound instead become a moderate wound if a successful first aid

check was made. Note that only one attempt per wound is permitted.

History (Int/2)(1)

I seem to recall a scroll about the king's cousin's sister's brother saying there was a secret tunnel...

The character has spent many hours studying the history that has been recorded over the years. A skill check is only required if the character is trying to remember an obscure part of history that is not well known or published.

Horsemanship (Agil/2)(1)

My butt doesn't hurt anymore on this damn beast...

This skill allows the character to ride various types of mounts without the danger of falling off or becoming extremely fatigued. A skill check is only required when the character wants to perform a stunt.

Leadership (1)

Courage is not dying for you country. Courage is making the other poor bastard die for his.

The character has the core values of a charismatic leader. Whenever a morale check is to be made in battle, that check will be made at a +10 bonus as long as this character is leading them.

Light Sleeper (1)

What was that!? Or that!?

An innate ability as opposed to a learned skill, a character who is a light sleeper wakes easily to noises, smells, or other sensations that most others continue to sleep through.

Navigation (Int/1)

Are you sure we're going in the right direction?

With a successful skill check, the character can determine their direction of travel through either the use of stars at night, or by azimuths from landmarks during the day.

Rope Use (Agil/2)(1)

And this here is what I call the double whammy triple decker knot.

The character with this skill has an intimate knowledge of knots and rope tricks. A successful skill check is required if the character is trying a trick, such as lassoing a target creature.

Smithing (Int/2)(1)

You want me to fix what?

A character with this skill knows the very basics of metalworking. With a successful skill check, the character can create crude weapons and armor (-1 shift to the dice pool if used in combat), or other basic items. A failed check will go unnoticed until the character tries to use the item,

where it will break.

armor that is able to be enchanted by mages.

Survival (Int/1)

I don't need anyone but myself.

When this skill is chosen, the character has the knowledge to survive in the wild by living off the land; hunting and finding game or shelter. A successful check means the character has found enough food and/or shelter to survive for one day. For every 5 points that the character succeeded by, and additional person can be supported by this skill.

Swimming (End/1)

Everyone always takes this for granted. I can't help notice how they are all drowned by now...

This skill simply gives the character the knowledge to swim without drowning.

Combat Skills

Armor, Light (1)

Let's just say I'm tired of being stabbed.

The character is allowed to wear light rated armor types. Medium and Heavy armor cannot be worn without learning the appropriate skill for each of those.

Charging Attack (1)

Stand still while I run you through, cretin!

A charging attack is any attack in which the character is on a mount charging forward. The effects of a charge are only applicable if the attacker has ample room to gain enough speed to deliver the attack (generally 4 segments to build up speed where no other actions can be performed. Add this to the RR of the weapon used).

Charges are most commonly associated with lances, or long spears, but it is possible for a charge attack to be done with any other type of medium or larger weapon.

A successful charge attack will inflict an additional 1d4 wounds of the type rolled to the target creature.

Horsemanship and *novice mounted combat* are prerequisites to learning this skill, and keep in mind that the charge will carry the mount and character forward past the target by a distance equal to the movement rate of the beast being ridden.

This is important because for a rider not paying attention, the momentum might carry them into a location that he does not want to be, like over a cliff for instance.

Fortitude (1)

Bah! That doesn't hurt.

The character gains a permanent +1 bonus to her base DA level.

Mounted Combat, Novice (1)

Hello down there, meet my sword!

Any unskilled character who tries to ride a mount and hasn't devoted the time to become proficient in it will suffer drawbacks. The first is that the character may not even be able to control the mount if it becomes seriously spooked. Secondly, the character will become fatigued very quickly, as riding a horse when you aren't used to it is the equivalent of engaging in a moderately strenuous activity (see *fatigue* rules in the *Combat* section). Finally, any attack made from the mount will result in a -4 penalty to the character's ADP roll.

If the character does learn this skill, many of these drawbacks are significantly reduced or eliminated. For one, the character no longer has a problem controlling the mount or suffering from extended fatigue. Secondly, the penalty for attacking from horseback (or any other mount) is reduced to only a -2 adjustment to the character's ADP roll.

Power Attack (1)

Now I'm mad!

One way you can get more force into your attack is to perform a power attack. This can be done with any weapon, and is performed by effectively "winding up" the attack to maximize power. If attempting this maneuver, the character will suffer a +4 shift to his RR.

If the attack hits, then the wound inflicted will be one category higher than what was rolled. If a severe wound was rolled, then one additional severe wound is inflicted.

For instance, a character attacking an ogre with a mace has a normal total DRL of 7 and ADP of 8, going on segment 6. She decides to power attack the ogre. She attacks on segment 10 and hits. She rolls her DRL dice and sees that normally she would have inflicted a moderate wound. Since this was a power attack, the ogre instead suffers a deep wound.

Shield (1)

No, I don't plan on being an arrow pin cushion, thank you very much.

The character is allowed to use shields effectively. Naturally anyone can pick up a shield, but if they do so, will only gain ½ of the DDP benefit unless skilled in its use.

Armor weight requirements must still be met as well. For example, a character skilled in medium armor and shields can wield any shield of a medium rating or lower. He cannot use heavy shields until he learns the heavy armor skill.

Single Weapon, Novice (1)

It's all about flair, son. The ladies love it!

This chain of skills is only applicable when the character is fighting with a weapon in one hand while the other hand remains empty. Through dedication, the character can increase precision and defensive ability as they progress through the ranks.

At novice level, the character increases both ADP and DDP by one.

Two-handed Fighting, Novice (1)

Bigger weapon, more strength—what's not to like?

The character gains a +1 bonus to DRL and DDP.

Weapon Focus, Novice (1)

Any fool can pick up a sword. It takes devotion to use its potential.

Some characters may choose to devote an unusual amount of time in trying to master a particular weapon. This devotion only applies to a single weapon type, and not a group of weapons or even weapons that are similar.

For example, a character may choose to learn weapon focus for his two handed battle axe, but the benefits would not apply to any other weapons, included any other types of axe.

Once learned, this skill would grant the character a +1 bonus to both ADP and DRL when using the weapon. Weapon Focus can be learned for more than one weapon type if the character spends the additional points needed.

Weapon Skills: In order to effectively use a weapon, a character must be skilled in that weapon. There are three ways you can go about this: individual specialization (the weapon focus skills above), general weapon use, or broad group specialization. Each will impact the ADP, DDP, and DRL levels uniquely.

The primary difference between *weapon group type* and *general weapons* is that the group version is more specialized towards weapons that are similar, while general weapons includes anything that can be used as a weapon, including fists, sticks, and rocks. Due to the higher specialization of the weapon group types, you will notice that the ADP, DDP, and DRL values are higher than for just general weapons.

In both cases, weapon group and weapon general are



broken down into novice, adept, skilled, advanced, and master level skills, as described below.

Weapon Group Types: The following groups are available for characters to choose when learning a weapon group. Each consists of several weapons as listed in the description. Any weapon not included in a group means that the weapon is unique and requires separate skill points to learn. A whip would be an example of these types of weapons.

Axe/Club: all axes, maces, clubs, quarterstaff, warhammers, picks, tonfa, escrima stick, and the morning star.

Blades, small: all edged weapons with a blade length of less than 24". Includes sai, jitte, and other blade-like weapons. Does not include pole weapons with a blade of this length.

Blades, large: includes all edged bladed weapons with a blade length of 24" or greater. Does not include pole weapons with a blade of this length.

Bow: all types of bows

Crossbow: all types of crossbows. This is a FREE skill since crossbows are very easy to learn. You can continue to increase this skill like any other weapon group by spending the skill points. Only the novice skill is free.

Polearms: This group consists of all polearms and spears.

Thrown weapons: Includes all thrown versions of weapons, including axes, clubs, and daggers. Also includes darts, javelins, bolos, sling, shuriken, and spikes. Does not include spears other than the light spear.

Weapon Proficiency levels: There are five levels of proficiency that a character can reach with weapons: novice, adept, skilled, advanced, and master. This is true for both weapon groups and weapon general skills. The below charts shows the base ADP/DDP, and DRL and bonus wounds for each level of proficiency. The bonuses in the chart are not cumulative. I.e. a master weapon group of axe/club will have a base ADP/DDP of 11, and a bonus +3 to DRL when using weapons from that group.

General Level	Base ADP/DDP*	DRL
Novice	2	-
Adept	3	1
Skilled	5	1
Advanced	6	2
Master	8	2

Group Level	Base ADP/DDP*	DRL
Novice	3	1
Adept	5	1
Skilled	7	2
Advanced	9	2
Master	11	3

*Bows, bolos, whips, and thrown weapons have a base DDP of ½ of that listed, as they are not as effective in defense.

Weapon & Shield (1)

A shield is so much more than just a wall to hide behind.

This skill set is used when the character is wielding a shield in his or her off hand. By devoting extra time towards this skill, the character becomes more effective in combat when armed with a shield, and may perform a shield bash maneuver.

The shield bash is a maneuver that the character may accomplish once per cycle. This may happen during any of the character's already declared attacks with his or her main weapon in the primary hand. For example, if your character has this skill and you have declared an attack that would resolve on segment 9, you could also perform a shield bash on segment 9 if you haven't already done a shield bash earlier in the cycle.

The base ADP and DRL of the shield bash is 3 for every level of skill that the character has learned. I.e., a character with *skilled weapon & shield* would have a base ADP and DRL of 9 when performing a shield bash. These values are modifiable like any other weapon would be.

Stealth Skills

Backstab, Novice (1)

Hurts worse from back here, don't it?

If the character successfully sneaks up behind an opponent unnoticed, then the character will receive a +4 shift to their ADP level and a +4 to the DRL level for that attack that immediately follows only.

Note that backstabbing is only successful if the character is attacking while the target is unaware of their presence. Simply being behind the target will not grant this bonus, and some creatures may be immune.

Balance (1)

50 feet up, standing on a thin ledge outside the window, the duke (who had just entered a moment ago) in the room is yelling at his wife. And yet you feel perfectly comfortable.

When the character learns this skill, they have increased their sense of balance to the point where any agility check that is rolled would be done with a +10 bonus.

Climbing (Agil/2)(1)

How the hell did you get up here?

The character can successfully climb sheer walls and other surfaces, such as a brick wall or limbless trees. The character can move one foot for every segment passed, and must make additional checks for every 25 feet climbed.

Disarm Traps (Agil/2)(1)

Stand back...

If a trap is discovered, the character may disarm the trap with a successful roll.

Hiding (Agil/2)(1)

Where did he go?

Paired with *Silent Walk*, this skill is employed when stealth is essential. With a successful roll, the character can remain hidden in the shadows, terrain, etc. A new check must be made every cycle (12 segments). Please note that this does not hide the character's smell or sound.

Lock picking (Agil/2)(1)

Give me a second; I got this.

With a successful roll, the character can successfully open a locking mechanism. Only one attempt on the same lock can be made the same character attempting it per hour. Modifiers to the character's chance of success also may be applied depending on the quality of the lock.

Read Languages (Int)(1)

That's not what it says.

By making a successful skill check, the character can discern enough of the writing before him to effectively translate the general subject matter.

Silent Walk (Agil/2)(1)

Didn't hear me coming, did you? Too bad for that, with my knife sticking out of your back and all.

If the character makes a successful skill check, then they can move without making a sound. This skill is very effective when sneaking up behind someone. A new skill check must be made every 12 segments (one complete cycle).

Sleight of Hand (Agil/2)(1)

Who needs a legit job when there are so many people so willing to depart with their purses...

The character, with a successful skill roll, is able to perform sleight of hand tricks, such as picking the pockets of a target or slipping something into a target's drink.

Tracking (Int+Agil/3)(1)

We're not going hungry tonight boys...

This skill is used when one wants to track a quarry in the wilds. With a successful skill check, the character can follow or find a set of tracks, and determine what type of creature made the tracks. A new check must be made every 1d6 hours, and weather conditions may impose a penalty. For instance, severe rain might give the character a -50% to their chance of success.

Trailing (Int/2)(1)

If only people were more aware of their surroundings, I wouldn't have to keep stealing from them.

Unlike tracking, this skill is used in urban environments. A success check must be made if the character is attempting to follow an individual without being noticed. A bonus or penalty may be assessed if the target creature is suspicious or completely oblivious of being trailed.

Mystic Skills

Channeling (1)

See? All that "hand wringing" wasn't just for show. I'd accept your apology, but I bet you find it hard to speak with no face.

Each level of channeling that the character learns will allow them to cast an equivalent level of channeling magic. I.e., *skilled channeling* (level 3) will allow the character to cast level 3 spells.

Degree, Associate (1)

Some of us are smarter than others...

This skill gives the character greater knowledge on mystic powers and history. The character will receive a +5% bonus to any intellect skill check.

Enhanced Power Rating (PR) (1)

Oh...this is going to hurt...

This skill will raise the PR rating of the character by 2.

Gemstone (1)

New age, whatever. It works, so shut up.

This skill allows the character to employ gemstone magic.

Magic Sense (1)

Yeah, there's magic here, but what they don't know...

Whenever the character comes within a few feet of a magical item, she would know that the item is enchanted in some way. The properties still remain unknown, but the character would know if the item was magical or not.

Meditation (1)

Breathe deeply; feel the power build up inside you...

This skill allows mages to regain the ability to cast spells at

double the rate over a mage who is just resting normally.

Mental (1)

All of his buddies are watching him writhe in pain, with no clue it's me doing it.

Similar to other forms of magic, each level of skill learned will allow the character to use the next higher level of mental magic. I.e., a character skilled in *advanced mental* magic (level 4) can cast level 4 mental spells.

However, unlike other forms of magic, this type of magic cannot be learned later on, and must be chosen at character creation.

Mystic Fortitude (1)

Who needs armor when you have magic to protect you?

Traditionally the practitioners of magic do not encumber themselves with the trapping or armor. This typically means that such men and women are very squishy when it comes to combat. Realizing this drawback, many mages have found a way to magically enhance their toughness. When a character learns this skill, he or she will increase his or her WT level by 1 for each category.

Reiki (1)

It's not really "magic" per se, but more spiritual.

This skill allows the character to employ Reiki magic.

Read magic (Int)(1)

One can never have enough scrolls.

One of the most basic skills, read magic allows the character to decipher and read various magical writings. This skill is obviously required for those wanting to learn rune magic or spells from scrolls or spell books.

Rune/Calligraphy (1)

Yeah, it may look all pretty and everything, until it blows your face off.

Each level of rune/calligraphy that a character learns will enable her to learn and cast more powerful rune combinations. Novice level allows the character to cast up to level 5 runes.

Totem/Tattoo/Origami (1)

No, it's not a toy. Call it that one more time and I'll have it fix that problem you have with spending too much money on harlots, if you catch my meaning.

For each level of totem/tattoo/origami magic that is learned, the character can invoke more powerful totems.





Galenar stepped forward past his fellow party members in short, measured steps. The small party faced a band of several slobbering ghouls, who were slowly making their way up the weathered cobblestone towards the trapped adventurers.

"Galenar!", shouted Torin. "Where are you going? Stand behind us, so we can protect you!" Torin raised his two handed sword and tried to grab Galenar.

Galenar whipped his head back and glared at the dwarf. Usually a very kind man, Torin was taken aback by the stern, determined look on Galenar's face. "I know what I'm doing. And besides," Galenar said, "you don't want to be caught in the blast."

Torin was reluctant to let go, especially as the hunched, decayed undead made their way even closer. But the blue light that started to emanate from within the folds of Galenar's cloak made him step back.

The deep, throaty chant was very loud as Galenar closed his eyes and began to concentrate. Within moments, he raised his arms skyward and his chanting increased in volume. Blue and green swirling light began to weave its way around his body in a rhythmic dance of magic.

The ghouls hesitated only a moment, but realizing that they were mere yards from their living prey, they greedily crept forward.

At that moment a sudden blue flash of light shot from within Galenar's robes and enveloped the ghouls. The party members had to close their eyes from the bright light, and when they opened them a moment later, all that was left of the ghouls were several piles of rancid ash that littered the cobblestone.

Altus Adventum offers players a choice of several distinct forms of magic styles to learn: totem, mental, rune, channeling, Reiki, origami, tattoo, calligraphy, and gemstone. Each form of magic is unique in the way it's called forth, and each form may have it's own unique powers. This isn't always the case, however. Calligraphy is almost identical to Rune magic in effect, and Tattoo magic is almost identical to Totem magic. The reason for the difference is cultural. Calligraphy and Tattoo magic is practiced the Lands of the Orient, while Rune and Totem is more common on Algerian.

Characters may choose to specialize in any form of magic, or to dabble in all forms. As long as there is a teacher available, there are no restrictions as to what forms of magic a character may study with the exception of mental. With mental magic, it must be learned at initial character creation unless some unusual event happens that grants the character with mental powers.

For game balance, the restrictions and requirements to cast the spells should be used in the game. However, like many other rules in this manual, you may have the casting costs rules as optional and decide not to use them without adversely affecting game balance too much. For example, for channeling and mental magic, you can forgo the fatigue

cost and armor restrictions for casting spells if you choose. Be forewarned that even though this is optional, you should come up with some sort of house rule to keep balance.

Power Rating

Quite often you will find in the spell description something along the effect of, "This spell lasts 1d4 cycles/minutes per power rating level of the caster." What this means is that the power rating score of the character will have an impact on the potency of spell's effects for many of the spells in this manual.

Power rating itself is calculated based on how skilled a character is in addition to the experience title level of that character. In order to determine your character's power rating (PR), you would add the skill level that your character has with channeling, totem (including tattoo and origami), rune, (including calligraphy), and mental magic to the experience title level of your character.

For example, Belnar is skilled in adept channeling (level 2), novice rune (level 1), and is an adventurer (level 2). Belnar's total PR would be 5.

Spell Fatigue (spell limitations)

Casting spells is both mentally and physically taxing, and a mage cannot cast them over and over again without limit. For channeling, mental, and rune magic, fatigue plays a factor and a character will be limited in the number of spells he or she can cast before needing to rest. Totem, Reiki, and Gemstone magic do not have these limitations, but are limited in different ways as is described within those magic styles' descriptions.

In the chart below, you can see how many PR points it will cost to cast each spell for channeling, mental, and rune magic. PR cost is a bit of an inaccurate label, as when your character casts spells, he doesn't actually lose PR points. Rather, his PR rating lets you know how many spells he can cast before becoming too fatigued to cast any more. As far as the effectiveness of spells, the maximum PR rating is always used.

It is also worth noting that the PR rating is not a separate pool for each type of magic. That is, if your character has a PR of 5, that 5 is the maximum number of spells for all styles of magic combined.

Example 1:

Halidar is an aspirant skilled in *novice channeling* and *novice rune* magic with a PR of 3. Looking at the chart, it will cost two PR points to cast level 1 channeling and level 1-5 rune spells. Because his PR is 3, he can cast a total of 1 spell of either channeling or rune magic before needing rest.

Example 2:

Yarnol is a hero skilled in *advanced rune* and *skilled mental* magic with a PR of 13. Looking at the chart, level 1-2 mental and level 1-10 rune spells don't cost any points—he can cast those as much as he wants. Level 3 mental magic costs one point and level 4 mental cost 2 points, but Yarnol can't cast level 4 mental magic so that is ignored. Level 11-20 runes also cost one point, and level 21-35 costs two

points.

Yamol can cast level 1-2 mental and level 1-10 rune spells as often as he wants, and any combination of level 3 mental and level 11-35 rune spells up to a total PR cost of 13.

PR Cost

Magic Style	Asp	Adv	Vet	Hero	Lord	Lgd
channeling lvl 1	2	1	0	0	0	0
mental lvl 1	2	1	0	0	0	0
rune lvl 1-5	2	1	0	0	0	0

Resting

The way to regain the ability to cast spells again is to rest. This can be done through normal resting, or by using the meditation skill. For every hour spent resting, the character will gain 10% of his PR points back, standard rounding rules apply. Meditation doubles this rate.

That is, if Yamol spends two hours resting, he will gain 3 PR points (2.6 rounded up) back. If he spends the same time meditating, he will gain 5 PR points (5.2 rounded down) back.

Magic Scrolls

Magical scrolls are extremely important for two reasons: they provide a way for mages to cast spells without suffering fatigue (absolutely critical to aspirant mages), and they allow mages to teach other mages how to learn them.

Anyone with the read magic skill can make an attempt to cast a spell from a scroll, but cannot learn it unless they have a high enough skill in the appropriate level of magic needed. Also note that only channeling and rune magic may be used this way.

In order to create a scroll, the character must already know how to cast the spell. It then takes one full uninterrupted hour to inscribe one spell to a scroll. The materials needed to create a scroll range between 5 and 100 gold, depending the difficulty of the spell being inscribed.

Scrolls read to invoke the magic will disappear once read. Scrolls read as a learning tool do not disappear.

Long term effects of magic use

One of the side effects of using magic long term is that the magic will become part of the caster. This change is very slow and sometimes unnoticeable, but there is a change nonetheless.

The change depends on the type of magic used, and is up to the GM as to what the change would be. It is recommended the change be creative, but not too powerful.

Some examples are:

A master of totem magic might develop a special bond with their spirit pet, forming a tattoo of the pet on their body, and thus no longer needing the actual totem to call forth the power. Alternately, the totem master might start to undergo slight physical changes to mirror their pet. I.e., a totem master with a bear spirit pet might get bulkier and become very shaggy and unkempt.

A master necromancer might have the ability to permanently have an icy touch, and will kill any small creature that comes in contact with the mage.

A master fire mage might be able to conjure minor amounts of flame at will, and might develop a resistance to fire.

Overview of the Magic Styles

Totem Magic

Some view totem magic as a very primitive form of magic, but none can dispute the versatility that this magic gives the character. Users of totem magic believe that they can capture the spirits of various creatures in small totems that can then be used to invoke the beneficial power of the creature type.

Totem magic can be invoked by anyone skilled enough to call forth the power regardless of armor worn or any other physical hindrance. The only requirement is that the character must have physical contact with the totem that she wishes to invoke, and the ability to vocalize the calling.

Totem magic is separated into levels of mastery, from novice to master. Characters not skilled in the appropriate level of totem magic do not have the ability needed to call forth the totem spirit.

Creating new totems is a very difficult and closely guarded secret. First of all, the mage must have learned a high enough level of skill to use the totem's desired powers. Next, the mage must spend a lot of time creating the totem itself. Generally these totems are carved out of wood, ivory, or stone, and are small enough to fit on one's hand. Once the totem is created, the mage must spend 24 straight hours in a secret ritual to enchant the item. The power desired must be similar to the animal's natural abilities. Once the ritual is completed, the totem is given a name and the caster may use the totem. For example, a mage wanting to create a totem that enhances their agility might use a monkey as the totem animal.

Mental Magic

More commonly known as psychic powers, mental mages utilize their brain power to achieve their desired powers. Unlike other forms of magic, mental mages must be born with this skill. Thus any character that does not choose mental novice as a starting skill can never learn mental magic. This is especially important for players to understand if they are interested in learning magic styles.

There are very few limitations when trying to cast a mental spell. The character can wear any armor, and even be immobilized. The only requirements is that the character must be of high enough skill to cast the spell, and the character must have a clear mind in which to invoke the power.

The success of mental magic is largely influenced by the willpower attribute. Having a high score in willpower will make it much easier to be effective using mental magic

as many of the spells require the opponent to make a willpower check.

Rune Magic

Mages of this style of magic have mastered the art of creating runes and glyphs to invoke their magical powers. Rune magic is split into two main groups of magic: durational, and instant. Durational runes are those that are drawn, carved, or etched onto an item that empowers that item as long as the runes remain. Instant runes are runes that are generally drawn in the air to create an instant magical effect.

There are a few notable restrictions a mage must follow when trying to invoke a rune spell. The first, is that they must have sufficient skill in which to cast the spell. The second, because runes must be drawn exactly, is that the character must have free range of motion with their arms and hands. Any form of binding or anything else that restricts movement of the hands (like gloves or armor) will often cause the rune spell to fail.

Channeling Magic

Channeling magic is the form of magic that most people are familiar with. Mages proficient in this style channel magical energies around them with incantations and somatic gestures to achieve a desired spell effect. Experienced channelers are some of the most powerful mages to exist.

Similar to rune magic, a mage casting a channeling spell must not only have free range of motion with their hands and arms, but they also must have complete vocal ability as well in order to cast the spell. Because of the wide range of motion the caster must perform when channeling magic, the mage cannot wear any armor heavier than light.



All heavier armor is simply too cumbersome to cast spells effectively.

Eastern Magic

Unlike traditional western magical arts which are known for their flamboyancy, dramatic effects/visuals, and immediate results, eastern magic is more subtle and spiritual in nature. Magic is treated as an art form in the orient, usually incorporating either natural beauty (gemstones) or created beauty (origami, tattoos, or calligraphy).

This is not to say that the magic styles described in the core rulebook are not practiced or found in the Orient, but the styles presented below are an addition or a modification to the magic. They are in fact more common and easier to learn from a teacher as opposed to traditional rune, totem, or channeling magic.

The most significant change that you will notice from western magic to eastern magic is that with two of the styles below, there are not lists of spells that the character learns. Instead, the character learns the particular style, gaining knowledge in all aspects of the magic, and becomes more powerful in that knowledge as they progress.

This is illustrated in the gemstone magic and Reiki style. Once the character learns the basic style of gemstone magic, they have the knowledge to use all types of gemstones that have a magical effect, rather than having to spend XP points to learn each effect. Instead, the effect of gemstone magic will become more powerful as the character spends XP points towards the style.

Gemstone

Gemstone magic is one of the most common forms of magic, and is one of the most easy to find a teacher to learn. The magic works by focusing the inherent magical properties of various stones to cause a desired effect to a creature. The stones are either worn, placed on, or placed around the creature in a specific arrangement that only the gemstone magician knows. Once this is done, the magical properties will begin to work.

By spending one mystic XP point, the character will learn the basics of gemstone magic, and each stone will have the affect as described below. By spending an additional two mystic XP points, wounds will heal two times faster, protections will double, and any bonuses to ADP, DDP, DRL, or DA will be doubled as well. By spending an additional three mystic XP points, all of the above effects will double again. I.e., by spending a total of six mystic XP points towards gemstone magic, the effects described below will be increased by four times.

It must be noted that each individual stone must be put in place by a gemstone mage, and each stone can only have one power. You cannot have a single stone that grants you more than one power at any given time, and you cannot receive the benefits of more than one stone at a time either.

Addiction—Malachite/Peridot

If someone wants to fight an addiction such as alcoholism or drug dependency, they may have a gemstone mage

fashion a necklace with one of these two stones. Basic gemstone knowledge will work for smoking or alcohol, while addictions such as heavy drugs will require at least a gemstone mage who has spent three total mystic XP points towards the style.

Aging—emerald/boulder opal

By fashioning a necklace with both of the above stones worth at least 1000 gold each, the character can slow the effects of aging. The percentage of reduction is equal to 5% per PR of the caster when they make the necklace. Thus, a character with a PR of 16 would slow the aging process of the wearer by 80%.

Allergy—bloodstone, hematite

If a person wears a piece of jewelry fashioned with one of these stones, they will become 25% more resistant to a particular allergy. This piece of jewelry will only work for one specific type of allergy, and multiple pieces would need to be fashioned for multiple allergies.

Assertiveness—Tiger's Eye

When the crushed powder of this gemstone is mixed with wine and drunk, it will grant a bonus +1 to the drinker's ADP and DRL for one hour.

Bleeding—Malachite/Bloodstone

By surrounding a creature with five of these stones, any bleeding will stop, and wounds will begin to close. As long as the creature is surrounded, they will begin to heal and all wounds will be reduced by one category for every hour spent in the circle.

Bleeding—sapphire

A much more potent magical stone, jewelry fashioned out of a sapphire worth at least 2000 gold will have the same effect as the bloodstone or malachite. But since the magic comes from a sapphire, it is much more powerful, and thus more mobile than trying to have the creature surrounded by stones.

Blood Purifying—Garnet/Ruby

By placing ten garnets on the creature lined up in a row, the gemstone mage can effectively cure any poison from a creature. If the character uses a ruby worth at least 1000 gold, he may fashion a piece of jewelry that when worn, will make the wearer immune to poison.

Broken Bones—Topaz/Selenite

The power of these stones may be used to knit and repair any broken bones. The creature must lie on its back, and the gemstone mage must lay 15 stones on the creature from head to toe. The bones will begin to heal themselves at the rate of one small bone such as a finger in one hour, and one large bone such as a femur in 2d4 hours.

Burns—Boji Stones/Chrysocolla

If surrounded by a ring of five stones, the creature will begin to heal any burn wounds at the rate of one category reduction per hour. If the stones are worn as jewelry, they

will grant the character a +5 bonus to luck checks when trying to resist a wound caused by heat.

Communication—Amazonite

If a person is wearing a piece of jewelry containing this stone, they will be able to speak, read, and write a foreign language. Each language requires its own piece of jewelry.

Courage—Charoite/Sunstone

When crushed, mixed with liquid, and drunk, this stone will grant the character immunity from fear for one hour. When worn as jewelry, the character will gain a +5 bonus to any checks when resisting fear.

Fatigue—Barite/Red Calcite

When worn as jewelry, these stones will reduce the effects of fatigue by 10%.

Hearing—Lapis Lazuli

If the character is wearing a pair of earrings fashioned out of these stones, she will have her hearing increased by 25%. This can be very useful in hearing faint noises, but can also be harmful when the character is exposed to loud noises.

Intellect—Imperial Topaz

When wearing a headband, tiara, or crown with these stones imbedded, the character will receive a bonus +5 to her intellect score.

Muscle Aches—Diopside/Jadeite

If the character is surrounded by 12 of these stones while lying down, he will lose any aches and pains in his muscles in 10 minutes. If worn as jewelry, the character can wear armor for twice as long as normal before feeling the effects of muscle pain.

Protection—Amber/Hawk's Eye

Any friendly creature to the mage who is within a circle of these stones will be granted a +2 bonus to their DDP rating. Any creature wearing a piece of jewelry with these stones will receive a +1 bonus to their DDP rating. The effects of this power is not stackable. The character only gains the benefit from either one piece of jewelry or from the circle, not both.

Psychic Development—Azurite/Iolite

Any creature wearing a headband, tiara, or crown with these gems will gain a +5 bonus to any willpower checks when using mental magic, and any target will receive a -5 penalty.

Sight—Obsidian/Jade/Topaz

Any creature wearing a piece of jewelry made from any of these stones will gain a 25% enhancement to his or her sight including range and detail.

Smell—Hessonite Garnet

Any creature wearing a piece of jewelry with this stone will have his or her sense of smell increased by 25%.

Telepathy—Selenite/Apophyllite

If a character is wearing a headband, tiara, or crown with this jewel, she will be granted the ability of telepathy up to a range of 100 feet.

Vitality—Garnet/Sunstone

When worn as a piece of jewelry, these stones will grant a +1 bonus to the DA level of the wearer.

Warming—Ruby/Garnet/Zincite

Any character wearing a piece of jewelry with any of these enchanted stones will be immune to cold.

Reiki

Reiki is the art of using one's personal chi to send healing magic through the body. It's a very simple form of magic, and only encompasses the healing power. It cannot be used for harm.

There are three degrees of Reiki. The first degree is learned when the character spends one mystic XP point. When the character spends an additional two mystic XP points, they will achieve the second degree, and by spending an additional two mystic XP points (total of 5), they will achieve the third degree.

The differences in degree are thus: A first degree will be able to heal themselves and others through touch. A second degree will be able to heal others at a distance of 10 feet per XP title level, and a third degree will be able to pass along the knowledge to others and can teach them Reiki.

All degrees of Reiki can perform the following magic skills regardless of degree:

Heal body

For every ten minutes spent focusing on the body, the target creature will have 1d4 wounds of the character's choice reduced by one category. Only second degree characters can do this to deep wounds, and only third degree Reiki can heal severe wounds.

Purge Toxin

By spending time focusing the healing energy, the character can neutralize any poison or disease from the target creature. Poisons are cured within 10 minutes, and diseases are cured within one hour. Only third degree Reiki can cure magical diseases such as lycanthropy.

Heal Spirit

By spending an hour focusing, the character can cure a target creature of mental afflictions. Third degree Reiki can perform this skill in half of the normal time.

Origami

Origami is treated the same way as totem magic in the core rules. The only difference is that the totems are made from paper rather than carved from wood, ivory, or stone. It is learned and advanced the same as totem magic.

Tattoo

Tattoo magic is treated much like traditional totem magic. The biggest difference is that the mage calls the totem power forth from various tattoos he has had placed on him. Obviously there is no need for the caster to carry animal totems, which is a clear advantage. However, creating a tattoo totem is more time consuming, and is clearly identifiable to others. The biggest restriction, however, is that in order for a tattoo totem to be called forth, it must be exposed. Naturally this limits the wearing of armor and other clothing that would cover the tattoo.

Novice tattoos are between 1"-3" in size and take approximately an hour to be placed on the caster.

Adept tattoos are between 3"-5" in size and take approximately two hours to be placed on the caster.

Skilled tattoos are between 5"-8" in size and take approximately five hours to be placed on the caster.

Advanced tattoos are approximately 10 inches in size and take approximately twelve hours to be placed on the caster.

Master tattoos are one foot in size and take approximately 24 hours to be placed on the caster.

In all cases, only a tattoo mage skilled enough to call forth the totem can successfully place a tattoo. It is recommended that the player keeps a note of the location of where each tattoo is located at. Using a front/back silhouette on the character sheet is excellent for this purpose.



Calligraphy

Calligraphy is the art of the written word. To the calligraphy mage, it's much more than putting down a symbol to convey a message of a word or object. To them, it's about forming something of beauty and purpose. The calligraphy mage has learned the art of going above even this beauty into creating something that has a tangible power.

In terms of game play, calligraphy is treated the same in all aspects of rune magic in the core rules with the exception that the caster must have a vial of ink and brush on them. Once the symbol is finished, it spring off the page (if applicable) and be treated as a typical rune from the core rules.

Because of the nature in which calligraphy magic is invoked, casters of this magic do not suffer the draining of energy like casters of traditionally rune magic suffer. Therefore, a rune mage of calligraphy can cast spell after spell, as long as they have ink and something to write on.



Channeling Magic

Of the different types of magical arts, channeling is the most common. It can be cast without the need of any other specific items unlike totem magic, it is faster to invoke the spell effect unlike rune magic, and it can be learned by anyone unlike mental magic. It's for these reasons that finding a master to study under is more easily accomplished.

Channeling is not without drawbacks however, as not only is a user limited to the spell types by the level of experience they have in the skill, but they are also limited in how they can invoke the powers of these spells. Channeling spells are some of the most powerful spells in a wizard's repertoire, but have some of the harshest restrictions. In order to effectively channel the magical energies around them, casters of this magic must be able to make incantations and elaborate semantic gestures.

Because unhindered range of motion is required, a mage cannot cast any channeling spell while being bound in any way or if encumbered in any armor heavier than light rated.

As mentioned above, an advantage of channeling magic is that it is faster than any other form of magic. Level 1 and 2 channeling spells have a RR of 5, level 3 and 4 spells have a RR of 6, and level 5 channeling spells have a RR of 7.

Level 1 Spells:

Create Water

This spell allows the caster to create one quart of pure water per channeling skill level of the character. Thus a caster skilled in advanced channeling can create up to 4 quarts of water with this spell.

Drowsy

When this spell is cast, the mage chooses up to as many targets equal to their channeling skill level up to a range of 100 meters. Each target selected must make a willpower check or immediately fall asleep for 3d6 minutes or until woken up.

Energy Whip

This spell creates a 15' long tendril of magical energy to appear in one of the caster's hands. This eerily glowing whip will remain until dispelled, and can be used in combat with a base DRL of 8. The base ADP and DDP of the whip is equal to the highest ADP/DDP level of an existing weapons skill that the caster already possesses.

Grasping Plants

This spell will cause the vegetation within the area of effect to begin to move and grasp any surrounding objects. The plants will be successful in stopping any creature that does

not make a strength check for every 5 segments that they are in the area. If there are larger plants, such as trees, a penalty to the strength check may be enforced. The caster can enchant a 5' radius area per channeling skill level up to a range of 15 meters away per channeling skill level.

Heat Object

When invoked, this spell will allow the caster to choose one item per channeling skill level (up to 200 lbs per item) to heat up. The item(s) chosen will begin to heat at a rate of 10 degrees F every segment to a maximum temperature of 200 degrees. This spell will last as long as the caster maintains concentration.

If used on armor that is being worn, the creature wearing the armor will suffer 1 minor wound per 5 segments that the armor remains heated as soon as the armor reaches a temperature of 160 degrees.

Light

One of the simpler spells, this power creates a small globe of light in the palm of the caster. The light has the brightness of a torch, but does not emit heat. The globe of light will remain for 1d4 hours, or until dispelled by the caster.

Magic Shield

When this spell is cast, a 3 foot wide magical shield will appear in front of the caster. This shield will move on its own accord to help block attacks directed at the mage, and does not need the mage to concentrate for its upkeep. The shield, often appearing as transparent with a slight glow, also does not need the caster to wield it, allowing both arms of the caster to remain free.

While in effect, this shield will raise the base DDP of the caster by 1d4 points for a duration of 1 cycle per caster PR.



Minor Illusion

The caster may create any visual illusion of up to 10 feet in height/width/depth per experience title of the character. This illusion will be visual only, with no auditory, thermal, or smell to it whatsoever. The caster must maintain concentration during the entire duration, or the illusion will fade.

The illusion also cannot affect any object physically or cause harm by itself.

Spike Shower

Upon completion of this spell, the caster conjures one large spike for every 3 PR to appear hovering in front of her. The spike(s) will then streak towards a selected target up to 30 feet away, attacking with an ADP of 3 and DRL of 4. Each spike will disappear at the end of the attack.

Wall of Fog

When the caster completes this spell, they will create a wall of fog 5' long, 5' tall, and 1' thick per PR of the character. This wall will block the vision of any creature trying to peer through the wall, including heat and infrared vision. The spell will last for 1d4 minutes per PR level, or until dispelled. The wall can be created in any orientation up to 50 yards away from the caster.

Mental Magic

The main benefit to using mental magic is that the character does not need any type of verbal or somatic action to call forth the power. The character simply needs to be able to concentrate on their power to invoke it. The main drawback is that the character cannot perform any other actions while actively engaged in performing a psychic ability. A huge benefit to mental magic is that unless otherwise noted in the power description, all mental magic has a RR of 5.

Willpower Checks

Many mental magic spells will require the target make a willpower check or they will suffer the effects of the spell. Normally this is done like any other attribute check. However, if the spell they are resisting is coming from a mental mage, the target may suffer a penalty depending on the willpower of the caster, as illustrated below:

Mage's Willpower	Target's modifier
1-25	+20
26-40	+10
41-50	+5
51-70	0
71-80	-5
81-90	-10
91-99	-15
100+	-20

Level 1 Powers:

Anticipate Attack

This power will enhance the senses of character, allowing them to better avoid oncoming attacks. The caster does not need to maintain concentration, and will receive a benefit of +1 to their DDP rolls for the entire duration. The effects of this spell will fade after 2d4 minutes.

Cell Repair

When this power is invoked, the caster can heal wounds inflicted upon others or herself. The mage must maintain concentration throughout the entire process in order for the wound to be healed. Each use of this power has a RR cost of 8, and will reduce the severity of a wound by one category.

Comprehend

For the duration of this spell, the caster can understand and speak any humanoid language they choose. This spell will last 1 hour per experience title of the character.

Enhance Attribute

By focusing willpower, the character can literally enhance their strength or agility to superhuman levels. When the character channels this power, they may either increase their strength or agility by 2d10 points for a duration of 2d8 minutes.

ESP

This power allows the mage to read the thoughts of a target creature. The caster must be able to understand the same language of the victim in order to be most effective. There is no range to this power, but the caster must be able to have visual contact with the target. This spell will last 1 hour per experience title of the character.

Guide Strike

The character will use this power to enhance their combat ability, raising their ADP rolls by +1. The spell does not require caster concentration, and will last for 2d4 minutes before expiring.

Manipulate Fire

By concentrating, the character can manipulate the movements of flame to seem to dance in any desired direction. Any flame source may be manipulated, but the caster cannot move the source itself. The caster can also cause the flame to lash out. The size of the flame whip depends on the size of the source fire. A torch or small campfire can be used to create a flame whip of 6" or so. This is up to the GM discretion. This power will last as long as the caster maintains concentration.

Minor Suggestion

When the mage invokes this power, he selects a target creature to be a victim. The victim is allowed to attempt to make a willpower check to avoid the spell effect. If the check fails, then the victim will be subject to the full effects

of this power, as long as the victim can understand the suggestion that is being placed in its subconscious.

This spell allows the caster to plant one simple one-sentence suggestion into the subconscious of the target. The target isn't required to go through with this suggestion if it is completely outrageous, such as a suicide order, but will think that the suggestion is a good idea, and will generally follow through with the order. Common suggestions are having the target leave the area, or unlock a door, or sit down, etc.

The target must be within visual contact with the caster in order for it to be a valid target.

Resist Hunger

Unlike other psionic powers, this power does not need to maintain the concentration of the caster. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

While the caster maintains this power, they are immune to the effects of hunger. However, once they cease to maintain the upkeep, they will be twice as hungry as normal. Also note that this spell will not eliminate the body's need for nutrients; it only eliminated the physical feeling of being hungry.

Resist Fire/Ice

While the caster maintains this spell, they are protected against all forms of fire or ice (can be switched at the RR cost of the spell). This protection will reduce any damage that the character may have received by two categories. Thus, if a character is burned for a moderate wound while maintaining this spell, the wound would instead be protected and not inflicted. This spell does not need the caster's concentration in order to maintain upkeep. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

Rune

Rune magic is one of the most versatile and studied forms of magic in the realms. A clever and imaginative player and GM can come up with hundreds of combinations of rune magic spells. The only limitation is imagination alone.

Runes are separated into elemental categories of fire, water, air, earth, and life. These individual runes are then either used by themselves, or most often in conjunction with other runes to create a magical effect.

One of the most beneficial aspects of rune magic is that there is no limit to the amount of spells a mage may cast other than level limitations. The main drawback to rune magic is that it is very time consuming to cast.

A single rune will have a RR cost of 4. For each additional rune added to the spell, the RR goes up by 2. I.e., a rune spell that includes 3 separate runes would have a RR cost of 8.

Rune magic is also unique in that there are no real set affects that the magic will invoke. A rune mage creates more

powerful spells by placing together various combinations of basic runes. This gives the player a tremendous amount of flexibility, but should be discussed between the players and GM beforehand in order to reduce any discrepancies of interpretation.

As stated earlier, runes are also categorized into durational, and instant. An instant rune is a spell that has an instant effect that does not last longer than one segment. A durational rune spell is any spell that has an effect that lasts longer, as explained in the rune description. Unless otherwise noted, durational runes will typically last for 1 hour before being worn off.

If an instant and durational rune are combined together, ALL runes will remain until the longest durational rune in the set is completed.

I.e., if you have an instant spark rune combined with a durational breeze rune, the spark rune will remain and not get "set off" until the breeze rune completes it's duration or strikes a target. Sometimes the practical application of this rule may become a murky gray area. During these times, it is up to the GM's discretion on how the spell will react.

When a character first learns rune magic, they will begin with 1d4+1 runes that they have learned. Learning rune magic is very difficult, as the runes drawn have to be exactly as taught, or the rune will have no magical effect. Also because of this, it is nearly impossible for the character to use rune magic if they are being jostled or are moving. They cannot be cast while engaged in physically strenuous activity, like melee combat.

It usually takes a student one full day of studying a rune per level of difficulty to memorize that rune so they can use it in the future. This time frame is a one time cost, and doesn't need to be repeated after the rune is initially learned.

Rune spell level difficulty is determined by adding up all of the individual rune difficulty levels. Thus, a mage casting a rune spell that involves two level 1 and one level 3 rune, will have an overall spell level of 5.

Unless otherwise noted, all rune spells used in combat will have an ADP of 3 for level 1-5 spells, an ADP of 5 for level 6-10 spells, an ADP of 8 for level 11-15 spells, an ADP of 11 for level 16-20 spells, and ADP of 14 for level 21-30 spells, and a base ADP of 16 for any spell higher than level 30.

Example of Rune combinations:

A mage combines a spark, breeze, and burst rune to send a burning rune out towards a target at a movement rate of 30, up to 100 feet away. When the rune gets to its target, it explodes in a 5' radius of flame. All creatures in that radius will have to defend against an ADP of 3, or suffer damage according to the die result of a DRL of 4. The three runes involved give the total spell a difficulty of level 4, with a RR of 8.

A hero caster wants to combine a spell focus rune (lvl 10), icicle (lvl 4), and gust (lvl 6) rune to create a spell of level 20 difficulty (RR 8). The icicle will travel towards its target at a rate of 50 up to 100 yards away, shattering on impact with an ADP of 13. If the icicle hits, it will inflict two wounds equal to a DRL of 10.

An aspirant combines a heat rune with an illuminate rune for a spell that has a difficulty of level 2, and creates a rune spell on the ground that emits both light and heat, remaining until dispelled or disturbed.

Breeze (air-durational) lvl 1

This spell creates a force of air that travels away from the caster at a movement rate of 10 feet per segment, up to a distance of 100 feet. This rush of air is enough to blow out small sources of flame, such as a candle or torch, but not enough for a campfire.

Cold (air-durational) lvl 1

When this rune is completed, it emits a wave of cooling air that lowers the temperature within a 5' radius by 10 degrees Fahrenheit.

Heat (fire-durational) lvl 1

Similar to the cold rune above, when this rune is completed, it instead emits heat, raising the temperature of everything within a 5' radius by 10 degrees Fahrenheit.

Illuminate (fire-durational) lvl 1

This rune, when drawn upon an object, begins to illuminate with an magical light that will as bright as a lit torch. This rune lasts one day, or until erased. It emits not heat.

Poison Resistance (life-durational) lvl 1

When this rune is drawn upon a creature, they become much more resistant to toxins and poisons. Any luck check rolled while this rune is in effect against poison will be made with a +10 bonus. The rune will last for 1d6 hours or until wiped off.

Spark (fire-instant) lvl 1

This basic fire rune, when drawn in the air, begins to appear as if it is alight. The flame is generally 6" in height, and can be grasped by the caster to be used to set things alight, or if used in combat, inflict damage with an DRL of 4.

Protection (air-durational) lvl 2

In order for this rune spell to be effective, the caster must create a large circle of these runes. The circle must be complete, and takes an average of 1 hour per 10' radius of the circle to create. Once completed, any creature that passes through this circle will set off an audible alarm.

Bloodsign (life-durational) lvl 2

This power is invoked when the caster draws the rune upon a weapon using a creature's blood. Once the rune is complete, the weapon will receive a +1 bonus to its base DRL and the wielder's ADP whenever it is used against the species of the blood type used. This rune will last for 5d10 combat segments before wear and tear make the rune unusable.

Caster's Mark (life-durational) lvl 2

This rune can be drawn on any object, and will remain invisible until the original caster wills the rune to become visible. This rune will last indefinitely until ruined or drawn

over.

Burst (air-instant) lvl 2

This spell will cause any other rune(s) combined with it to burst in a 5' radius, afflicting all within the area of effect with the effects of the other runes involved.

Nature's Touch (earth-durational) lvl 3

When this rune is drawn upon a creature, they will have their natural healing rate doubled as long as the runes are intact. These are sensitive runes, and may lose their effectiveness from simple blurring if the creature sweats a great deal, is washed, wrestled, etc.

Moisten (water-durational) lvl 3

Whenever this run is drawn upon a container, it will disappear and one quart of water will appear inside the container.

Open (earth-instant) lvl 3

This rune will cause any locked container or door to become unlocked once drawn on the container or door. This rune will not unlock magically locked objects if the caster who put the lock spell on is a more advanced experience title as the character.

Lock (earth-durational) lvl 3

The opposite of Open, this rune will lock any container or door once the rune is inscribed. The rune will last until the object is opened.

Icicle (water-instant) lvl 4

This rune, once drawn in the air, will immediately become solid ice with sharp edges. If used in combat, it will strike with a base DRL of 8, but will shatter once the first successful hit is struck.

Blaze (fire-instant) lvl 5

Much like Spark, this rune will begin to be engulfed in flame once drawn, up to 1 foot in height. It too, may be used to set things alight, and if used in combat, will have a base DRL of 7.

Totem/Tattoo/Origami

There are two main ways to invoke totem magic, but both involve the use of small carvings of a totem creature, tattoo, or origami figurine (depending on the style of totem magic being used). The first type is the actual summoning of the creature spirit itself, which manifests into a semi-transparent version of it's normal creature appearance. The second type is calling forth aspects of the animal spirit to give a magical benefit to the caster.

In order to invoke these powers, the caster holds forth the totem they want, and will call forth the name of the totem they hold or they will touch the appropriate tattoo. Each totem, when created, will have a specific name given to it, and totem mages will treat this new item with the same

reverence as they would an actual valued animal. Totem casters strongly believe that in order for them to continue to use the animal spirit's power, they must respect the totem. The duration and number of times a particular totem can be called forth varies on the power level of the totem, and as described by the spell effect.

Regardless of the actual totem style (totem, origami, or tattoo), novice powers have a RR of 5, adept have a RR of 6, skilled have a RR of 7, advanced have a RR of 8, and master powers have a RR of 9.

Novice Totems:

Armadillo

The armadillo totem, when called forth, will cause the caster's skin to begin to shimmer and appear slightly scaled. This power will absorb one wound of each category before being dispelled, but can only be called forth once per day.

Bull

The powerful bull totem will grant a bonus of +10 to the caster's strength score. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

Curse

This totem most often appears as a simple carving or doll of the person that the character wants to curse. The basic curse is a level 1 totem, although the effects of the curse are limited by the character's skill in totem magic.

For characters skilled in level one totem magic, a typical curse might be one that reduces a particular attribute by 1d4 points temporarily, or may cause unsightly blemishes on the victim's skin.

Characters skilled in level 2 totem magic might be able to curse someone to suffer -1 to either their ADP, DDP, or DRL for a limited time period.

Characters skilled in level 3 totem magic may invoke a curse that strikes down the victim with illness for a limited time period. This illness cannot be fatal, but will incapacitate the victim.

Characters skilled in level 4 totem magic can reduce an attribute by 2d20 points, or make the target suffer a -3 to either ADP, DDP, or DRL, or invoke a curse that can either hideously disfigure the victim for long periods of time.

Characters skilled in level 5 master totems can invoke a curse that will in some way bring about the targets death within 1d4 weeks.

Note that all curses will cease to exist or can be prevented by the caster's death. In addition, a curse can be removed by a totem mage of an equal or higher skill as the original casting mage.

Fox

The wily fox totem will grant a +10 bonus to the character's luck score when called forth. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

Gecko

This totem power will grant the caster the ability to climb walls like a gecko. The caster's fingers and toes will become super sticky for a duration of 2d4x10 minutes. The character will be able to climb any surface that isn't greased. The gecko totem can be called forth up to five times daily.

Monkey

When invoked, the monkey totem will grant a bonus 10 points to the caster's agility. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

Mule

This totem will grant a bonus +10 to the character's endurance score when invoked. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

Owl

The owl spirit will grant the caster a bonus +10 to their intellect score. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

Rabbit

When the character invokes the power of the rabbit, they will be empowered with a great leaping ability. For 1d4 hours, the character can leap up to 25' in any direction. This power may be called forth twice per day.

Raven

The raven totem, when called forth, will change into an animate bird and will follow the mental commands of the caster. This bird can travel up to 1 mile away in any direction, and be called forth or dismissed at any time. The caster can also see through the bird's eyes at will, but cannot see through their own eyes at the same time.

Spirit pet

This power is one that calls forth a spirit form of the creature to act as a companion to the caster. The animal appears just like their normal animal description, except that they have no color and are semi-transparent. The animal can be of any natural species. The attributes for this animal, regardless of species, are as follows: DA: 3 ADP: 3 DDP: 4 DRL: 3 RR: 6.

The spirit animal can be called forth and dismissed at will, but if the spirit form is killed, then the totem will forever be destroyed. If the spirit animal spends a full 24 hours in totem form, then all of its wounds will be healed.

Wolf

The power of this totem grants the caster a base 75% of successfully tracking a creature(s). Please note that weather conditions may help or hinder this percentage. The power can be called forth ten times a day, and will last for one hour before fading.



Equipment

Containers Cost

Chest, large wooden 15
Chest, small wooden 8
Flask/empty 2
Flask/oil 5
Pack, large 7
Pack, small 4
Pouch, large 2
Pouch, small 1
Sack 3
Saddlebags, large 25
Saddlebags, small 13
Waterskin 1

Clothing

Belt 1
Bodysuit 5
Boots, small hard 3
Boots, small soft 5
Boots, tall hard 7
Boots, tall soft 9
Cloak, cotton hooded 5
Cloak, cotton 4
Cloak, fur hooded 11
Cloak, fur 8
Cloak, holocaust 9
Coat, jacket 6
Coat, winter 12
Gloves, hard leather 3
Gloves, soft leather 4
Hat 1
Robe 7
Shirt 2
Trousers 2
Vest, cloth 3
Vest, leather 5

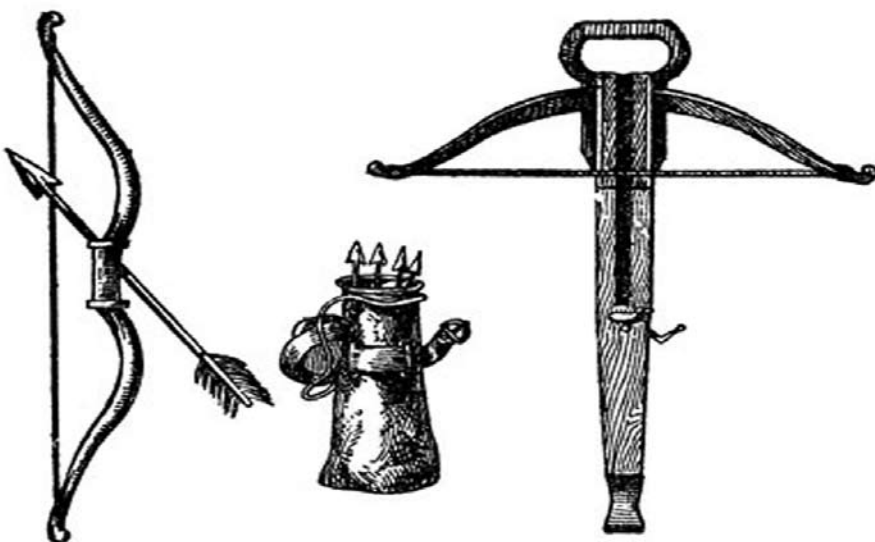
Livestock

Cat, domestic 4
Cat, exotic 2500
Chicken 1
Cow 25
Dog, guard 15
Dog, small domestic 9
Donkey/mule 30
Horse, draft 100
Horse, riding 175
Horse, war 550
Ox 30
Pig 7

Adventuring Supplies

Antidote 15
Bedroll 3
Bit&bridle 10
Blanket 4

Blanket, winter 7
Candle, 1 hr 1
Chalk, 6"x1" 1
Hammer, small 2
Journal, 15 pgs 10
Lock pick set 15
Lock, basic 5
Lock, well made 15
Pen and inkwell 7
Rations, 7 days 10
Rope, 50' length 5
Saddle blanket 5
Saddle 25
Shovel 4
Spike, metal 5 ea 6
Spike, wooden 5 ea 1
Spyglass 35
Tent, 2 man 10
Tent, 4 man 18
Tent, 8 man 30
Tinder box 3
Torch, 5 ea 1
Twine, 100' length 2
Wax, 6 oz 2
Whetstone 2



Equipment Descriptions

Unless you're a weapons and armor historian, some of the weapons and armor used in this manual may seem foreign to you. What's the difference between a rapier sword and an estoc? What's the difference between a hauberk and a mail suit? These pieces or arms and armory will be explained here below.

The Orient provides some very unique and highly crafted types of equipment. Oriental weapons and armor are included in the weapon and armor tables along side of western weapons and armor with no distinct separation of the two. However, it should be noted that in your game world, the chances of finding Oriental weapons or armor in a Western themed game setting are very slim. The reverse is also true.

While not prohibited, it is highly recommended that you do not combine the two unless there is a very good reason for the exception. The reason for this is that Oriental armor, with the technology advances in creating it, were generally more effective than western armor. An armor made out of folded paper and laminate offers similar protection as plate mail, but at a much lower cost and is much lighter. So if you combine the two cultures together into one, there may be balance issues.

While Oriental weapons and armor aren't specifically identified as such in the tables, you can get a pretty good idea if it is from the Orient by the name and description.

As mentioned in the Common Terms section at the beginning of the book, new characters start with 50 gold worth of equipment, plus an additional 1d10 gold and 2d10 silver.

Armor Descriptions

It goes without saying that armor played a vital role for anyone who planned on going into battle. Even a minor piece of armor was used if available, because armor helps protect you from damage. These are pretty obvious observations.

In this section are included armors of light ratings only from a traditional western viewpoint. The full manual lists all types of armors, including those from the Far East.

From a simple standpoint, armor is broken down into four different categories: light, medium, heavy, and shields. This categorization matches the skills needed to learn to wear each type effectively (see SKILLS section).

With the exception of shields, all the other types of armor give the character a benefit of being able to withstand more damage before dying. Shields help the character avoid the blow from landing by increasing the DDP level of the shield bearer.

It is worth explaining just how armor affects the wounds a character can take. On the surface, the theory that armor will help absorb hits and reduce the damage makes complete sense. The trick is how this is handled from a mechanical standpoint in the rules.

You may have noticed that without armor, your character can withstand a certain number of wounds based off of his or her damage absorption level. You will have also noticed that certain armor types will grant bonuses to each of those categories. The armor itself doesn't make the character tougher, but it is a way of accounting for how the armor reduces the severity of wounds that your character may have taken.

Armor Type	Cost	Rating	Wound Threshold Bonus			
			Minor	Moderate	Deep	Severe
Barding, leather	150	L	2	2	1	1
Helm, Skull-cap	5	L	1	1	0	0
Leather, Hard	15	L	2	2	1	1
Leather, Soft	20	L	2	1	1	1
Padded	10	L	1	1	0	0
Shield, Light	15	L	+1 DDP			

As a general rule, pieces of armor cannot be worn over each other to gain additional benefits unless it makes sense. I.e., a character won't be able to wear a studded leather suit underneath a mail suit and get the benefits of both. That's just too unwieldy. Additionally, a full suit of plate mail armor already has a chain suit underneath, so you wouldn't get any addition benefit by wearing another suit of mail.

In the chart below, you will see the armor type, the cost in gold to purchase it in a normal market, and size rating (light, medium, or heavy), and the bonus it gives to your wound threshold in each of the wound categories. I.e., an armor that gives a 2/2/1/1 bonus to wound threshold means you can take two extra minor and moderate wounds, and one extra deep and severe wound while wearing the armor.

Barding: Barding is armor that is created with the purpose of being worn by mounts, most commonly horses. The prices in the chart reflect barding for a horse sized creature. The price may go up or down depending on the size of the actual mount.

Helmet: All helmets, regardless of size, are designed to help protect the wearer's head from damage. Helmets offer best protection from slashing type weapons, but unless they are padded effectively, they offer little protection against bludgeoning weapons.

Small helms, also called skull-caps, are little more than a metal cap that covers the top and back of the head. The WT bonus listed only applies to minor and moderate categories. Medium helms extend this protection to cover most every part of the head except the eyes, nose, and mouth. Great helms cover the entire head, and are complete with visors. With added protection comes added cost. Skull caps have no disadvantage to them, but medium helms limit the hearing of the wearer by half of normal. Great helms not only limit hearing, but they also dramatically limit sight to a narrow tunnel vision capability.

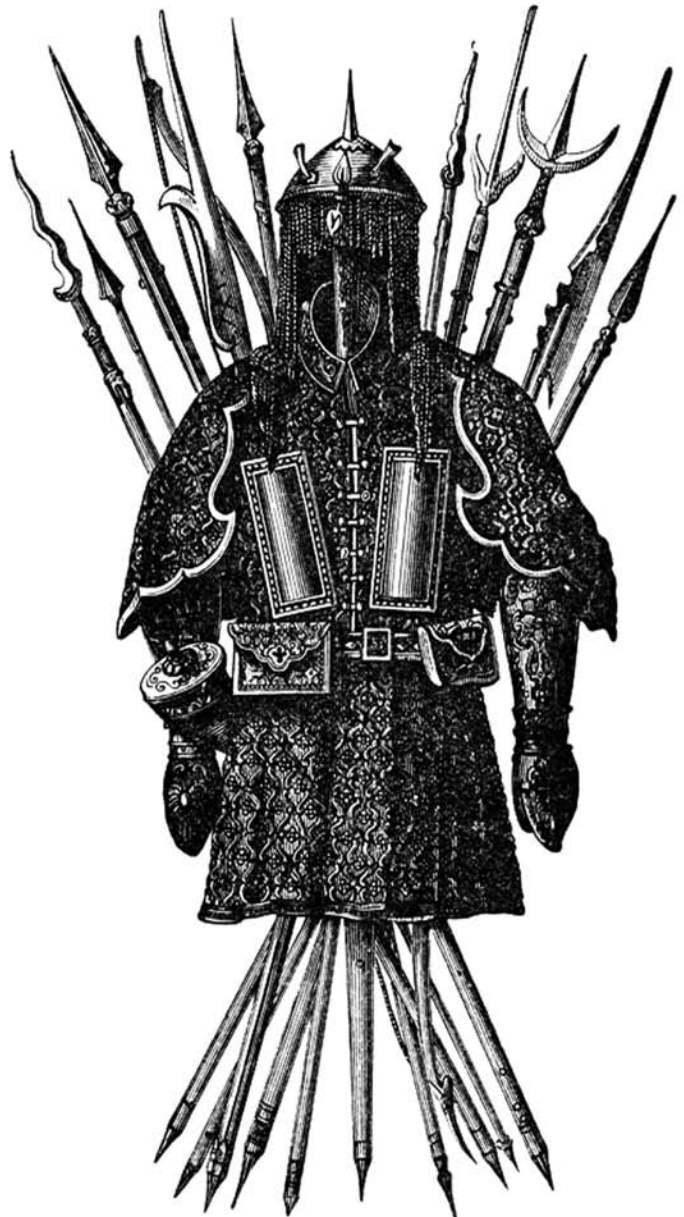
Leather, hard: Hard leather armor often consists of a shirt and sections to protect the thighs and arms of the wearer. This armor is made by boiling leather in oil to give it a rigidity aspect that helps protect the wearer, but limits the flexibility somewhat. It is also not very silent when worn.

Leather, soft: Unlike hard leather, soft leather is made almost just like a normal suit of clothing, and is very soft and supple, making it very quiet when worn.

Leather, studded: This suit is similar to hard leather, except that there are many metal studs riveted into the leather to give it added protection.

Padded: Padded armor consists of two layers of cloth quilted together with padding between them. The armor is common among squires or poor soldiers, and is comfortable to wear. It is warm, and effectively raises the body temperature of the wearer by 10 degrees, making it favored in colder climates.

Shield: The shield was possibly the first form of protection that man invented. They are easy to make, and offer fair protection. Shields come in all sizes and shapes, and are most often made from either wood or metal. Unlike armor, which helps the character absorb damage, the shield is used expressly to help avoid being hit in the first place. Therefore, unlike armor, there is no DA bonus when using shield. Rather, shields offer a bonus to the character's DDP level.



Weapon Descriptions

Weapon Group, Axe/Club

Weapon	Cost	RR	DRL
Axe, 1-handed	7	6	8
Axe, 2-handed	12	8	10
Axe, Bearded	17	9	12
Axe, Throwing	5	5	4
Club, 1-handed	1	6	6
Club, 2-handed	4	8	8
Mace, Footman's	10	6	8
Mace, Light	5	5	6
Morning Star	10	6	8
Pick	7	7	9
Quarterstaff	4	6	6
War Hammer, 1-handed	5	6	6
War Hammer, 2-handed	10	8	10
War Hammer, Gutentag	15	9	12

Weapon Group, Blades, Small

Weapon	Cost	RR	DRL
Dagger	5	4	4
Dagger, Parrying	10	4	4
Knife	3	3	2
Sickle	5	5	5
Sword, Short	7	5	6

Weapon Group, Blades, Large

Weapon	Cost	RR	DRL
Sword, 2-handed	15	9	12
Sword, Bastard	15	7	8 or 10
Sword, Broad	10	6	8
Sword, Claymore	15	7	10
Sword, Estoc	45	6	10
Sword, Falchion	10	7	8
Sword, Saber	10	6	8
Sword, Scimitar	10	6	8

Weapon Group, Bow

Weapon	Cost	RR	DRL
Arrow, Bodkin	1s	-	-2
Arrow, Broadleaf	2s	-	2
Arrow, Standard	1s	-	-
Bow, Longbow	75	6	8
Bow, Shortbow	25	6	8
Bow, War	100	6	10

Weapon Group, Crossbow

Weapon	Cost	RR	DRL
Bolt, Large	2s	-	-
Bolt, Small	1s	-	-
Crossbow, Heavy	50	12	8
Crossbow, Light	25	9	6

Weapon Group, Pole Arm

Weapon	Cost	RR	DRL
Lance, Heavy	50	10	14
Lance, Light	20	8	10
Polearm, Bill	10	5	6
Polearm, Glaive	15	8	10
Polearm, Halberd	15	8	10
Polearm, Partisan	15	8	10
Polearm, Sythe	15	10	10
Polearm, Trident	15	6	8
Spear, Ahlspiess	10	6	8
Spear, Long	10	6	8
Spear, Short	5	5	6

Arrow, bodkin: These arrows are designed to help penetrate armor, and are made with narrow iron heads that come to a sharp point. When used against armored opponents, this weapon gives a +1 bonus to the ADP level.

Arrow, broadleaf: Also called war arrows, these arrows have heavy, broad arrowheads that are designed to inflict as much tissue damage as possible. Because of their weight, they have reduced range, effectively reducing the range for bows by 25%.

Arrow, standard: These are your typical hunting arrows. The arrowheads have slight broadening to help prevent them from falling out of their target.

Axe, bearded: Made famous from the House Carls of the middle ages, these great axes stand over 5 feet in height, with a huge, single bladed axe blade. They are two handed weapons, and while they deal out massive damage, they are very hard to wield, requiring a minimum strength of 70.

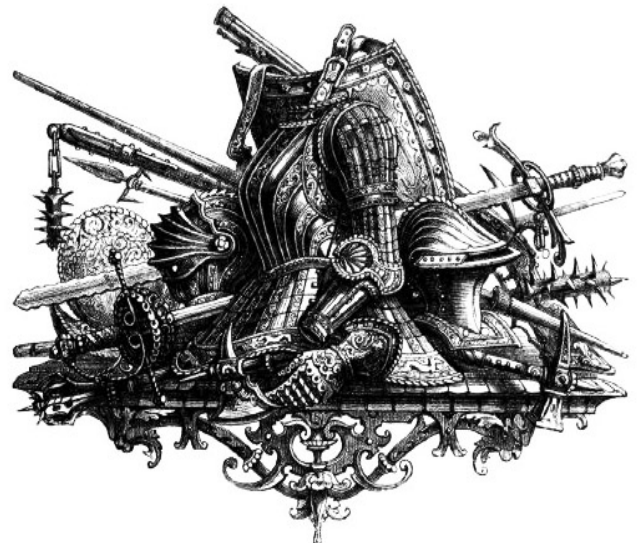
Axe, one-handed: The most common type of battle axe, these axes are only about 3' in length and are light enough to be wielded in one hand.

Axe, throwing: Throwing axes are lightweight, single bladed axes that are no more than a foot and a half or so in length. They can also be wielded in melee combat.

Axe, two-handed: A slightly larger version of the one-handed axe, these axes are generally 4-5 feet in length, with either a one or two-bladed head. They are designed to be wielded in both hands, but a character may be able to wield this axe in one hand if they are over 6'5" and have a strength score of at least 85.

Blowgun: An ancient weapon that is still in use by many primitive tribesmen, the blowgun is a long tube approximately three feet in length and an inch in diameter. Most blowguns are made either from bamboo, metal, or any other hollowed out piece of material. The darts for this weapon are up to six inches in length, and resemble long, thin rods of metal or a sharpened spine with a tuft of feathers or cloth at the back end. In many cases, these darts are also coated with poison, as the dart itself doesn't inflict much damage.

Bolos: Bolos are made from three or four pieces of 2' long rope with one end of each rope being tied around a heavy weighed object, such as a rock. The other ends of the ropes are all tied together. This weapon is then used by whirling it to gain momentum before being thrown at a target. The main purpose of this weapon is entangle and trip up a target as opposed to causing damage. If a successful hit is made to a target, they must make a successful agility check with a -5 penalty for every point the attack was a success. If the check failed, then the target has its legs entangled and cannot move. If the target was moving when struck, it will fall to the ground. For example: A character attacks a charging orc with bolos. He rolls his ADP and beats the orc's defensive roll by 4. The orc must make an agility check at a -20 penalty or fall down in a tangled heap. Note that bolos are only effective on creatures weighing less than 500 pounds.



Bolt, large: Also called quarrels, these items are similar to arrows but shorter and thicker.

Bolt, small: Also called quarrels, these items are similar to arrows but shorter and thicker.

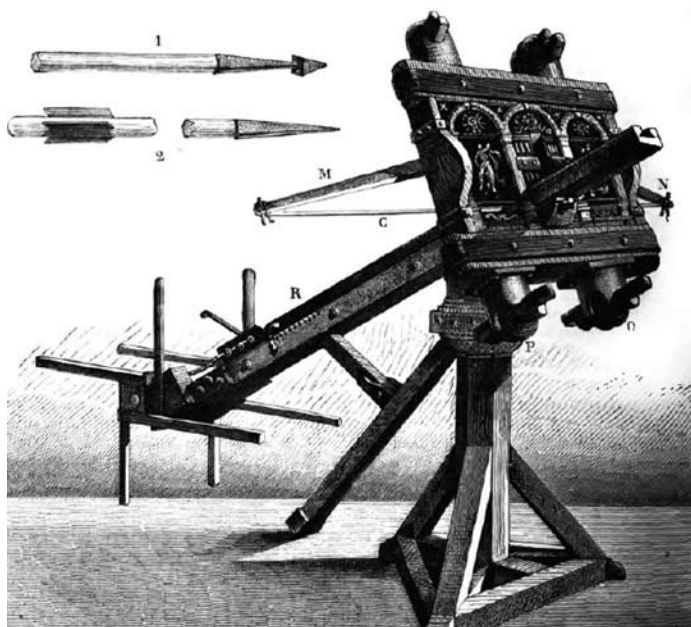
Bow, longbow: Long bows are approximately five or six feet in length, giving them greater range than their shorter cousins. Longbows have a maximum effective range of 300 meters, and require a minimum strength of 50 to wield effectively.

Bow, shortbow: These bows are only three or four feet in length, and have a much shorter range than their longbow counterparts. They are much easier to carry in cramped spaces, however. Shortbows have a maximum effective range out to 175 meters.

Bow, war: War bows are made from composite material that is often laminated, giving the bow much greater strength than other bows. Because of this strength, they do require a minimum strength of 70 to be able to draw the weapon. War bows have a maximum effective range of 200 meters.

Caltrops: Caltrops can come in many variations, but the general description of these items is that they are approximately 1"-2" in height, with four opposing pointed ends. Think of them like a four-sided dice. No matter how you toss them, a pointed end will be pointed upward.

Caltrops are used by either tossing or laying them in an area to prevent or slow down movement through that area. 10 caltrops can cover a 5'x5' area effectively. Any unsuspecting creature entering that area must make a luck check or they will find themselves stepping on one. Until the caltrop is removed, the person will have their movement rate dropped by 75%. Each minute that a caltrop remains in a creature's foot will also have a 5% chance of crippling the creature. Crippled creatures will heal after two full days of rest, and will only be able to move at 10% of their rate while crippled.



Chain: Mostly used as an improvised weapon, the chain is simply a length of heavy metal links between three and five feet in length. This weapon often has a heavier weight at either end, and is used to entangle opponents.

Club: Clubs are the most basic of weapons, and can be found almost anywhere and are made of almost anything: bone, wood, stone, etc. They are bludgeoning weapons that are favored by primitive tribes that don't have access to make more sophisticated weapons.

Crossbow: Crossbows are an advancement over regular bows in that once the bolt is drawn, it does not need to be fired immediately. A character can 'aim' a crossbow much like they aim a modern firearm. The biggest reason why armies started using crossbows over standard bows is because crossbows only need a few minutes to train the user, while a skilled archer with a regular bow might have practiced for years.

Large crossbows have a maximum effective range of 100 meters, while small and repeating crossbows have a maximum effective range of 50 meters. One of the biggest benefits of the crossbow is that you can keep a bolt loaded without adding any stress to the wielder, unlike bows. If a bolt is already loaded and drawn, the RR cost of the weapon will be only 4 for that attack only. From that point, the normal RR cost is used as it factors in the time spent loading and winding the weapon.

Crossbow, repeating: This weapon is used in the same way as other crossbows, but has a magazine mounted on top that holds up to a dozen small bolts. A lever that cocks the bowstring also re-chambers another bolt automatically.

Dagger: Slightly larger than knives, daggers are a favored backup weapon of soldiers who find themselves in close quarters where longer weapons cannot be used.

Dagger, parrying: Parrying daggers are unique in that the cross-guard of the weapon is designed to help entrap other weapons. These guards are longer and curve upward in the direction of the blade itself to aid in this task. A parrying dagger will add a +1 bonus to the character's DDP when used.

Dagger, throwing: These weapons appear as normal daggers that are balanced for throwing.

Flail, one-handed: Flails are made up of 2' long shafts, with a ball and chain attached at the end. Originally designed for threshing grain, they have been found to be very effective against an armored enemy.

Flail, two-handed: Larger versions of the regular flail, these weapons have a shaft of over 4 feet in length and generally have two or more balls attached to chain. In order to be most effective, the flail must be in constant movement, as it is hard to achieve momentum once it is lost.

Lance: Lances are long, heavy spears that are used by

men on horseback for charging attacks. They can come in different sizes and types, but all are vicious weapons when used appropriately.

Mace: A mace is a weapon that consists of a metal weight attached to a 2-3 foot long handle. The weight is typically a ball or a diamond shape, and weights roughly two pounds. These are actually fairly lightweight weapons, and are often used while mounted.

Mace, Footman's: The much larger version of the standard mace is approximately 4 feet long with a heavier warhead. As the name implies, these are used primarily by foot soldiers.

Morning star: Similar to maces, a morning star is different in that the metal ball is adorned with spikes.

Net: Not meant to inflict any harm, nets are used to entangle an opponent. They are used much in the same way as bolos. The main difference is that a net can still be held and used in melee combat where bolos cannot. This allows the wielder to somewhat control the opponent.

Pick: Military picks are very similar to civilian counterparts. They consist of a large spike on the end of a wooden shaft that is designed to penetrate armor.

Pole arm, bill: Bill pole arms have large axe-like blades atop an 8' or longer pole. The top of the blade comes to a point, making the weapon useful as a chopping or piercing weapon.

Pole arm, bill hook: Bill hook pole arms are much shorter than your normal pole arm. The shaft is only between 4 and 5 feet long, ending with a multi-functional blade. One side of the blade is curved like an axe, with a long spike at the top which can be used for piercing and a reverse hook spike on the opposite side used for hooking the joints of plated armor.

Pole arm, glaive: The glaive is a long, broad axe-type blade atop an 8' or longer pole.

Pole arm, halberd: Possibly the most popular, and versatile pole arm, the halberd has an axe-like singular blade on one side, a hook spike on the other side, and a penetrating spike at its top. This versatile blade combination sits atop an 8' pole.

Pole arm, partisan: A partisan is very similar to a very large spear. A wide, long spear type point sits atop an 8' pole.

Pole arm, scythe: Originally a farmer's tool to harvest wheat, the scythe is a devastating weapon that is often associated with the grim reaper. The wooden shaft is about 5 or 6 feet long with a slight 'S' curve. The blade itself is approximately 4 feet long that curves out perpendicular with the shaft.

Pole arm, trident: Made famous from the Greek god

Poseidon, the trident has also been a favorite weapon of gladiators. The weapon consists of a three prong spike head atop a 5' pole.

Quarterstaff: Another easy weapon to fashion, the quarterstaff is a five or six foot long shaft of thick, sturdy wood, such as oak.

Sickle: Another weapon that gets its origins from farming, the sickle is a 'C' shape blade with a handle on one end, with the inner side of the blade sharpened.

Sling: A very cheap, yet effective missile weapon is the sling. Herders have used this weapon for ages to hunt small game, but the weapon is also very dangerous in the hands of a skilled warrior.

Spear, ahlspiess: The ahlspiess was designed to help eliminate the defensive problems of using a spear in melee combat. The bottom half of the weapon is a 4 foot long shaft of wood, but the top half is a 3 foot long sharpened shaft of metal that ends in a sharp point. There is a guard where the metal is connected to the wood to help deflect weapons. This weapon is designed to be used with two hands, and the long shaft of metal was integrated to eliminate the breakage that a normal spear might have in an encounter of melee combat.



Spear, long: The long spear, about 8'-10' in length, was never designed as a missile weapon. A desperate soldier might be able to throw it effectively about 30 feet or so, but any range outside of that and the weapon is too heavy. Instead, the weapon is designed to be used as a first strike melee weapon, or to keep the opponent at bay.

Spear, short: Similar to the long spear, this weapon has a 6" pointed blade atop a 4'-5' shaft of wood. This weapon can be used with one hand in melee or it can be thrown up to a short distance.

Sword, bastard: Also known as the hand-and-a-half sword, the bastard sword has a blade the same size and shape of a broad sword, but the handle and hilt are longer, allowing the weapon to be used with either one or two hands. If used with both hands, then use the DRL rating of 10 instead of 8.

Sword, broad: Also referred to as the long sword, this is the most common sword associated with soldiers or knights. It is a one-handed weapon that is primarily used for piercing, but it can also be used as a slashing weapon as well.

Sword, claymore: The claymore is similar to a bastard sword, but the blade is slightly wider. This sword is usually wielded with two hands, but a character with a strength score of at least 70 can wield it with one hand.

Sword, estoc: The estoc is basically a two-handed rapier. The blade itself is very long and narrow, and is an excellent piercing weapon. The light weight and use of both hands also makes this weapon excellent for parrying.

Sword, falchion: The falchion sword was designed to combine the slashing ability of a sword with the chopping ability of an axe. The blade is only about 3 feet long, but it is wide and heavy, making it excellent against mailed armors.

Sword, rapier: The rapier is a favorite weapon among duelists and those who favor quick sword combat. The blade is very light and narrow, allowing the wielder to have great maneuverability with the weapon.

Sword, saber: The saber, or cutlass, is a favorite weapon among horsemen and pirates. The blade is curved and heavy, allowing it to be a very effective slashing weapon.

Sword, scimitar: The scimitar has a 4' long curved blade that makes it a very good slashing weapon. It is often favored by the desert people.

Sword, short: Another very common sword among rogues and soldiers alike, the short sword is a relatively inexpensive weapon that is quite reliable. It is really a mix between a dagger and a broad sword, allowing decent reach while being easy to maneuver in close combat.

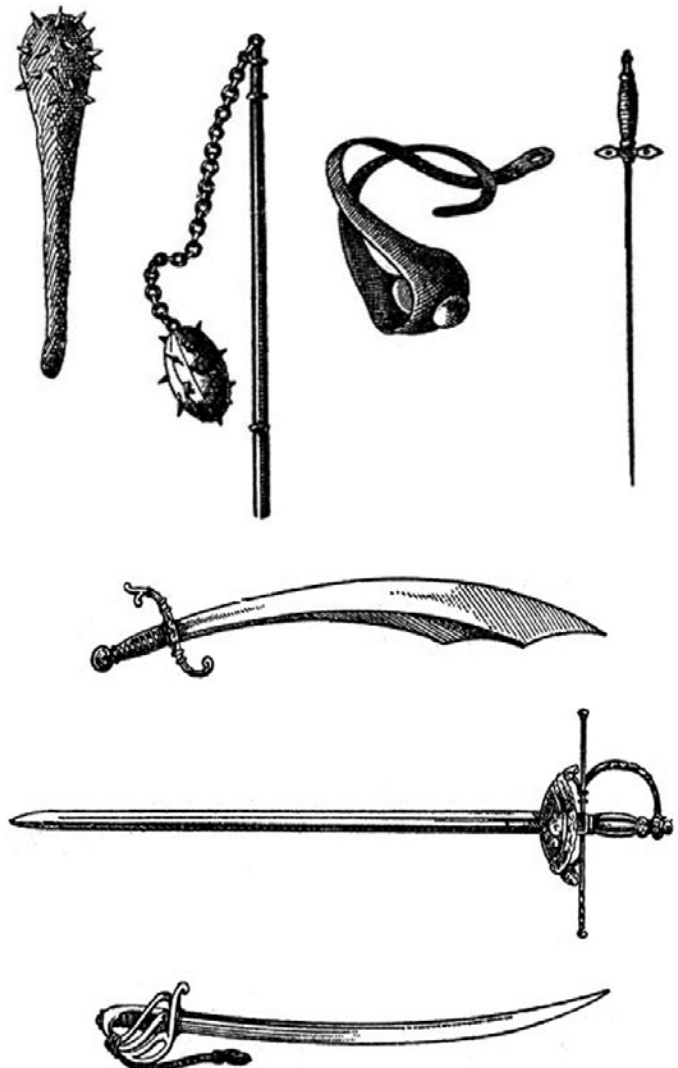
Sword, Two-handed: A two handed sword is simply a larger

version of the broad sword requiring two hands to wield effectively, hence the name.

War-hammer, gutentag: The gutentag, which means 'good day' in dwarven, is a huge two-handed war hammer that has long spikes protruding from its heavy warhead. It is very heavy and unwieldy, requiring a minimum strength of 70 to utilize properly.

War-hammer: Contrary to many fantasy illustrations, war hammers are not generally made up of a huge block of steel atop a handle. In reality, the war hammer itself more resembles a giant claw hammer. The head is relatively narrow, with a hooked spike at the other side of it. The face of the hammer is not flat, but grooved to help the hammer bite into the armor as opposed to deflecting off of it.

Whip: Often associated with ranchers, the whip is a 30' or so long cord of tightly wrapped leather. The head of the weapon travels so fast that it literally breaks the sound barrier when it snaps.





Combat

Pilan's eyes stung as a mixture of sweat and blood seeped into them. Through his blurred vision he tried to focus on the three goblin attackers, who circled him with malicious glee.

The young man had just been accepted into the Shorlorn Warrior's Guild, and to prove himself, he was sent to scout a rumored goblin camp. Only now did he realize he was a fool to try to do it himself. Pride was always his weakest trait.

As the goblins continued their slow circle, cackling and giggling with an evil glee, Pilan shifted himself into a defensive stance. Even though he was outnumbered three to one, and wounded to boot, the goblins knew enough to be wary of a human in a full mail suit, brandishing a large, ornate battle mace.

Seconds passed as if they were hours, the entire time both parties cautiously eyed each other, searching for any advantage.

Suddenly Pilan's labored breathing caused him to lose focus for a brief moment. Just a second, but that was enough for the impatient goblins.

All three of the creatures lunged at the human like rabid animals; rusty and pitted swords rose for a fatal blow. Unfortunately for the goblins, Pilan was no inexperienced fool that the goblins were used to ambushing. With amazing grace and speed for one who was clad entirely in heavy mail, Pilan deftly dodged the first goblin. In the same fluid movement, the new warrior swung his mace in a high arc, bringing down upon one of the vile creatures. The goblin immediately fell to the ground in a lifeless heap, its head crushed like a melon.

The third goblin lunged and slashed with its sword, which clumsily deflected off Pilan's armor. Not stopping his momentum, the warrior continued his spin and sank his mace into the side of the third goblin. A sickening crunch could be heard as the goblin also fell to the ground, ribs smashed.

As Pilan turned to face the first goblin that he dodged, he could see the cowardly creature fleeing into the dark wood.

"Heh." He thought to himself. "These creatures weren't so bad af..."

Pilan's statement was cut short by several sharp pains penetrating his back. He fell to his knees, making a half turn to see what had hit him. As he glanced behind him, he saw three more goblins with bows, ready to launch another volley into his body. His last thought before the next set of arrows hit was that pride had always been his greatest weakness.

Overview

Sooner or later, a character will find himself locked in a life and death combat struggle with some dangerous opponent. Because combat is such a large part of most

RPGs, as it is with Altus Adventum, this section will go over the rules of combat engagement. It's relatively easy to learn, and after you become comfortable with the system mechanics, you will find the combat segment flowing easily so as to not disrupt the game flow.

Combat is broken down into two time frames: a segment and a cycle. A segment is broken down into 12 per cycle, and lets you know when in combat your character will be resolving his or her turn.

A cycle is 12 segments long and typically represents one minute of combat.

Initiative and the Reflex Rating

You've been adventuring for a little while, and you are faced with your first combat encounter. So what now? Who goes first?

This is where the reflex rating rules comes into play. The Reflex Rating essentially tells you at what point during the combat cycle that everyone's turn takes place by using the initiative clock to track.

Quite simply, the lower number of the RR cost, the faster you can perform that action. For example, an action with a RR cost of 4 means that from the segment in which you declare your action, it would resolve 4 segments later.

The segments are tracked on what is called the initiative clock. This is a series of twelve circles formed in a larger circle, and resembles the hours found on an analog clock, hence the name. A full cycle of the clock represents one minute of game time. This is important to note for things like durational spells that last X amount of minutes.

On this clock, you would have a token (most often a miniature) that you would use to track where exactly you are on the clock.

This might initially seem pretty complicated, but it's actually very easy in practice.

Don't have tokens or a print out of the initiative clock?

The game can be played without these if you do not have them. All you would need to do is keep track of the segments on a piece of paper. For the player, it's pretty easy. Just jot down which segment your character goes on. Scratch out the previous number and write the new one as soon as you complete an action.

For the GM it's a bit more complicated. I suggest creating a sheet that has a series of numbers from 1 to 50 or so. As you go through the combat encounter, make a mark or a note (like the Character's first initial) on each of the segments coming up with the character's actions. As you progress, just check off each segment that passes.

The Combat Turn

Now that you know what the reflex rating and initiative clock is, you need to understand how it is applied in the context of the combat encounter with multiple participants.

At the very beginning of the combat encounter, every participant will declare what they plan on doing for their first action. This establishes a basic order or action as

described in the RR rules above. Note that this does not necessarily mean that the action you declared for your character will necessarily remain that way. It just means that in the majority of situations, this will be the case.

When combat starts, every participant starts at the top of the clock and declares their actions. Most often than not this will be some sort of attack or movement.

Each of these actions will have a RR cost associated with it, and each participant moves their token forward a number of circles in a clockwise motion that equals the RR cost of action.

For example, when combat starts you decide that your character Thorg will attack an orc. The RR cost of Thorg's sword is 5, so you would move Thorg's token ahead 5 spaces to the 5 o'clock hour. As combat progresses through the circles, when it gets to segment 5 is when Thorg would resolve his attack.

If this sounds a bit confusing, there will be more detailed examples below, with a visual reference.

RR ratings of common actions:

Throwing object: 4

Standing up: 8

Kneeling: 5

Drinking potion: 5

Reading scroll: 10

Aiming: +1 ADP per +2 RR adj

Dodging: +1 DDP per +2 RR adj



Really long action?

What happens if through various adjustments, your action would have a RR cost of 12 or more? This could be confusing as when you move your token 12 or more spaces, you end up right where you began on the initiative clock. In order to account for things like this, as well as durational effects (like temporary paralysis, spells, etc), you will use what is called a token counter. A token counter can be a cardboard chip, plastic chip, or any other flat disc-like thing that would fit underneath your character token. Pennies or small poker chips work great. Each token counter represents one whole turn of 12 segments.

Let's say you are on segment 5, and you want to engage in an action that has a RR cost of 14. When you move your token 14 spaces, you would come full circle and pass segment 5 again, ending up on segment 7. What you would do is place a token counter below your token on segment 7. Once segment 7 is reached in the combat cycle, you would remove the token counter but you would not resolve your action until you came full circle again back to segment 7—a full 14 segments after your initial action declaration on segment 5.

Most often you won't encounter this in the vast majority of declared actions. The token counters most often come up with spells or other temporary affects.

Changing a Declared Action

The time will come when you've declared an action, and another action will resolve before you got a chance to complete your turn and you'll want to change what you were planning on doing. The rule for this is very simple:

At any time, during any segment, you can change what you wanted to do and declare a new action. The RR cost of that new action will be added to whatever segment that is currently being resolved in the combat turn.

Let's say that Thorg would normally resolve his attack on segment 7. On segment 4, a comrade kills the wolf that was within melee range of Thorg. Thorg decides he will change his action from attacking with his sword to throwing his javelin at another wolf attacking a friend. The RR cost of the javelin is 5, so he adds 5 to the current segment of 3, making him resolve his javelin attack on segment 8.

Holding Your Action

There may be a situation where the action you are taking is so slow that your opponent could resolve multiple actions before you get your chance. And a wily opponent may try to exploit the rules to dart in, attack, and dart out of range all before your turn. And they plan on to keep doing this over and over, essentially not allowing you to attack.

You have an option available to you. You can hold your action for as long as you want past the initial RR cost, and when you do decide to resolve it, you would go first in that segment.

So let's say your opponent darts in, attacks, and darts out before you can attack. Instead of increasing your RR

even further by moving to attack them, you hold your action until their next action to dart back in. As soon as they are within melee range, you can attack first.

Note that you cannot do any other actions while holding your current one. Think of it like holding your weapon at ready the entire time.

Hitting an Opponent and Dice Pools

Now that you know when you get to act, how do you know if you hit your opponent in combat? Every participant in combat will have a dice pool. The attacker will use their attacking dice pool, and the defender will use their defensive dice pool, naturally. Both parties will roll all of the dice in their pool, and will then compare their highest dice against each other. If the attacker has the higher number, then the attack succeeds; if the defender has the highest number, then the attack fails. If both the highest numbers are equal, then the next highest numbers in each of the pools is used. If these numbers are equal, then the process continues until either one number is higher, or one party runs out of dice to use. If both parties have the same number of dice in their pool, and all numbers are the same, then the defender will win by default.

Throughout this manual, you will encounter two types of modifiers that affect the dice pool. One modifier is adding a bonus or penalty shift to the dice pool level. This means that a +1 shift to the DP would mean instead of a DP level of 4, you would use a DP level of 5. The other modifier is adding a certain die type to your dice pool. This means that if your character gains a +d8 to your dice pool, you add an additional 8-sided dice to your pool. Note that maximum dice pool level is 40, and the minimum level is 1.



Dodging

Every participant in combat knows how to dodge basic attacks if they so choose. If the defender is aware of the attack, they may choose to dodge. For every +2 shift to the RR cost of their pending action, he or she can increase the DDP level for that attack by 1.

For example, if Thorg is attacking and goes on segment 8, and is being attacked by a wolf that goes on segment 5, right before you roll your DDP for the wolf's attack, Thorg declares that he is postponing his attack by 4 segments to get a +2 bonus to his DDP for this attack only. Thorg gets the +2 bonus, and his attack now resolves on segment 12.

Aiming

Similar to dodging, every combatant can choose to spend a little extra time to try to gain a bonus to hit. For every +2 shift to the RR cost of the attack, the character will gain a +1 bonus to his or her ADP for that attack only.

Figuring Damage

So how much damage, if any, is taken by the target? First off, you must have hit your target, as described above.

Damage is calculated by using an Damage Rating Level, or DRL score. Each form of attack has a base DRL score assigned to it, and you would add any modifiers (for strength or magical weapons for example) to this base score (note: this step is usually done before any combat takes place, and rarely changes).

Once you have determined your overall DRL with a weapon, you would reference the Damage Rating Level Chart to see what wound you would inflict by the number rolled on a d20. It is strongly suggested that you note the final DRL level next to each of your character's weapons for easy reference.

When you have successfully hit your opponent, you then roll a d20 and reference that number with the chart below.

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26	+1 d20

Damage Rating Level Chart

	DRL Level	Minor	Moderate	Deep	Severe
"no additional wounds" *For DRL 10-35, if a natural '20' is rolled, roll again and add a severe wound"	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

Taking Damage

So how much damage can your character take before dying? The system used in Altus Adventum specializes in a damage severity system, as opposed to the traditional hit point system used in many other role-playing games. This system is separated, by severity, into: minor, moderate, deep, and severe wounds. How much of each wound type a character can take is rated on a damage absorption (DA) level. Each character will use this damage absorption level to keep track of their wounds they've taken and how many they can take (threshold). This chart may look like this on your character sheet:

Minor: 2	Moderate: 2	Deep: 1	Severe: 0
/			

This chart means that your character can take 2 minor wounds, 2 moderate, 1 deep, and 0 severe hits before dying. In the above example, the character has taken one minor wound already.

Here's the tricky part. At first glance, it seems that your character would perish only when all categories have the tally marks equal the DA level for that particular wound filled. This isn't a very realistic way to handle damage, as it doesn't make sense to have you character continue to take severe hits, but as long as they have an open slot under the minor category, they will continue to live.

Instead, this is how you will correctly use the DA chart. Whenever you take a wound, you place a tally mark in that category. Once you have placed more tally marks then you have wounds available, you would instead place a tally mark in the next highest category. I.e., say you can take 2 moderate wounds; on the 3rd and subsequent moderate hits that your character takes, you would place a tally mark under the deep category, as the moderate category is already full.

If you cannot go any higher in the categories, then your character will perish. For example, let's say your character can take 1 severe wound and 2 deep wounds. During a fierce battle, your character takes a severe wound and two deep wounds, filling your threshold. The next severe or deep wound will kill your character, since the 3rd deep wound would automatically be a severe wound, which would in turn escalate further to a fatal wound.

Please note that this means your character can die from a lesser wound if that wound puts them into a category that they do not have any more tally marks left. Let's say your character takes a deep wound, leaving that category at 0. Your character then takes 3 moderate wounds, and you only have 2 slots for tally marks under that category. Since you've reached 3, you would add the third mark under Deep. However, since this would give you 2 total marks under Deep, and you don't have any available slots in either deep or severe, your character would die as the wound would be escalated above severe.

Armor and Wound Threshold

By now you've also read how armor can increase the amount of wounds in each category that your character can take. For example, by wearing hard leather armor, your character would be able to increase the wound threshold by two points in both minor and moderate wounds, and by one point in each of the deep and severe categories. You will notice that on the character sheet there is an area in the Wound Threshold section to account for this.

It is important to keep track of the difference in your wound threshold due to your DA level and due to armor because you need to know what your threshold is if your character finds himself in combat without his armor.

Additionally, if your character were to remove his armor, the wounds he has taken so far would come off the WT bonus gained from the armor first.

For example, if your character is wearing hard leather and has a WT in the moderate category of 3 due to his DA level, he would have a total WT of 5 in that category (3 + 2 for armor). If he has taken 3 moderate wounds so far and removes his armor, he would have only one tally mark in that category as the first two wounds (that amount of a bonus the armor gave in the first place) stay with the armor. Essentially the character would go back to a WT of 3 for moderate wounds, with one tally mark representing one moderate wound.

Yes, this does mean that after being battered and beaten, a character can remove his current armor and put on new armor to essentially regain many of the WT bonuses that were taken from the old suit.

Optional Rule: Wound Effects

If your character receives a deep wound, their movement is reduced by 10% and both ADP and DDP levels are reduced by 1 level. If the character receives an severe wound, then one limb of the GM's choice is rendered useless until healed.

Damage Absorption

Ok, I got it so far, but how much damage can my character take? Reference the below chart to determine the damage absorption level that your character will start with based upon your endurance score (see Attributes). There are ways to increase your character's damage absorption level, such as purchasing fortitude skills or find a magical artifact that will increase this.

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	1	0	0	0
2	2	0	0	0
3	2	1	0	0
4	3	2	1	0
5	4	3	2	0
6	5	4	2	1
7	6	5	3	1
8	7	6	4	2
9	9	7	5	2
10	10	9	6	3
11	12	10	8	3
12	14	11	10	4
13	16	12	11	5
14	18	14	12	6
15	20	16	14	7
16	22	18	16	8
17	24	20	18	9
18	26	22	20	10
19	28	24	22	12
20	30	26	24	15
21	35	30	27	20
22	40	35	33	25
23	Immune	40	35	30
24	Immune	Immune	40	35
25	Immune	Immune	Immune	40

Critical Strike

Occasionally in battle, an attack may inflict a wound that is much more severe than what would normally be rolled. This often happens when a weapon finds a weak point in armor, or the attacker is much more skilled than the defender. In this case, the attack would qualify as a critical strike.

In order for an attack to be considered a critical strike, the attacker must have beaten the defender's dice pool by five or more. I.e., if the highest dice in the attacker's ADP is a 12, and the highest dice in the defender's DDP is a 4 (a difference > 5), then the attack would be a critical strike.

If a hit qualifies as a critical strike, then the target would suffer one additional wound. For instance, if you succeeded in scoring a critical strike and rolled a deep wound for damage, the target would instead suffer 2 deep wounds instead of just one.

This rule is cumulative. I.e., if the ADP roll beats the DDP roll by 10-14, then two additional wounds are inflicted, and so on.

Resting and Healing

Most types of physical wounds can be healed through natural resting. The main drawback for this is the amount



of time it takes for the body to heal the wounds. First, a character must be in a comfortable environment for their body to heal, such as a bed. A character trying to rest by sleeping on uneven ground with no padding will not heal any of their wounds.

If a character is resting in a comfortable environment, they will heal at a following rate (note that 1 day = 24 hours):

Wound Type	Rest time needed
Minor	wounds healed after 8 hours
Moderate	wounds reduced after 1 day
Deep	wounds reduced after 2 days
Severe	wounds reduced after 3 days

That is, in order to heal a severe wound completely, assuming the character is in a comfortable environment, a total of 6 days 8 hours would have had to pass.

Repairing Armor (Optional Rule)

Since armor takes most of the damage that your character would have taken, it may be necessary to repair it. Frequently. In order to repair armor, the person fixing it must have the smithing skill and must make a skill check with every wound "healed".

The smith must also have the appropriate tools in order to repair the armor. I.e., hammers, anvil, forge, etc. Depending on the armor type and severity of the "wound" of course, subject to GM fiat.

Minor wounds take about 5 minutes to repair. Moderate wounds take 10 minutes, deep wounds require a half hour, and severe wounds require a full hour each to repair.

Note that advanced smiths are needed to repair minor magical armor, and master smiths are needed to repair the most powerful magical armors.

Willpower Checks

As mentioned earlier in the book, your character may have to make a willpower check at some point during the adventure. There are two types of scenarios in which a willpower check will probably be needed. The first is when trying to resist a mental magical attack. The second is when your character might face extreme emotional stress.

The first is pretty easy to know when to make the check because it will be explained in the mental magic spell description. The second scenario is more of a gray area and is up to the GM's discretion on when it might occur. An example may be an inexperienced adventurer facing his first giant. The GM may make the player roll a willpower check or flee in terror.

Surprise

Occasionally it may occur that the characters will either be the victims of a surprise attack, or be participants in surprising another group. The GM will actually determine whether or not a group is surprised or not by weighing in many factors that could apply.

If a group is surprised, all actions during the first cycle taken by the surprised group are increased by two RR points. The attackers will also gain a +4 bonus to all ADP

rolls for that initial cycle.

Please keep in mind that some characters might have alertness or some other ability that would reduce or eliminate this bonus if they are attacked. Again, GM has complete discretion on how to handle each individual situation.

Poison & Disease

Poison is used by many creatures, and the occasionally unscrupulous character, to overcome their opponents. The chance of a character encountering a poison wielding opponent during their career is likely. If a character is successfully struck by a poisoned weapon, then they must make a luck check. If successful, then they only suffer 1d4 minor wounds. If unsuccessful by less than 15, then the character will suffer a moderate wound every minute for 3d10 minutes or until neutralized or dead. If unsuccessful by 15 or more, then the character will suffer a deep wound every minute until neutralized. Thus, if a character with a luck score of 66 is struck by a scorpion, and his luck roll is a 92 (a difference of more than 15), then that character will suffer a deep wound every minute until he is either cured or dead.

Occasionally, it is also possible for a character to contract a disease through their adventures as well. Once a character gets a disease, they will lose 1d4 endurance and strength points per day until either healed, or they die. The most common way to cure a disease is through magical means, or by visiting a temple healer.

Mounted Combat

Any attack that a character makes while mounted, such as horseback, will suffer a penalty to his or her ADP. A typical penalty for someone attacking from horseback that isn't trained is -4. A character may spend one Combat XP in horsemanship to reduce this penalty to -2, and three additional combat XP to eliminate the penalty completely.

Falling Damage

One of the more unglamorous ways for a character to take damage, and even die, is by falling. For every foot fallen above 5 feet, the character will suffer damage equal to a DRL of 1. For instance, a character falling 16 feet would suffer damage equal to a DRL of 11 (16'-5' = a difference of 11'). If the character makes a successful agility check, they will have the wound types reduced by 1 category.

If the distance fallen is greater than 25', then the character will suffer two or more wounds; one at a DRL of 20, and one at whatever the remaining number is. I.e., a character falling 40' will suffer one wound with a DRL of 20, and another wound with a DRL of 15 (40' minus the free 5' minus the 20' that accounts for the first wound equals 15 left over). I know this sounds a little confusing, but it's really not.

Example 1:

Your character falls 42' off a steep cliff and makes his agility check. The GM rolls for two wounds, one at a DRL of 20 and the other at a DRL of 17, getting a severe wound and a deep wound as the results. Since your character made his agility check, he will only suffer a deep and a moderate

wound instead.

Example 2:

Your character steps on a pit trap and falls 10' in a pit. She fails her agility check so she will suffer the full wound that is determined by a DRL of 5.

Example 3: True misfortune shines upon your character as he is bucked off a Pegasus in mid-flight, falling 105' to the ground. You cringe as your character does not make his agility check, assuring that he will suffer the full effect of the wounds. The GM rolls for damage for 5 wounds, all with a DRL of 20 ($25+20+20+20+20=105$), resulting in four severe wounds and one deep wound.

Optional Rule: Broken Limbs

For every severe wound that the character suffers, they will also suffer a broken bone. The bone type and severity is up to the discretion of the GM.

Magic in Combat

Magic spells in combat are done very much the same as other attacks. The caster will roll her dice pool against the defender's defense dice pool. The main difference in offensive spells vs. standard combat is that each particular spell may have a unique base dice pool level assigned to it.

Areas of effect spells also have a special rule to them. First, the caster will roll their ADP pool once, and compare that against the DDP's of all creatures in the area of effect. Thus, the highest dice in the caster's ADP will be compared against the highest dice of each creature. Any creature that is within the area of effect who beats the caster in pool comparisons will only suffer a wound two categories less than what the caster rolls for damage.

For example, a mage is casting a minor blizzard spell with an ADP of $2d8+1d6$. There are three orcs within the area of effect and each orc has a DDP of $2d6$. All parties roll their dice pools; the mage rolls a 6, 4, and 2, and the orcs roll a 3,4; a 6,5; and a 5,1. The mage compares his 6 to the highest dice in all of the orcs' pools. He beats the first and third orc right off, and he ties the second orc. The mage then compares his 4 against the orc's 5, and loses, so the second orc is the only orc to avoid most of the damage. The mage then rolls his DRL for the spell to determine what type of wound each of the orcs will receive, and sees that his spell will inflict a moderate wound. The first and the third orc will each suffer this wound, but since the second orc beat the ADP, he doesn't suffer any wound. (Two categories below a moderate wound equals no wound.)

With some spells, there is no need to roll to hit. These spells are spells that directly affect a target but do not inflict damage, such as mind control spells. In these cases, the target must make a successful luck check to avoid the effects of the spell.

So how many spells can your character cast before needing rest? This depends on the style of magic that your character is using, and will be explained in better detail under the Magic section of this manual.

As an alternate simpler rule, any light rated armor will restrict the wearer to 90% of their movement rate, while medium armor limits movement rates to 75%, and heavy armor 50%.

Additionally, for every eight consecutive hours that medium armor is worn it will reduce the character's ADP and DDP by 1. For every six consecutive hours that heavy armor is worn it will reduce the character's ADP and DDP by 2.

Awarding Experience (XP) Points

In order for your character to get more powerful and gain new abilities, or even to get better at the skills they already have, they need to buy these skills with XP points. (See Skills section for an explanation). So how do you get XP points?

The GM of any campaign has the power to award as many XP points as he or she feels appropriate, and at any time of the game they feel appropriate. Generally, XP is awarded out at good stopping points in game play, such as the players quitting for the night.

The amount of XP that you as a GM might award is somewhat undefined. You need to weigh in several factors that will affect the XP amount in the four categories. For instance, if your gaming session did not include a lot of combat, then you would not award a lot of combat XP points. In addition, if there was a lot of combat, but it was not challenging, then only a few, if any, combat XP would be awarded. Conversely, if a novice character is successful in defeating, say an ogre in one-on-one combat, they might get a full XP point just for that one extremely challenging encounter.

One other key point is that all GMs should be very stingy when awarding bonus XP. These 'wild card' XP points are very valuable, and should be earned through above and beyond play.

A good rule of thumb is that you would award out about one XP point for every two hours spent gaming, but this is just a rough guideline, and feel free to speed this up for rookie characters. Below are a couple of examples:

After about seven hours of gaming, the small group calls it a night. The GM reviews the day's adventure, and awards James's character 2 combat XP (for the many battles he was involved in) and 1 bonus XP (for excellent role-playing and creatively coming up with a solution to overcome a trap). The GM then goes to Shannon's character, and awards 1 combat XP (for overall good combat challenges she faced), 1 stealth XP (for being sneaky a few times during the game), 1 mystic XP (for having her character spend several hours of game time studying lore at the library), but no bonus XP (OK role-playing, but nothing spectacular).

After a few hours of gaming, the GM reviews the adventurer characters' actions and even though the mighty Thorin slew many goblins, the creatures were clearly outclassed by the warrior, so he does not award any combat XP to Thorin. But Thorin did contribute in other

aspects and is awarded 1 bonus XP point.

Jax, on the other hand, was able to defeat creatures much more tougher than himself through cunning and a little bit of luck. The GM awards Jax one combat XP and one stealth XP.

Keep in mind that the above are just guidelines, and are by no means the end-all, be-all rule. Award XP in the way that best suits your gaming group's expectations.

Experience Titles

To help out a GM wanting to create a new campaign, players are assigned levels of adventure experience. The Adventure PAKs (stand alone adventures) are identified by the recommended experience title level of character to take on that adventure. The adventure wouldn't be very fun for a new character to battle a dragon, would it? These levels are in place to try to guide GMs and players for game balance.

Experience title levels are separated into aspirant, adventurer, veteran, hero, lord, and legend. The game is balanced in a way that a novice character has almost no chance of beating an elite character on an even battlefield.

Characters advance through experience titles based on how many total experience points they have been awarded to that point. Reference the below chart to see these requirements.

Experience Title is the title the character earns when they have met the two requirements. Min XP is the total amount of XP points that have been awarded to the character since the character began adventuring. Max Skill Level tells you the maximum level of a various skill that you can learn while in that particular XP title level.

For example, in order to learn a skill that requires 3 points to purchase would require that your character have at least an XP title of veteran.

In addition, when a character reaches certain experience titles, they are also awarded some universal benefits, regardless of race or guild affiliation. Whenever a character achieves a new experience title level, he or she will gain a +1 permanent bonus to all ADP and DDP rolls as a way to reflect the progression to a hero status.

Experience Title	Min XP Awarded	Max Skill level
Aspirant	0	1
Adventurer	5	2
Veteran	15	3
Hero	30	4
Lord	50	5
Legend	100	n/a

Example of Combat



The following walkthru will go over a very basic combat encounter between three participants. These images and descriptoins will hopefully give you a good idea of how combat works and progresses.

First, let us introduce the participants:



El'Alfeal and Magnus are exploring a dungeon and have stumbled upon an ogre. Neither side is surprised, so the first thing is to declare the initial combat encounter, and place the minis or other character representations on the Initiative Clock:



Now, each player and the GM will declare the actions for each participant, and will put his or her token on the appropriate segment in which the action would be resolved. El'Alfeal will attack with his bow (RR 6), Magnus will cast a magic shield spell (RR 5), and the ogre will attack El'Alfeal (RR 9)



You can see above when each participant would resolve his or her action. Starting at '1', move clockwise through the clock until combat is resolved. In this example, Magnus goes first on segment 5 with his magic shield spell.

Looking above, you can see Magnus has cast his spell, which lasts for 10 segments. Because this is a durational spell, he places a token on the '2' icon, which tells him that his spell will expire the next time it gets to the 2nd segment in the clock (10 segments from the segment cast).

If the spell lasted more than one complete cycle, you would simply put more than one token on that spot, removing one token each time that segment came about.

You will also note that Magnus has moved to segment 10. This is because he has resolved his initial action, and will be casting an energy bolt spell (RR 5).



Now that Magnus is finished, we continue to move along the clock until we reach the next participant. On segment 6, this means El'Alfeal resolves his attack. He rolls his ADP against the DDP of the ogre, and both compare the highest dice showing on each's pool. El'Alfeal has a highest dice of 9, while the ogre's highest dice is 7, so the attack is successful. El'Alfeal then rolls a d20 against the DRL chart to see what kind of wound was assessed. He rolls an 18 for a DRL 12, which is a severe wound. The GM marks this on the ogre's DA threshold.

El'Alfeal then declares he is going to attack again, but this time he will aim, which increases his ADP by 1 and his RR by 2. This brings his RR to 8, and he moves his token ahead 8 spaces. His next action will resolve on segment 2 of the next cycle.





Now it's the ogre's turn on segment 9. He rolls his ADP against the DDP for El'Alfeal and misses since his highest dice was 5 compared to El'Alfeal's highest dice of 7. He declares another attack (RR 9), and moves his token ahead 9 spaces.



On segment 10, Magnus's spell goes off, and he rolls his ADP for the spell against the DDP for the ogre. Magnus hits, and rolls for damage against the DRL chart. The ogre suffers a moderate wound, and Magnus declares he will be casting another energy bolt spell (RR 5), and moves his token ahead 5 more spaces.



Now it's segment 2, and a couple of things happen here. First is that Magnu's magic shield spell expires, so we take off that token. Second is that El'Alfeal's attack resolves.

On his attack, he rolls his ADP at one level higher than normal (he had aimed) against the ogre's DDP. Once again, he is successful. He rolls against the DRL chart and sees that he would inflict a deep wound to the ogre. He then declares he will attack again, but this time with a normal attack (RR 6), and moves his token ahead 6 spaces.



Example

E = El'Alfeal

O = ogre

				5
E			O	10
				15
				20
				25

In the above example of the alternate way of tracking, you can see that El'Alfeal would go on segment 6, and the ogre would go on segment 9. When one participant finishes his or her turn, scratch out that segment cell and put his or her letter in the next cell in which the next turn happens.

On segment 3, Magnus's spell goes off again. He again rolls his ADP against the Ogre's DDP, but this time the ogre has the highest dice and the spell misses. Magnus then declares he will try to cast a drowsy spell (RR 5), and moves his token ahead 5 more spaces.

And that's how the combat cycle works! You essentially go around the initiative clock until the combat encounter is over. Pretty simple, isn't it?

No minis, tokens, or don't have a print out of the clock?

No problem. I am a firm believer that you shouldn't be required to have game aids in order to play the game, and this includes the aids needed to use the initiative clock. Having these aids will make combat go by smoother and faster, but there is an alternative solution.

All you need is a piece of graph paper or a pre-printed grid. Every five or ten spaces, put the number of the space it in, so you know which segment it is on. This will assist in counting forward. Have a legend where a letter represents each combatant. Every time a participant declares an action, put the letter associated with that participant in the appropriate grid. Instead of going around the clock, just go down your grid, stopping when it's a character's turn.

The World of Arcadia (example setting)

The World of Arcadia and the lands described below are simply a generic fantasy game world provided to you as a quick start guide. You can completely ignore these lands and create your own game world, or you can choose to adopt as much as you want into your gaming.

Continent of Algerian

Marcus stood on the grassy hilltop, taking full measure of the misty swamps that began from this point on. The few previous days travel through the rolling grasslands had been uneventful, if not a little pleasant. Travel conditions in the early summer have been just about all an explorer could ask for. With the warm sun shining on his weathered face, Marcus made good time through the hills and grasslands of the northwestern border of the Moors. As he probed deeper southeastward, the gentle hills have now given way to the foggy depressions of the land's namesake. Even the gentle breeze had ceased to blow.

An ominous feeling overtook Marcus as he started his decent into the misty lowlands. Clouds began to cover the sky, blocking out friendly rays of the sun as he got closer and closer to wall of mist. As soon as he entered the thick, grayish fog, a cold shiver shuddered down his spine. Marcus's long brown hair became damp and matted almost immediately as he drew his cloak tighter around his body, it too damp with moisture as the mist seemed to be drawn to his body.

The Continent of Algerian is home to several nation states, as well as vast areas of unexplored wilderness. Many of these areas will be explained below, but many

more are not and are up to you and your players to shape.

Shorlorn Kingdom

The kingdom of Shorlorn is the oldest nation on the continent, as it is the original land that was colonized by the humans. The kingdom's borders expand approximately 200 miles inland, and the whole of the peninsula is under the control of the government.

Shorlorn is home to humans almost exclusively, with just a small number of gnomes and dwarves who also reside there, mainly merchants by trade. The people of Shorlorn are fairly tolerant to most of the other humanoid species, with the exception of orcs and goblins. This is attributed to the 25 year long war between the two nations along Shorlorn's west border.

Shorlorn is a monarchy state, being ruled by King Marcus Grayscale in Shorlorn city. Under the king, several dukes live in keeps spread throughout the country enforcing the king's will. While being a visual figurehead to the population, these dukes don't have any real political power. Instead, the country has two real influences besides the king himself.

The city council has the most influence on the king's decisions. The council consists of Jorge Anderson, Alahna Driver, and Sean Estoc. Jorge is deeply involved with the noble and aristocrat agendas, and has been rumored to take bribes to sway his judgment. Alahna fancies herself as a representative of the people, and is the one who makes most public announcements. She is very charismatic and has the following of most residents of the country. Sean has earned a reputation of being devious and self-centered. He will side with any agenda that furthers his own gains, and isn't adverse to twisting the laws to meet his ends.

The second main influence is the Guild of the Trade Winds, a local merchant's guild. The Guild of the Trade Winds controls all markets in the city, and takes a heavy tariff to all who wish to make their living via trade. The guild



has been known to threaten the king with extortion if the king does not support their agenda.

So it could be said that the King has very little power, if any at all. He is a figurehead in appearance only, but his legacy is legendary and the people still hold him in high regard.

King Grayscale, nearing his 60s but still a very intimidating man, has a fondness for heroic battle. He is very frustrated by the limitations put on him by others in power in Shorlorn, and would love to bring glory back to his country.

Shorlorn City

The city itself is home to over 50,000 residents, almost all of them human. The city is also home to almost all of the other humanoid species in the country. These species, mostly elves, dwarves, and gnomes, are almost all merchants by trade.

The greatest and most well-known part of the city is the merchant quarter. This area makes up almost one quarter of the city size, sprawling from the docks, ringing the outside of the city, to the west gate. One can find almost any item or service in the city, as long as they can afford the price.

Another attraction to the city is the vast library. This building houses some of the ancient texts of legend brought over by the original founders of the city. These texts are in constant study by mages of great skill, trying to translate them into comprehensible artifacts.

Army of Shorlorn

Shorlorn's military forces consist of two main forces: the land force and the navy. The land force is formidable, but the navy is what the country takes its pride in. The Shorlorn navy is extremely well trained, and is successful in nearly eliminating any pirate threat to merchant vessels.

The land forces of Shorlorn have spent many years holding the border lines along the Horde Lands, and thus aren't very accustomed to being a mobile force. They are defensive in nature, and aren't designed to be mobilized for large scale warfare. The majority of the force also is located along the western border, leaving almost no military in the rest of the country. Only local militias and privately hired mercenaries by the dukes provide security and enforce law in these rural areas.

Horde Lands

The horde lands are a wild, uncivilized area. The area is harsh and unwelcoming both from its occupants and from the land and weather itself. Bordering Shorlorn to its east, and the Dragonback mountains to its western back, this land is home to many of the vicious humanoid species. Tribes of orcs and goblins make their homes sporadically in the area, with a few tribes of ogres making their home in the mountains.

The tribes are in constant skirmishes with the human outposts of Shorlorn, but no real war has been fought for many years. This can mostly be attributed to the constant in-fighting that is taking place between the orc and goblin tribes. Every once in a while, a tribal leader is able to unite a few tribes, and when this happens, large scale death and destruction soon follow.

Because of the harshness of the land itself, only the hardiest of species make their home here. A constant, cold wind blows southward down the valley, ending in a powerful swirl at the south end of the valley as it hits the mountain walls. Fall brings driving rain storms, which turn to hail and snow during the winter months.

There isn't much of the Horde Lands that has been documented, as any who venture into the area to map it out don't often make it out alive. There are a few tribes that have made notoriety, however.

The Black Wolf Clan, a vicious and merciless orc tribe, is located in the eastern hills, and is the most familiar tribe due to the constant raids they make against human caravans. The clan is lead by the huge orc beast Garthoc Tuul. Garthoc has been the clan chieftain for over 10 years, leading by the heavy hand of might makes right. Any who oppose Garthoc may either challenge him to a duel, or find their skull lining the walkway to his stone palace. Even if they choose the duel, most find their skulls being used as a decoration as an end result anyway.

One of the other main tribes is the Sacred Bear Clan. This goblin clan is lead by the very skilled goblin totem mage Rothak Beartooth. Rothak rules his clan out of their fear of the arcane, and by manipulating his enemies to fight against each other. He is bound by the polar bear totem, and is often seen astride one of the great beast when he makes an appearance.

Dragonback Mountains

Little is known about the treacherous peaks of these mountains, except that they are one of the most dangerous places to explore. No civilization makes its home here, with the exception of the possibility of a few troglodyte clans living deep within mountain itself.

One of the reasons even the ogres don't make their homes here are the rumors of the dragons. Some rumors have circulated of hundreds of dragons making their lairs in the mountains, but none of these have been proven.

One rumor that is the most widespread, and most often validated in taverns by friend-of-a-friend storytellers, is that the great sky dragon Alzeaptorian rules much of the sky above the mountains, bullying lesser dragons and hunting giants.

Even if one could get past the giants and dragons and many other horrid creatures of the mountains, it is doubtful they could cross them. Powerful winds and driving sheets of ice and hail pound the mountain passes on an almost continuous basis. If the freezing cold or a hungry beast doesn't kill you, surely starvation would, as there is no real edible game to be found.

The Frozen Lands

The Frozen Lands cover a majority of the continent to the north. They are covered in ice and snow almost year round, and even the southern edges are still covered in permafrost during the summer months. The area is unmapped and unexplored, with no record of any civilized species making their home there with the exception a few giant clans. These giants are rumor only, but they are the only species that would be able to withstand the harsh climate.



Bay of Hope

The Bay of Hope is such named for its tranquility. The waters in the bay are lush with fish, including salmon, crab, scallops, and even small whales. The bay provides an excellent food source to the elves of the Wild Plains, and is very easy to fish due to the calmness of the water.

Inside of the bay itself is another smaller bay directly the eastern edge. This eastern bay ranges in depth from 5 feet to a maximum depth of 50 feet, making it a very calm and large area of water. It is this smaller bay that is a favorite for all manner of creatures to find food.

Because of these paradise-like qualities, the Bay of Hope as long been an area coveted by man. Every attempt to civilize this area has failed, however, as all pilgrims have mysteriously perished within a year after establishing a settlement, with the exception of the elves. Eventually, many surrounding nations have given up the attempt and view the Bay as a haunted land.

Wild Plains

The Wild Plains are home to the tribal elves. There are two main groups of elves here: the nomadic tribes that follow the herds of plains animals, and the more stationary tribes that fish and hunt the whales along the Bay of Hope.

The nomadic tribes usually are made up of no more than a few hundred or so elves, as their lifestyle does not allow large groups of people to survive. They do not own many personal items, and those that they do own are practical in nature. The exception to this rule is the elves ability to make exotic jewelry out of bone and ivory. Often this jewelry is

enchanted with totem magic, as the elves are some of the most renown totem mages on the continent.

The stationary tribes to the north are much larger, growing to a few thousand elves in almost every village. Because of the wealth of food of the bay, they have this luxury of having a large community without the need for farming or ranching. The elves here are very open and friendly to outsiders until given a reason to be distrustful, as war is a rarity for them. They are shorter and stockier than the other elves, having the bodies adapt to the colder weather and high-protein diets.

In addition to these two main population groups, there is also a fair amount of dwarves that reside in the foothills on the eastern edge of the Bay of Hope. These dwarves resemble the elves there in many regards, but are more stocky and have much more facial hair than the elves themselves. They are also a much more recluse bunch, but get along with the elves fairly well.

Valley of Shadow

The Valley of Shadow is so named because the steep valley walls to the east and west are successful in their attempt to keep out the rays of the sun from hitting much of the valley. This, combined with the extremely thick forests that cover the valley, makes it almost impossible for any sunlight to touch the actual valley floor itself.

The trees of the forest are grayish in color with huge, gnarled trunks and canopy so thick that it almost seems as if the entire canopy is made up of a singular carpet of gray-

greenish leaves. Little other vegetation is found here, with the exception of moss and fungi.

As far as anyone can tell, no civilized humanoid species lives in the valley, but rumors abound about the forest housing ghosts, or other frightening beasts.

Moors

The moors are a flat land surrounded by gently rolling hills and valleys. The land gets its name from the many peat bogs that litter the area, as well as the lack of trees and the thick fog that always seems to be present in the numerous depressions.

To the north, along the mountain foothills, reside many gnome towns. Most of these towns are built into the mountain and hills themselves. It is not uncommon for the majority of a gnome town to be underground, where it is quiet and safe.

There is a notable exception: Klaskow. Klaskow is a large gnome city that extends out of the mountain wall to strongly resemble a human city, albeit smaller in scale. It is here that the gnomish Council of Seven rules the country, and it is here that the greatest gnomish research is done.

A visitor to Klaskow would be instantly taken aback by the constant buzz of energy in the city and the almost casual and frequent use of magic. There are some human sized buildings, such as inns or taverns, but the majority of homes in this city are built for the shorter gnomes.

The gnomes themselves are a peaceful bunch, but they can come off as arrogant simply because they view magic and work as a top priority, and casual conversation as a lesser importance.

Even though the gnomes at first glance don't seem to have a very organized military or militia, it would be mistake to think one can easily get away with a crime, or think that the gnomes are defenseless. The gnomes have great magical powers at their disposal that aid in providing protection.

Spire Mountain

Spire Mountain is the home to the rugged dwarven empires. The land gets its name for the huge mountain peak here that stands taller than any other mountain in the continent. There are actually two nations of dwarves in this area: the industrialist Helkommen mountain dwarves, and the Hanguk dwarven sailors along the coast.

The Helkommen dwarves make their home deep within the heart of the mountain. Sprawling halls and the sound of ringing forges are common place to these dwarves. There are three technically separate Helkommen cities within the mountain range, but they are all interconnected via large tunnels. A conservative estimate places the Helkommen population at over 45,000 dwarves all total, being led by the pragmatic Dwarven King Gieblestadt.

These Helkommen dwarves are hardy folk, being constantly tested by the harsh mountain conditions and raids from orc and ogre alike. They have established several mountain fortress towers in which they use for supply points for their warrior defenders.

The Hanguk dwarves make their home along the coastal range of the land. They make their living sailing and fishing

the sea that surrounds their homes, providing whale oil as trade to the Helkommen dwarves in the mountains.

The largest city of Uijongbu is home to the emperor Shin Rhea, a very intelligent and wily dwarf ex-sailor. These dwarves are more laid back then their mountain cousins, and they do not have a real standing army. Instead, they help rely on their mountain cousins for protection from land attacks, while providing excellent defense from coastal attack with their large and well equipped navy.

Along the northern ridge, deep within the mountains themselves, reside the bugbear clans. These clans are as of yet not very organized or united, but rumor spreading would the mountain winds has it that they are forming an alliance to invade the dwarven kingdoms.

Pirate's Peak

This land has earned its name as the haven for all types of pirate raiders and outcasts. There are a few towns and coastal cities here, but the only real governments are the various rogues and assassins guilds.

The other main factor that sets Pirate's Peak apart from other nations is that it is home to all kinds of humanoid species; from human to orc, and from elf to lizardfolk. The only thing that matters is money and survivability.

Pirate's Peak has avoided invasion due only to its location. A coastal invasion is impossible from the west, as the Churning Sea prevents ship travel, and the jagged reefs and cliffs to the east prevent a large scale invasion from that avenue. The only way an army could invade is by the narrow mountain trails along the coast.

Churning Sea

The Churning Sea is a constant maelstrom of violent water. This huge whirlpool has earned a reputation of swallowing any watercraft vessel that ventures near. Rumor has it that all the sailors to these ships are spared and live their lives in an underwater utopia. Only one person has escaped this 'utopia', and has described it as an area where the people are raised as cattle to feed some underwater god.

Jungle of Tears

The Jungle of Tears has earned its name from the returning explorers who have attempted to unlock its secrets. The jungle is a vast and thick rainforest that is very unforgiving. No expedition has managed to escape the jungle without suffering huge losses and often return telling stories of horrific creatures that make the jungle their home. If it weren't for the legends of riches and lost civilizations, no explorer would risk so much to journey there.

Desert of Desolation

Little is known about this great desert, as few have managed to venture into it and survive. The land is almost completely unexplored, save for a few bands of roving nomads that stick to the outer borders of the desert. Legend does have it that a large army of undead and unholy creatures reside in the heart of the desert.



For years people have used Pringela as the butt of their jokes. She was not very pretty, and her coordination was even worse. She was very intelligent however, but unfortunately most people don't notice that in a first impression. What people saw was an ungainly, unattractive woman who needed constant protection.

The adventuring group that she started out with always made fun of her, saying that her magic was worthless. All she had ever accomplished were small bursts of wind and an occasional touch that could shock you. But for the most part, she had always stayed in the rear, letting everyone else take part in battle.

But since they had separated several years ago, she had doubled her efforts in studying air magic and had become a member of the wizard's guild. By all accounts, she had now become quite the sorceress, but one more test to be absolutely sure of her abilities.

Pringela strode outside to a narrow deserted alleyway. At the far end, some fifty yards away, she had set up a dummy mannequin dressed to resemble one of her hated enemies.

Slowly she began to move her arms into a rhythmic dance of motions. Feeling the magic build up inside of her, she began to chant the secret incantation of the spell she desired. Everything must be perfect, pronunciation, movement, everything.

Suddenly with one quick flash, a lightning bolt crackled from her hands and raced towards the dummy. In a split second, a loud explosion shook the alley way and sent debris everywhere. After the dust settled, all that was left of the dummy was a charred stump.

"Time to go see some old friends." She thought, smiling to herself.

A guild can be thought of as your character's occupation, helping define the career path that your character has chosen. An experienced player might recognize a guild the same way that they recognize the term "class", or "profession" from other RPGs.

Unlike most other RPG's, each character does not start out with any particular profession or occupation. Instead, they spend their first few adventures gaining the skills necessary to be able to join a guild. The character always has the option of not joining a guild, but most do for the benefits.

Most experienced role-players can attest to the fact that they created a character to play, only to find out after several hours of gaming that they would have much preferred to play a different type of character.

This system solves this problem by allowing you to change the career path of your character at any time you desire without having to generate a whole new character. In the following pages, you will find some examples of existing guilds in which a character might join.

Joining a Guild

When a character has met the minimum requirements for joining a guild, they may either apply for membership, or may be solicited by the guild itself to join. Either way, membership is not always a sure thing. The characters might have to pass a rigorous screening process, and may even be asked to prove themselves first.

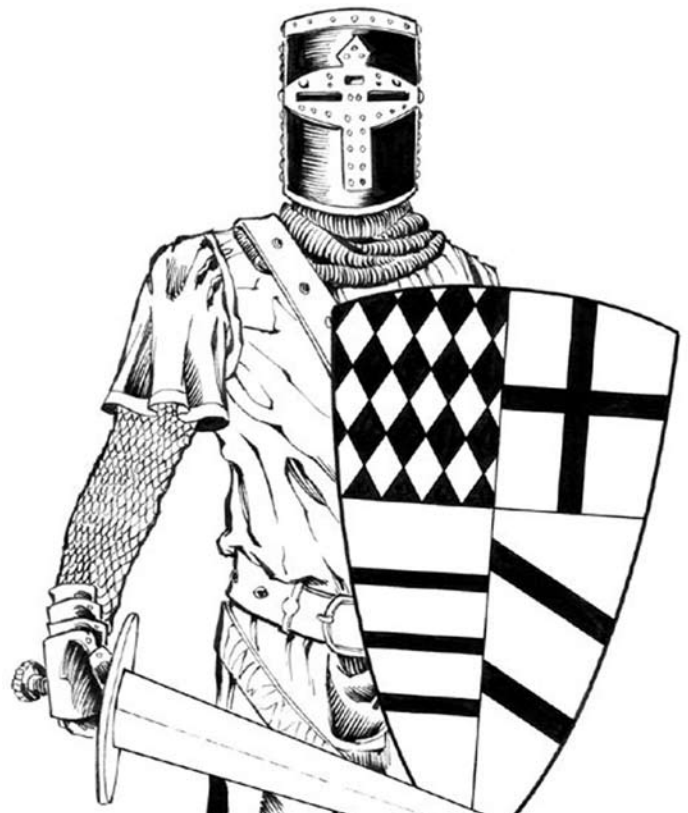
Leaving a Guild

The situation may arise when a character wants to leave a guild. This may be due to either the character just wants out, or they may want to join another guild. Leaving a guild however, is an extremely difficult thing to do. Guilds generally spend quite a bit of time and money into the character to have them as a member, and all frown upon a character wanting to leave.

Quitting a guild is not impossible though. The exact price to the character varies from guild to guild, and the GM is encouraged to make it a task that they character does not want to go through. For example, a warrior's guild may require the character to pay back a severance of 25% of the character's wealth, while an assassin's guild may put out a hit on the character.

Covered in the next few pages are several examples of existing guilds that your character may run into sometime during their adventure. Each one of the guilds highlighted are only there to give you an idea of how a guild is structured, and what you might expect from joining a guild. It is strongly encouraged that you and the GM get together do create your own guilds for your campaign.

Shorlorn Militia



The Shorlorn Militia is the common guild where warriors gather in the kingdom of Shorlorn. Even though they call themselves a militia, they are more of an organized army that also maintains peace and order within the many cities and villages of Shorlorn.

This guild specializes in general combat skills. They do not focus on any particular weapon type, but consider themselves to be practitioners of all forms of armed combat. From the most basic combat fundamentals to the most advanced techniques can be taught at a warrior's guild. The Shorlorn Militia is also much more likely to teach their skills to non-guild members, using the money to subsidize their costs.

In order for a character to join the Shorlorn Militia, they must submit an application and complete a practical application test. This test often occurs with the character fighting a goblin or orc (or some other dangerous creature) to the death if the character has not already proven themselves with other actions.

In addition, the character must already possess the following skills: light armor, novice blades, novice axe/club, novice pole arm, and novice shield.

Once the character becomes a member of the guild, they will enjoy several benefits. First, they will receive free training in any additional combat related skills as they become more experienced. Second, they will enjoy free repair of their weapons and armor if brought to the guild blacksmith. Third, when the character first joins the guild, they will immediately receive a permanent bonus +1 to their DA level.

The cost of being a member of the Shorlorn Militia is that the character must spend two full months out of the year on active duty with the guild. This often includes acting as a city guard, militia, or caravan guard. The character also must always be on call in case their services are needed. This on-call duty is very rare, and usually only happens in time of imminent war.

While on this duty, the character will get paid with a sum of 10 gold per month times their experience title. Thus, a veteran character would get paid 40 gold per month.

Quitting the Militia is actually quite easy. All one has to do is simply quit. This will of course cause the character to lose respect in the eyes of the guild, and occasionally, such as in the time of war, refusal to follow orders may be considered treason. During peacetime, however, a person can simply quit if they want to.

Red Centurions

Those halflings who have excelled in their military duties and want to remain in the military after their allotted time may join the Red Centurions. This group of halflings is an organization that acts in a reserve status, which allows the members to engage in whatever endeavors they choose for 10 months out of the year. For the other two months, they are training with the rest of the centurions. At any time, however, they may be called to duty when the halflings are threatened by an enemy.

The Centurions are led by the halfling hero Antonious

The One-Eyed. He is a middle aged halfling who has spent years fighting in various border wars for the halflings. His skill with the short spear is renown, and his leadership qualities are rivaled by none. Antonious always is the first to lead the charge into battle, and is a very skilled tactician. His reputation and battlefield presence is such that anyone fighting on his side will gain +1 bonuses to ADP and DDP, as well as gaining a +30 bonus to any willpower checks.

In order to qualify for the centurions, the character must have an endurance score of at least 60 and an agility score of at least 55. The character must have also already served their mandatory military obligation.

Once the character is a member, they will gain free training in all combat related skills. After their first two months of training, he or she will also get even better at working as a unit, translating into a +1 bonus to ADP, DDP, and DRL of all weapons as long as they are fighting next to an ally of any species.



Protectorate of the Righteous

The Protectorate of the Righteous is a guild that was specifically formed by the king's ambassador, Tiberias Dulon. Tiberias worked his way through the ranks of the regular militia, proving his courage and valor many a time over. He is very dedicated to the principals of Shorlorn, swearing his loyalty to the king until death takes him. He is also a very outspoken individual who strongly believes that the Horde Lands are a barbaric land of heretics that cannot be trusted. This hatred has often led to many conflicts along the border lands.

Soon after Tiberias was promoted to ambassador, he wanted to form his own guild of only the finest and purest



warriors to fight the just fight. All recruits into the guild are those who have proven their courage in battle and have sworn true allegiance to king and country. Guild members consider themselves the upholders of virtue and justice, and follow a strict code of honor. They take strong pride in the uniforms they wear; a blue and silver cloth tabard over their armor with a lion sewn on the front, and are always well groomed. They consider themselves the true protector of what is right and just.

Recruitment into the guild is not an easy task. The Protectorate receives several applicants a week from nationalistic would-be knights, but hardly any make it into acceptance. In order to be accepted, the applicant must first be proficient in the following skills: adept blades, novice axe/club, medium armor, shield, and novice fortitude. Even then, they must also have proven their loyalty and courage on the battlefield before they will be considered.

Once someone has been accepted into the guild, they will take the role of a 'learner' for a period of one year. During

this time they will be on probation and every action will be scrutinized by the guild leaders. Once they successfully prove their true dedication to the cause, they will become full members and earn the title of 'Protectorate'.

When a person does become a learner, they will receive free training in all combat skills. They will also be issued a horse and a suit of mail armor if they do not already have a set. When the character achieves the title of Protectorate, they will instantly have their base DA level raised by one, as well as receiving the benefit of free room and board at any in friendly to the kingdom. In addition, if the character received a wound that would normally kill them, the character may attempt an endurance check at a -15 penalty. If successful, the wound will not kill the character, but will be reduced until it no longer becomes fatal. The final benefit is that the character will become immune to all types of fear.

The cost of being a member of the guild is heavy as well. The guild will only accept those who are truly dedicated. The character must swear their life to protecting the interests of the kingdom, and must present themselves in an educated and honorable fashion at all times. The character will not fight dirty, nor will they kill a helpless creature unless that creature is deemed to be unholy.

The character must also be prepared to answer the call of duty at a moments notice, and must place the King above all other priorities without question. Failure to uphold this code will result in immediate expulsion from the guild and the lands of the king. If the character has committed a crime, punishment will generally be twice as severe as someone who may not have been a guild member.

Order of the Rose



The Order of the Rose is a religious guild based in the kingdom of Shorlorn. They are a large organization, and are the prominent religion in the kingdom. The Order also is known for sending missionaries throughout the lands trying to convert others, regardless of species, and have many a foothold over the globe. They are led by the zealous and outspoken Cardinal Richelieu, an intelligent and well-spoken man, if not a little intolerant of others that do not share the same beliefs.

The guild itself numbers in the thousands, with churches located wherever they haven't been driven off. For someone wanting to join the guild, they need only come to one of these churches to apply for membership. More often than not, the applicant can become a church member, but will not become a 'speaker'. A speaker is one who has been selected to be a representative of the church, and is often sent forth to acquire glory in the church's name. These missions are used by the church as public relations tools, showing the non-believers what can happen if you follow the true path.

For either a member or a speaker, the character must show sincere devotion to the church and unwavering loyalty. In order to be accepted into a speaker role, the character must have already learned the novice mental skill. If the character is accepted as a speaker, they will receive free training in up to level 4 combat skills as well as all mental magic skills, in addition to read magic, both degree skills, and identify magic.

In addition, regardless if the character is a member or a speaker, they will enjoy free room and board from any other church member, and is expected to do the same.

The biggest benefit to a speaker is a granted ability of holy might. This ability gives the character a +3 bonus to their ADP, DRL, and DDP whenever engaged in combat with an undead creature. In addition, the holy symbol of the speaker may be used to stun, or even destroy certain undead. Once per day, per experience title level of the character, they may call upon the power of the holy symbol to strike at an undead creature. The creature will instantly have their DA level reduced by 1 for every experience title level of the character. Thus a master speaker can reduce the DA level of an undead by 7 levels, and can call this power forth 7 times a day.

Because image and propaganda are so important to the church's success, all members are required to abide by a strict code. They must present themselves as professionals at all time, which includes proper grooming. They must also never indulge in activities which could be considered detrimental to the goodness of the church. This last one has a lot of leeway, and it is up to the GM to decide how this will be enforced.

If a character decides they want to leave the church, they may, but will be branded a heretic and will lose any special benefits that they may have received as a member.

Imperial Mages

Located in a towering spire, the Imperial Mages are a guild located in the heart of the gnomish capitol. They do not run the city, but they have a tremendous amount of

influence on the major decisions.

The guild is led by the arch-mage Vladamir, who rules guild matters with an iron hand. He is very power hungry, and has been known to accuse opponents of being traitors to the motherland, executing them whenever possible. The guild mirrors his attitude, and most guild members are viewed with a mix of awe and suspicion. They are also very easily identified as they prefer to wear lavish and expensive clothing, often just to show off to those of lesser importance. There are a few guild members who prefer to blend in with the common folk, but this is mainly to spy and identify any dissent against the guild.

The Imperial Mages are willing to accept new members, but more often it is them who do the active recruiting. The guild identifies magically talented gnomes at a young age and aggressively pursues them to join the guild, promising wealth and power. If an outsider wants to join, they must go through a stringent and difficult set of tests. The first is that they must pass an intelligence portion. To see if they pass this, the character must pass an intellect check at a -10 penalty. If the applicant fails, they may reapply in six months.

If they do pass that portion, they must show their aptitude in magical arts (effectively already knowing at least an adept form of a magical art).

And finally, they must swear an oath to the guild that they will uphold the guild's interests above all others. The worth of the whole is much more important than the worth of the individual.



Once an applicant is accepted, they are offered a small room to live in the spire, with a basic compliment of fine clothing. Most of the time will be spent studying and learning new magic. The character will receive free training in all mystic skills, and will have access to the many alchemy labs in the tower.

Vladimir is extremely interested in increasing the power of the guild, and takes great interest in any new spell or artifact that is discovered. He has been known to send guild members across the globe in search of these rumored items.

It is possible for a person to quit the guild, but as Vladimir is an extremely suspicious man, the person quitting will be constantly spied upon to ensure that no guild secrets are given up.

Jut Kinchangkap

Jut Kinchangkap (The Iron Gauntlet) is one of the oldest guilds in the Spire Mountain Kingdom. They are the ruling military force for the dwarven nation, consisting of the common foot soldier all the way up the emperor's personal guard. It is the most common profession that young dwarven men go into, as most view it as servitude to your emperor and country. The kingdom hasn't instilled mandatory servitude in the military as of yet, but most able bodied young dwarven men attempt to join anyway.

When an individual wants to join the guild, they can apply at any one of many outposts. The character will go through a brief physical fitness test and will be asked questions regarding their loyalty to the emperor. Those that pass will be sent off to a training camp for a period of four weeks.

While in the camp, the character will not have any access to the outside world, and will be in harsh training for 12-14 hours a day. The camp is very similar to our current military boot camp for Marines. Those that can pass the camp will be indoctrinated into the guild as full time members.



Due to the physical nature of the camp, the characters will receive a +1d10 bonus to their strength and endurance, as well as learning the following skills at no cost to the character: first aid, novice axe/club, and light armor.

Upon graduating, the character will be assigned a permanent duty station and will be sent to report for duty. They will be outfitted at no cost to the character a suit of studded leather, a battle axe, mace, or hammer (depending on the character's preference), and a basic army uniform and small sack to carry belongings.

The character will receive a monthly pay allotment of 10 gold per month while on active duty, and will be expected to pull their assigned duties for 10 months out of the year. Soldiers are allowed two 30-day breaks out of the year to pursue individual tasks.

The minimum term of duty is two years; characters may not quit unless there is an extenuating circumstance. If the excuse is not deemed valid and the character deserts their post, they will be imprisoned. After the term of duty is finished, the character has the option of re-enlisting in 1 year terms.

As long as a character maintains their membership, they will receive free training in all combat skills, as well as free housing in any of the barracks that they may be at, including if they are on one of their vacation times.

Promotion is fairly fast as well due to the somewhat high turnover rate. Basically, for every experience title they gain, they will receive a military promotion. This chain of command is as follows: private, corporal, sergeant, lieutenant, captain, major, and general. Pay is as follows in the same order: 10 gold, 20 gold, 50 gold, 100 gold, 200 gold, 500 gold, and 1000 gold per month.

The Dark Hand

The Dark Hand guild was formed when the first pirate rebels began to form their own port city of Blackwater, in the Pirate's Peak. The guild originally consisted of a few thugs who used extortion and bribery to secure their interests in the new town, eventually growing into a large mob network of business that support the guild's shadowy activities.

The Dark Hand, in its present state, still maintains the largest hold of power in the city, but they have been changing their focus from fencing and black-market schemes to assassination and outright pirating. Their main rival, the Blackwater Merchant's guild, has taken over the black markets and slave trade, specializing in bribery to achieve its ends while the Dark Hand guild has resorted to terror tactics.

No one knows who runs the guild, but it is rumored that a group of three form a small council that decides the major course of action for the guild. The individual members of the guild are also very secretive of their affiliation outside the realms of Pirate's Peak. In some areas, a member of the guild will immediately be arrested regardless if they have committed a crime or not and be imprisoned. This is known as 'preventative maintenance'. Every member of the guild will have a small tattoo of a hand somewhere inconspicuous on their body, identifying them to other guild members, but remaining hidden from plain sight.

Because of the guild's secrecy, there is really only one way to join it. An applicant simply cannot go up to a member and apply since they have no idea who the members are. The best tried and true method of joining the guild is to be a freelance pirate or assassin. Partaking in either one of those occupations will quickly get the guilds notice. If the character seems competent, they will be asked to join the guild or be hunted themselves. If the character is completely incompetent, the guild will generally just hunt them down and kill them. Either way, leaving the guild once joined is not an option.

Once a character is accepted into the guild, they will receive free training in all stealth skills as well as combat skills up to level 2. The character will also receive free underworld equipment from the guild, as well as access to various caches of equipment that may be stashed in remote locations. In addition to the above, the character will also receive an instant +10% bonus to all stealth skills and a +1 bonus to ADP/DDP and DRL for any small concealable weapon (GM's discretion on what falls into this category).

As mentioned above, once a person joins the guild, they cannot leave it on penalty of death. The guild simply cannot allow someone with the secrets of the guild to be exposed. While a member of the guild, there are also certain membership costs associated. 15% of the assassin's fee or pirate's plunder must be given to the guild as a tithe. In addition, the character may be called upon to do a mission for the guild at a moments notice.



Wutend Gefreite

The Wütend Gefreite (Berserker Corp) is an elite group of dwarven warriors that was formed as a separate group to handle special combat circumstances. These dwarves, led by Kemil Tuck, are renown for their fierce courage in battle, almost to the point of being raving mad. These dwarves work themselves up in a rage before entering a battle, and are terribly ferocious when engaged in combat; attacking any enemy on sight.

The Corp itself is made up less than a hundred dwarves, but this small group fights as ferocious as many times their number. Often they will wear armor with spikes or razors embedded to aid in inflicting damage to any who foolishly engage in combat with them.

When someone wants to join the guild, they are invited to an initiation ceremony. This ceremony includes the initiate going thru what basically amounts to torture. They are cut, beaten and bruised, and are expected to maintain a defiant demeanor throughout the entire process. Only the toughest are allowed to join.

In addition to this ceremony, the character must also have already learned novice axe/club, light armor, and novice fortitude. Once they are accepted, they can receive free training in all combat skills, and will learn the secret to the 'berserker's rage'. This rage takes 2d4 minutes to get the character in the right mind set before entering a battle. Once it has taken effect, the character will temporarily gain 1d10 points of strength, +2 to their ADP and DRL of whatever weapon they are using, and all wounds suffered are lessened by one category. Their DDP, however, is reduced by 4 levels, as they don't spend any energy into defense.

This rage will last until all enemies are slain, and if possible, the character must attack any enemy they can reach. The character may not flee the battle. The character can attempt to cease the rage beforehand, but they will need to make an intellect check at a -30 penalty to do so.

Guild members, once in the berserker mindset, almost never leave the guild. Death is the most common reason why someone would no longer be a member. There are those that quit, but more often than not they are viewed as weaklings who can't handle the challenge of battle.



Guardians of the Dead

The Guardians of the Dead are a very secretive guild that no one really knows where they are centrally located. There have been small covens discovered throughout the lands, but these covens have numbered no more than a few individuals. In fact, that is the guild's secret to its continued existence. If a large centralized hub was in place, and if it were to be destroyed then the secrets of all guild members would be exposed.

The reason the guild is so secretive is that the members work in the dark arts and practice necromancy. At best they are viewed with suspicion by others. At worst they are hunted and killed as devil-worshipers.

In fact, very few guild members worship any god at all. Most are just fascinated with necromancy and the ability to bring life back into those who are dead.

Because of the secrecy, if someone wants to join this guild, they must be very patient and persistent. It is recommended that the character stake out areas where a guild member might frequent, such as a graveyard, and approach the person. Naturally the guild member will be very cautious and evasive with the character, not trusting their motivations.

If the character is successful convincing the guild member to hear them out, they will be asked to prove their true intentions and loyalty to the dark arts. This can be done if the character is already skilled in some form of rune or channeling magic that is necromantic in origin. If the character is unable to do this, they must prove their loyalty

in some other way as determined by the GM.

If the guild member is convinced, they will accept the character as an apprentice. This apprenticeship usually lasts six months in which most of the character's duties will include doing errands for the guild member. After this time has expired, the guild member may offer the character guild membership.

If the character has been accepted into an official guild membership, they will be introduced to any other guild members and will be expected to keep everything in total secrecy on pain of death.

As a guild member, the character will receive free training in up to level 2 stealth skills, as well as any mystic skill that relates to anything necromantic in origin. This may include some, but not all rune and channeling spells. The character will also not be attacked by any undead creature unless that character does something to warrant an attack.

Because of the secret nature of the guild, quitting is not an option. The other guild members cannot risk that their secrets could be revealed. If a character tries to quit, they will be hunted with an relentlessness and patience that can only be rivaled by those who are dead.

The Wolf Clan

The Wolf Clan isn't so much a guild, as it is a tribe. The clan is an elven plains tribe that is led by Chief Longpaw, and numbers about 500. They are a nomadic people, roving the Wild Plains, following the migration of the herds that they hunt. Naturally, their totem is that of a wolf.

Joining the tribe is a little tricky. There are really two ways someone can be a member. The first, and most common, is that any young man or woman born into the tribe is sent out on what is called a "Passing". All tribe members are required to do this ritual, which is enforced when they become of young adult age. The individual is banished from the tribe for a period of one month, where they are forced to survive on their own, without assistance of any kind. Those that do survive are welcomed back into the tribe as an official man or woman, and no longer a child.

The second, and very rare option, is for an outsider to be invited as an official tribe member. The character must have proven courage and loyalty to the tribe in order for them to consider the outsider one of their own. The tribe is wary of outsiders, but are extremely loyal to those whom they consider allies.

Once someone is accepted as a tribe member, they are considered to be a brother or sister to the rest of the tribe. Loyalty is fierce, and the character must place the needs of the tribe above all else. Quitting the tribe is viewed the same as treason, and the character would be viewed with hate by any other tribes members.

While a member of the tribe, the character can receive free training in tracking, hunting/fishing, first aid, survival, all bow and spear combat skills, all fortitude skills, silent walk, hiding, rapid attack, dual weapons, all axe/club, light armor, shield, and all totem skills. The character cannot wear heavy armor as the tribe relies on movement, and heavy armor will hinder the character too much. In addition, the character cannot retain a considerable amount of





higher than a novice or rookie for their experience title. If a character meets these requirements, and they show a strong desire to be a hunter, Stryder will take them on in an apprenticeship.

This apprenticeship will last for six months, where Stryder will teach the character tracking, hunting/fishing, novice bow, novice blades, first aid, and woodland survival if the character doesn't already know those skills. In addition, because Stryder will also teach the subtle secrets of the wild, the character will receive a bonus +10% to all of these skills, as well as a +1 bonus to their ADP when using a bow.

After the apprenticeship is finished, the character may return to Stryder for additional training in all bow, blades, or thrown missile combat skills; dual weapon, fortitude, and rapid attack combat skills; and silent walk, hiding, invisibility, slight of hand, disarm trap, and climbing stealth skills; and up to skilled totem magic.

Due to the philosophy of the group, members are frowned upon for acquiring great wealth and from wearing any armor heavier than light rated.

If for some reason someone wants to leave the guild, they may if reason permits. If the separation is hostile, such as the character showing no regard for the lands he or she hunts, then the character will be hunted down themselves if they are discovered by any of the other hunters.

wealth. Tribe members are expected to be able to fit all of their belongings in a pack.

Once someone is an official tribe member, they will instantly have a special affinity for wolves. This power does not allow the character to speak with the animal, but both the character and the wolf can feel each other's emotions and basic thoughts; effectively being able to communicate on a very basic level. All wolves will regard the character as a friend, unless of course the character does something to betray that trust.

Stryder's Hunters

Stryder's Hunters aren't really a guild per se, but are a small group of woodsmen that have all taken their training from the master hunter Stryder Swiftfoot. Stryder is considered more of a legend among the border villages of Shorlorn; a hunter of renown skill who some say can run like a deer.

The Hunters themselves only number between 20 and 25, spending most of their time in solitude honing their skills; only seeking out Stryder when they need additional training.

Trackers and hunters from all across the land come to the border lands to try to convince Stryder to teach them. Most, when they are able to find him, are sorely disappointed when he rejects them. Stryder will not train someone who is already experienced. He prefers to make his initial selections from those with raw talent for the hunt.

For someone wanting to join his group, they must have at least an agility score of 65, intellect of 55, strength of 50, and endurance of 55. In addition, the character cannot be



Woodland Defenders

The Woodland Defenders are a small group of druids that live just east of the Bay of Hope. They consist of just over 100 members of all types of humanoid species. They care not what the character looks like as long as their heart is in the preservation of the natural world. The leader is very old bugbear known as 'The Wise', who spends a majority of his time in solitude and only gets involved in serious guild matters.

To those seeking guild membership, they must journey to the Bay of Hope on a pilgrimage. The members of the guild will almost never reveal themselves unless it is to bring down their wrath to any who would seek to harm the Bay. Once the character has finished their journey, they must spend 1-2 weeks in the paradise showing their true dedication to preserving the wildlife and plants. During this entire time, they will be under the watch of the guild. It must be noted however, that this does not mean that they cannot eat meat or hunt. If they do, however, they must show a need for it and make sure they do not waste any part of the animal, as well as paying homage to the animal spirit who fulfilled its purpose in the circle of life.

After the few weeks have passed, if the character has shown a true dedication to nature, they will be approached by a guild member who offers membership. If the character accepts, they will be invited for a transformation ceremony. This ceremony doesn't actually physically transform the character, but will spiritually connect the character to the Bay. From this point forward, the character will be able to tell if there is harm to the balance of nature in the Bay. In addition, the character will be assigned an animal totem and be officially inducted into the guild.

As a member of the guild, the character will receive free training in all totem skills, as well as up to level 4 bow and thrown missile skills, tracking, silent walk, hiding, and climbing skills. In addition, the totem spirit pet that is called forth from the character will have +2 to its ADP, DDP, DA, and DRL above what is described in the spell description.

The character is also restricted to wearing light rated armor, and must live a life of humbleness. The character is prohibited to building large structures other than what is the minimum to live in, and is required to be a guardian over an assigned area. The character must also be ready to heed the call of the guild if so needed.

It is possible for a character to leave the guild, but if they do so, they will be prohibited to ever returning to the Bay of Hope. They will be considered outcasts and will be treated with hostility from all of the creatures in the Bay.



All of the above guilds are just guidelines to use. It is highly recommended that you get with your GM and work together to come up with a guild that fits both the campaign world and what the character is looking for.

Once again, guilds are completely optional and are just there for added flavor to your campaign world.





Treasure

Treasure, along with fame, is one of the most motivating factors for characters to adventure. Some of the greatest stories revolve around some form of grand treasure.

The most common way for an adventurer to find treasure is to defeat a creature and take that creature's treasure. The amount of treasure the characters loot is entirely up to the GM, but common sense should be utilized. Generally, tougher creatures will have greater treasures, but that isn't always the case. A giant scorpion, for example, won't really have any treasure, as it doesn't have a need for any. But an ogre might have quite a bit from all of its past victims.

Arcane Items

Included in this section are several arcane items that can be found in the Altus Adventum world. Some are more common, like healing salve, and some are unique artifacts, such as the Axe of Thorgarin. Each of the items included here require that the user be a minimum experience level in order to control the effects of the item. This level requirement appears after the hyphen in the weapon's name. I.e., a vial of curing-Asp means that the character must be at least an aspirant level to use this item.

Note

Only a few magic items suitable for Aspirant level characters will be included in the primer. The full version includes dozens of magical items.

Arcane Weapons

Balanced Weapons-Asp

These weapons come in various types, and are common gifts to military officers as awards for valor. These weapons grant a bonus +1 to the wielder's ADP.

Razor Weapons-Asp

Another form of weapon that is non-magical, but valued just as much are the razor weapons. These weapons have had extra care in their creation, and grant a +1 bonus to the weapon's base DRL.

Arcane Armor

Armor of Comfort-Asp

Appearing as normal sets of armor, armor of comfort allows the character to wear the armor indefinitely without discomfort. A character can even sleep comfortably in a suit of this armor.

Armor of Movement-Asp

This armor allows the wearer to move without any penalty normally associated with armor.

Arcane Items

Amulet of the Artisan-Asp

When created, each of these items are attuned towards a

specific percentage based skill. When worn, the amulet will grant a +10% bonus to all skill checks against the skill that the amulet is attuned to.

Beard of Melindibout-Asp

Essentially a polymorph self to dwarf magic item. Usable 3x/day for 10 minutes.

Melindibout, the most famous luminary of the Dwarven Actor's Guild, was a virtuoso performer, but only for parts requiring beards. This limitation however, did not stop him from rising to stardom, as directors across the Kingdom would rewrite their plays so Melindibout could star as the bearded hero.

Book of Skill-Asp

This book, once read, will immediately bestow upon the reader the knowledge of one level 1 skill of any type. The skill must be determined when the book is created.

Cloak of Minor Protection-Asp

These fairly common cloaks were created to give the traveler a bit of extra added protection when venturing into the dangerous wilds. Appearing as normal cloaks, when donned they will grant a 1 bonus to the wearer's DDP and +5 to luck checks.

Gloves of the Master Warrior-Asp

These gloves, when worn, grant the wearer a bonus +1 to both ADP and DDP as long as they are wielding a weapon.

Magic Rope-Asp

This rope appears as any other normal rope upon inspection, usually between 25 and 50 feet long. However, when commanded, the rope will straighten out and become rigid. When in this rigid state, the rope can support up to 300 pounds before collapsing.

Salve of Healing-Asp

When rubbed upon a wound, it will heal one wound of choice up to a deep wound.

Spider Gloves-Asp

These soft, thin leather gloves will grant the wearer a base 80% chance to climb sheer, vertical surfaces, or grant a +50% bonus to a character who is already skilled in climbing. These gloves will also grant 1/2 of the skill bonus when attempting to climb upside down on ceilings or other smooth vertical surfaces such as glass.

Will's Whip-Asp

Legend has it that a Halfling smuggler was gifted with this magic whip by Sandor the Wise. The wielder of Will's Whip passes all checks involving the driving of carts or wagons. Additionally, the whip counts as +1ADP in combat.

Vial of Curing-Asp

This vial will cure any disease inflicted upon the character when drunk.

Creature Catalog



Creature Catalog

Note

Only creatures that are a challenge for aspirant characters will be included here. The rest can be found in the full manual.

One of the most integral parts of most RPGs are the heroic battles with evil creatures. Legends are often born of the stories of the outmatched hero valiantly defeating a powerful monster. This chance for fame often rivals the lust for wealth as a main reason why characters will take the adventure's path.

Some of the creatures listed in this catalog you might be familiar with, others are completely new. Most of the well known creatures here have been taken right out of historical literature.

You will also notice that each creature will be described in a set format as below:

Name

DA: The damage absorption level

ADP: Attacking Dice Pool

DDP: Defense Dice Pool

DRL: Damage Rating Level

Int: Intellect

Str: Monstrous strength rating*

Luck: Luck

WP: Willpower

PR: Power Rating

RR: the RR cost of actions

Movement: # of feet per segment

Description: The physical description of the creature.

Habitat: A description of how and where the creature can be found.

Abilities: The powers and abilities of the creature.

Treasure: Typical treasure found on the creature.

A note about creatures with multiple attacks (claws, etc): There are two ways that this is handled in game terms. The most common way is that you will notice that the creature's RR rating is fairly low. These rapid attacks are a way of reflecting how the creature would have more attacks in the same cycle as compared to a typical character, even if only one of those attacks resolves in any particular segment.

The other way, which is called out in the creature description, is that multiple attacks will resolve on the same segment. These are clearly identified ahead of time when this situation would occur.

*Monstrous Strength

Unlike that character's strength score, creatures have what is called a monstrous rating. The rating isn't an exact strength score, but a general idea of how strong a creature is. The chart below details how many pounds a creature can lift by strength rating.

It should be noted that due to such a great strength, certain creatures can inflict more than one wound of the type rolled

for each successful hit. Creature with Gargantuan strength will inflict one additional wound per hit, while creatures with Titan strength will inflict two additional wounds with each hit.

Strength Ratings

Rating	Definition	Max Lift Weight
F	Feeble	10-25 lbs
W	Weak	25-70 lbs
H	Human	70-250 lbs
B	Bestial	250-500 lbs
G	Giant	500-5000 lbs
T**	Titan	5000 lbs +

** Creatures with titan strength will also have an SDRL rating of 1/2 their DRL rating. I.e., a creature with titan strength and a natural DRL rating of 18 would have an SDRL rating of 9.

Please note that these numbers are just guidelines. Feel free to adjust and modify numbers as you see fit to better maintain game balance. A goblin chieftain, for instance, will more than likely have higher DA, DRL, ADP, and DDP levels than a standard goblin.

Barbegazi

DA:	4
ADP:	3
DDP:	4
DRL:	by wpn
Int:	70
Str:	W
Luck:	75
WP:	60
PR:	4
RR:	by wpn
Movement:	5

Description: Barbegazi are a cousin to the gnomes, having thick shaggy hair that covers their entire body. The pads of their feet are very thick, protecting them from the hard stones of the cold mountains. A typical barbegazi stands just over 2 feet tall.

Habitat: Barbegazi live in clans of 10-40 high within the mountains of the Frozen Lands. They are very wary of any outsider, and will not generally expose their existence unless absolutely necessary.

Abilities: Most barbegazi are skilled in adept levels of totem magic, and all are excellent at stealth, having a 95% skill rating in both silent walk and hiding while in a snowy climate. Because of their nature, barbegazi are also extremely resistant to cold, and any damage they take from a cold-based attack will be reduced by two categories.

Treasure: Most of the treasure found in a barbegazi lair will be various gems or magical totems.

Black Dog

DA: 5
ADP: 5
DDP: 4
DRL: 7
Int: 25
Str: H
Luck: 55
WP: 40
PR: 1
RR: 6
Movement: 10

Description: The black dogs get their name from the coat of jet black fur that covers their entire body. They are massive canines, standing almost three feet tall at the shoulder and weighing more than 200 pounds. Some claim that these dogs are the hounds from the depths of hell, as their eyes glow a dim red.

Habitat: Black dogs can most commonly be encountered either in packs of 3d4 in the moors and highlands, or individually in the outskirts of a small town or village where it preys on anyone who might stray into the night.

Abilities: Black dogs have an excellent sense of smell, and are near impossible to detect, having a skill of 85% in hiding and silent walk.

Treasure: Black dogs have no treasure, but their hides are often sold as proof of reward. A typical black dog pelt will sell for 50 gold.

Dark Hunter

DA: 2
ADP: 4
DDP: 2
DRL: 4
Int: 35
Str: F
Luck: 40
WP: 20
PR: 1
RR: 4
Movement: 10

Description: A dark hunter appears to be a mad wizard's experiment gone wrong when trying to combine a rodent with an insect. This creature appears to have the body of a large hairless rodent, with eight spindly legs that end in razor sharp claws. Tough, elastic brownish skin covers what appears to be an exoskeleton. They have two long antennae protruding from their heads which they use to help hunt down potential prey, and can grow up to 3 feet in height.

Habitat: Dark hunters often make their homes in dense temperate woodlands, moving beneath the thick undergrowth in search of their prey. They live in packs of 10-40, with the hunting parties ranging from 5-8. These

creatures are nocturnal, and are hardly ever encountered during the day.

Abilities: The dark hunter's greatest ability is its sonar vision. Much the same as a bat, the creature sends forth sonic waves to see in the dark. This gives the creature excellent maneuverability at night. When the black hunters attack, they will all focus on one single target that appears the weakest. They will attempt to swarm and overwhelm this target to bring forth a quick death. If the battle does not seem to go in their favor, these creatures won't hesitate to flee.

Treasure: Dark hunters do not keep any treasure.



Goblin, Standard

DA: 2+armor
ADP: 2
DDP: 2
DRL: by weapon
Int: 35
Str: W
Luck: 30
WP: 15
PR: 1
RR: 5
Movement: 5

Description: Goblins are sickly little humanoids, standing just under four feet in height and having a wasted appearance about them. Their skin tones ranges from dark tan to putrid green, and they have greasy hair that lies in tangles.

Habitat: Goblins can make their home in pretty much any area that humans would consider substandard, from villages to underground lairs.

Abilities: Goblins have the special ability of night vision similar to a dwarf's, as well as the uncanny ability to lay good ambushes.

Treasure: Goblins generally will have 1d4 silver on each of their persons, with a tribe treasury of 10d8 gold, 2d10x10 silver, in addition to a possible minor magical item.

Goblin, Marauder

DA:	4+armor
ADP:	3
DDP:	3
DRL:	by weapon
Int:	40
Str:	H
Luck:	40
WP:	30
PR:	2
RR:	5
Movement:	5

Description: Goblin marauders appear as slightly larger versions of their cousins. They are more tribe-like, and prefer to wear heavy hides due to the climate they like to live in. These goblins stand up to 5 feet tall and can weigh up to 150 pounds.



Habitat: Goblin marauders prefer to live in the harsh climates of cold and mountainous terrain. They are very at home in the snow and rocks, and their harsh living conditions have made them a very hardy breed of creature. It is also from this cold life that has given them a ruthless and cold demeanor. Since there is very little natural resources in the cold and mountains, goblin marauders are well known for their coordinated attacks on caravans traveling through the mountain passes.

Goblin marauder tribes generally contain 50-100 goblins, with a large chieftain (DA 6 and a +1 to his base DRL). This chieftain will also be armed with a minor magical weapon and/or armor as well.

Abilities: Goblin marauders all have night vision, and all cold damage is reduced by one category.

Treasure: Each goblin marauder carries 1d4 gold as its personal wealth. The goblin chieftain, in addition to its magical weapon and/or armor, will have the tribe's wealth of 5d6x10 gold, 5d10x10 silver, plus various gems and jewelry, and even might have other minor magical items, such as a vial of healing.

Hawk/Falcon/Eagle

DA:	3
ADP:	4
DDP:	6
DRL:	4
Int:	15
Str:	F
Luck:	40
WP:	25
PR:	1
RR:	3
Movement:	1/60 flight

Description: Hawks, falcons, and eagles come in many forms and sizes. The stats listed here are for the larger birds, such as the Bald Eagle and Goshawk. These birds can stand two feet tall with a six foot wingspan.

Habitat: Wild hawks are rarely encountered in combat. Most hawks found in game play are pets or animal companions.

Abilities: All birds of prey have the ability of flight, and they have a special dive attack. If the hawk is at least 100 feet above a target, they can dive and attack. If this is done, they do not get a beak attack, but their ADP rises by 1 and their DRL rises by 2 for that attack only. Once a target has been successfully attacked via swooping, the bird will attack with it's beak.

Treasure: Hawks have no treasure.

Hsigo
 DA: 6
 ADP: 4
 DDP: 4
 DRL: 4 or by weapon
 Int: 38
 Str: 45
 Luck: 38
 WP: 30
 PR: 4
 RR: 6
 Movement: 10/30 flight

Description: The Hsigo are a primate species that resemble chimpanzees with human faces and feathered wings.

Habitat: These creatures live in small clans deep within the bamboo forests, staying away from humanoids if at all possible. They are not evil, but are aggressive and won't hesitate to attack if they feel threatened.

Abilities: Hsigo have the ability of flight granted to them from their wings. When in combat, a favorite tactic is to fly above the enemy and drop rocks or other objects on them. Highly advanced Hsigo tribes have been known to craft crude javelins that they use in the same fashion.

Treasure: The only treasure the Hsigo will have will be either that from previous explorers, or the occasional shiny gem or jewel.

Imp
 DA: 5
 ADP: 3
 DDP: 3
 DRL: 3
 Int: 65
 Str: F
 Luck: 60
 WP: 45
 PR: 3
 RR: 3
 Movement: 5/30



Description: Imps appear as two feet tall devilish humanoids. They have long, pointed ears, sharp teeth and claws, and a devil-like tail that ends in a small barb. Their skin is a deep crimson and their eyes glow a soft red.

Habitat: Imps originally come from the pits of hell, but are often used as companions for powerful evil wizards.

Abilities: Imps can turn invisible at will, and have the power to fly distances up to 100 meters before needing to land.

Treasure: Imps do not have any treasure of their own.

Insect, Large Spider

DA: 7
 ADP: 4
 DDP: 3
 DRL: 3
 Int: 15
 Str: H
 Luck: 40
 WP: 35
 PR: 2
 RR: 3
 Movement: 10

Description: Large spiders are two foot diameter (not counting legs) versions of the normal insect.

Habitat: Large spiders often can be found in old ruins or dungeons, preying on unsuspecting passersby.

Abilities: In addition to making a web that can only be broken by a character with a strength score of 80 or higher, a large spider has a poison bite that a target creature must make a luck check against or be poisoned.

Treasure: Large spiders will occasionally have treasure from past victims in its lair.



Insect, Giant Wasp

DA: 4
ADP: 3
DDP: 4
DRL: 4
Int: 35
Str: H
Luck: 40
WP: 30
PR: 1
RR: 3
Movement: 2/50

Description: Giants wasps are five foot long versions of the normal insects.

Habitat: Wasps make their homes in warm, temperate climates, either in underground burrows, or in large, paper-like hives. Most often these creatures are encountered in numbers of 1-4 while they are out on patrol. A hive itself might house up to 50 of the creatures.

Abilities: Any creature stung by a giant wasp must make a luck check at a +5 bonus or be poisoned.

Treasure: Giant wasps have no treasure.

Lizardfolk

DA: 5+armor
ADP: 3
DDP: 4
DRL: 4
Int: 45
Str: H
Luck: 50
WP: 40
PR: 3
RR: by wpn
Movement: 5/40 swim

Description: Lizardfolk appear as man-sized humanoids, with rough, scaly skin and thick, strong tails. Their heads come in various lizard types, with a slight humanoid aspect about them. They are intelligent, stand on two legs, and can wield weapons or specially crafted armor as easily as a human could.

Habitat: There are two main habitats that lizardfolk make their homes: swampy or desert. The swamp lizardfolk can swim extremely well, while their desert cousins have a natural resistance to heat. Both types generally live in small clans of 50-100 lizardfolk, being led by a chieftain or shaman.

Abilities: As noted above, swamp lizard folk are excellent swimmers, while desert lizard folk are naturally resistant to heat, but are much slower (+2 RR) in cool weather.



Treasure: Lizardfolk like to fashion and collect shiny objects of value, but will rarely have an large amount of treasure on them outside of small jewels or a few gold coins.

Orc
DA: 5+armor
ADP: 4
DDP: 3
DRL: by weapon +1
Int: 45
Str: H
Luck: 40
WP: 40
PR: 2
RR: by wpn
Movement: 8

Description: Orcs appear as very ugly humans. They stand between 5 and 6 feet tall, with a greenish or grayish tinge to their skin. Their most prominent features are their fanged teeth and sharp facial features. Orcs most often wear their hair in a long tribal pony tail, with the rest of their heads shaved.

Habitat: Orcs will make their homes in any area where they are not forced out by another race. They generally live in tribal villages of up to 500 orcs, but it has been rumored that there is an orcish city of over 25,000 of the creatures. Orcs are most often viewed as nuisances by other races, as they prefer to attack caravans in bandit fashion.

Abilities: Orcs possess the ability of heat vision, much like a dwarves, as well as having roughly twice the endurance level of that of a human. This endurance allows them to travel for great distances before suffering from fatigue.

Treasure: Most orcs encountered are bandit raiders who will have 1d10 silver on each of them, in addition to any weapons or armor. The chieftain of an orc tribe (DA: 7 ADP: 5 DDP: by armr DRL: by wpn +2) will most often have a magical item with it, as well as the tribe's treasure horde. This horde consists of 5d10x100 gold and various minor magical items or jewelry.



Piranha

DA: 1
ADP: 2
DDP: 2
DRL: 1
Int: 15
Str: F
Luck: 40
WP: 5

PR: 1
RR: 3
Movement: 10 swim

Description: These large fish grow up to two feet in length, with large, powerful jaws lined with razor sharp teeth it uses to shred its prey to pieces.

Habitat: Piranha live in large schools of 4d10 fish in warm, tropical waters.

Abilities: The piranha schools will attack anything that comes in the water. They attack with a sudden ferocity, shredding many creatures to bones within minutes.

Treasure: Piranha have no treasure.

Pixie
DA: 2+armor
ADP: 3
DDP: 3
DRL: 3
Int: 50
Str: W
Luck: 85
WP: 55
PR: 3
RR: 4
Movement: 5/25 flight

Description: Pixies are diminutive forest humanoids standing just over a foot tall with insect-like wings. They wear well-tailored forest colored clothing, and are usually armed with small needle-like swords.

Habitat: Pixies live in communities of 2d4x10 creatures deep within the forests where normal humanoids rarely venture. When they do encounter humanoids, they love to harass and tease them in what they call good fun.

Abilities: In addition to flying, all pixies have 90% skill in stealth and silent walk when in the forest.

Treasure: Most treasure that a pixie might have is too small to be used by humanoids, but occasionally they may have a valuable jewel or two.



Plant, Carnivorous
 DA: 11
 ADP: 5
 DDP: 3
 DRL: 9
 Int: 15
 Str: H
 Luck: 50
 WP: n/a
 PR: n/a
 RR: 7
 Movement: nil

Description: The carnivorous plant can simply be described as a giant Venus Flytrap. The plant's main leafy growth can grow up to 30' wide and a few feet tall. In addition to the main body, the plant also has a large pod very similar to that of the Venus Flytrap. This pod can grow up to over eight feet long and each pod leaf can grow up to five feet wide. The inside of this pod leaf is coated with a golden silvery liquid that seems to reflect all light.

Habitat: Carnivorous plants can be encountered in both temperate woodlands and jungle climates. This plants can either be encountered singularly, or in patches of several plants.

While waiting for prey, the plant will have its pod open flat on the ground, exposing the golden silvery surface upward. When any man-sized or smaller prey gets close enough to the pod to investigate, typically 1-2 feet away, the pod will shoot forth and envelope its prey. Unless the prey is expecting something, there is a 90% chance that they will be surprised. Any character with an alertness skill will only be surprised on a 50% chance. If the plant is successful in its surprise attack, then it will get a +4 bonus to its ADP roll. If the creature succeeds defeating the DDP roll of the victim, then the victim will suffer damage automatically every action until the plant is dead, with no further ADP roll needed. Every 4 segments, the character can attempt to make a strength check at a -25% penalty to break free from the pod.

If the attack roll fails, and the prey remains, then the creature will continue to attack using its standard ADP roll, as it has a 10' long prehensile vine connecting the pod to the base of the plant that can lash in any direction.

Abilities: Carnivorous plants are very sensitive to movement, and can easily tell when a prey comes near. Occasionally, the plant will even tilt its golden pod towards the prey in order to attract it closer.

Treasure: Occasionally a carnivorous plant will have treasure from a previous humanoid victim. If that is the case, then the plant will also position that treasure where a passing humanoid will be able to see it, hoping to lure it close.

Redcap
 DA: 3
 ADP: 2
 DDP: 2
 DRL: 4
 Int: 50
 Str: W
 Luck: 40
 WP: 30
 PR: 2
 RR: 4
 Movement: 5

Description: The vicious redcap appear as very slender old men with long, scraggly white hair and long claws. They stand only three feet tall, but can move with a grace that defies their appearance. The most tale-tale sign of these creatures, and hence their name, is the red cap that they all wear. This cap is red from the blood that they drench them in from their victims.

Habitat: The redcap make their homes in temperate woodland areas, laying siege to any easy wandering target that strays into their territory. They live in small tribes of 2d20 creatures.

Abilities: Redcaps have a 80% skill in both hiding and stealth. They prefer to lay ambushes for wary travelers, ripping them to pieces with their large claws.

Treasure: Each redcap will generally have 1d6 silver on their persons.

Siren
 DA: 4
 ADP: 6
 DDP: 4
 DRL: 5
 Int: 75
 Str: H
 Luck: 80
 WP: 65
 PR: 5
 RR: 4
 Movement: 40 flight

Description: Sirens are beautiful nude humanoid women, often appearing as either elves or humans, although they may change their form to mimic any humanoid species.

Habitat: Sirens make their homes in the craggy coastal cliffs where fishing vessels or trade ships often pass. Their lair is generally inaccessible by land and sea alike, the jagged rocks destroying any vessel that comes near.

Their actual lair is a deep cave within the rocks that is home to 2-5 sirens, and if one is able to get to it, they will notice that it is covered with bones.

Abilities: The most potent ability of the siren is its song. Any humanoid passing within 100 meters of the siren's lair must

make a luck check or be charmed by the song. If the sirens are within visual contact as well, then the luck check will be made at a -25 penalty.

Any creature charmed by the siren will do everything in their power to embrace the creatures, which often ends up in them either crushing their ship among the rocks and drowning, or falling down the steep cliffs, dying on the rocks below.

Treasure: Inside the cave lair of the sirens one can typically find quite a bit of treasure from previous victims. Often this treasure will consist of the cargo of the many destroyed ships that have been crushed on the rocks previously. This treasure can consist of over 25,000 gold in various jewels and gold, as well as more than a few arcane items.

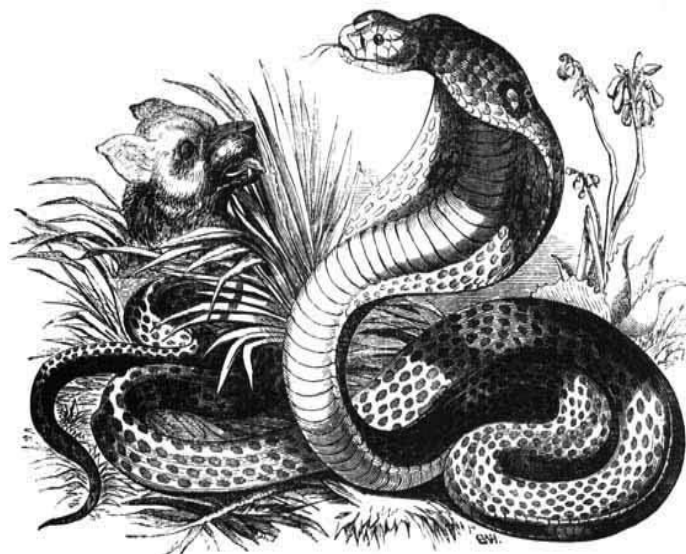
Snake, venomous

DA: 2
ADP: 3
DDP: 2
DRL: 3
Int: 15
Str: F
Luck: 50
WP: 10
PR: 1
RR: 3
Movement: 5

Description: Venomous snakes come in all types of physical descriptions, from slender brown snakes to rattlers. Most of them grow to about 4 feet in length, although some can grow longer.

Habitat: Venomous snakes can be found almost everywhere in the world.

Abilities: Venomous snakes hunt by 'smelling' the air for scents and seeing in the infrared spectrum. Whoever is bitten by a poisonous snake must make a luck check or be poisoned.



Treasure: Venomous snake lairs have no treasure, unless it is from a previous victim.

Troglodyte

DA: 4+armor
ADP: 4
DDP: 3
DRL: by wpn +1
Int: 45
Str: H
Luck: 50
WP: 45
PR: 3
RR: by wpn
Movement: 5

Description: Troglodytes were once normal humans who sought protection and isolation deep within underground caverns. Years of minor changes have altered their appearance from that of normal humans. They are slightly shorter, averaging 5' in height, and have pale, grayish skin. Most troglodytes have jet black hair and pale, gray eyes.

Habitat: As mentioned above, troglodytes make their homes in underground towns and cities, avoiding the surface world when possible. Their underground towns can grow to a few thousand inhabitants, and despite their aversion to the surface world, they will occasionally make trade deals with surface dwellers in order to survive. Troglodytes are survivalists, and sometimes these arrangements will be made with some of the more savage humanoids, including goblins and orcs.

Abilities: Troglodytes are very hardy, being immune to all types of poisons, and they have great night vision. Years of living underground have made them sensitive to light, and if fighting in daylight, they will suffer a -2 penalty to their ADP.

Treasure: Like most other humanoid races, troglodytes like to collect valuables. A typical troglodyte warrior will have 2d8 silver on their person.

Undead, Skeleton

DA: 2
ADP: 2
DDP: 2
DRL: by weapon or 2
Int: 15
Str: W
Luck: 50
WP: n/a
PR: 1
RR: by wpn or 4
Movement: 5

Description: The most common skeletons encountered are simply animated creations of demi-humans.

Habitat: Skeletons are the most common, and easily created, forms of undead and can be found anywhere a necromancer is in the area.

Abilities: Skeletons are mindless animations of their former selves, and will follow their last orders blindly. They are immune to any type of mind affecting spell.

Treasure: The only treasure a skeleton will have is what it was given by its owner.

Undead, Zombie

DA: 7
ADP: 4
DDP: 3
DRL: 5
Int: 10
Str: H
Luck: 50
WP: n/a
PR: 2
RR: 10
Movement: 2

Description: Most zombies encounters resemble moderately decayed humanoids. There is still quite a bit of rotten tissue attached to their lumbering bodies, and they have a horrible stench about them.



Habitat: Zombies are most often encountered in grave sites or in a necromancer's lair. They are relatively easy to construct and thus are very common.

Abilities: Zombies are tireless and mindless, and will follow the orders of their creator until destroyed. They are immune to any poisons, disease, or mind affecting spells.

Treasure: Zombies will generally have no treasure.

War Dog

DA: 4
ADP: 3
DDP: 2
DRL: 4
Int: 20
Str: H
Luck: 40
WP: 35
PR: 1
RR: 4
Movement: 10

Description: War dogs are specifically chosen as the toughest breeds of dog; i.e., Rotweiler, Doberman, Sheppard, etc. These dogs are generally aggressive by nature and are excellent as either guard dogs or trackers.

Habitat: War dogs are the pets of owners who have trained them. Occasionally a rogue pack may be found from stray war dogs in the wild.

Abilities: War dogs have an excellent sense of hearing and smell.

Treasure: The only treasure a war dog might have is some type of collar or armor that an owner may have placed on it.



GM's Section

Creating the Adventure

So far there has been a lot of information to digest, and you may be wondering, "Ok, now how do I fit it all together and plan out an adventure?"

If you have experience running games as a GM in this or other systems, then you probably have a good grasp of where to start and how to plan out an adventure for your players.

If you are new to running a game, then the task of running an adventure may seem a bit overwhelming. It is highly suggested that you read and even run your characters through the quick start adventure at the back of this rulebook. It will help let you know how a typical dungeon crawl is structured and run.

Alternatively, there are also Adventure PAKs that have been created for this game that include everything you need to run that particular adventure. Think of them as pre-made adventures, designed for various levels of experience for players.

But if you're the type of person who enjoys creating your own game world, story, and adventure, then this section will help guide you on that process.

Game World vs. Adventure

The first thing you need to find out is are you planning on creating an entire game world of your own, or just a generic adventure that can take place anywhere?

Creating an entire game world can be quite the expansive project, depending on how detailed you want it to be, and if you are planning on creating just a section of a particular land or if you want to create then entire globe of your world.

Luckily there are many resources on the web that can not only help with this, but will actually generate much of the tedious data: populations, weather patterns, etc.

When you create a game world, the map is just one part of it. When you create your map, try to think about if it makes sense or not. Would it be sensible to have a frozen lake in the middle of the equator? Things like this need to be taken into account. And once your map is complete, then you need to fill out descriptions of each of the major areas.

If you're really ambitious, then you can populate political boundaries and detail out how cities and nations cover the land. Depending on how detailed you want, many people create pages of detail for each nation. You can see how this would be a large project.

Individual adventures, on the other hand, are much smaller in scope. At least from a geographical perspective. You can still end up with pages and pages of details, depending on how big you want your adventure to be, but they are much more focused on a micro level than a global world design would be.

It should be noted that adventures are not campaigns. A campaign is a series of adventures strung together, and can reach epic proportions. Adventures can be as small as a simple dungeon excursion that can be completed in a couple of hours of game play, or as big as a wilderness exploration and excavation of a haunted crypt. But most adventures usually take between 2-10 hours of game play to finish.

Creating the Adventure

For purposes of this guide, not a lot of time will be spent on explaining how to create a game world any more than what was already explained. What will be focused on is on the adventure itself. When sitting down to create your adventure, there are certain steps or checkpoints that you should keep in mind:

1. Type
2. XP title range
3. Scope
4. Plot Hooks
5. Outline
6. Final draft

-Type

This is the first thing you need to come up with. By "type" I am referring to the general environment of the adventure. A typical dungeon crawl? City adventure? Overland exploration? Hack and slash? Mystery?

There may some crossover, but at this step you should get an idea of an overall theme for the adventure.

-XP title range

Once you get a general idea of what you would like to include in your adventure, you need to narrow it down to a certain XP title range. XP titles are an excellent guide to use when building an adventure because it keeps the adventure from being too easy or impossible to complete. After all, an adventure designed for aspirant XP title levels probably should not have dragons in it.

When looking at the bestiary, you can get a good feeling about what monsters would fit within what XP title range by the following ADP/DDP range that is assigned to them:

XP Title Range	DP range
Aspirant	1-4
Adventurer	5-9
Veteran	10-14
Hero	15-19
Lord	20-22
Legend	23+

Of course, these are just guidelines. Some creatures may not have a very high DP level, but may have another deadly ability that may make you want to think twice before including them in a lower level adventure.

-Scope

By now you've probably got a good idea on what type of adventure you want to create, and what type of XP title level the players would be. Now it's time to outline what is in scope and what is out of scope for the adventure.

What I mean by that is that it is a good idea to jot down what will be necessary to complete the adventure, as well as those things you will not be addressing.

For example, you want to create a basic dungeon crawl adventure. In scope items would include: dungeon layout, denizens, treasure, immediate area including any towns, and adventure hooks. Out of scope would be: large overland map, political guidelines of nations, and any monster outside of the XP title level guide.

-Plot Hooks

You've just about got your adventure outlined out. Now you need to think of ideas to get the players involved in the adventure. What is the character's motivation to go on the adventure? Lost treasure? Being attacked? There are thousands of various plot hooks to get the characters involved. It is highly suggested that you come up with several different types of plot hooks, so you can tailor them to each individual player. Great adventures always have a way of having a personal attachment to the characters.

-Outline

By now you've pretty much got all of your details either jotted down or still in your head. This is the most lengthily part of the process. This step is where you create your maps and organize your adventure into a structure that should progress in the most likely way the characters will complete it. Stock your dungeons, fill with treasure, and you're nearly done!

-Final

When your outline is done, go through it with a fine tooth comb and fix any loose ends. Expand out your encounters and any back story. Organize your material in a functional way. And there you have it, you're done with your adventure creation. Now all you need is for the players to play it!

Structure of the Adventure

If you have had the chance to read any of the already completed Adventure PAKs, you may have noticed that they are organized in a similar structure. Ultimately the structure of how you create your adventure is up to you if it makes sense to you, but there some guidelines that may help.

Most adventures are separated into scenarios. Think of each scenario as a chapter in a book. Generally before players can proceed to the next scenario, they must have completed the first scenario as subsequent scenarios are dependant on party actions from previous ones.

Of course, in a sandbox world the players may not have done things the exact way as you planned, so it is recommended that you notate which things must be done by the party and which things may change if the party handles a situation differently than you expected.

The very first part of the Adventure should be the introduction. This includes information for the GM, such as the XP title level and number of players recommended. It also includes any relevant information the GM needs to know to prepare for the adventure.

The introduction should also include a background for the players that is read to them. How did they get where they are? Do they know anything about the area? Things like that.

The next portion of your adventure will make up the majority of it. These are your scenarios. Every adventure is a story. And while the players help create that story, and may follow their own path to get to the goal, the main theme should be followed. These themes are what you find in your scenarios.

Throughout the scenarios, there are portions of information that can be read to the players. These areas are highlighted by having a box around them, letting you know which parts to read and which parts to keep secret.

And the final portion of your adventure is your appendix. This includes all game maps you'll need, new monsters or treasure, and pre-made characters to use if the players don't want to spend time creating their own.

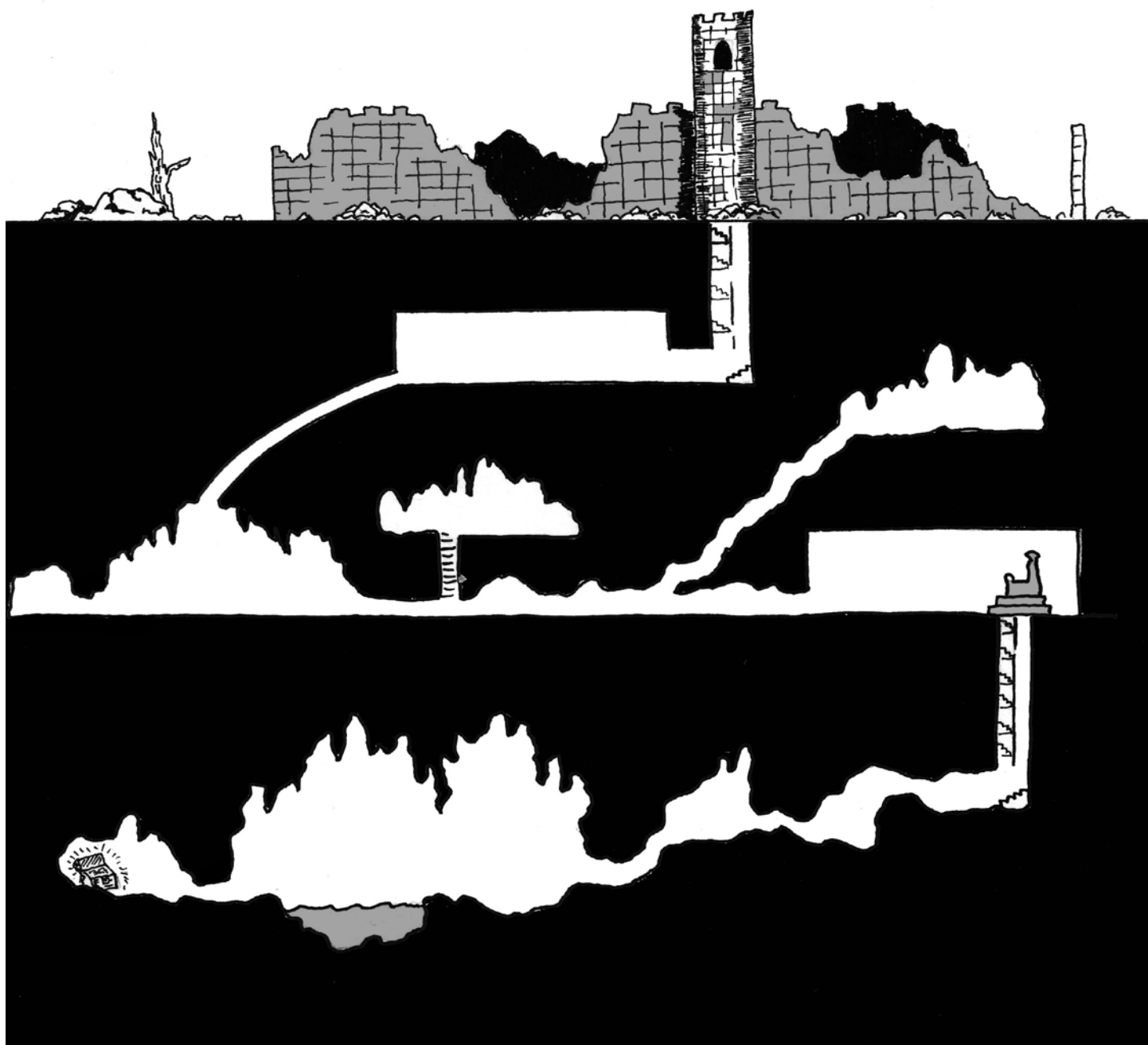
In the following section, a short pre-made adventure has been included to help give you an idea of how they are laid out.



The Ruined Tower

Introduction: The Ruined Tower was once an old outpost along the border lands between the civilized settlements and the Horde Lands, but is now long abandon. Humans haven't guarded the tower in several years, and most don't even remember that it ever existed. Except one—Garret. Garret is an ex-soldier in his late forties, wiry gray hair and skin as tough as leather. He used to be a guard at the tower who was imprisoned for desertion years ago. He recently escaped prison and now want to reclaim his treasure he had hidden in the tower. The only problem is that Garret no longer has the skill or tools to investigate the tower and recover his treasure.

Garrets only choice is to visit the local taverns and try to recruit would be adventurers to get the treasure for him. When making the deal with the adventurers, he makes it clear that the chest they are supposed to recover must not be opened under any circumstance. He will even say that the chest is locked with a powerful trap that only he can disarm. But he will allow the party to keep any treasure they find, as well as a fee of 50 gold per party member. Payment will be made after the chest is recovered as Garret has no gold presently. He will provide a map to where the tower lies, and tell the party where the treasure is hidden. The tower itself lies almost a week's travel by foot deep within the Dearmark forest. The forest has been rumored to be inhabited by dangerous creatures, so most reasonable thinking people have avoided it completely. But with a map provided by Garret, the party should not have any problem finding it after a week or so.



This adventure is recommended for 3-5 aspirant characters, preferably at least two who are warriors and one who can find and disarm locks and traps. More experienced or more in number characters may not find a challenge in this adventure.

Player Background: The stories of fame and fortune to be gained as an adventurer seem to be just that—stories. You all have been in the town of Nolar for several weeks already, and there hasn't been a hint of a rumor of where you can find your glory and fortune. Your patience, and money, are running out. Some of you are beginning to think that it was a mistake to leave your mundane lives behind for a fool's path.

It is on a particularly dreary rainy day when you all are sitting around a table at a local tavern, contemplating where to go from here when a grizzled grungy man approaches your table. He says he has noticed you in town for a while, and may have a job for you, if you want it.

Scenario 1: The Job & Journey

Hopefully after role-playing out the exchange (see *How the Game is Played* for ideas how this might be done), the party agrees to Garret's terms and decide to go after the treasure. If they don't, well then this would be a very short adventure, wouldn't it?

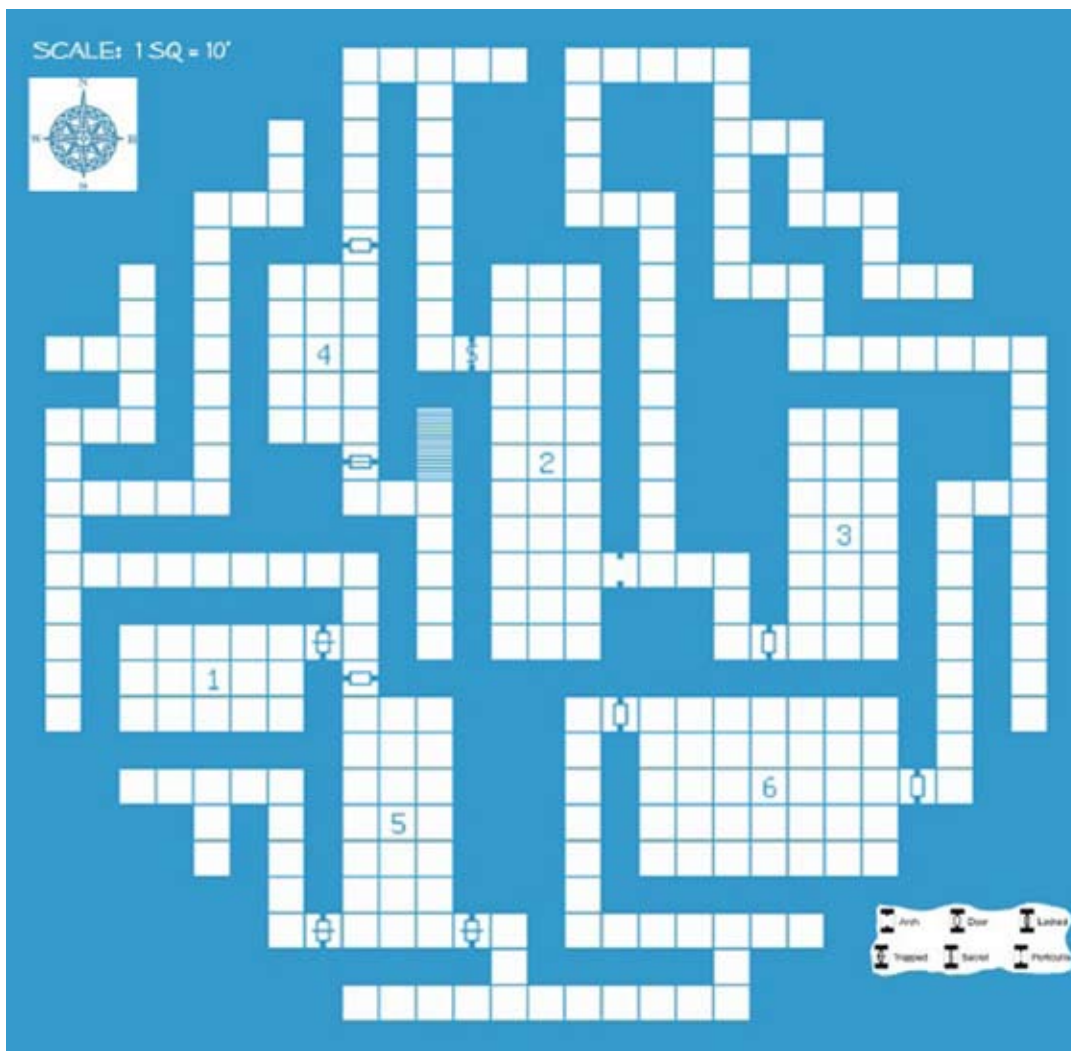
At this point, the party will probably spend a day or so gathering supplies for their journey, as they will be gone for probably three weeks or so if they move by foot. If the party doesn't get supplies and decides to head out to the tower immediately, keep this in mind and check their character sheets for equipment. More than likely they will run out of food and supplies somewhere along the journey and will have to come up with ways to survive or starve to death.

With the map in hand, the party can make it through the woods and to the tower at the end of about a week, travelling approximately 10 miles per day due to the difficult terrain.

The first day of travel will be uneventful as creatures will not venture that close to the town. However, every day after that the party remains in the forest does carry a chance of encountering a dangerous encounter. You will make two checks per day: one for day encounters and one for night encounters. Each day, there is a 5% chance of the party having a daytime encounter, and a 10% chance of having a nighttime encounter. These encounters are described below:

Day Encounters (roll 1d4):

- 1: Giant Wasp, 1ea
- 2: Dark Hunters, 1d4+1
- 3: Goblins, 1d4+1
- 4: Bandits, 2ea



Night Encounters (roll 1d4):

- 1: Wolves, 1d4
- 2: Goblins, 1d4+1
- 3: Dark Hunters, 2d4
- 4: Redcaps, 1d4+1

Giant Wasp

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

3-	2-	1-	1-
----	----	----	----

Dark Hunters

(ADP: 4, DDP: 2, DRL: 4, RR: 4)

1-	1-	0	0
2-	1-	0	0
2-	2-	0	0
1-	1-	0	0
1-	1-	0	0

Goblins

(ADP: 2, DDP: 2, DRL: 6, RR: 6)

Carry 2d6 silver, short swords, and crude hard leather (factored into DA already)

4-	3-	1-	1-
3-	3-	2-	1-
3-	3-	2-	0-
4-	4-	2-	1-
4-	3-	3-	0-

Bandits

(ADP: 3, DDP: 3, DRL: 6, RR: 6)

Carry 1d4 gold, short swords, and hard leather (factored into DA already)

4-	2-	2-	1-
5-	5-	3-	2-

Wolves

(ADP: 4, DDP: 3, DRL: 4, RR: 5)

3-	2-	1-	1-
2-	2-	2-	1-
3-	3-	2-	1-
4-	3-	2-	2-

Redcaps

(ADP: 2, DDP: 2, DRL: 3, RR: 4)

Each carry 1d4 silver

2-	2-	2-	0
3-	2-	1-	0
3-	2-	2-	0
3-	3-	2-	1-

Scenario 2: The Tower

After about a week's worth of travel through the forest, the entire time under a constant drizzle of rain, the party exits the forest. About another day's travel across the plains will bring them to the tower.

The tower ruins themselves are pretty easy to find as it's the only structure in the flat plains.

Bodies weary from unaccustomed travel and poor weather, you finally see the tower in the distance. Even though it appears to be crumbling, it still stands more than a dozen or so feet in the air. Piles of rubble litter the ground around it, and walls around the fort are at near collapse. As you near the tower, you see vines invading up the walls, and dead trees litter the courtyard. When you enter the main courtyard, you can see a large wooden door on the south side of the tower. It is old and weathered, but appears to be in serviceable shape.

If the party searches the area, they will notice that there are a few small humanoid tracks that lead from the tower door to the plains. Further search will reveal that that door itself is locked and trapped. Anyone searching for traps will detect it before opening it. If they do not search for traps, the first person trying to open the door will trigger the spring release. A small dart will shoot out from the lock mechanism, inflicting one moderate wound to the character that tripped it.

At any rate, the door is locked, and must be either picked or bashed down. Bashing the door down will naturally alert the denizens of the tower. The other option is for the party to wait for nightfall. Shortly after nightfall a group of two goblins will leave the tower for routine patrols.

The goblins:

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

Armed with daggers, javelins, and hard leather armor (already accounted in DA). Each carried 1d6 silver

3-	2-	1-	1-
4-	3-	2-	0-

These goblins have the key to the door, which they lock after leaving.

Stairs Down:

When you open the door, you see a circular room about 20' in diameter. A stone spiraling staircase winds around the inside of the perimeter before breaking off about a dozen feet up where the tower has crumbles. In the center of the room is a large trap door.

The trap door opens to a set of stairs leading down into the dark. The stairs descend about twenty feet before leveling out. This is marked on the map. The tunnels of the dungeon are approximately 10' wide by 10' high. There are torch sconces every thirty or so feet, but none are lit. The entire dungeon is dark and has a very rank musty smell to it.

Room 1: Treasure Room

Upon discovering the secret door and entering, you find this room to be covered in dust. Apparently the goblins have not discovered this room as of yet. Piles of decaying clothing are stacked along the north wall, and a small chest is at the west wall.

This is the chest Garret wants. It is locked and trapped with a poison needle (character attempting to open needs to make a luck check or be poisoned), but that shouldn't matter if the party follows direction and doesn't try to open it. The chest is fairly heavy, weighing about 50 pounds. If the party does open the chest, they will find 500 gold coins and a map that appears to lead to another cache of hidden treasure.

Room 2: Main Hall

The secret door opens into a great dining hall. Long tables and benches are in the center of the room and the smell of cooked spoiled meat is nearly overwhelming. Startled by your appearance are five goblins who were here eating a meal. Upon seeing you, they quickly grab knives and attack.

The goblins:

(ADP: 3, DDP: 3, DRL: 2, RR: 4)

Armed with daggers, and hard leather armor (already accounted in DA). Each carried 1d6 silver

3-	2-	1-	1-
4-	3-	2-	0-
4-	4-	2-	1-
3-	2-	1-	0-
4-	2-	1-	0-

If the players search the room, they will find nothing else of value. Just spoiled food that the goblins were feasting upon.

Room 3: Pen

If the party members listen to the door before entering, they can hear movement of something shuffling. But no voices are heard.

As you open the door, a large war dog notices that you are not its goblin masters and lunges to attack you.

War Dog

(ADP: 4, DDP: 4, DRL: 5, RR: 5)

3-	2-	1-	1-
----	----	----	----

The room itself is obviously a dog kennel. Bits of spoiled meat and feces litter the floor, and there are old rags in the back of the room.

If a thorough search is made of the room, the party will discover a loose stone along the north wall. Removal of this stone will reveal a hidden niche which holds a sapphire worth 100 gold and a dagger. The dagger doesn't appear like anything special, but there is no rust along the blade. It is in fact a **magical dagger** that has an enchantment placed upon it granting a +1 bonus to DRL.

Room 4: Guard Room

The door opens to this room which has a crude table and chairs in the center. Sitting at the chairs playing some sort of game of bones are two goblins. When they see you and notice that you are not goblins, they attack.

The goblins:

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

Armed with daggers, javelins, and hard leather armor (already accounted in DA). Each carried 1d6 silver

3-	2-	1-	1-
4-	3-	2-	0-

There is nothing else of value here.

Room 5: Chieftain's Chamber

The secret door that leads to this room opens up to reveal a relatively lavish chamber, according to goblin standards. At the far end of the room is a huge pile of furs in the northeast corner. On this pile sits a huge goblin in mail armor and two goblin females. Upon opening the door, a large war dog lunges to attack you and the goblin chief grabs a large ax and also charges. The females cower in fear.

War Dog

(ADP: 4, DDP: 4, DRL: 5, RR: 5)

3-	2-	1-	1-
----	----	----	----

Goblin Chief

(ADP: 5, DDP: 4, DRL: 9, RR: 8)

Attacks with a 2-handed axe

8-	6-	5-	3-
----	----	----	----

If the chief and dog are killed, the females will cower in the corner begging for their lives in goblin. They pose no threat. The chief wears a gold necklace worth 50 gold and carries 24 silver in a pouch. In a locked chest are 150 gold, 300 silver, and 3ea **salves of healing**. There are no other valuables in the room.

Room 6: Storeroom

The door opens to this room and immediately a heavy stench fills your nostrils. In one corner are piles of rotting garbage and filth. In the other corner are barrels of fetid water. This room appears to be a combination of a storeroom and a garbage pit.

There isn't anything of particular value in this room.

Scenario 3: Finale!

The adventurers have successfully completed clearing out the tower and have returned the chest. If the party had opened the chest, Garret would know and only pay the group half of what was agreed as he says the party did not adhere to the contract. The map is the real treasure here that he wanted.

After paying the party, Garret will leave immediately. At this point, it is time to award XP points to the group. The exact amount is up to you as the GM, but no more than 1 or 2 points should be added at this point. If a party member disarmed the traps, unlocked locks, and/or used stealth, then they should gain 1 stealth XP point. Every party member who was engaged in combat for at least a few times should get 1 combat XP point, and any spell caster who used spells should get one mystic XP point. If the party returned the chest and did not open it, then everyone gets 1 bonus XP point.

This ends the introductory adventure. The official Adventure PAKs are much more robust, and contains hours or even days of playability value. This was just to give you a taste of how an adventure might play out. You are highly encouraged to create your own game worlds and adventures.

And thanks again for taking the time to play Altus Adventum! I look forward to your continuing adventures.

Player Name:

Character Name:

Species:

Guild



Weight:

Age:

XP Title Level:

Height:



Str:

DRL bns

Bonus XP

Agil:

DP Bns

Combat XP

End:

DA Lvl

Stealth XP

Int:

Skills

Skl Bns

Mystic XP

WP:

Luck:

Power

Total XP

Movement:

Gold

Silver

Gems&Jewels

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Ammo

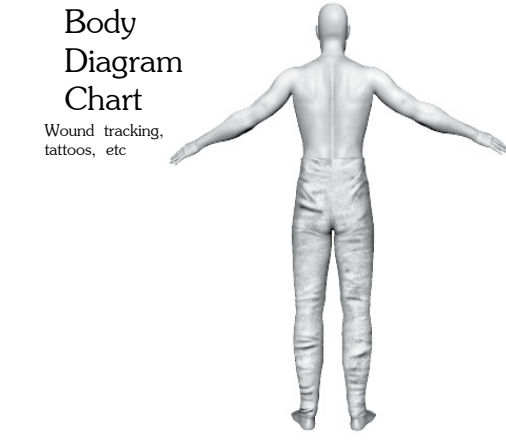
00000 00000 00000

00000 00000 00000

Armor Types

Shield

+DDP



	Threshold			
	Base	+Armor	=Total	Taken
Mnr				
Mod				
Deep				
Svr				

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26	+1 d20

	DRL Level	Minor	Moderate	Deep	Severe
no additional wounds	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

Body Diagram Chart

Wound tracking, tattoos, etc

Equipment

Skills

	nov/ad/sk/adv/mstr		nov/ad/sk/adv/mstr
	o o o o o		o o o o o
	o o o o o		o o o o o
	o o o o o		o o o o o

Spells and Other Abilities

Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____
Name:_____	Effect:_____

Notes

LICENSES

Legal Information

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a. This document provides an interface to the basic rules and materials needed to create content compatible with the best-selling tabletop RPG system in the world.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of the text in this document is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.opengamingfoundation.org or www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows: OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT

NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Character Portraits: Fantasy Heroes copyright 2003, Mongoose Publishing

END OF LICENSE

A2

For Adventurer
level characters

SGAA2ED03

LOST TREASURE OF ACTZIMOTAL

Designed for use in the Altus Adventum, 2nd edition game.



You have stumbled upon an ancient map to a lost island. The script is like none you've ever seen, but hand written on the map is the word, "gold".



© 2010 Sacrosanct Games



A3

For Veteran
level Characters

SGAA2ED04

HUNT FOR THE OGRE LORD

Designed for use in the Altus Adventum, 2nd edition game.



Barely able to enjoy the spoils from your last adventure, you are soon called upon by the mysterious Inquisitors to investigate rumors of an ogre lord rallying a humanoid army on the western border of the kingdom. Promises of sacks of gold followed by veiled threats, and it seems you have little choice...



© 2010 Sacrosanct Games



A1

For Aspirant
level Characters

SGAA2ED02

LAIR OF THE GOBLIN KING

Designed for use in the Altus Adventum, 2nd edition game.



Much needed caravans between Piarth and Groveton have suddenly been the target of vicious goblin raiders. Heroes are desperately needed in this borderland community. Can you be those heroes, or are you content to remain in obscurity?



© 2010 Sacrosanct Games



II

For Veteran
level characters

SGAA2E05

Serpent of Agrimas

For use in the Altus Adventum, 2nd edition game



Children are being stolen in the night. A great serpent is rumored to be taking them. No one in the village is strong enough to fight back, but you...



© 2010 Sacrosanct Games

