

Grey Lotus

Andrew Williams

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Contents

Introduction	vi		
What You Need	vi		
Frequently Asked Questions	vi		
1 Game Mechanics	1		
Attributes and Skills	1		
Attributes	1		
Skills	1		
Dice Rolls	1		
Determining Difficulty	2		
Margins	2		
Time	2		
2 Character Creation	3		
Concept	3		
Character Points	3		
Race	3		
Attributes	3		
Homeland	4		
Magic	4		
Skills	4		
Special Abilities	4		
Derived Attributes	5		
Money and Equipment	5		
Finishing Touches	5		
3 Character Traits	6		
Attributes	6		
Derived Attributes	6		
Other Abilities	7		
Advantages	7		
Flaws	11		
Races	13		
Homelands	18		
4 Skills	20		
Master Skill List	20		
Skill Dice	21		
Trade Skills	21		
Normal Skills	23		
Combat Skills	26		
5 Styles, Schools, and Techniques	28		
Overview	28		
Personal Style	28		
Style Tier Rewards	28		
Tier Bonuses	29		
Schools	29		
		Learning a School	29
		Learning Techniques	29
		Acquiring Technique Points	30
		Using Techniques	30
		Multiple Fighting Schools	30
		Learning Forbidden Techniques	30
		Common Techniques	30
		Fighting Schools	31
		Archery	31
		Axe/Mace	33
		Brawling	36
		Pole Arm	38
		Swordsmanship	41
		Thrown Weapon	43
		Special Styles	46
		Techniques	46
6 Magic	58		
		Overview	58
		Theory and Use of Magic	58
		Backlash	58
		Spell Construction and Terms	58
		Determining Difficulty and Backlash	59
		Cast Time	59
		Matrices	59
		Spell Rackers	59
		Vectors	60
		Casting	60
		Gestures and Incantations	60
		Creating a Magician Character	60
		Disciplines	61
		Focal Skill Descriptions	62
		Path Skill Descriptions	67
		Magical Effects	69
		Attribute Modifiers	69
		Creating Weapons	69
		Magical Conflicts	70
		Stacked Effects	70

7 Equipment	71
Money	71
Equipment Points	71
Armor	71
Armor Attributes	71
Layering Armor	72
Descriptions	72
Shields	73
Descriptions	74
Weapons	74
Weapon Attributes	74
Basic Weapon Descriptions	75
Signature Weapons	77
Obtaining Signature Weapons	77
Alden Weapons	77
Altayan Weapons	79
Armek Weapons	79
Cassian Weapons	79
Fellmar Weapons	80
Kathman Weapons	80
Kolban Weapons	80
Loren Weapons	81
Madeiran Weapons	81
Nodar Weapons	81
Ryantran Weapons	81
Sanctuary Weapons	82
Soluman Weapons	82
Taysen Weapons	83
Tuathan Weapons	83
Valtan Weapons	84
Zerubrian Weapons	84
Goods	85
Services	85
Animals	85
8 Combat	86
Combat and Time	86
Combat Progression	86
Determine Available Actions	86
Determine Initiative	86
Declare Actions	86
Resolve Actions	86
Missile Attacks	87
Magic	87
Movement and Other Actions	87
Melee Attacks	87
Extra Attacks and Defenses	87
Apply Damage	87
Combat Basics	88
Attacking	88
Called Shots	88
Disarm Attempts	88
Vital Blow	88
All Out Attacking	88
Defending	88
Passive Defenses	88
Actively Defending	88
Parrying Bare Handed	88

Cover And Concealment	89
Using Shields as Cover	89
Movement	89
Charging	89
Special Battle Conditions	90
Attacking From Horseback	90
Surprise	90
Wounds And Damage	90
Missile Combat	91
Range	91
Point Blank	91
Aiming	91
Firing Into A Melee	91
Optional Rules	91
Reach	91
Example of Combat	92
9 Running the Game	93
Gaia And Fate	93
Injury, Death, and Healing	93
Wounds	93
Death	93
Healing	94
Hazards	94
Falling	94
Drowning	94
Fire	94
Experience and Advancement	95
10 Campaign	96
The World	96
Geography	96
History	96
The Kurr'd-ah	99
Nations of Gaia	100
Alden	100
Altay	100
Armek	101
Canyon of the Moon	101
Cass	101
Fellmar	102
Kathma	102
Kolb	102
Loren	102
Madeira	103
Nodar	103
Ryantra	103
Sanctuary	104
Soluman Empire	104
Valta	105
Zerubria	106

11 Bestiary	108	Tir	115
Mundane Creatures	108	Piseóga	116
Normal Animals	108	Elementalism	116
Men	109	Air	116
Faeries	110	Earth	117
The Kurr'd-ah	110	Fire	117
Aliens	111	Water	118
Abominations	112		
A Sample Spells	114	B Compiled Tables	120
Draiocht	114	C The Open Publication License v0.4	126
Ainmhite	114	Special Thanks	127
Na Siogai	114		

List of Tables

1.1	Attribute Groups	1	6.8	Target	67
1.2	Skill Dice	1	7.1	Currency	71
1.3	Difficulties	2	7.2	Armor	72
2.1	Power Levels	3	7.3	Shields	74
2.2	Races	3	7.4	Normal Melee Weapons	75
2.3	Skill Costs	4	7.5	Normal Missile Weapons	75
2.4	Maximum CP from Flaws	4	7.6	Signature Weapons	78
3.1	Comparative Sizes	7	7.7	Signature Weapons(cont.)	79
3.2	Normal Advantages	7	8.1	Concealment	89
3.3	Granted Powers	7	8.2	Cover	89
3.4	Flaws	11	8.3	Conditions	90
4.1	Skill Dice	21	9.1	Gaia	93
6.2	Area	62	9.2	Healing	94
6.1	Alter	63	9.3	Fire Base Damage	94
6.3	Duration	63	9.4	Fire Damage Multiplier	95
6.5	Magical Healing Difficulty	64	9.5	Awarding XP	95
6.4	Effect	65	9.6	Experience Rank	95
6.6	Enhancements	65	9.7	Spending XP	95
6.7	Range	67	11.1	Kurr'd-ah Random Attributes	110

Introduction

Grey Lotus is a fantasy role-playing game, in the same genre as Lord of the Rings. Designed with the veteran role-player in mind, this game is not intended for those new to the RPG hobby. Other games are more suited for the beginner level, and the reader is encouraged to look into the games offered at their local hobby shop, or online.

So, if other games are available, why play Grey Lotus? The simplest answer is because it is free, but I hope that players and Game Masters will also find other elements of the system appealing, such as the setting, the freeform magic system, and the battle system. This is an ongoing project, subject to change and revision. The latest version should always be available at <http://www.greylotus.org>.

It should be noted that many of the rules, especially the magic system, rely on the Game Master and players to maintain a state of balance, as they can be easily abused. In later versions, some of this may be corrected, but an attempt has been made to provide a fully playable version with this document.

What You Need

Though the system is more complex than some, many attempts were made to simplify play. Players should need only a character sheet, pencil, and some ten-sided dice(d10), preferably five or six. Spellcasters will probably want another sheet to keep track of spells and to aid in on-the-fly casting. The Game Master should probably keep a notepad nearby, in addition to his own set of dice.

Frequently Asked Questions

Why is this game called “Grey Lotus?” During the first iteration of the game, I was also working on a novel set in the same campaign world. This novel, called *Grey Lotus*, revolved around two characters and their quest to find the elusive Grey Lotus flower, rumored to be able to cure any affliction. Though the novel was eventually abandoned roughly one fourth of the way through, the game continued to evolve, eventually taking the name of the novel for lack of a better name.

What’s different about this game? Well, its two main points are the fantasy setting that is not based on Tolkien, and the freeform magic system. Grey Lotus doesn’t have “elves” or “dwarves” or “halflings” like most fantasy systems, instead blending Celtic lore with other myths, and mixing in some original creations.

The magic system is completely open ended, but limited in enough ways that magician characters are on fairly even footing with non-spellcasters. Other appealing characteristics are an epic, detailed fighting system, open-ended advancement, and the fact that its free!

Why no hit locations/armor damage/etc? As for hit locations, the short answer is that I’m not too fond of hit location systems. Long answer is the same as the answer to all the others: complexity. I don’t have time to create and test a system I won’t use, especially if it bogs down play more than necessary. If someone else is willing to do the creation and testing, I’m perfectly willing to include optional rules.

What about rules for Kurr’d-ah Magic? These will be introduced in the Magic supplement. This book would be too large if all the magic rules were included.

These stats don’t make sense! If there’s a statistic or statement that you feel is inaccurate, please email the location and I will look into it. Frequently I cut and paste things, and forget to change one detail, or update one section of the rules and forget another reference.

What’s with all these things that say “gray0.7?”

You’re reading the HTML version. I don’t check to see if the formatting on that is decent, and I rarely try to fix anything. It’s provided as a convenience for previewing, not to actually be usable.

Why are the PDF files so huge? They weren’t, until I added images and color. I might try to pare it down sometime, but it’s not exactly my highest priority right now.

Why Version 2? Though the first incarnation underwent a large amount of testing, ending in a workable system, many elements were changed ‘on the fly’ without much thought. This resulted in a number of small inconsistencies that added complexity that was deemed unnecessary. Also, I wanted a slightly more generic system, tailored for more flexibility and to address complaints that were still extant in the original version.

Chapter 1

Game Mechanics

Attributes and Skills

Attributes

Attributes in Grey Lotus have a varying range, but normal Human range is roughly from 0 to 5, with 2 being average. These are used to derive abilities, and very rarely called upon for their own value.

Attribute Groups

Each Attribute is part of a pair in an Attribute Group, representing a more abstract view of the abilities of the character. These Groups have their own rating, which is an average of the two Attributes that belong to it. This rating is used for some Skills, and when deriving certain abilities.

Table 1.1: Attribute Groups

Attribute Group	Attributes
Body	Endurance, Strength
Agility	Dexterity, Reflexes
Mind	Intelligence, Perception
Spirit	Willpower, Wisdom
Social	Charisma, Manipulation

Skills

Skills have two components: Rating and Dice. The Rating is the actual representation of how skilled the character is, and ranges from 1 to 10. The Dice is the number of dice rolled for the Skill, and increases based on the Rating. Some circumstances or special abilities may grant extra Dice, but in general the Dice is determined by the Rating, and is only recorded as a matter of convenience. As may be noticed, at lower levels of Skill, Attributes play a much more important role, but greater Skill quickly overwhelms an opponent with better Attributes. The number of Skill Dice for each Rating is given in table 1.2.

As each Skill is usually based on two Attributes added together, the Skill Base is also recorded. This allows a quick tally of all the necessary numbers when making a Skill Roll.

Table 1.2: Skill Dice

Rating	Dice
1-5	2
6-7	3
8-9	4
10	5

Dice Rolls

When rolling for a Skill, the player rolls a number of ten-sided dice(d10) equal to his Skill Dice, choosing the highest roll and adding it to the Attributes associated with that Skill. The character's Skill Rank is then added to this number. The result is his Skill Total for that action.

Example: Victor has a Swordsmanship of 8. He attacks, rolling a 9, an 8, a 7, and a 2. His highest roll was 9, so he adds that to his Skill of 8, then to his Reflexes of 4 and Dexterity of 3, for a total of 24.

Exploding Dice

If the player ever rolls a 10 on a die, they may roll an extra die. If that rolls a 10, they may add 2 to the total and roll yet again, continuing until a 10 is not rolled. If multiple dice are being rolled, and more than one roll a 10, then each extra 10 adds 2 to the total, and each die with a 10 is rolled to check for further bonuses.

Example: Victor, with his Swordsmanship of 8, rolls 4 dice. These result in 10, 10, 10, and 4. He has two extra 10's, so adds 4 to his result of 10, for a total of 14. Also, he rolls a three dice as a bonus, and one also results in a 10. He adds another two points to the total, for 16, and rolls again with another 10! This brings the total to an 18. His next roll is a 7, meaning he finally stops rolling, and adds 18 to his Swordsmanship Rating and his Attributes. With his Rating of 8 and his Skill Base of 7, this gives him a total of 33!

Unskilled Rolls

In the event that a Skill Roll is needed, but the character does not have the Skill, the player rolls 1 die and adds the Attributes that the Skill is based upon. No further penalty is applied.

Attribute Rolls

In some cases, a roll may be needed which does not conform to a specific Skill. In such cases, an Attribute alone may be used. The player rolls 2 dice, instead of 1, and adds the highest to the Attribute in question. Note that Attribute rolls generally have a lower difficulty than Skill Rolls, as the average roll is much lower.

Determining Difficulty

For actions which are opposed by another character, Difficulty is usually determined by their Skill total, or a derived value. For other situations, the Game Master must assign a Difficulty. A table of examples is provided below.

Table 1.3: Difficulties

Level	Difficulty	Examples
Trivial	7	Hitting an immobile target with a melee weapon
Easy	10	Jumping a short gap, recalling the name of a country's ruler
Average	12	Knowing the effects of a common spell, climbing a tree
Complicated	16	Identifying a signature weapon by nation of origin
Hard	20	Climbing a cliff, solving a difficult riddle
Very Hard	22	Recalling the king's great-great-grand uncle
Amazing	25	Climbing a sheer wall, identifying a lost artifact
Attribute Roll	-3	Raw tests of Strength, Perception, etc.

the roll by. This is used to calculate the degree of success or failure.

Example: In the above example, Victor rolled very well on his Swordsmanship total, getting a 33 result. His opponent's TN was 20, meaning Victor beat the Difficulty by 13. His MoS is 13.

Time

The basic unit of time is the Round, lasting roughly 5 seconds. Any actions not measured in Rounds are measured in minutes, hours, or whatever other unit is appropriate.

Margins

Many references are made to two terms: Margin of Success(MoS) and Margin of Failure(MoF). These are simply numbers equal to the amount the user succeeded or failed

Chapter 2

Character Creation

Concept

The first, and most important step in creating a character is the concept. The player should discuss his or her “vision” of the character with the Game Master, after reading up on the setting in Chapter 10: Campaign. It is the player’s responsibility to make a character that will work within the group, though a limited amount of internal friction can make games more interesting. An example would be a Soluman forced to work with a Valtan, leading to many disagreements, but both working toward the same goal.

Example: Our player, Nate, decides he likes the “dashing swordsman” type. He isn’t sure of where he’ll be from, but he thinks a somewhat foppish, slightly spoiled young man, with budding skills in the sword, would be the type of character he would like to play. Since motivation for adventuring is wide open for this type of character, the Game Master agrees.

Character Points

Now the character is given a number of Character Points to purchase abilities and skills. The number given varies dependent on the power level of the game, but a recommended amount is 150. Game Masters should use the table below to decide how to assign Character Points.

Table 2.1: Power Levels

<u>Power Level</u>	<u>Points</u>
Low	100
Average	150
High	250
Epic	500

Example: Nate is playing in an Average Power Level game, so is given 150 points to spend.

Race

A character’s Race determines their base Attributes and Special Abilities. The exact abilities of each Race are given in Chapter 3, page 13. With a character concept, the race

should be predetermined, but without, it can give a good guide to the type of character to play.

Table 2.2: Races

Mundane Races	Faerie Races
Human	Troll
Fahael	Tuathan
Edounan	Halfbreeds
Taysa	Glade Child
Alien Races	Grey One
Alec-nir	
Galar	

Example: Nate looks over the list, but doesn’t have many points to spend. He briefly contemplates being a Grey One, but decides to stick to being a normal Human. He checks the Human entry, and records all his Attributes as 2, and his Size as 0.

Attributes

Now the player must assign Attributes for the character. As explained on page 1, Attributes are divided into groups. The player need only put points into the two sub-Attributes of each Group, as the value of the Group is determined from the two sub-Attributes.

The player may distribute 5 points among Attributes, but may not raise a single Attribute more than twice. Afterwards, they may spend Character Points to raise Attributes, at a rate of 15 per point, or gain 15 Character Points by lowering an Attribute by 1. Attributes may not go above the starting value plus 3, or below the starting value minus 2, leaving Human range at 0 to 5. Some special Advantages allow an Attribute to be raised or lowered further than normal.

Example: Nate’s character has 150 Character Points, and is Human, so all Attributes start at 2. Since he wants this character to be a swordsman, he chooses Reflexes and Dexterity to be raised to 3 each, giving him an edge in combat. He leaves Charisma, Manipulation, Wisdom, Willpower, and Intelligence alone, deciding the normal values are good

enough for him. He raises *Endurance* to 3 with one of his five points, and decides that *Perception* is a good candidate for another raise. He has one free raise left, and contemplates raising *Strength*, but instead chooses to raise *Reflexes* to 4. Finally, he spends 15 Character Points to raise *Dexterity* to 4 as well, matching his *Reflexes*. Nate's character's final Attributes are:

Strength: 2 *Endurance*: 3
Dexterity: 4 *Reflexes*: 4
Intelligence: 2 *Perception*: 3
Willpower: 2 *Wisdom*: 2
Charisma: 2 *Manipulation*: 2

The character's Attribute Groups are now calculated. He averages each Attribute value, rounding down. His final Attribute Groups come out to be:

Body: 2
Agility: 4
Mind: 2
Spirit: 2
Social: 2

Homeland

At this step, the player chooses a Homeland for the character and records it. The character's Homeland determines their native Language and sometimes provides modifiers. The player should reference the Homelands section on page 18 for benefits, and the Nations section on page 100 for more background on the country he wishes his character to call home.

Example: Nate chooses his character to be from the country of Altay. Checking the nation's description, he notes that he will pay half price for the Heraldry and Savoir Faire skills.

Magic

If the player has chosen to learn magic, they should note how many levels of Magery they wish to have and which Discipline they want. Remember that the number of Path Skills is limited to the character's Magery +1.

Path Skills cost 8 CP for the first Rank, but afterward are 3 CP per Rank, just like Combat Skills. Focal Skills are bought as Trade Skills, including the initial cost.

Example: Nate already decided he didn't want to fool with Magic. For an example of character creation for a magician, see page 60 in Chapter 6

Skills

Skills may be purchased relatively cheaply, depending on the type of Skill desired. At character creation, the costs to purchase a Skill are detailed below, up to a limit of Rank

6. Starting characters may not have above Rank 6 in any Skill.

Table 2.3: Skill Costs

Skill Class	Cost per Rank
Trade	1
Normal	2
Combat	3

Example: Nate knows he wants to be a swordsman, and has 135 points left to spend. He spends 18 to get Swordsman's Tongue at Rank 6, then starts to contemplate what else he should get. He decides to buy Trader's Tongue at Rank 4 for 8 points, and Alden at Rank 4 for another 8, thinking he should be able to speak to most of the southern continent that way. He also buys Brawling at Rank 1 for 3 points, Thrown Weapon Rank 4 for 12, and Archery Rank 1 for 3. He has now spent 50 points. He decides he should get Dodge at Rank 2 for 6, then stops with the Combat Skills. Moving on, he buys Awareness 3(6 points), Acrobatics 1(2 points), Cyphering 1(2 points), Heraldry 3(3 points, because of half price), Survival 4(8 points), and Savoir Faire 5(5 points, half price). Totaling so far, he's spent $50 + 32 = 82$ points. He looks at the list some more, and buys Healing 1(2 points), and Charm 1(2 points). Now he has a few points for Trade Skills. He chooses Musical Instrument at Rank 6 for 6 points, along with Singing at Rank 4 for 4 points, and finally Cooking 1 for 1 point.

Special Abilities

Now it is time to use the remaining Character Points. Players may buy any Advantages they can afford, and may also take Disadvantages to give them extra Character Points. See page 7 for a description of Advantages, and page 11 for Flaws. At this point players may also purchase Fighting Styles and Techniques. The number of points that can be spent on Flaws is limited by the character's Power Level. However, the character may exceed this by taking one major flaw of up to 3 times the listed maximum. For example, a character of Low Power may take a 30 point Flaw.

Table 2.4: Maximum CP from Flaws

Power Level	Max CP from Flaws
Low	10
Average	25
High	40
Epic	120

Example: Nate now needs to pick his Special Abilities. He has 38 points to spend, so he ponders for a while. He first picks Altayan Fencing Style for 5 points. He then buys two

levels of Enhanced Move for 10 points, Danger Sense for 15, a level of Status for 5, Acute Sense(Vision) for 3, and finally decides to spend his last 5 points on a level of Appearance, instead of on Techniques. Moving to Techniques, his Rank 6 Swordsmanship gives him 6 Technique Points. His Altayan Fencing style gives him an extra 2 points to spend on Altayan Fencing Techniques, for a total of 8. Looking through the descriptions, he chooses Parry Disarm from the Restricted Techniques list for a whopping 5 points, and is forced to buy Precision Strike I with the remaining 3 points to meet the prerequisite for Parry Disarm.

Derived Attributes

The player can now calculate his remaining statistics. Some Advantages and Flaws modify these calculations. Count these in after the normal calculation, unless otherwise specified.

Fatigue: $11 + (3 \times \text{Endurance})$

Backlash: $3 \times \text{Spirit}$.

Gaia: 5

Base Damage: Strength.

Punch Damage: Strength - 1

TN to be Hit: $8 + \text{Reflexes} + \text{Perception}$.

Wound Threshold: Endurance + 1

Initiative: Agility + Mind.

Passive Defenses: Equal to Skill Rank in relevant Skill.

Example: Nate can now calculate his other statistics. His Fatigue is $11 + (3 \times 3 =) 9$, for 20 Fatigue. His Backlash is $(3 \times 2 =) 6$. He notes that he has 5 Gaia Points. His Strength is 2, so his Base Damage is 2 and Punch is 1. His TN to be Hit is $8 + 4 + 3$ for a 15 TN. His Wound Threshold is 4 for Light, 8 for Heavy, 12 for Severe, and 16 for Mortal. His Initiative is $(4 + 2 =) 6$. His Passive Defenses are Parry 6, Dodge 2, and Block 0.

Money and Equipment

Finally, the character can be equipped. Starting money is usually 25 silver, or 15 silver plus 2d10 if the player wishes to roll.

Characters also get 5 Equipment Points to purchase weapons, armor, and major items. Minor items, such as whetstones, clothes, rope, etc. are simply selected, within reason and with Game Master approval. See Chapter 7, **Equipment** for a list of items.

Example: Nate looks at his character and consults with the Game Master. First, he figures out that he starts with 25 silver, as he doesn't want to roll. He wants his main weapon to be an Altayan Rapier, which uses up 3 of his 5 points. He also spends an Equipment Point on an Altayan Main Gauche, and another point on a Chain Vest. For his secondary weapon, he chooses the throwing dagger, and marks down that he has 3 of them. For his last weapon, he picks up a short bow and a quiver of arrows, then throws in a travel

pack with some standard gear(rations, tinderbox, etc.), some bandages, a flute(for his Musical Instrument Skill), and a few sets of nice clothes.

Finishing Touches

Now the player records the details of his character, such as name, sex, and the character's past.

Example: Nate is almost finished. He decides his character will be named Altair, that he's 16 years old, about 5'9" and 140 pounds. He has blond hair and light blue eyes, and has a rather thin, wiry build like many Altayans. He and the Game Master discuss history, and decide that Altair is a younger son of a wealthy merchant family, and is in the presence of nobility fairly often(Savoir Faire and Heraldry Skills). However, he is not in line to inherit much, and so is something of a rebel, wanting to go off and make a name and fortune for himself. He is brash, cocky, and has a hard time taking anything seriously. He is used to getting what he wants, but isn't exactly spoiled, being willing to work for what he gets.

Chapter 3

Character Traits

Attributes

Body

The general build of the character, his fitness and description. A high Endurance and decent Strength would lend itself to a wiry build, while a high Strength but fairly low Endurance would indicate a large amount of muscle mass, but most of it in the upper body.

Endurance

The stamina and toughness of the character, used for resisting fatigue and damage.

Strength

The lifting and force that the character can achieve. This is used for carrying capacity and Base Damage.

Agility

The general quickness and nimbleness of the character. High Agility characters are likely somewhat thin, and very fit.

Dexterity

Hand-eye coordination and nimbleness of fingers and hands. Used for anything requiring delicate hand motions.

Reflexes

Reactions, coordination, and flexibility of the body. This Attribute is used whenever fast movement or movement of the entire body is needed.

Mind

General indication of the mental prowess of the user. Highly-skilled individuals and scholars often have a high Mind.

Intelligence

Memory and deductive reasoning. Anything dealing with conclusions or remembering relies on Intelligence.

Perception

The ability to notice oddities and note the presence of things and events.

Spirit

The force of the character's personality and strength of soul.

Willpower

The endurance of the spirit, and the ability of the character to resist outside influences. Also needed to resist damage from magic.

Wisdom

Intuition and insight into the spirit of creatures. used for guiding magic, and relying on innate feelings.

Social

The character's ability to understand and relate to others, and influence them towards his views.

Charisma

The natural likeability of the character, and a measure of his natural influence. Charm, attractiveness, and confidence play a large part in this.

Manipulation

The character's ability to influence others, and get them to perform as he likes. This is a measure of his understanding of the motivations of others, and how to use them in persuasion.

Derived Attributes

Fatigue

The actual physical stamina of the character, including the resistance to minor bruises and cuts, as well as general fitness.

Backlash

The character's spiritual fitness, and a measure of his "inner strength" which can be drawn upon. Used heavily by magicians, and by advanced warriors using more complicated Techniques.

On the positive side, all of Victor's friends gain a +1 TN to be Hit and a +2 to Active Dodge. Trolls and Taysen in the group get a +3 to Active Dodge.

Advantages

Other Abilities

Movement

The number of yards the character can move in one Round. May be increased through the usage of Skills or purchased Advantages.

Size

An abstract representation of the character's mass and height, with 0 being the baseline for human-sized creatures. Each reduction or addition is roughly a doubling in size. The chart below gives some common creature size comparisons.

Table 3.1: Comparative Sizes

Size	Examples
-4	large insect, mice, other tiny creatures
-3	squirrel, rat, small mammal
-2	cat, bird of prey
-1	Troll, Taysen, dog
0	Human, small pony, large dog
+1	bear, horse, cow
+2	Kurr'd-ah, ogre
+3	drake, giant Kraken
+4	true Dragon

A larger size grants some protection from the attacks of smaller creatures. For each level of Size a defender has over an attacker, count the Wound Threshold as 1 higher. For each level of Size an attacker has over a defender, add +1 to Base Damage. For every 2 levels over a defender, add +1 to the DM of every muscle-powered attack.

A smaller size gives some defense against being hit. For every 2 full levels under the attacker, a defender raises their TN to be Hit by 1. For every level under, the defender gains a +1 to Active Dodge.

Example: Victor and company are fighting a Kurr'd-ah. As man-sized creatures, Victor and the others are Size 0 creatures. The Kurr'd-ah is a Size +2 creature, the Kurr'd-ah's attacks have a +2 Base Damage, and a +1 DM to Victor and his friends. Any Trolls or Taysen in the group, as Size -1 creatures, take +3 Base Damage and +1 DM. Meanwhile, all of the attacks from Victor and his friends are felt less by the alien creature. His Wound Threshold is normally 6, which is already quite hardy, but because of his extra Size, it is considered 8 against Victor and his friends.

Table 3.2: Normal Advantages

Advantage	CP Cost	XP Cost
Absolute Direction	8	-
Acute Sense	3	-
Alertness	10	15
Ambidextrous	15	-
Animal Empathy	10	-
Appearance	5/lvl	-
Blood of Heroes	5	-
Bravery	10	15
Clerical Status	5/lvl	-
Danger Sense	15	-
Double Jointed	5	-
Empathy	10	-
Enhanced Move	5/lvl	10/lvl
Equipment	1/pt	-
Extra Backlash	7/lvl	10/lvl
Gaia's Grace	10/pt	-
Great Stamina	5/10	8/15
Legal Power	5/lvl	-
Literacy	15	20
Luck	10	15
Magery	10/lvl	15/lvl
Rapid Healing	15	-
Status	5/lvl	-
Time Sense	4	6
Tough	20	30
True Friend	8/15	10/25
Versatility	10	15
Wealth	10	-

Table 3.3: Granted Powers

Granted Powers	CP Cost
Elemental Affinity	10/20
Fianna Fáil	15
Faerie Kinship	15
Magic Resistance	5/lvl
Regeneration(1/day)	15
Regeneration(1/hour)	30
Regeneration(1/minute)	60

Normal Advantages

Absolute Direction

CP Cost: 8

XP Cost: Cannot Buy.

Effect: The character has an innate feel for which way is north(or out). This grants a +3 on any rolls involving direction, or to resist getting lost.

Acute Sense

CP Cost: 3

XP Cost: Cannot Buy.

Effect: Choose one sense to apply this Advantage to, and the character gains a +2 to rolls involving that sense.

Alertness

CP Cost: 10

XP Cost: 15

Effect: The character gains a +2 to notice hidden things or details that are not immediately obvious, and may also act even when surprised, taking his action last in the Surprise Round.

Ally Group

CP Cost: 5+

XP Cost: Cannot Buy.

Effect: Through some circumstance, the character has a small group of people that will often come to his aid. This could represent a number of things, such as a small command of troops for military PCs, a crew on a sailing vessel, or even a sort of medieval “gang” of protective friends.

The minimum point value is 5 CP, which grants a group of up to 5 NPCs of 50 points, assuming normal power level for the campaign. Every 5 CP more can either double the size of the group, or increase their point value by 25, although the GM should limit this as they see fit.

The Ally Group will help the character whenever possible, but may or may not follow orders, depending on the kind of relationship the character has with the Ally Group. They should not be able to fight the character’s battles for them, but helping is not out of the question. The player and GM should clearly define under what conditions the Ally Group is available, to prevent abuse, but remember that this is an advantage that was paid for. Lost members of the group will eventually be replaced, although their absence will temporarily weaken the group. Periodic losses may have a more permanent effect, such as reduced loyalty.

Ambidextrous

CP Cost: 15

XP Cost: Cannot Buy.

Effect: The character favors neither hand, taking no penalty when using one or the other. This does not allow the character to take any extra actions, but does count as knowing the Off-Hand Technique for any prerequisites for Techniques.

Animal Empathy

CP Cost: 10

XP Cost: Cannot Buy.

Effect: The character gains a +3 when attempting any action involving an animal, such as Riding. Also, the character may attempt to befriend any animal that is not actively hostile by making an opposed Will roll. The user has a -4 penalty to befriend a non-domesticated animal.

Appearance

CP Cost: 5/lvl, up to 5 levels

XP Cost: Cannot Buy.

Effect: People find the character attractive. This grants a +1 per level to Charm and similar Skills when relating to the opposite sex, and a +1 per two full levels when dealing with the same sex. Fahael, Alec-nir, and Galar cannot take this Advantage.

Blood of Heroes

CP Cost: 5

XP Cost: Cannot Buy.

Effect: The character is descended from a particularly exceptional individual, one whose bloodline has been marked by their deeds. The character has the potential to exceed normal boundaries, though many with this ability never do so.

In game terms, the character can raise a single Attribute one Rank higher than normal. In other words, their maximum Attribute is their Base +4 instead of Base +3, which allows a normal Human to raise the chosen Attribute to 6. The Attribute must be chosen at character creation. This advantage may be bought multiple times for different Attributes, but not for the same Attribute. Pure Faeries cannot purchase this Advantage, although halfbreeds can.

Bravery

CP Cost: 10

XP Cost: 15

Effect: When confronted with a situation requiring a Fear check, the character gains a +2 to the roll to resist.

Clerical Status

CP Cost: 5/lvl, up to 5 levels

XP Cost: Cannot Buy.

Effect: The character is an ordained priest of Gaia. The Order of Gaia is still in its infancy, only growing more popular since the invasion, but is growing more recognized throughout the world. The character gains +1 per level to any rolls when relating to the Order or any sworn enemies of the Kurr’d-ah, such as most Valtans. He may seek shelter in any wayhouse run by the Order, though only fairly large towns and cities have these. He may also roll a die, adding his level of Clerical Status, to attempt to find shelter in a town without a wayhouse. The GM may impose penalties

to this roll in particularly remote areas, but the character will normally succeed on a total of 10 or higher.

Danger Sense

CP Cost: 15

XP Cost: Cannot Buy.

Effect: This ability notifies the character of imminent danger, through tell-tale signs like hair raising, a queasy feeling, etc. It is normally activated just before combat, allowing the player to take a normal Initiative roll during a Surprise Round if he can roll a 7 or higher on one die. It also activates in the presence of very strong evil or powerful forces that intend harm to the character.

Double Jointed

CP Cost: 5

XP Cost: Cannot Buy.

Effect: The character's limbs are far more flexible than normal, granting a +2 to any feats of maneuverability or escape, including breaking a grapple in unarmed combat. The character has a +1 to his Parry when using Brawling against an unarmed foe.

Empathy

CP Cost: 10

XP Cost: Cannot Buy.

Effect: The character has a natural "feel" for others, to the point of unconsciously understanding their emotional state. They gain a +3 to resist Fast Talk and Charm (unless the charmer is telling the truth!), and can make an opposed Perception roll versus the target's Will to discern a person's emotional state.

Enhanced Move

CP Cost: 5/lvl, up to 3 levels

XP Cost: 10/lvl

Effect: The character is faster than a normal member of his species. Each level adds 1 to the character's Base Move during a Round.

Equipment

CP Cost: 1/pt

XP Cost: Cannot Buy.

Effect: Each point gives the character another Equipment Point to purchase items with.

Extra Backlash

CP Cost: 7/lvl

XP Cost: 10/lvl

Effect: Each level grants the character an amount of Backlash equal to twice their Spirit Scale, in addition to any already possessed. This allows non-magical characters and races unable to purchase Magery to increase their Backlash.

Gaia's Grace

CP Cost: 10/pt

XP Cost: See XP section, page 95.

Effect: The character gains one extra Gaia Point each time this advantage is purchased.

Great Stamina

CP Cost: 5/10

XP Cost: 8/15

Effect: For 5 points, the character adds 1 to his Endurance for calculating Fatigue. For 10 points, they add 2.

Legal Power

CP Cost: 5/lvl, up to 4 levels

XP Cost: Cannot Buy.

Effect: Through various international accords, the character is the holder of a license to dispense justice. Exactly how much power they have varies, but in general they gain +1 per level to legal interactions when in their own country, and +1 per 2 levels when travelling abroad. A table of benefits is below.

Level	Benefit
1	Travel papers to move freely between country borders. Examples: Licensed bounty hunter, Soluman Venatar.
2	Limited accusatory powers in foreign countries, may make arrests within home country.
3	Recognized representative of home country, may arrest citizens of other countries for trial. May dispense justice in home country.
4	May arrest and hold citizens of any country, and attempt to press charges. Requests for legal permission in home country granted almost immediately.

Literacy

CP Cost: 15

XP Cost: 20

Effect: The character can read and write in any language which he possesses at Rank 3 or above. This is an important ability for anyone using papers (such as merchants or lawyers), and for Elementalists who wish to record their Algorithms.

Luck

CP Cost: 10

XP Cost: 20

Effect: The character is extremely lucky, and can often break the odds when performing difficult tasks. The player may choose a roll to be "lucky" before it is made, and then roll twice to choose the best result. This may be done a number of times equal to the character's XR + 1 per game session. This Advantage may be purchased multiple times.

Magery*CP Cost:* 10/lvl*XP Cost:* 15/lvl

Effect: The character has a larger than normal amount of Magical Potential. Each level purchased gives 1 Level of Magery, and adds three times the character's Spirit to his available Backlash.

Rapid Healing*CP Cost:* 15*XP Cost:* Cannot Buy.

Effect: The character's hardiness is exceptional, allowing him to make two Healing rolls a day.

Status*CP Cost:* 5/lvl, up to 4 levels*XP Cost:* Cannot Buy.

Effect: The character is of noble birth, or hold some honor that is highly valued within his own country. Each level grants a +1 to social interactions with commoners who recognize the character's Status (most criminals and ruffians will not) and a +1 to Heraldry rolls within the character's home country. The character also has a level of Legal Power equal to one level below his Status.

Note that high levels of Status lead to a much more political game, and players should consult with the Game Master before purchasing levels above 2. Players wishing to be "true" nobility may take a level of Status one lower than the one they wish to be, and play the son or daughter of a noble, as the next in line is usually considered to be one rank lower than the father until coming into their inheritance.

Level	Equivalent
1	Knight or honored personage
2	Baron
3	Landed Baron
4	Viscount

Time Sense*CP Cost:* 4*XP Cost:* 6

Effect: The character always knows the time, down to a few minutes, and when thinking about it, can keep exact time, much like a modern stopwatch. This may add a +1 to +3 for some precisely-timed movements or actions requiring precision timing.

Tough*CP Cost:* 10*XP Cost:* 20

Effect: The character adds 1 to his Wound Threshold.

True Friend*CP Cost:* 8/15*XP Cost:* 10/25

Effect: The character has a person whom they have known since childhood, or whom they have been through extraordinary circumstances with, causing a bond of fellowship beyond normal friendship. When together, these friends may spend Gaia for one another, even if the other friend has already spent Gaia on something which only allows one point to be spent. The usage of Gaia for the other person must be voluntary on the part of the person sacrificing the Gaia, but the one benefiting from the expenditure *cannot* refuse the effects.

This costs 8 CP or 10 XP to purchase if the True Friend is a PC, and both PCs must purchase it. If the True Friend is an NPC, the cost is 15 CP or 25 XP. If purchasing after character creation, it is recommended that the circumstances of the friendship being formed be roleplayed out.

Versatility*CP Cost:* 10*XP Cost:* 15

Effect: A character with Versatility may choose TWO Personal Styles, with Tier bonuses for each. When fighting, he or she may use either style, altering the bonuses received. They may not mix and match Tiers from different Styles when awarded Tier 2 or higher. This may only be purchased if the optional Style rules are being used.

Wealth*CP Cost:* 15/lvl*XP Cost:* Cannot Buy

Effect: The character possesses greater than normal starting funds, and a regular income (from an existing job that can be performed on the road, inheritance, stipend, or whatever). The Game Master may wish to limit this Advantage, depending on the flavor of the game.

Wealth Levels

Level	Starting Silver	Income(per week)
1	30 + 3d10	1d10
2	50 + (2d10x2)	2d10
3	100 + (2d10x5)	4d10

Example: Victor has bought 2 Levels of Wealth. His starting assets are 50 plus 2d10x2. Rolling the dice, his player gets a 6 and an 8, for a total of 14. Multiplying by 2 is 28, and adding the 50 gives him a total starting silver of 78. He also earns between 2 and 20 silver a week, from his family.

Granted Powers**Elemental Affinity**

CP Cost: 10(20 for Elementalists)

Effect: The character has been gifted with a strong tie to a particular element, granting +3 to resist Damage from that element, and an innate sense of its properties. The character may make a Hard(17) Perception roll to detect pure concentrations of the element within Wisdom x10 yards, and the direction it lays in. This requires a bit of concentration(1 Round), but is not otherwise fatiguing.

Elementalists who have Elemental Affinity add 1 to their Int and Will when using magic from the same Path as their Affinity.

Fianna Fáil

CP Cost: 15

Effect: The Fianna Fáil, or “Warriors of Destiny,” are warriors chosen by Gaia to defend her, for sometimes obscure reasons. Many Fianna are apparently indifferent to the Kurr’d-ah and other threats to Gaia, but always end up performing some great service for the world, sometimes by dumb luck.

In any case, Fianna have several advantages over other Gaia-aware beings. The foremost among them is instant recognition by other Fianna, who are almost always willing to aid the character. Fianna also receive a +2 bonus when resisting the Kurr’d-ah Fear effect, making them more effective in fighting the invaders. Chiefly, however, a Fianna can use Gaia in a much more controlled manner, as shown below.

Gaia	Effect
3	Negate 1 Kurr’d-ah Magic Effect.
1	Add Spirit to Initiative for 3 Rounds.
1	Gain 4 Kurr’d-ah Magic Resistance for 3 Rounds.
5	Permanently Stabilize Reality Warp caused by Kurr’d-ah Magic.

Faerie Kinship

CP Cost: 15

Effect: Through either a profound experience with powerful Faerie Magics, or possibly a Faerie in their ancestry in the distant past, the character possesses an innate knowledge and understanding of all things Faerie. The character gains a +2 bonus when interacting with pure Faeries, and automatically gains Faerie Lore 1, representing an instinctive “feel” for Faerie creatures.

If possessed by a race not normally capable of learning Faerie Magic, the character may learn up to two Paths of Faerie Magic. This does not apply if the character is normally unable to use magic at all(such as a Fahael or Galar). This Advantage is only available to Mundane Races, but is not available to Taysen.

Magic Resistance

CP Cost: 5/lvl(up to 10 levels)

Effect: The ether around the character resists change, reinforced by the character’s aura into a more stable state, and

incedentially causing magic to be weakened when directed against him. Magic Resistance affects all types of Magic, and all spells. The character cannot selectively choose which spells to allow, so even healing spells are resisted.

When the character comes into contact with a magical effect, the player rolls one die. If the roll is less than the character’s Magic Resistance, the effect is dispelled. Even if the character does not dispell the magic, anything cast specifically at him is weakened significantly. Magic Resistance acts as unpenetratable AV versus Attack spells, and spells using Target must add the character’s Magic Resistance level to their Difficulty.

Regeneration 1/day

CP Cost: 15

Effect: The character does not make Healing rolls, and instead automatically heals 1 Wound Point per day, no matter how strenuous his activities. The character may still take the Rapid Healing Advantage, but this only lets him make one Healing roll a day, in addition to his automatic Healing. As with normal Healing, the least severe Wounds are healed first.

Regeneration 1/hour

CP Cost: 30

Effect: The character heals 1 Wound Point every hour. The Rapid Healing Advantage can *still* be taken, but is pointless with this Advantage.

Regeneration 1/minute

CP Cost: 60

Effect: Wounds to the character heal almost instantly, at the rate of 1 Wound Point per minute. As always, the least severe Wounds are healed first.

Flaws

Table 3.4: Flaws	
Normal Flaws	CP Points
Appearance	2/lvl
Cowardice	10
Criminal	5-45
Enemy	5-15
Nightmares	5-25
Oath	5-10
Outcast	5-30
Phobia	5-15
Status	5/lvl

Normal Flaws

Appearance

CP Given: 2/lvl(up to 5)

Effect: The character is either scarred or just plain ugly. Each level of the Appearance Flaw forces the player to take a -1 penalty for social interactions involving sight. Characters of the same sex are not as affected by this, and so the penalty is only -1 for every 2 levels.

Cowardice

CP Given: 10

Effect: When confronted with a situation requiring a Fear check, including Kurr'd-ah, the character suffers a -2 Penalty to the Fear check's roll. The character may not purchase any abilities that bypass Fear checks, such as the Valtan Combat Schools, until this Flaw is bought off at a cost of 15 XP.

Criminal

CP Given: 5 base, up to 45

Effect: The character has been accused of some crime in his home country, and is wanted by the authorities. This limits the movements of the character, and possibly endangers his life. The number of points given depends on the severity of the punishment.

<u>Punishment</u>	<u>CP</u>
Imprisonment	5
Death	10

If the character is actually guilty, add 5 to the base points given, as it is much harder to clear the character's name.

If the character is known as a criminal in an entire *region*, of a size of at least 4 countries, the points given are *doubled*. If the character is known as a criminal worldwide, *triple* the point value.

Enemy

CP Given: 5-15

Effect: A single person or a group has targeted the character as someone to hurt in some way. The strength of the enemy determined the points given. The enemy should appear often enough to be a worry for the character, but not every session. The Kurr'd-ah cannot be taken as an enemy, as this is assumed to be true for all characters.

<u>Strength</u>	<u>CP</u>	<u>Examples</u>
Nuisance	5	A single NPC of about the same strength(a rival or old grudge), or an organization of weak, non-influential people.
Minor	10	An NPC stronger than the character(captain of the guard, etc) or a moderately influential group(Musicians Guild)
Major	15	A single NPC of great power(Prince of Valta or head of the Ryantran BladeMagery school) or a group of strong members and great influence(the Merchant's Guild or Thieve's Guild)

Nightmares

CP Given: 5/10/15/20/25

Effect: For some reason or other, either because of a traumatic experience or a curse or any other reason that can be given, the character suffers violent and vivid nightmares most nights, resulting in a lack of sleep and a constant haunted look.

Every time the character sleeps, they must make a Willpower roll at a difficulty equal to 8 plus the level of Nightmares taken. If they fail, they succumb to a fitful night of disturbed rest, leaving them with a -1 Penalty to all rolls and a -2 Penalty to Initiative the following day. Levels of Nightmares can be bought off at a cost of 7 XP per Level.

Oath

CP Given: 5 or 10

Effect: The character has sworn to uphold a value or not perform some action. This must be adhered to, and breaking the Oath is cause for severe penalties, up to and including permanently losing Gaia Points. The reason for breaking an Oath is irrelevant, the penalties are still applied. The exact penalty is determined by the Game Master, but usually a quest for atonement can undo the damage.

<u>Oath</u>	<u>CP</u>	<u>Examples</u>
Minor	5	Always obey the local law, never use a sword not your own, never strike a helpless enemy, always keep your word.
Major	10	Never strike first, never retreat from battle, give half your earnings to charity.

Outcast

CP Given: 5-30

Effect: This flaw is similar to Criminal, above, but the character has either served his sentence or is merely accused of a crime. The character is disliked, possibly even barred from entering, his home country.

For 5 points(Social), the character is merely a Social Outcast, heavily mistrusted and disliked in his homeland. The forces a -3 penalty on all social interactions with his own people, unless the person does not know or care.

For 10 points(Banished), the character has been banished from his homeland. Returning usually has a penalty of death, or sometimes merely imprisonment or forced expulsion.

For 15 points(Hunted), bounty hunters and the authorities are actively hunting the character, even in other countries. The character expects constant harrassment, and must keep a low profile.

If the character is outcast from an entire area or group of countries, double the value of this Flaw.

Phobia

CP Given: 5,10, or 15

Effect: For some reason, the character suffers an intense, illogical fear of one specific event or creature. When nearing the trigger of his or her phobia, the character must make a Fear check versus a Difficulty of 12 just to approach. Actually nearing within touching distance, or confronting the fear directly(such as walking across a narrow bridge when afraid of heights), is normally not possible. In extreme circumstances, a Willpower check versus a 15 Difficulty may be attempted. Bonuses from Bravery or Combat Schools do not apply when confronting a phobia.

The CP given by the Phobia flaw varies according to the rarity of the fear. Incredibly rare creatures or situations, such as Time Hounds, give no points. Very rare fears, such as draconic creatures, Magi artifacts, or fairly rare magical creatures give 5 points. Moderately rare situations or creatures award 10 CP, examples being spiders, snakes, and heights. More common creatures or situations award 15 CP, with good examples being enclosed or wide open spaces(claustrophobia or agoraphobia, respectively), the dark, dogs, horses, et cetera.

Status

CP Given: 5/lvl(up to 3)

Effect: The character suffers from a reduced station in life, and is regarded in a negative way by nobles and even commoners. Each level results in a -3 penalty to social interactions with those of higher station. In addition, the character will have very little sway in politics or law-driven situations.

The first level of this Flaw merely represents a lower station, analogous to the “lower class” in modern day. This is not an official station, merely a perception of many others.

The second level is reserved for former criminals, political dissidents, revolutionaries, and others that are perceived as a danger to the commoner’s way of life. Players should be cautious when picking this level.

The third level only exists for those with Solumas as their homeland, and basically makes the character a slave. The

character is either bound to one of the other PCs, or is an escaped slave(thus also earning the Outcast: Hunted Flaw).

Races

A character’s Race determines basic Attributes and abilities. Attributes are assumed to be 2 unless the Race’s description states otherwise.

Mundane Races

Humans(*sing. Human*)

Attributes: Normal.

Special Abilities: None.

Limitations: None.

Size: 0

Move: Base 8, Jump 2/1, Swim 4

Description: Humans vary from roughly 5’5” to 6” in height, and about 120 to 220 pounds in weight, on average. Females tend to be about 2 inches shorter and 5 to 10 pounds lighter. Skin tone on the two known continents ranges from pale to a heavily-tanned brown, though there are stories of people from far off lands with darker shades. Hair color ranges from light blond to dark brown, though some people have red(mostly in Madeira). Eye color is blue or brown, with some having green or grey eyes. They usually live from 50 to 60 years, but have been known to reach 100. Humans usually start play at anywhere from 15 to 18 years old.

Summary: Humans have come to dominate the world of Gaia, largely due to their fast breeding rate and greater ambition than other races. Because of their large numbers and widespread presence, little can be said about them in general. Each country has its own peculiarities. The average Human peasant, however, is a simple man, fearing magic and any other “strange occurrences.” Most Humans regard other races with varying degrees of curiosity and suspicion. In general, they are friendly and curious toward the Faerie Races and the Edouna Nach, but slightly nervous around Fahael, and suspicious of any of the Alien Races or Tay-sen. They are usually unfriendly, at the very least, toward true Kurr’d-ah, and most Humans both hate and fear the insectoid invaders.

Fahael(*sing. Fahael*)

Attributes: Endurance 3, Dexterity 1, Manipulation 1

Special Abilities:

Aquatic - Hold breath for a number of minutes equal to Endurance x 4, Swim Move has a x3 “run” value.

Natural Weaponry

- Tails: Damage = +0/2, AP 0/0/2

- Claws: Damage = +1/2, AP 1/1/0

- Teeth: Damage = +1/2, AP 2/0/0

Natural Armor - AV 2, Type: Leather

Limitations: Fahael cannot use Magic.

Size: 0

Move: Base 7(Sprint at x5), Swim 5, Jump 3/2

Description: The Faheal are a reclusive reptilian species of swamp dwellers. They are tall, ranging from 5'8" to 6'4", and are a little burlier than the average Human. A Fahael is usually anywhere from 140 to 250 pounds of pure muscle. Females are roughly 2 or 3 inches taller and 15 to 20 pounds heavier, on average. They look much like bipedal, two-tailed alligators, with a scale color ranging from a bright green down to a muddy brown, with occasional lighter streaks. Their long snouts are filled with sharp teeth and powerful jaw muscles, though they can still speak Human languages with great difficulty. Their hands are tipped with hooked claws, making it impossible to use a bow, although some have crossbows custom made at quadruple the normal price. Their eyes are yellow or, rarely, white, with a slit vertical pupil. They only live to be about 40 years old due to their harsh lifestyles, but it is possible that a careful Fahael could live much longer. A typical Fahael character would be 8 to 10 years old.

Summary: The Fahael were little more than an occasional curiosity before the Kurr'd-ah invasion. Their numbers were small, and they kept to themselves. Since the invasion, Fahael have become increasingly involved in both military actions and relations with Humans. Although they will rarely join a Human army, they sometimes act as scouts in actions against the Kurr'd-ah. Some have found that they like the outside world, and have made friends amongst the Humans and other races.

The Faheal will not say why, but they hate the Kurr'd-ah with a passion. Some sages speculate that this is due to their close connection with nature. They are friendly towards the Fairie and Alien races, and neutral toward Humans and Edouna Nach. They are curious of the Taysen, but welcome those few Taysen who can put aside their xenophobia.

Fahael are generally quiet, relying on actions to get their point across. Some see them as dull or impulsive, especially given the lack of Fahael magicians, but the Fahael are every bit as intelligent as Humans, and most think their actions through very carefully. They cannot manipulate the ether directly, and have expressed little interest in trying, anyway. Fahael will often fight with their bare claws, but they will use weapons if they would gain an obvious advantage in doing so. They rarely wear armor, as it both slows them down in the water and they must pay quadruple the normal price to get it fitted for their frames.

Taysen(sing. Taysa)

Attributes: Strength 1, Reflexes 3

Special Abilities:

Night Vision - Can see in darkness as well as day.

Magic Resistance(Kurr'd-ah Magic Only) - 5

Taysen Fighting and **Taysen Cavern Fighting** available

Limitations: Taysen cannot start with Elementalism, though they may later learn it at double XP Cost. All Taysen have the *Canyon of the Moon* as their Homeland,

and cannot choose another Homeland. Also, the small size of the Taysen prevent them from using large weapons.

Size: -1 (However, as they use weapons on the same scale as Size 0 characters, they are counted as Size 0 in combat, except when unarmed)

Move: Base 9, Jump 3/2, Swim 3

Description: The Taysen are small, cave-dwelling humanoids. They are between 3'3" and 4'0" tall, and weigh around 80 to 120 pounds, with females averaging about an inch shorter and of the same weight. Their skin is a pale, rock grey, and their legs are digitigrade(like a wolf or cat). They have long, tapering ears and have very little hair. Their eyes are sometimes blue or brown, but usually a steely grey, and what little hair they have varies between silver, blond, and a dark, rich black. Despite their rather harsh lifestyle, they usually live to be about 80 years old. Player character Taysa start at between 13 and 17 years old.

Summary: Until recently, the Taysen were thought to be a mere myth. Highly reclusive and xenophobic, the Taysen confined themselves exclusively to the Canyon of the Moon, on the Solumas continent. The canyon's treacherous slopes kept out most would-be explorers, and the few who made it to the bottom were killed by the outlying villages of the Taysen community. Within the last few years, however, a very few Taysen have chosen to venture out into the outside world. Some of these brave souls have even managed to put aside their almost instinctive hatred of other races and work with the rest of the world in fighting the Kurr'd-ah invasion. It is from these few individuals that the world has gleaned their knowledge of the Taysen.

The recent exploration is in response to the Taysen priesthood's detection of the Kurr'd-ah invasion. For some unknown reason, the Taysen have a unique sense for all things Kurr'd-ah. Some sages postulate that the Taysen have encountered the Kurr'd-ah before, as the Taysen religion tells of a "great darkness" from which their race fled. The mutual, instinctive hatred between the Kurr'd-ah and the Taysen races only serves to reinforce this theory, as does the inherit resistance of the Taysen to Kurr'd-ah magic.

Taysen tend to look down on all other races as inferior. Even those Taysen who have put aside their hatred for other races thent to be patronizing at times. They are fiercely independent, but have taken a liking to the Fahael, and will sometimes join or aid a Fahael in trouble, and have been known to work with Fahael scouts for offensives against the Kurr'd-ah. They are skilled warriors, though their small size prevents them from using some of the larger weapons. They have their own styles of armor, but have been known to wear armor made for Trolls with slight modification, doubling the price.

Edouna Nach(sing. Edounan)

Attributes: Reflexes 1, Wisdom 3

Special Abilities: None

Limitations: None

Size: 0

Move: Base 8, Jump 2/1, Swim 4

Description: The Edouna Nach are very much like Humans in shape, save for being a bit shorter and heavier. They range from 5'0" to 5'9" in height, and from 135 to 260 pounds. Females are about 5 pounds lighter and generally of the same height. Edouna Nach have a skin tone ranging through the various shades of blue, and their hair is always silver, sometimes with metallic grey or gold highlights. The sclera of their eyes, instead of Human white, is yellow, though their iris color shows the same range as that of a Human. Their blood has a strong yellowish tint to it. Their lifespan is a little greater than that of a Human's at around 70. Player characters should start between 18 and 21.

Summary: The Edouna Nach are an old race, almost as old as the Faerie Races. They were, until recently, a dying race, rarely seen in modern times. With the relatively recent formation of Ryantra, the Edouna Nach have begun to recover from whatever tragedy decimated their numbers ages ago. Even so, few people doubt that the age of the Edouna Nach is over. They may survive, but Humans are the rulers of the modern world.

Edouna Nach are fiercely neutral in almost all respects, especially regarding relations with other races. They are friendly with the Faerie Races, and hate the Kurr'd-ah as much as most people do. They also have very friendly relations with any Humans from Valta, due to the unusual circumstances surrounding that nation's formation.

Faerie Races

Trolls(*sing. Troll*)

Attributes: Strength 1, Endurance 3, Wisdom 3

Special Abilities:

Cold Iron Vulnerability - Trolls take +2 Damage and +1 Damage Multiplier from Cold-forged iron.

Night Vision - Trolls can see in darkness as well as day.

Gaia Sense - A Troll's intimate connection with the planet allows it to sense nearby weak points in natural rock formations - within 20 to 30 yards - and to sense when the earth has been poisoned by chemicals or warped by Kurr'd-ah magic.

Limitations: A Troll cannot use large weapons, due to their small size.

Size: -1 (However, as they use weapons on the same scale as Size 0 characters, they are counted as Size 0 in combat, except when unarmed)

Move: Base 7. Jump 1/1, Swim 4

Description: Trolls are small beings, averaging between 3 and 4 feet tall and 70 to 120 pounds. Females are roughly the same size. Despite their rather heavy weight for their size, Trolls are actually quite slim, most of their weight coming from their characteristically high density. Trolls normally have very fair skin, and blond or black hair with pale eyes, although some darker eye colors are known. To some, they seem almost childlike, but their small frames hide considerable strength. Trolls are a pure Faerie Race, albeit

one from the Lower Orders, and are theoretically immortal. While living on Gaia, their weakening connection to the planet gives them a lifespan of roughly three centuries. Player characters are usually very young, from 25 to 35 years old.

Summary: Until quite recently, Trolls had even less contact with Humans than other Faerie Races. They possess a deep love of Gaia, which is the main reason why they continue to stay when other Faeries have moved on into the Higher Realm. It is this connection to Gaia that is bringing them into contact with other races more and more frequently, as individuals of the species grow restless with the damage caused by the Kurr'd-ah invasion. It is not uncommon to see a Troll wandering far from his or her secluded home, exploring the outside world.

Outsiders will find Trolls to be friendly but aloof. They tend to mind their own business, and are not easily angered. They do prefer quiet locales to rest from time to time, but are otherwise quite willing to take on Human habits. The recent surge of Troll interest in the outside world has ensured that most Human merchants keep a good stock of Troll-sized gear on hand at no extra cost. The cost of custom-crafting such gear is offset by the lesser amount of materials used.

Tuatha(*sing. Tuathan*)

Attributes: Normal

Special Abilities:

Kurr'd-ah Iron Vulnerability - The Tuatha affinity for metal makes them particularly susceptible to the corruption inherent in the Kurr'd-ah metalworking process. They suffer +2 Damage and +1 Damage Multiplier from Kurr'd-ah weapons made of iron.

Night Vision - Tuatha can see in darkness as well as day.

Metal Affinity - A Tuathan gains a +2 to any roll involving assessing or manipulating metal, as long as they can touch the metal. This includes Lore skills, even Lore(Weapons).

Limitations: None

Size: 0

Move: Base 8, Jump 2/1, Swim 4

Description: Tuatha, technically the "Tuatha de Danaan," are the most Human-looking of the non-shapeshifting Faeries. They are a little taller and slimmer than Humans, averaging about 5'6" to 6' and 110 to 175 pounds for males, with females on average 3 inches shorter and 15 pounds lighter. The greatest difference is their uniformly light hair and eyes. Tuathan hair ranges from blonde to silver to a darker, steely grey, while their eyes are almost always grey or silver, although some rare individuals have colorless eyes. Of all the Faerie Races remaining on Gaia, the Tuatha are the closest to true mortals, and thus have a lifespan limited to roughly 120 years. They commonly reach adulthood between the range of 21 and 26 years.

Summary: The Tuatha are seen as a dying breed, but it would be more accurate to describe them as "becoming Human." Ever since their patron Seelie, Dana, moved on

into the Higher realm, the remaining Tuatha are seen as distant kin by other Faeries, at best. Still, they have extremely good relations with the Seelie Court, and are on friendly terms with almost all other races, with the obvious exception of the Kurr'd-ah. In truth, little can be said about most Tuatha that does not apply to Humans as well, though their Fairie blood makes magic use far more common and respected amongst the Tuatha.

Alien Races

The Kurr'd-ah invasion has made the inhabitants of Gaia much more aware of other beings that dwell in the myriad other worlds that exist parallel to Gaia. Over the last half century of warfare, the continued strong resistance of Gaia against the invaders has caused more and more uprisings within the ranks of the Kurr'd-ah slave races. Recognizing a kindred spirit, these rebels often migrate to Gaia, to help defend what they see as the only stronghold against the Kurr'd-ah war machine. They face a difficult struggle, being seen as traitors by the Kurr'd-ah and viewed with suspicion and prejudice by the Gaians, but some few continue to cross over, hoping for escape, a better life, of sometimes to aid a noble cause. It is not too unusual now to see an alien or two in a very large city, where the prejudice against their kind has softened somewhat, or to see one in Fairie lands. The Soluman Empire has been particularly accepting of the aliens, to the surprise of many, as have the Fahael, the Edouna Nach, and all the Faerie Races.

Alec-nir(*sing. Alec-nir or Alec*)

Attributes: Strength 3, Endurance 3, Dexterity 1, Reflexes 1, Intelligence 1, Wisdom 3

Special Abilities:

Magic Vulnerability - The caster's Will is considered 1 point higher.

Alec-nir cannot use Magic

Alien - Start with Kurr'd-ah Language, in addition to native language, and Lore(Kurr'd-ah) Rank 2

Natural Armor - AV 6, type considered Plate, but not metal

Limitations: Aside from not being able to use magic, none.

Size: 0

Move: Base 7, Jump 1/1, Swim 2

Description: The Alec-nir are often seen as big, slow, and not too bright. This perception is, unfortunately, rather close to the truth. A typical Alec-nir looks somewhat like a humanoid version of a Kurr'd-ah, being large and covered in hard, chitinous plates. The resemblance ends there, however, as the Alec-nir's carapace is not dull and dark, but colorful to the extreme. Each Alec-nir has a unique color patter, usually a mix of red, blue, and yellow, but sometimes the colors are combined to form more exotic colors. It is rare to see an Alec-nir with more than three colors on his or her carapace, but some have been recorded with as

many as seven distinct colors. Alec-nir normally stand between 5'4" and 5'10", the same as Humans, but are a bit bulkier, averaging between 145 and 215 pounds. Females are a tiny bit taller and larger on average, but not by much. Their general good health and toughness allows them a lifespan of roughly 75 years, much less when in Kurr'd-ah lands. A starting character will be between 15 and 20 years old.

Summary: The Alec-nir, despite their relative similarity in appearance to the Kurr'd-ah, are the most well-liked of the alien races. This is perhaps due to their general good cheer and helpfulness. The Alec-nir are normally very friendly, and have a deeply rooted sense of right and wrong. This does, unfortunately, lead to a somewhat black and white view of the world. Still, the Alec-nir have tried very hard to be a part of Gaian society, and have succeeded far more than many would have ever expected.

Galar(*sing. Galar*)

Attributes: Strength 1, Dexterity 3

Special Abilities:

Galar cannot use magic

Empathic - As Empathy Advantage, but gain a Bonus Die when using.

Double-Jointed - Gain a Bonus Die when unusual positions of the body are required.

Limitations: None

Size: 0

Move: Base 9, Jump 3/2, Swim 3

Description: The Galar are somewhat comical in appearance, which has eased their acceptance into Gaian society a little. Looking much like an overgrown ostrich with arms, the Galar are the least Human-looking of the common intelligent races. Their limbs seem all joints to observers, and their peculiar habit of twitching in odd directions while listening tends to make most observers queasy. They are not too tall, roughly 5' to 5'4" and weighing between 100 and 140 pounds, but seem much larger due to their overbearing manner. Their plumage is on the drab side, tending toward blacks and greys with very little white. They are very long lived, lasting about 120 years, but reach adulthood late, at around 40.

Summary: The Galar have been met with some hostility by Gaian races. Their utterly alien manner and appearance makes most races uneasy, and the Galar's somewhat conceited view of themselves does little to endear them to anyone. Still, they have been becoming more common within the countries of Anathas, so that armor for their frames is available at four times the normal price. The Soluman Empire has been more accepting, and has a relatively large Galar population. Equipment is available at only triple the normal price.

Halfbreeds

With so many races on Gaia, it is inevitable that some interspecies marriage and breeding will occur. Most of these unions do not result in any offspring, but occasionally one

will prove fertile. These are always a result of a Human and another being, never between two mystic races. The result of such a union is unpredictable, due to the magical influence over an event which nature never intended. Due to this fact, Halfbreeds are almost universally ostracized, sometimes even hated. The Soluman Empire, despite its tolerance toward alien beings, is particularly bad in relations with Halfbreeds, treating them as second-class citizens. The only countries even somewhat friendly toward Halfbreeds are Ryantra and Loren, largely because of the significant Faerie population of each. Valta is also particularly tolerant of these beings, believing that each individual stands on their own strength. A Halfbreed kingdom is rumored to exist somewhere within the Sun's Nest Mountains, but if anyone has found it, they aren't talking.

Glade Children(*sing. Glade Child*)

Attributes: Strength 1, Charisma 3

Special Abilities:

Cold Iron Vulnerability - Glade Children take +2 Damage and +1 Damage Multiplier from Cold-forged iron.

Appearance - Glade Children are very pleasing to look at, and gain two levels of Appearance.

Halfbreed Special - See below.

Limitations: None

Size: 0

Move: Base 8, Jump 2/1, Swim 4

Description: Glade Children are the rarest of the Halfbreed races, but also the most accepted. Small and slender by Human standards, Glade Children stand about 5' to 5'6" at most, and are roughly 85 to 130 pounds in weight. Females are even smaller, averaging about 2" shorter and 10 pounds lighter. Their slender build hides an extraordinary toughness, though they are somewhat weaker than full Humans. Glade Children are quite distinctive, both from their delicate beauty and their dark green hair and eyes. Their skin tone is almost always darker than the norm, as if they have a perpetual tan. Having the blood of a High Faerie in them gives these rare beings an extraordinary lifespan, some having been known to live as long as 300 years. Their Human side allows them to reach maturity quickly, usually between 16 and 18, with players starting at around 20 years old.

Summary: The result of a Human union with a Dryad Faerie, Glade Children are the only Halfbreed race almost universally accepted. Their gentle demeanor and exotic beauty gives most other races a good impression, leading to a far more tolerable attitude. Glade Children are almost always soft-spoken and calm.

Special Powers: A Glade Child may roll on the table below(or pick, if the Game Master allows) once at Character Creation.

Roll	Ability
1	No Vulnerability to Cold Iron
2	Plant Skin
3	Chameleon
4	Magic Resistance
5	Empathy
6	Animal Empathy
7	Danger Sense
8	Immune to Natural Poisons
9	Draiocht Power
10	Regeneration

No Vulnerability to Cold Iron - The character does not suffer extra Damage from Cold-forged iron.

Plant Skin - Don't need food as long as sunlight and soil is near for 4 hours.

Chameleon - +4 for hiding and stealth related actions.

Magic Resistance - 3 Levels of Magic Resistance.

Empathy - As the Advantage.

Animal Empathy - As the Advantage, with a Bonus Die.

Danger Sense - As the Advantage.

Immune to Natural Poisons - Unaffected by animal or plant toxins, though brewed poisons are treated normally.

Draiocht Power - Start with Tir Path of Faerie Magic at Rank 1, and Magery 1.

Regeneration - As the Regeneration(1/day) Advantage.

Grey Ones(*sing. Grey One*)

Attributes: Normal

Special Abilities:

Kurr'd-ah Iron Vulnerability - Grey Ones suffer +2 Damage and +1 Damage Multiplier from Kurr'd-ah forged weapons.

Night Vision - Grey Ones can see in darkness as well as day.

Halfbreed Special - See below.

Limitations: None

Size: 0

Move: Base 8, Jump 2/1, Swim 4

Description: Grey Ones are very close to Humans in appearance, roughly 5'5" to 5'11" in height, and about 120 to 220 pounds in weight. Females tend to be about 2 inches shorter and 5 to 10 pounds lighter. Skin tone ranges from pale to a heavily-tanned brown. Hair color ranges from light blonde to dark red, with varying shades in between, but is always streaked with silver or grey. Eye color is almost always grey, though occasionally blue or hazel. They usually live from 70 to 80 years, but can reach 150. They usually start play at anywhere from 17 to 20 years old.

Summary: The cross between a Human and a Tuathan, Grey Ones are both the most common and among the least liked of Halfbreeds. They are usually loners, having been ostracized from society since birth, and are almost always

very strong-willed. Though not exactly hated, Grey Ones are usually met with a cold reception from anyone recognizing their heritage, being seen as creatures against the natural order.

Special Powers: A Grey One may roll on the table below(or pick if the Game Master allows) once at Character Creation.

Roll	Ability
1	No Vulnerability to Kurr'd-ah Iron
2	Empathy
3	Draiocht Power
4	Magic Resistance
5	See Invisible
6	Boost one Attribute
7	Danger Sense
8	Immune to Natural Poisons
9	Sense Metal
10	Invisibility

No Vulnerability to Kurr'd-ah Iron - The character does not suffer extra Damage from Kurr'd-ah iron.

Empathy - As the Advantage.

Draiocht Power - Start with Na Siogai Path of Faerie Magic at Rank 1, and Magery 1.

Magic Resistance - 3 Levels of Magic Resistance.

See Invisible - The character can see any magically invisible objects and creatures, and gains a +2 to rolls made to spot hidden objects and creatures.

Boost one Attribute - Roll randomly for which, and raise by 1.

Danger Sense - As the Advantage.

Immune to Natural Poisons - Unaffected by animal or plant toxins, though brewed poisons are treated normally.

Sense Metal - Within Wisdom x 2 yards, can determine distance, direction, and type.

Invisibility - Can turn invisible. Doing so costs 3 Fatigue per Round, and the character can only move at his Base Move. No Attacks or other complicated actions are allowed.

Homelands

The Homeland of a character determines his starting abilities, and his outlook on the world. The bonuses given by each Homeland are given here, but the player should reference Chapter 10: Campaign for more information.

Alden

Bonus: As Alden natives are very well-educated, the character may purchase Literacy and the Cyphering Skill for half cost.

Language: Alden

Altay

Bonus: Altayans may purchase the Heraldry and Savoir Faire Skills at half price.

Language: Alden(Altayan Dialect) - characters have a -3 penalty to understanding regular Alden, and Aldens have the same penalty to understand Altayans.

Armek

Bonus: The slow but steady seeping of magic into all aspects of the land and its inhabitants has hardened the Armek toward magical effects. They may purchase Magic Resistance at 3 CP per Level instead of 5.

Language: Armek

Canyon of the Moon

Bonus: Absolute Direction and Time Sense Advantages may be purchased at half price

Language: Taysen

Special: Only Taysen can choose Canyon of the Moon as their Homeland.

Cass

Bonus: Any Languages, including Literacy, are bought at half price.

Language: Cassian

Conquered Lands

Bonus: Characters raised in the war-town lands of the Kurr'd-ah may purchase Hardy or Tough at half cost.

Language: Valtan OR Soluman

Fellmar

Bonus: Half price for Survival and Tracking Skills.

Language: Kathman

Kathma

Bonus: Half price for Lore(Kurr'd-ah) and a +1 when using Archery.

Language: Kathman

Kolb

Bonus: Half price for Survival Skill and Hardy Advantage.

Language: Alden

Loren

Bonus: Half Price for Lore(Faerie) Skill and Fianna Fáil Advantage.

Language: Faerie

Madeira

Bonus: Half Price for Lore(Faerie) Skill and Fianna Fáil Advantage.

Language: Madeiran

Nodar

Bonus: Half price for Riding Skill and Animal Empathy Advantage

Language: Armek

Ryantra

Bonus: Half price for Lore(Edouna Nach) Skill and Fianna Fáil Advantage.

Language: Faerie

Sanctuary

Bonus: Half price when purchasing Lore(Faerie), Survival, or Discipline Skills

Language: Faerie

Soluman Empire

Bonus: May purchase Literacy and the Cyphering Skill for half cost.

Language: Soluman

Valta

Bonus: Lore(Weapons) and Lore(Kurr'd-ah) Skills are half cost. One Combat Skill is half cost up to Rank 5, but at least one Combat Skill MUST be taken(not including Dodge or Block). Valtans pay double cost on their first Trade Skill aside from Dancing, Law, Singing, or Musical Instrument.

Language: Valtan

Zerubria

Bonus: Half price for Survival and Tracking Skills.

Language: Kathman

Chapter 4

Skills

Master Skill List

Recommended Skills are in **bold**

Trade Skills

Acting(Cha+Man)
 Armorer(Int+Per)
 Artist(Per+Wis)
 Blacksmithing(Int+Per)
 Bowyer(Int+Per)
 Carpentry(Dex+Per)
 Cartography(Int+Per)

Cooking(Per+Per)
 Dancing(Wis+Ref)
 Fishing(Per+Per)
 Illumination(Int+Per)
 Jeweler(Per+Int)
 Law(Int+Per)
 Leatherwork(Dex+Per)

Masonry(Int+Per)
 Musical Instrument(Wis+Per)
 Pottery(Dex+Per)
 Sculpting(Dex+Per)
 Shipwright(Int+Per)
 Singing(Cha+Cha)
 Weaving(Dex+Per)

Normal Skills

Acrobatics(Ref+Ref)
 Animal Handling(Wis+Cha)
 Astronomy(Int+Int)
 Athletics(End+Ref)
Awareness(Per+Per)
 Charm(Cha+Man)
 Cyphering(Int+Int)
Discipline(Spi+Will)
 Disguise(Mind+Per)
 Escape(Dex+Ref)
 Fast Talk(Man+Man)

Forgery(Int+Per)
 Gambling(Per+Man)
 Healing(Wis+Per)
Heraldry(Int+Per)
 Interrogation(Per+Man)
 Intimidation(Str+Man)
Language*(Int+Int)
 Leadership(Cha+Man)
 Lockpick(Dex+Per)
 Lore*(Int+Int)
 Navigation(Per+Wis)

Persuasion(Man+Man)
 Pickpocket(Dex+Per)
 Riding(Wis+Ref)
 Savoir Faire(Per+Cha)
 Seamanship(Per+Wis)
 Stealth(Wis+Ref)
 Strategy(Per+Int)
 Streetwise(Per+Man)
 Survival(Per+Wis)
 Tracking(Per+Per)

Combat Skills

Archery(Dex+Agility)
 Axe/Mace(Dex+Agility)
 Block(Ref+Agility)

Brawling(Ref+Ref)
 Dodge(Ref+Ref)
 Exotic Weaponry*(*)

Pole Arm(Ref+Agility)
 Swordsmanship(Agility+Dex)
 Thrown Weapon(Dex+Dex)

Skill Dice

As stated in the Game Mechanics Chapter, a higher Rank in a Skill results in more Skill dice to roll. The exact number of dice is determined by referencing the table below. For a swifter conversion, divide the Rank by two, rounding down, with a minimum of 2 Dice for Skilled characters. Unskilled rolls are done with 1 Die.

Table 4.1: Skill Dice

Rating	Dice
1-5	2
6-7	3
8-9	4
10	5

Trade Skills

Acting

Mostly used to entertain, this skill has two facets. The one most commonly applied is to aid in a story or lie, or to appear to be feeling in a manner that is contrary to reality. A player may make an Acting check when pretending to be someone else, or when making a complex, planned out lie. Making up plausible lies under pressure relies on the Fast Talk Skill, not this Skill.

The second usage is to project emotions and body language in a way sufficient to make the meaning clear. This is a Skill meant to entertain, not deceive. Thus, it is useful when a person wants to make their feelings clear without speaking, or when performing.

Acting is usually based off of Charisma plus Manipulation.

Armorer

The ability to shape materials into a protective covering. This is different from Blacksmithing or Leatherworking, although those Skills are needed to make thematerials themselves. Armorer is used to fit the metal or other material to the shape of a human body, and provide the durability necessary to protect the wearer, yet keep the armor light enough that it does not impede movement.

Anyone using Armorer without the Blacksmithing Skill(for metal armor) or Leatherworking Skill(for leather armor) cannot make new armor unaided. They may, however, maintain and repair most damage to any type of armor. Full rules for equipment damage, repair, and construction will be provided in a separate supplement.

Armorer is usually based off of Perception, to find flaws or to properly shape the armor, plus Intelligence, when identifying or drawing upon generic knowledge.

Artist

The ability of drawing and painting is the concentration of this skill. With brush, chalk, or pen, the character can create depictions and works of art. This is also used to assess the ability of another work of art.

Artist may be based off Perception plus Wisdom, but can at times rely on Dexterity or another Attribute.

Blacksmithing

The skill of shaping metals, specifically iron and steel, into useful objects. Used mainly for tools, but any blacksmith can learn how to fashion weapons, given time and training. Signature Weapons generally require specialized techniques, preventing a common blacksmith from replicating them without supreme effort and a lot of guessing.

The difficulty of a blacksmithing roll is determined by the simplicity and the familiarity of the blacksmith with the object being fashioned. A simple horseshoe, being common and not complex, might require a 7, while a fine sword would need a 16 or 20, and replicating a Signature Weapon without training would need a 25 or more. Full rules for equipment damage, repair, and construction will be provided in a separate supplement.

Blacksmithing is most often based off of Intelligence plus Perception.

Carpentry

The art of using tools to shape wooden objects, and other soft building materials, and fit them together into a form that is useful. This skill merely covers building and decorating furniture or other such uses of shaping wood, it does not cover making works of art with wood.

Carpentry is usually based off of Dexterity plus Perception.

Cartography

This skill covers the making and reading of maps, including scaling distances, representing landmarks, and making and understanding shorthand notes. This is most often used to make a map leading to an important place. The ease of reading the map depends on the actual Cartography roll made when the map was drawn.

Cartography is usually based off of Intelligence plus Perception.

Cooking

The art of making a fine-tasting meal with only basic ingredients. Making something edible only requires a low roll, from 8 to 10 depending on the quality of ingredients. Higher rolls give a more vibrant taste, even with limited or old supplies, providing nothing is toxic. A very high MoF on this roll(4 or greater) results in food poisoning, requiring an Endurance Roll(difficulty 10) to avoid a -2 on all actions for the next 24 hours from nausea.

Cooking is almost always a Perception plus Perception based Skill.

Dancing

Dancers rely on natural coordination and intuitive feeling of the music to which they dance. Generally, skill rolls are only needed in competitions or unusual situations, but a dancer may attempt an especially intricate series of movements requiring a roll.

Dancing is based on Reflexes plus Wisdom, or others depending on the situation.

Fishing

This is not the casual fishing done with a pole, while lounging. This involves all aspects of catching fish, from flycasting to netting, knowing the proper types of bait, and the depths that various fish swim at. Popular in Anathas more than Solumas, with Cass and Madeira being the primary places that people skilled in this are found.

Fishing can be based off Perception plus Perception or Wisdom, depending on the amount of information available.

Illumination

The highly specialized skill of decorating the letters and margins of text. Much like a fine-grained Artist skill, it requires careful training to avoid making the letters illegible. Note that many Illuminators cannot read the texts they decorate.

Almost always based on Perception plus Intelligence, or rarely, Dexterity.

Jeweler

A Jeweler can cut and fit gemstones for use in jewelry, as well as estimate the price of jewelry and gemstones.

Jeweler is based off of Perception plus Intelligence.

Law

The Law skill indicates knowledge of legal proceedings and customs both in the character's home region, and abroad. It may be used to defend someone against arrest, or in the court, by utilizing older but valid laws or technical interpretations. When in court, an opposed Law roll must be made, with a modifier to difficulty dependent on the evidence available. In other cases, the difficulty corresponds directly with the complexity of the problem or the severity of the crime. Convincing a guard that wearing weapons in an area where such behavior is banned may be a difficulty from 12 to 16, while convincing the arriving guards not to execute someone on the spot, after finding them standing over the Emperor's body, bloody dagger in hand, would require a 30 or more.

Law is almost always based on Intelligence plus Perception, or in some cases, Manipulation.

Leatherwork

Leatherwork allows both the shaping of leather into useful items, and the preparation, curing, and repair of leather items. The difficulty is dependent on the complexity of the item for item creation, or the condition of the hide for leather preparation. Full rules for equipment damage, repair, and construction will be provided in a separate supplement.

Leatherwork is often based on Dexterity plus Perception.

Masonry

The skill of selecting and laying stone, brick, tile or other "hard" materials to make a structure. Also includes the mixing and application of mortar, if needed.

Masonry is based on Intelligence plus Perception for most applications.

Musical Instrument

This is used for playing an instrument, involving both knowing the notes and keeping in time with music with the instrument. Using a similar instrument is done at a -2 penalty. The character knows how to play a number of instruments equal to their Skill Level, and may purchase more by spending 2 XP per extra instrument known.

This skill is based off of Perception plus Wisdom or Charisma.

Pottery

The skill of shaping and baking clay into containers. Making pots is a fairly specialized skill, and one which has declined in recent years.

Pottery is based off of Dexterity plus Perception.

Sculpting

An artist's skill, used for both shaping clay into figures, or carving with hammer, chisel, and sandpaper. Also used to judge the origin or skill used in the creation of another sculpture.

Based off of Perception plus Dexterity, or Intelligence for identification rolls.

Shipwright

This is the skill required to design, build, and maintain seafaring vessels. This covers major repairs and actual construction, as well as minor patches and other things covered by the Seamanship Skill.

This skill is usually based off of Intelligence plus Perception.

Singing

Used when singing, a basic roll of 10 is all that is needed to carry the tune. Higher rolls indicate correspondingly better attempts at the song, and opposed rolls are used in competitions.

Singing is almost always based off Charisma times two.

Weaving

A combination of skills involving any kind of weaving together of elements. Baskets, rugs, and anything else requiring the interlacing of threads or other flexible materials falls under this skill's domain.

Weaving is based off of Dexterity plus Perception.

Normal Skills

Acrobatics

The ability to move the body in a wide variety of flips, twists, and delicate maneuvers. Acrobatics may have several uses, both in combat and out.

In combat, the character may make an opposed check of his Acrobatics versus an opponent's Weapon Skill to maneuver past them without provoking a free attack. The character is limited to 2x his Base Move when doing this. He may also specify an Acrobatic Dodge as an Active Defense, allowing him to use a number of dice equal to his Acrobatics Skill Dice in place of Dodge Skill Dice, though the number added to the total is still equal to his Dodge Skill. This has no effect if the character's Dodge Skill is equal to or greater than his Acrobatics.

Out of combat, Acrobatics can be used to slow a fall, at a Difficulty equal to the 8 plus 1 per 3 yards fallen. Success reduces the Damage taken by the MoS. It may also be used to keep the character's balance when maneuvering in odd situations, such as leaping on top of a table for higher ground.

Acrobatics is almost always based on Reflexes times two.

Animal Handling

The Skill used for the training and control of animals, usually beasts of burden. A character may make an Animal Handling check to calm a frightened animal or urge it to continue when it would otherwise run. The Difficulty of this task is usually equal to the animal's Willpower plus 12.

This skill may also be used to train an animal. The Base Difficulty for teaching an animal a behavior or trick is 16, though complicated tricks or behaviors (such as training a horse to stay steady in battle) raise the Difficulty by anywhere from 2 to 9. The character makes an Animal Handling check after 2 weeks of training. If failed, the character may continue to train the animal for another 2 weeks, and make another check with a -1 to the Difficulty. This reduction continues until a minimum Difficulty is reached, equal to the original Difficulty - 10. In order to be considered

training the animal, at least five days every week must be spent teaching the animal, for at least 3 hours a day.

Animal Handling is largely an intuitive Skill, and so is usually based on Wisdom plus Charisma.

Astronomy

Astronomy is used to represent familiarity with star positions, patterns, and events. A successful check can allow the character to guess the approximate time and their general location on the planet, or to predict the position of the stars or moon at some point in the future. In general, this requires a roll against a Difficulty of 12, but predicting the Kapinstar's position requires a higher roll, usually in the 20 to 25 range.

Astronomy is based on Intelligence times two.

Athletics

This Skill covers all actions involving movement and physical exertion, including running, swimming, jumping, lifting, and throwing. During movement, a character with this Skill may attempt to push himself harder, gaining an extra yard or two, depending on the difficulty attempted.

Action	Difficulty
Boost Movement by 1	16
Boost Movement by 2	20
Reduce Fatigue by 1	18

Athletics is based on a number of different Attributes. Endurance plus Reflexes for movement uses, Endurance plus Strength for lifting and swimming, Dexterity times two for throwing, etc.

Awareness

Awareness represents the character's experience in noticing oddities or details in their perceptions, and reacting to them. It is one of the core skills of a character, but not required, as many people are somewhat oblivious of things despite having keen senses. Generally, Awareness is used to take notice of something unexpected, and not used when actively examining an item, person, or place.

Awareness is based off of Perception times two.

Charm

Used when attempting to incline another character to like the user. Charm requires a roll versus the target's Discipline roll. Success indicates a positive response, with a higher MoS giving correspondingly greater increases in feeling. An MoS of 4 or 5 indicates a definite liking, and leaves a very good impression, while a 10 or more would have the target swooning. Attractiveness lends a bonus to this Skill, while a wary victim gives a penalty.

Charm is based off of Charisma plus Manipulation.

Cyphering

Cyphering is a term used for basic math skills, or rather math skills that should be basic. It covers multiplication, division, higher-order counting, and fractions. Levels 8 to 10 include basic algebra and factoring, as well. Characters without Cyphering are limited to counting on their fingers, for the most part.

Cyphering is an Intelligence-based Skill.

Discipline

Discipline represents training meant to build up resistance to mental commands and temptation. Discipline is used to resist any character interaction skills, such as Charm or Fast Talk, or to resist some mental-based spells.

Discipline is based on Spirit plus Willpower.

Disguise

The art of making oneself look like someone or something else. The resulting roll is the base Difficulty of an Awareness check to recognize the character. The Awareness check has several modifiers.

Situation	Modifier
Poor lighting	-3
Extensive time taken	-2
Imitating very different species/different gender	+6
Imitating a specific person known to the observer	+4
Imitating a specific person known very well to the observer	+8

Disguise uses Mind plus Perception as its base Attributes.

Escape

Escape is a fairly specialized Skill, limited to slipping out of bonds. Cuffs, ropes, straightjackets, and similar devices all limit the freedom of movement, though it can also include other escapes. Normally used with Lockpick. Ropes are fairly simple, requiring anywhere from a 12 to 16, depending on the skill of the person tying them. More complex devices may have much higher difficulties.

Escape is usually based off of Dexterity plus Reflexes.

Fast Talk

The ability not just to lie convincingly, but to conceive of lies quickly enough and believably enough to fool the person being lied to. The Fast Talk roll is usually compared against a Discipline roll for the victim, with the victim gaining a bonus of anywhere from -4 to +10 depending on the believability of the lie.

Fast Talk is based off Manipulation times two.

Forgery

The Skill required for faking official, or even unofficial documents. A forger with access to an example can effectively duplicate signatures and handwriting (even if the character cannot read), or mold casts for signet rings or other devices used for identification. The roll of the Forgery is the Difficulty to detect the difference, using an Awareness check. A bonus or penalty may be applied for the examiner's familiarity with the document, any distractions, or the success of a Fast Talk roll accompanying the forged document's presentation.

Forgery is an Intelligence plus Perception-based Skill.

Gambling

This Skill aids in analyzing the odds of a game of chance, recognizing when to back out, and recognizing cheating in common gambling games. Usually opposed by another Gambling roll.

Gambling uses Perception plus Manipulation.

Healing

Knowledge of basic first aid and wound dressing, including techniques for setting bones and stitches at the higher levels. Combined with Lore(Herbs), this can be used to counter diseases and infection, and is also needed to accelerate wound recovery.

Healing is based off Wisdom plus Perception.

Heraldry

The knowledge of noble houses, prominent nobles, and the crests and coat of arms of said nobles. A successful Heraldry check, with a Base Difficulty of 12 or so, can determine the nation of origin that the bearer of a standard hails from. Higher rolls indicate knowledge of the specific region, house, or even the noble in question.

Heraldry is an Intelligence plus Perception-based Skill.

Interrogation

The ability to convince prisoners to divulge information, by any means available. Torture is common, but other methods can be effective, though non-threatening attempts often have a penalty. The Skill is resisted by the target's Discipline, though the user of the Skill gains bonuses dependent upon the lethality of the methods used.

Interrogation is usually Perception plus Manipulation-based.

Intimidation

Intimidation is used to gain a psychological advantage over an opponent, aiding attempts at obtaining information, or possibly even preventing or stopping a battle. Usually more effective when backed up by a display of prowess, the target resists with Discipline.

Intimidation can be based off many attributes, but is most often Strength plus Manipulation-based.

Language

This Skill may be taken multiple times, once for each language. It is rarely rolled, unless attempting to convey a complicated point or concept, and is more often used as a limit in social interactions. The Skill level indicates the general ability. When performing a social interaction relying on a non-native language, such as Charm or Persuasion, the character must use the lower of the two values between their Skill and their Language Skill.

Level	Ability
One	Basic ability in language, can communicate all but the more complicated concepts without difficulty.
Three	Fluent in language, but obviously a non-native speaker. Accented, though not heavily enough to cause problems.
Five	Complete fluency in language, equivalent to a native speaker. A slight accent, but more of a quirk than anything else.
Eight	A scholar in the language, no accent apparent without a Very Hard(20) Skill roll. Familiar with the roots of the language.
Ten	Complete mastery. Indistinguishable from native, and rarely encounters a word that is unknown.

Common Languages

Alden Very common on Anathas, and the native language of Alden and Kolb.

Altayan A dialect of Alden; characters have a -3 Penalty to understand Alden, and Alden-speaking characters understand Altayan at a -3 Penalty. Used in Altay exclusively.

Armek Native language for Armek and Nodar, and spoken throughout the southern part of Anathas.

Cassian Spoken by Cass, but few others. Most people use Trader's Tongue to speak to Cassians.

Faerie The musical speech used by all intelligent Faerie creatures, and adopted by Loren and Ryantra.

Fahael The aquatic lizard beings have their own language, distinct from any other races.

Kathman A harsh-sounding language distantly related to Valtan, spoken by Kathma, Fellmar, and Zerubria.

Kurr'd-ah The odd language of clicks, hisses, and screeches used by the invaders.

Madeiran Limited to Madeira itself, this is a fusion between Faerie and Alden.

Soluman Very popular due to the wide reach of the Soluman Empire, it is claimed as the native language throughout Solumas.

Taysen The clicking and hissing speech of the Taysen, sounding similar to the Kurr'd-ah speech to the untrained ear, but vastly different in practice.

Trader's Tongue The "common" language of Gaia, spoken by most travellers and highly-recommended for beginning characters.

Valtan The flowing, but somehow hard language of the Valtan people.

Language is based off Intelligence times two.

Leadership

The Skill to inspire and direct large numbers of people, be they commoners or troops. Rolls are required for coordinating group actions successfully, or to recover morale. Mass combat and more uses for Leadership will be covered in a future supplement.

Leadership is usually Charisma plus Manipulation-based.

Lockpick

Used to bypass a mechanical lock, by unlatching it in a manner that leaves few indications to investigation. Usually requires a set of lockpicks.

Lockpick is Dexterity-based, or sometimes Intelligence, plus Perception.

Lore

Intimate knowledge of a subject, usually very specific. Characters can use Lore to determine facts about a place or thing, or methods used in a certain situation. Some example Lore Skills are: Weapons, Magic, Faerie, Local History, Valtan Law, Magi.

Lore is Intelligence-based.

Navigation

Navigation is used to guide a character without landmarks, such as through a desert or over the sea. Difficulty is dependent upon the presence or absence of equipment, and the prevailing conditions.

Navigation uses Perception plus Wisdom.

Persuasion

Convincing another person to see the character's viewpoint through logic or emotion is the purview of the Persuasion Skill. This is resisted by the target's Discipline, with bonuses awarded to the persuader for convincing arguments.

Persuasion is usually Manipulation-based.

Pickpocket

Resisted by the victim's Awareness, the Pickpocket Skill is needed to lift small items without the target being aware of the theft. Penalties are applied to larger items, or items in hard to reach places.

Pickpocket uses Dexterity plus Perception.

Riding

The Skill used for riding horses, ponies, and other beasts of burden. Riding requires a Skill roll whenever there is a good chance of the character falling off or losing control of his mount, such as from shock or a panicked mount. It also limits any Combat Skills used on it to a number of dice equal to the character's Riding Dice.

Riding is based on Wisdom plus Reflexes for most checks.

Savoir Faire

Etiquette and the ability to relate to others, especially those of high rank. Savoir Faire is used to know what to say, or what not to say, in any diplomatic situation. It is also used to detect insults or social gaffes, and to smooth over such things.

Based on Perception plus Charisma or Manipulation.

Seamanship

All things related to the maintenance and operation of a sailing ship, including sail position, terminology, and culture of shipboard life. Checks are made to control a ship, or contribute in a useful way, when the ship is under stressful conditions. Storms, damage, and battle all count as stressful conditions.

Seamanship usually uses Perception plus Wisdom.

Stealth

The ability to remain undetected, by any means necessary. This is opposed by an Awareness check made by anyone nearby. Very bright areas, large open areas, and other difficult to hide places apply a penalty, while low light and distractions aid in this Skill's usage.

Stealth is based on Wisdom plus Reflexes for remaining quiet, Perception for remaining out of sight, and Wisdom for avoided searches.

Strategy

Strategy is used to devise tactics and outwit opponents in both large-scale battles and small groups. A successful Strategy check can detect likely positions of an ambush, and opposed Strategy checks can even arrange an ambush, granting surprise.

Strategy is usually Perception plus Intelligence-based.

Streetwise

Familiarity with the culture and flow of cities, and their inhabitants. This Skill represents the ability to locate and talk to information sources within a city, either for investigation or for purchasing rare items.

Streetwise is usually based off Perception plus Manipulation.

Survival

Knowledge of how to keep oneself alive in harsh conditions, without support from others. Covers how to find shelter, basic navigation, identifying animal lairs, and finding edible plants.

Survival is Perception plus Wisdom-based.

Tracking

Finding and identifying tracks, including the estimation of speed and size based on the depth of the depression and the material. This Skill is far more difficult to use when the prey crosses large expanses of water or solid rock, but not impossible.

Tracking is based off Perception times two.

Combat Skills

Archery

Usage of any bow-type device, from normal bows to crossbows. This Skill does not provide the ability to Parry with the weapon.

Archery is Dexterity plus Agility-based.

Axe/Mace

Any bashing or cleaving weapon, two-handed or one-handed, excepting those with extremely long reach.

Axe/Mace is Dexterity plus Agility-based.

Block

The ability to use a shield effectively, both for cover and to deflect blows.

Block is based off Reflexes plus Agility.

Brawling

Any unarmed combat, covering both basic boxing and fisticuffs, and more developed unarmed styles relying on leverage and hard strikes.

Brawling is based off Reflexes times two.

Dodge

Knowing how to get out of the way of danger. Also includes the ability to rapidly find cover.

Dodge is based off Reflexes times two.

Exotic Weaponry

Any weapon which is rare enough or unique enough to require its own Skill. A good example is the whip, used often by the Kurr'd-ah to control their slaves. Exotic Weaponry has no predefined Styles, so the GM must allow Techniques on a case-by-case basis.

The Attribute that Exotic Weaponry uses is variable, but usually Agility plus Dexterity.

Pole Arm

Any weapon mounted upon a long haft, including spears, halberds, and any of the pole arm class of weapons(glaives, guisarmes, etc). Does not include the ability to throw the weapon, if applicable.

Pole Arm is based off Reflexes plus Agility.

Swordsmanship

Any bladed weapon falls under this Skill, which is somewhat harder to use than the other Combat Skills.

Swordsmanship is Agility plus Dexterity-based.

Thrown Weapon

Any weapon designed for being thrown utilizes this Skill, from daggers to spears. Unlike Archery, this Skill can still be used to Parry.

Thrown Weapon is Dexterity-based.

Chapter 5

Styles, Schools, and Techniques

Overview

After the basics of combat have been mastered, all warriors tend to develop their own unique fighting tendencies. Over the centuries, many of the best fighters have honed the tricks and techniques taught to them by their masters, forming schools of fighting. Each School is unique, and is taught difficult Techniques which can do things beyond simple attack and parry combinations.

Most of these Techniques were developed long ago, though a new one occasionally surfaces. The most powerful of these are imitations of the feats that the WeaponMasters of the Magi performed during the Magi Wars. Though it is nearly impossible for mortals to mimic such power without magical aid, the attempts to do so have met with limited success.

In modern times, nearly anyone with a decent amount of skill begins focusing on a combat School. Some even manage to master more than one, attempting to combine Schools to form their own brand of fighting.

In addition to the Techniques learned from Schools, each fighter has their own distinct Style of fighting, a unique tendency which flavors most of their attacks, and often gives them a slight edge once they find the style that fits them best. This Personal Style is intrinsic to each character, and is separate from their School(s).

Personal Style

Note: This entire section on Personal Style relies heavily on GM judgement, and is completely optional. It does add a dramatic flair to combat resembling console RPG or anime stereotypes, encouraging players to be descriptive in their attacks and defenses, so it is encouraged if the players are seeking that feel for their game. It does make characters much more powerful at the higher levels of reward, so game difficulty should be adjusted.

A character's Personal Style defines how he or she normally reacts in combat. This is not a rigidly defined description, and is more an exercise in roleplaying than a distinct rule. However, a player matching their Personal Style can, at times, gain bonuses reflecting their Style if describing their attack.

Some examples of Personal Styles are:

- Highly aggressive and reckless.

- Cautious and very defensive.
- Precise, collected, and very controlled.
- Controlled but flashy.
- Acrobatic and fluid, emphasizing speed.

The more descriptive, the better. Players are encouraged to write a few sentences describing their fighting style, and choose bonuses, below, relating to that.

Style Tier Rewards

After creating a description for their Style, players also select bonuses for each of the three reward Tiers. These bonuses are awarded depending on situation and description from the player, at the discretion of the referee. Awarded bonuses are cumulative, so that a character gaining a Tier 3 Reward gains their Tier 3 Bonus plus their Tier 2 Bonus plus their Tier 1 Bonus.

Tier 1 Awarded when a description of the character's actions is a dramatic example of their personal style.

Tier 2 Awarded when a very descriptive maneuver is used in an unusual or stressful situation, and is adjusted to fit those circumstances.

Tier 3 Only awarded when a maneuver is altered or created in a very stressful or unusual situation, using exceptional creativity.

Note that the word 'maneuver' does not refer to a Technique, only a description that the player uses when attacking or defending.

Example 1: Victor Northcliff is a well-established character, and already possesses a defined style as being witty, swift, elegant, and flashy in his battle style. His Tier 1 Bonus is a +1 to Initiative. During a battle, he decides to attack and dive behind a stone table. Describing his action, he states that he is diving backward and rolling over the table, while bringing his sword upward and using the roll to help his attack with an slice from low to high, keeping the sword raised as he lands. He is descriptive enough that the GM awards his Tier 1 Bonus, as that maneuver matches his style description well.

Example 2: Victor is in over his head(again), and wishes to make a quick getaway by leaping off the balcony and grabbing a rope his companions have left behind to swing to the floor below. He uses the same type of maneuver as above, making an upward swipe while throwing himself backward, only this time he's throwing himself off the balcony and into midair! This qualifies as a Tier 2 maneuver, the GM rules, giving Victor his Tier 1 +1 to Initiative and his Tier 2 Bonus as well, which is a +1 to Hit.

Example 3: Victor, in his usual manner, lands himself in a situation where he pursues a villain across the rooftops. Seeing his quarry on the next rooftop over, Victor asks if he can make the jump, and the GM tells him that the villain used one of the clotheslines to cross. Victor gets one of his crazy ideas, and decides to split his actions to make an Acrobatics Roll to grab the clothesline mid-jump, flip up to the rooftop, and as he approaches use his Dance Strike Technique combined with his aerial maneuvers to attack before he lands. This definitely applies as a Tier 3 Bonus, giving Victor his Tier 3 Bonus of +1 Damage Multiplier, a +1 to Hit, and a +1 to Initiative, in addition to the probable reduction of his opponent's Defense as a result of the Dance Strike!

Tier Bonuses

Players should choose **one** from each Tier and record them on their character sheet. Those characters with the Versatility Advantage may choose one from each Tier for each Style.

Tier 1

- +2 to Damage
- +1 to AP
- +1 Initiative
- +2 Base Move
- Conditional Penalties reduced by 1
- Movement Penalties reduced by 1
- +1 to any Skill Rolls when Splitting Actions
- Recover 1 Fatigue

Tier 2

- +4 to Damage
- +3 to AP
- +1 to Hit
- +3 to Initiative
- Double Move without Penalty
- +1 TN to be Hit

- Extra Passive Defense
- +1 Endurance for resisting Damage
- Does not take Fatigue for actions in Round

Tier 3

- +5 to Damage
- +2 to Hit
- Automatically take First Action
- +2 TN to be Hit
- +3 to any Skill Rolls when Splitting Actions
- +5 AV for Round
- +1 to Damage Multiplier

Schools

Learning a School

Characters must choose a School upon reaching Rank 3 in a Weapon Skill(with the exception of Exotic Weaponry). At character creation, the cost in CP is dependent upon the character's Homeland, and is listed with the School description.

When a character reaches Skill Rank 3 during play, they may choose to spend XP to learn a School from any available master, paying the *lowest* listed cost. However, this usually involves doing a favor for the master or the country that he is from. Anyone with a Skill Rank at least 1 higher than the character can serve as a master, with the exception that a master with Skill Rank 10 can teach a character advancing to Rank 10.

Learning a School immediately grants the user access to their School Bonus, if the School has one. This School Bonus normally applies only when using the weapon associated with the School. School Bonuses that are obviously generic in nature, such as the Valtan immunity to fear, apply even when the character is not using the associated weapon.

Example: Victor Northcliff just raised Swordsmanship to Rank 3. Being from Alden, if he had done this during Character Creation he would have needed to spend 30 CP to learn Valtan BattleDancing. However, he has already started play, and recently aided in the rescue of the Valtan Princess, Alia. The King of Valta grants him a boon, so he requests to be trained in Valtan BattleDancing. Victor pays 15 XP, not 30, as that is the lowest cost listed.

Learning Techniques

Each School listing provides two lists of Techniques, with each Technique listing the required Skill Rank and Cost. The lists provided consist of Featured Techniques which the School uses most often, and a Restricted List of Techniques

rarely taught by that School, thus warranting a higher TP Cost.

Learning a Technique involves simply paying the cost in Technique Points(TP), which may be purchased on a 1 for 1 basis with XP or CP. It is assumed that the character was taught the necessary steps to perform the Techniques for his Skill Rank, but has not practiced enough to utilize them. Paying the Technique Point cost represents perfecting the Technique to a usable level.

Acquiring Technique Points

A character gains 3 TP automatically upon reaching Skill Rank 3, in addition to any Bonus Tech Points given by the Style he chooses. In addition, the character receives a number of TP equal to his new Skill Rank when raising the Skill the School is based on(4 for Skill Rank 4, 5 for Rank 5, etc). These “free” Tech Points may only be spent on purchasing Techniques for the School associated with that Skill.

Technique Points may also be bought with XP or CP, at a rate of 1 TP per XP or CP.

Using Techniques

Techniques are divided into Active and Passive forms. A character can only use one *Active* Technique per Round. A *Passive* Technique is always in effect, though some Passive Techniques only work when the character is armed with a certain weapon type, or upon certain conditions(such as “when doing an Active Parry”).

Multiple Fighting Schools

When using a weapon not covered by the Skill his School is designed for, the character cannot use Active Techniques, or any Passive Techniques that rely on the presence of the weapon(such as Parry Strike). Even Common Techniques must be bought separately for each School. However, the character must still purchase Passive Techniques that are Prerequisites for other Techniques in a different School, even if the Passive Technique is able to be used at all times(such as Fluid Motion). **As a bonus of knowing the general theory of the Technique, the TP cost of any Technique the character knows under a different School is halved(round up, minimum 1 TP)**

Some Techniques may only be partially effective, dependent upon the description. A Soluman Duelist with the Compensation Technique, for example, would still reduce his Armor Penalty and TN Penalty Reduction even when using Brawling, but would not reduce any Penalties to hit, as that would normally be associated with using his weapon.

In the case where School Bonuses overlap(as in the Valtan Schools and their immunity to fear), they do **not** stack, but instead the cost for purchasing the second style is reduced by two-thirds(round down). A Valtan with BattleDancing, therefore, pays only 5 XP or CP more to learn Distant Victory.

A character *may* learn multiple Schools for the same type of weapon, but must do so by purchasing the Weapon Skill again. When fighting, the highest Skill Level is always used, unless a Technique from the School associated with a lower Skill total is used. If both Schools have a School Bonus, then both School Bonuses are applied, if possible.

Example: Victor Northcliff has a Rank 8 in Swordsmanship with the Anathasian SwordMastery School. Later, he picks up Valtan BattleDancing by purchasing a second Swordsmanship Skill and raising it to Rank 6. He also purchases Precision Strike I for 2 TP, as he already has Precision Strike I for Anathasian SwordMastery. He also buys Dance Strike at the same time. Now, when fighting with a sword, Victor uses his Skill of 8, but gains a +2 to AP and is immune to fear. His Skill is always considered an 8, unless he performs a Dance Strike. In this case, his Skill is only at Rank 6. If he should later learn Ryantran Blade-Mastery, he would gain a +1 Initiative in addition to his +2 AP, but only when using a sword.

Learning Forbidden Techniques

If a player wishes a character to have a Technique which is forbidden to his School or exclusive to another School, and does not wish to purchase a second Skill for one Technique, there is a way to learn Techniques from other Schools.

The character must first find another character that knows the Technique, and either study under them, or observe the Technique in use for an extended period of time(at least a few times a day for a number of weeks), during which he must study the Technique. Upon meeting these requirements, he may purchase the Technique at twice the listed cost, but only after paying the cost for all Prerequisites of the Technique, as well. In addition, if there are any Prerequisites he does not already possess, he must purchase them for his actual School, if possible. If not possible, he must purchase the Prerequisite using the same manner of learning forbidden Techniques before purchasing the desired Technique. Prerequisites do not need to be purchased multiple times if the character is learning multiple Techniques from the same School, but must be purchased again if the character learns from a different School, just as if they had purchased a new Skill.

Obviously, it is more economical to simply learn a new School rather than purchase Techniques from another, for any but the most basic Technique.

Common Techniques

The following Techniques are available to every character, regardless of School.

- Beat Parry I (Rank 3, 1 TP)
- Beat Parry II (Rank 7, 3 TP)
- Counter I (Rank 5, 4 TP)
- Counter II (Rank 9, 7 TP)

- Hip Shot (Rank 3, 3 TP)
- Longbow (Rank 4, 3 TP)
- Power Thrust I (Rank 3, 3 TP)
- Power Thrust II (Rank 6, 4 TP)
- Power Thrust III (Rank 8, 7 TP)
- Precision Strike I (Rank 3, 3 TP)
- Precision Strike II (Rank 9, 9 TP)
- Quickdraw (Rank 4, 3 TP)
- Speed Load (Rank 4, 4 TP)
- Stop Thrust (Rank 5, 2/4 TP)

Fighting Schools

Archery

Soluman Archery

Point Cost:

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

A simple, yet effective School of Archery, Soluman Archery is very widespread. Most towns of any size will have at least one person skilled in the School, and even the Anathasian continent has adopted it as the standard bow School.

Featured Techniques:

- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pin (Rank 5, 3 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Fatal Strike II (Rank 9, 18 TP)
- Pierce Armor III (Rank 9, 18 TP)

Loren Watchman

Point Cost:

- 0 (Loren)
- 5 (Ryantra, Madeira)
- 20 (Solumas)
- 40 (Taysen)
- 10 (everyone else)

School Bonus: None

Bonus Tech Points: 0

Background:

A more refined School than Soluman Archery, the fighting style of the Loren Faerie Guard is focused more on staying power and a quick takedown than for real battlefield use. It is a popular alternative for those living near Loren.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Pin (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Compensation (Rank 7, 23 TP)
- Instinct Strike (Rank 3, 8 TP)
- Off Hand (Rank 5, 6 TP)

Alden Bowmanship

Point Cost:

- 5 (Alden, Kathma, Kolb)
- 10 (Cass, Loren, Madeira, Ryantra, Zerubria)
- 25 (Solumas)
- 40 (Taysen)
- 15 (everyone else)

School Bonus: +2 Damage at Short Range.

Bonus Tech Points: +2

Background:

A further refinement of Soluman Archery, the country of Alden has made a fair amount of progress in replacing the Soluman School with its own. Unfortunately, the relative difficulty of learning this School keeps it from completely replacing its predecessor.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)

- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III
- Pin (Rank 5, 3 TP)
- Stun Attack (Rank 6, 4 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Fatal Strike II (Rank 9, 18 TP)
- Off Hand (Rank 5, 6 TP)

Sanctuary

Point Cost:

- 10 (Sanctuary)
- 50 (everyone else)

School Bonus: Reduce Range penalties by 1 (i.e. -1 for Medium, -4 for Long)

Bonus Tech Points: +2

Background:

This rare School is still rather young, but is progressing rapidly, and already has several Techniques unavailable to other Schools. Most users steadfastly refuse to teach it to other bowmen, causing users of this School to be somewhat disliked by many of the more experienced archers.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Catch Missile (Rank 10, 18 TP)
- Compensation (Rank 7, 15 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Hand Parry (Rank 8, 10 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pin (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Stun Attack (Rank 6, 4 TP)
- Twin Strike (Rank 7, 8 TP)

Restricted Techniques:

- Enhanced Range II (Rank 9, 15 TP)
- Fatal Strike I (Rank 7, 12 TP)
- Master of the Strike (Rank 8, 30 TP)
- Pierce Armor I (Rank 4, 5 TP)
- Pierce Armor II (Rank 7, 11 TP)
- Pierce Armor III (Rank 9, 18 TP)

Zerubrian Sharpshooting

Point Cost:

- 10 (Zerubria)
- 15 (Nodar, Kathma)
- 50 (Taysen, Fellmar, Solumas)

20 (everyone else)

School Bonus: When aiming, a Zerubrian Sharpshooter gains 1 Bonus Die per Round, up to +3. These Dice do not count for any calculations involving Skill Dice.

Bonus Tech Points: +4

Background:

Developed by necessity from the many years of warfare, Zerubrian Sharpshooters are well respected as snipers and marksmen. A practical School, Sharpshooting is the elegant archer's choice, despite its brutal origins.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Dodge Strike (Rank 9, 10 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Mounted Blow (Rank 4, 4 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Pin (Rank 5, 3 TP)
- Stun Attack (Rank 6, 4 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Fluid Motion (Rank 7, 12 TP)

Kathman Wind of Vengeance

Point Cost:

- 15 (Kathma)
- 20 (Zerubria, Valta)
- 30 (everyone else)
- 50 (Taysen)

School Bonus: +2 AP versus Chain and Plate, add Archery Skill Dice to Damage Base.

Bonus Tech Points: +4

Background:

Rapidly developed by combining Valtan and Zerubrian battle Techniques with their own unique fighting ideal, the Kathmans have advanced this deadly School forward enough to allow them to fight the encroaching Kurr'd-ah. The Kathman archers are respected throughout Gaia, and are a match for the Valtans in their skill and ferocity.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)

- Focus (Rank 7, 4 TP)
- Flurry Attack (Rank 5, 5 TP)
- Instinct Strike (Rank 3, 5 TP)
- Kapinstar (Rank 10, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Ride the Wind (Rank 10, 12 TP)
- Spirit Strike (Rank 9, 12 TP)
- Triple Strike (Rank 10, 14 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Pin (Rank 5, 5 TP)
- Fluid Motion (Rank 7, 12 TP)
- Mounted Blow (Rank 4, 6 TP)
- Stun Attack (Rank 6, 6 TP)

Valtan Distant Victory

Point Cost:

- 15 (Valta)
- 20 (Kathma, Ryantra)
- 25 (Cass, Loren)
- 30 (everyone else)
- 50 (Solumas, Taysen)

School Bonus: Valtan archers are completely immune to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, they have a +4 to resist any type of Magical Fear. Valtan archers automatically add 2 points to the AP of any bow weapon they use.

Bonus Tech Points: +4

Background:

The Valtans are by nature melee combatants, but are as pragmatic in their battle tactics as they are deadly. With the effectiveness of longbows versus the Kurr'd-ah proven time and again, the Valtans have taken what was once a niche fighting School in their lands into a fully battle-ready School. Though not as developed as some of their other Schools, Valtan Distant Victory is still one of the more dangerous Schools on Gaia.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Dance Step (Rank 8, 14 TP)
- Dodge Strike (Rank 9, 10 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Instinct Strike (Rank 3, 5 TP)

- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Pin (Rank 5, 3 TP)

Restricted Techniques:

- Focus (Rank 7, 6 TP)
- Ignore Wound II (Rank 9, 20 TP)
- Spirit Strike (Rank 9, 18 TP)
- Twin Strike (Rank 8, 12 TP)

Axe/Mace

Soluman Guardsman

Point Cost:

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

A somewhat dated School, Soluman Guardsman is actually more common on Anathas than Solumas itself, due to the Soluman Empire's reliance on swords and spears over axes. Still, the School is easy to pick up and ideal for defense, so it is fairly widely known

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Focus (Rank 7, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Fancy Footwork (Rank 7, 23 TP)
- Instinct Strike (Rank 3, 8 TP)
- Off Hand (Rank 5, 6 TP)

Alden Axe-Fighting

Point Cost:

- 0 (everyone except Solumas and Taysen)
- 5 (Solumas)
- 10 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

A more recent School than Soluman Guardsman, the Alden form of Axe-Fighting is more offensive and, some say, better for actual combat. It is nearly as popular as the Soluman form of fighting, but many prefer the extra protection the cautious Soluman School provides.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Bind (Rank 5, 3 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Focus (Rank 7, 4 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Instinct Strike (Rank 3, 8 TP)
- Fatal Strike I (Rank 7, 12 TP)

Kolban Axe-Fighting

Point Cost:

- 0 (everyone except Solumas and Taysen)
- 5 (Solumas)
- 10 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

Another attempt to improve upon the Soluman Guardsman School, developed at the same time and with the same goal as the Alden version. Kolban Axe-Fighting is even more aggressive than Alden's, but unfortunately leaves little room for defensive Techniques.

Featured Techniques:

- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Overpower (Rank 6, 6 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Preemptive Strike (Rank 6, 3 TP)

Restricted Techniques:

- Mounted Blow (Rank 4, 6 TP)
- Pierce Armor III (Rank 9, 18 TP)

Madeiran Blade Way

Point Cost:

- 5 (Madeira)
- 15 (Solumas, Fellmar)
- 50 (Taysen)
- 10 (everyone else)

School Bonus: +1 AP versus Leather and Chain

Bonus Tech Points: +2

Background:

An ancient School, the mostly peaceful Madeirans have had little need to refine this any further, but it has

become much more popular of late. With the Kurr'd-ah menace creeping closer, an effort has been made to organize the masters of this School, but with little success thus far.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Compensation (Rank 7, 23 TP)
- Masterful Forms (Rank 9, 30 TP)
- Pierce Armor II (Rank 7, 11 TP)
- Pierce Armor III (Rank 9, 18 TP)

Fellmar Battlemastery

Point Cost:

- 10 (Fellmar)
- 15 (Armek, Kathma)
- 50 (Taysen, Zerubria)
- 20 (everyone else)

School Bonus: Add Skill Dice to Damage Base when performing an All-Out Attack.

Bonus Tech Points: +4

Background:

Fellmar's fighting School is as brutal as its people, focusing solely on taking down the opponent. Though not a particularly popular School, few can argue of its effectiveness.

Featured Techniques:

- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Finishing Strike (Rank 9, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Overpower (Rank 6, 6 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)

Restricted Techniques:

- Mounted Blow (Rank 4, 6 TP)
- Overpower (Rank 6, 9 TP)
- Power Drive (Rank 7, 15 TP)

Armek Warrior

Point Cost:

- 10 (Armek)
- 15 (Nodar)
- 50 (Taysen)
- 20 (everyone else)

School Bonus: Upon learning this School, characters add their Spirit x2 to their Fatigue.

Bonus Tech Points: +6

Background:

Despite their relatively primitive outlook on life, the Armek have managed to construct a well-developed School used by their more highly-skilled warriors. The effectiveness of this School is well-respected enough that it has spread further, and is not unheard of even in Solumas.

Featured Techniques:

- Fatal Strike I (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Overpower (Rank 6, 6 TP)
- Power Drive (Rank 7, 10 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Crush (Rank 9, 21 TP)
- Fatal Strike II (Rank 9, 18 TP)
- Mounted Blow (Rank 4, 6 TP)
- Off Hand (Rank 5, 6 TP)

Zerubrian Guard

Point Cost:

- 10 (Zerubria)
- 15 (Nodar, Kathma)
- 50 (Taysen, Fellmar, Solumas)
- 20 (everyone else)

School Bonus: When an Opposed Skill Roll is called for using the Axe/Mace Skill, for a Technique or any usage other than Active Defense, the user's Skill Rank is considered one higher. This may grant extra Skill Dice.

Bonus Tech Points: +4

Background:

A versatile, defensive School, the Zerubrian Guard is well-prepared for taking on opponents who are faster or more skilled than they. Their School is popular among warriors fighting the Kurr'd-ah, but not incredibly common otherwise.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)

- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Recovery (Rank 5, 3 TP)
- Shielded Strike (Rank 9, 8 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Iron Body (Rank 8, 18 TP)
- Masterful Forms (Rank 9, 30 TP)
- Overpower (Rank 6, 9 TP)
- Parry Disarm (Rank 6, 8 TP)

Valtan Cleaver

Point Cost:

- 15 (Valta)
- 20 (Ryantra, Cass)
- 25 (Loren, Kathma)
- 50 (Taysen, Solumas)
- 30 (everyone else)

School Bonus: Valtan Cleavers are completely immune to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, they have a +4 to resist any type of Magical Fear. BattleDancers automatically add 2 points to the AP of any axe or mace they use.

Bonus Tech Points: +4

Background:

Tarlis Valta believed swords superior to other weapons, but recognized that each weapon had its uses. To that end, he founded a School for each weapon type, dedicated to adapting the budding BattleDancing School to each weapon. His dream never came to fruition, exactly, as many of the School diverged significantly over the years, but led to the Valtan Cleaver being an effective, powerful attack School.

Featured Techniques:

- Compensation (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Soul Cleave (Rank 9, 16 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Dance Strike (Rank 6, 15 TP)
- Fancy Footwork (Rank 7, 23 TP)
- Focus (Rank 7, 6 TP)
- Off Hand (Rank 5, 6 TP)

Nodar Axemaster*Point Cost:*

- 15 (Nodar)
- 20 (Armek, Zerubria)
- 50 (Taysen)
- 30 (everyone else)

School Bonus: +1 TN to be hit when mounted.

Bonus Tech Points: +4

Background:

Distantly related to the Armek School of axe and mace fighting, the Nodar have adapted and refined the tactics used by their slightly more primitive neighbors for use on horseback. Many see the Nodar and their mounts as one being, able to do nearly anything on horseback that can be accomplished on foot, and sometimes even better.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Great Blow (Rank 3, 4 TP)
- Masterful Forms (Rank 9, 20 TP)
- Mounted Blow (Rank 4, 4 TP)
- Off Hand (Rank 5, 4 TP)
- Overpower (Rank 6, 6 TP)
- Passing Strike (Rank 6, 6 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)
- Strike With One Mind (Rank 10, 12 TP)

Restricted Techniques:

- Instinct Strike (Rank 3, 8 TP)
- Recovery (Rank 5, 5 TP)
- Stun Attack (Rank 6, 6 TP)

Brawling**Alden Fisticuffs***Point Cost:*

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

A widespread fighting School originating in Alden, emphasizing toughness and hard hits. Mostly used by street toughs, few real fighters use this School, viewing it as uncultured.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Roundhouse (Rank 3, 3 TP)

Restricted Techniques:

- Anticipation II (Rank 6, 8 TP)
- Fatal Strike II (Rank 9, 18 TP)
- Off Hand (Rank 5, 6 TP)

Kolban Boxing*Point Cost:*

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

An attempt to refine Alden Fisticuffs, Kolban Boxing sacrifices some defensive power in an attempt to diversify the attacks. It is not quite as popular as its predecessor, but is practiced widely by warriors looking for something with a little more power behind it. The only downside is its lack of advanced moves, leaving the more skilled practitioners at something of a disadvantage.

Featured Techniques:

- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Overpower (Rank 6, 6 TP)
- Roundhouse (Rank 3, 3 TP)

Restricted Techniques:

- Fatal Strike I (Rank 7, 12 TP)
- Fatal Strike II (Rank 9, 18 TP)
- Steel Wall (Rank 7, 12 TP)

Soluman Boxing*Point Cost:*

- 0 (everyone except Taysen and Valta)
- 5 (Taysen)
- 10 (Valta)

School Bonus: None

Bonus Tech Points: 0

Background:

A result of the Soluman pride that is often praised (or disparaged), Soluman Boxing is a direct attempt to prove the Soluman way equal or superior to the rest of the world. This School has become popular in recent years due to the wide range of Techniques available to it, but is not being as aggressively developed as before, with the Kurr'd-ah taking so much of the Empire's attention.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Off Hand (Rank 5, 4 TP)
- Recovery (Rank 5, 3 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Focus (Rank 7, 6 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Instinct Strike (Rank 3, 8 TP)

Loren Martial Spirit*Point Cost:*

- 5 (Loren)
- 10 (Madeira, Ryantra)
- 50 (Taysen)
- 15 (everyone else)

School Bonus: +2 to Discipline Rolls made in combat

Bonus Tech Points: +2

Background:

Like many of the Loren School, Martial Spirit is a passive, defensive School, emphasizing focus of the self and inner strength. Though not widely practiced outside of Loren, this School has a healthy amount of respect from many other warriors, giving even armed combatants pause.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Defensive Throw (Rank 7, 10 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Masterful Forms (Rank 9, 20 TP)
- Off Hand (Rank 5, 4 TP)
- Recovery (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Stun Attack (Rank 6, 4 TP)
- Trip Kick (Rank 4, 3 TP)

Restricted Techniques:

- Ignore Wound I (Rank 5, 9 TP)
- Iron Body (Rank 8, 18 TP)

Valtan Conditioning*Point Cost:*

- 10 (Valta)
- 15 (Cass, Ryantra)
- 50 (Solumas, Taysen)
- 20 (everyone else)

School Bonus: Valtan Conditioning renders the warrior completely immune to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, they have a +4 to resist any type of Magical Fear.

Bonus Tech Points: +2

Background:

The result of a brutal training regime, the Valtan unarmed combat School still lags behind their other School in effectiveness. One would be foolish to say that it is weak, however. With or without weapons, any Valtan is a warrior to be feared.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Compensation (Rank 7, 15 TP)
- Dance Step (Rank 8, 14 TP)
- Dance Strike (Rank 6, 10 TP)
- Defensive Throw (Rank 7, 10 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Recovery (Rank 5, 3 TP)
- Roundhouse (Rank 3, 3 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Great Blow (Rank 3, 6 TP)

Armek Wrestling*Point Cost:*

- 10 (Armek)
- 15 (Nodar)
- 50 (Taysen)
- 20 (everyone else)

School Bonus: Upon learning this School, characters add their Spirit x2 to their Fatigue

Bonus Tech Points: +4

Background:

The brutal Armek way of life has lead to an extremely well-developed wrestling School. Able to topple even experienced swordsmen at times, Armek Wrestling is a School to be wary of.

Featured Techniques:

- Compensation (Rank 7, 15 TP)
- Crush (Rank 9, 14 TP)
- Defensive Throw (Rank 7, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Overpower (Rank 6, 6 TP)
- Power Drive (Rank 7, 10 TP)
- Recovery (Rank 5, 3 TP)
- Roundhouse (Rank 3, 3 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)
- Trip Kick (Rank 4, 3 TP)

Restricted Techniques:

- Focus (Rank 7, 8 TP)
- Hand Parry (Rank 8, 15 TP)
- Iron Body (Rank 8, 18 TP)
- Master of the Strike (Rank 8, 30 TP)
- Off Hand (Rank 5, 6 TP)
- Pierce Armor I (Rank 4, 5 TP)
- Spirit Strike (Rank 9, 18 TP)

Gaia's Voice*Point Cost:*

15 (Fahael)

20 (Anyone else)

School Bonus: +2 Initiative

Bonus Tech Points: +4

Background:

Gaia's Voice is not so much learned as it is *known* from the start. This is a School exhibited almost exclusively by the Fahael, Werebeasts, and other intelligent natural creatures. The users fight by opening themselves up to Gaia, letting the natural lifeforce within them and around them guide their actions. It is a School in its infancy, and is unique among the known Schools in its movements.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Eternal Strike (Rank 10, 30 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 12 TP)

- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Gaia's Strength (Rank 6, 7 TP)
- Guided Strike (Rank 10, 20 TP)
- Illusory Fighting (Rank 7, 10 TP)
- Instinct Strike (Rank 3, 5 TP)
- Iron Body (Rank 8, 12 TP)
- Masterful Forms (Rank 9, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Mimicry (Rank 10, 20 TP)
- Recovery (Rank 5, 3 TP)
- Shield Of Will (Rank 10, 20 TP)
- Smite (Rank 8, 12 TP)
- Spirit Strike (Rank 9, 12 TP)
- Trip Kick (Rank 4, 3 TP)
- Will Of Gaia (Rank 10, 20 TP)

Restricted Techniques:

- Defensive Throw (Rank 7, 15 TP)
- Hand Parry (Rank 8, 15 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Ignore Wound II (Rank 9, 20 TP)
- Off Hand (Rank 5, 6 TP)
- Pierce Armor I (Rank 4, 5 TP)

Pole Arm**Anathasian Spear Fighting***Point Cost:*

0 (everyone except Taysen)

5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

Much like Anathasian SwordMastery, this School is a basic attempt to create a standard, easy to use School that is well-rounded enough to be useful. Most often used by footsoldiers in the standing armies of the world, Anathasian Spear Fighting is widespread enough that a master can be found almost anywhere.

Featured Techniques:

- Bind (Rank 5, 3 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Fancy Footwork (Rank 7, 23 TP)
- Flurry Attack (Rank 5, 8 TP)

Soluman Staff Dueling

Point Cost:

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

Though the Soluman armies actually use the Anathasian School for their spears, the idea of dueling is widespread enough in Solumas that a separate School has formed. Concentrating more on defensive and non-lethal techniques, many amateur soldiers pick this School up as an attempt to differentiate themselves, and those with status find it an entertaining diversion that keeps them fit, as well.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Disarm Steal (Rank 8, 8 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Ignore Wound I (Rank 5, 9 TP)
- Parry Disarm (Rank 6, 8 TP)
- Steel Wall (Rank 7, 12 TP)

Kolban Spear Battling

Point Cost:

- 5 (Alden, Kolb)
- 25 (Taysen)
- 10 (everyone else)

School Bonus: +1 Damage with Pole Arms.

Bonus Tech Points: +2

Background:

In the usual Kolban mindset, the small country has aggressively refined the more common Anathasian School into a disciplined, and more dangerous School. Kolban Spear Battling has not reached the popularity of its ancestor, but only due to its steeper learning curve. With the Kurr'd-ah invasion, more and more warriors are seeking out this School instead of its simpler cousins.

Featured Techniques:

- Compensation (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Instinct Strike (Rank 3, 5 TP)

- Overpower (Rank 6, 6 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Fancy Footwork (Rank 7, 23 TP)
- Flurry Attack (Rank 5, 8 TP)
- Focus (Rank 7, 6 TP)
- Master of the Strike (Rank 8, 30 TP)

Fellmar Halberdier

Point Cost:

- 5 (Fellmar)
- 15 (Solumas)
- 50 (Taysen, Zerubria)
- 10 (everyone else)

School Bonus: Users add their Willpower to their Damage Base when performing an All Out Attack.

Bonus Tech Points: +2

Background:

Originally evolving due to the Fellmar tendency toward heavy, long-hafted weapons, Fellmar Halberdier has spread slowly across the southern continent since then. Maturing into a more generic pole arm School, it is somewhat popular among soldiers on the front lines of a conflict, but otherwise ignored, for the most part.

Featured Techniques:

- Bind (Rank 5, 3 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Overpower (Rank 6, 6 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)

Restricted Techniques:

- Power Drive (Rank 7, 15 TP)
- Preemptive Strike (Rank 6, 5 TP)

Valtan Armsmastery

Point Cost:

- 10 (Valta)
- 15 (Cass, Ryantra)
- 50 (Solumas, Taysen)
- 20 (everyone else)

School Bonus: Valtan Armsmasters are completely immune to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, they have a +4 to resist any type of Magical Fear.

Bonus Tech Points: +2

Background:

Until recently, the Valtans had been lax in developing their pole arm skills, relying more on sword, axes, and bows. This was the one area where the Valtans were at a disadvantage compared to most, but with the recent devastating losses, they have corrected that mistake with a vengeance. While not yet as deadly as their other Schools, Armsmasters have earned the respect of their comrades.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Recovery (Rank 5, 3 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Dance Step (Rank 8, 21 TP)
- Fancy Footwork (Rank 7, 23 TP)
- Focus (Rank 7, 6 TP)
- Spirit Strike (Rank 9, 18 TP)

Cassian Pike Fighting

Point Cost:

- 10 (Cass)
- 15 (Valta)
- 45 (Taysen)
- 25 (everyone else)

School Bonus: +1 TN to be Hit when striking first in a Round against that opponent.

Bonus Tech Points: +2

Background:

Complementing their Dual Blade Fighting Techniques, but not quite as unusual, Pike Fighting is adapted to unusual situations and defense. Usually learned by anyone that travels extensively by ship, it is equally effective on land.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)

- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fluid Motion (Rank 7, 8 TP)
- Instinct Strike (Rank 3, 5 TP)
- Masterful Forms (Rank 9, 20 TP)
- Recovery (Rank 5, 3 TP)
- Steel Fortress (Rank 10, 10 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Fatal Strike II (Rank 9, 18 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Trip Kick (Rank 4, 5 TP)

Madeiran Guardian Way

Point Cost:

- 15 (Madeira)
- 20 (Loren)
- 40 (Fellmar, Solumas)
- 50 (Taysen)
- 30 (everyone else)

School Bonus: +2 TN to be Hit when fighting more than one opponent.

Bonus Tech Points: +2

Background:

The pride of the Madeiran army, Guardian Way evolved from the Madeiran ideal of defense before offense, and was refined to the point where it is nearly untouchable by other Schools in terms of capability. It is difficult to master, leading to a relative rarity outside of Madeira, but well known.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Force Of Will (Rank 10, 16 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Instinct Strike (Rank 3, 5 TP)
- Masterful Forms (Rank 9, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Recovery (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Catch Missile (Rank 10, 27 TP)
- Hand Parry (Rank 8, 15 TP)
- Ignore Wound II (Rank 9, 18 TP)
- Pierce Armor III (Rank 9, 18 TP)

Swordsmanship**Anathasian Swordmastery***Point Cost:*

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None*Bonus Tech Points:* 0*Background:*

Taught by most of the smaller academies throughout the world, Anathasian Swordmastery is a well-rounded School, if not particularly deadly. It is a little easier to learn than most, making it very popular for soldiers who manage to gain enough skill to refine their abilities, but lack the time to master one of the more advanced fighting School.

Featured Techniques:

- Bind (Rank 5, 3 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Flurry Attack (Rank 5, 8 TP)
- Off Hand (Rank 5, 6 TP)

Loren Bladeguard*Point Cost:*

- 0 (Loren)
- 5 (Ryantra, Madeira)
- 20 (Solumas)
- 40 (Taysen)
- 10 (everyone else)

School Bonus: None*Bonus Tech Points:* 0*Background:*

Developed in parallel with Anathasian Swordmastery, Bladeguard takes a less martial stance toward combat. Relying on defensive maneuvers and the strength of the spirit, Bladeguard is a more cerebral School than most others. Given the pacifistic nature of its origin, it is considered one of the less intense Schools available, but is somewhat harder to learn than Swordmastery.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)

- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Disarm Steal (Rank 8, 8 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)
- Stun Attack (Rank 6, 4 TP)

Restricted Techniques:

- Dodge Strike (Rank 9, 15 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Masterful Forms (Rank 9, 30 TP)

Armek Battler*Point Cost:*

- 0 (Armek)
- 5 (Nodar)
- 50 (Taysen)
- 10 (everyone else)

School Bonus: None*Bonus Tech Points:* 0*Background:*

Evolving more from personality than any specific desire for a combat School, Armek Battler reflects the savage nature of its origins. A brutal School focused solely on taking down as many opponents as possible, it is generally regarded as a School that lacks finesse, but few can argue with its effectiveness.

Featured Techniques:

- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Overpower (Rank 6, 6 TP)

Restricted Techniques:

- Power Drive (Rank 7, 15 TP)
- Preemptive Strike (Rank 6, 5 TP)

Altayan Fencing*Point Cost:*

- 5 (Altay)
- 50 (Taysen)
- 15 (everyone else)

School Bonus: +2 Damage Base with one-handed swords.*Bonus Tech Points:* +2*Background:*

Considered by most to be a nobleman's School, Altayan Fencing is more for show than for any practical value.

Despite this fact, many have discovered that the highly refined School lends itself well to actual combat. Training requires more effort than most other Schools, but a Fencer's movements telegraph "finesse."

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Masterful Forms (Rank 9, 20 TP)
- Off Hand (Rank 5, 4 TP)
- Parry Disarm (Rank 6, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Compensation (Rank 7, 23 TP)
- Dodge Strike (Rank 9, 15 TP)
- Instinct Strike (Rank 3, 8 TP)
- Twin Blade (Rank 5, 15 TP)

Cassian Dual Blade Fighting

Point Cost:

- 10 (Cass)
- 15 (Valta)
- 45 (Taysen)
- 25 (everyone else)

School Bonus: +1 TN to be Hit when not wearing armor

Bonus Tech Points: +2

Background:

Honed by generations of fighting on the decks of ships, and influenced slightly by nearly every other existing School, Dual Blade Fighting has become its own distinctive and exotic School. Concentrating on avoiding damage and fighting multiple enemies, the Cassian School of swordsmanship often takes years to learn.

Special Note: The Off Hand and Twin Blade Techniques must be learned before the character can advance to Rank 7 in Swordsmanship.

Featured Techniques:

- Baffle (Rank 8, 8 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Reversal (Rank 6, 2 TP)
- Second Strike (Rank 8, 6 TP)
- Steel Flurry (Rank 10, 16 TP)
- Steel Wall (Rank 7, 8 TP)

- Twin Blade (Rank 5, 10 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Fancy Footwork (Rank 7, 23 TP)
- Fatal Strike I (Rank 7, 12 TP)
- Focus (Rank 7, 6 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Preemptive Strike (Rank 6, 5 TP)

Soluman Dueling

Point Cost:

- 10 (Solumas)
- 35 (Taysen)
- 50 (Valta)
- 20 (everyone else)

School Bonus: +1 to Hit when striking first in a Round against their target(s).

Bonus Tech Points: +4

Background:

Specifically tailored to the honor-bound culture of Solumas, Dueling is an advanced combat School, but not as practical for actual fighting as some other School until the higher levels of advancement have been reached. Focusing almost entirely on finesse and one-on-one combat, Soluman Dueling is a well-known and respected School, but rarely practiced even in Solumas itself.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Masterful Forms (Rank 9, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Off Hand (Rank 5, 4 TP)
- Parry Strike (Rank 10, 30 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)

Restricted Techniques:

- Fatal Strike II (Rank 9, 18 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Parry Feint (Rank 6, 6 TP)
- Pierce Armor III (Rank 9, 18 TP)
- Preemptive Strike (Rank 6, 5 TP)
- Steel Wall (Rank 7, 12 TP)

Valtan BattleDancing

Point Cost:

- 15 (Valta)
- 20 (Ryantra, Cass)
- 25 (Loren, Kathma)
- 50 (Taysen, Solumas)
- 30 (everyone else)

School Bonus: Valtan BattleDancers are completely immune to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, they have a +4 to resist any type of Magical Fear. BattleDancers automatically add 2 points to the AP of any sword they use.

Bonus Tech Points: +2

Background:

First developed by Tarlis Valta based on teachings from WeaponMaster Malkrim, BattleDancing eventually evolved into a deadly School focusing on the movement of the body in combat. Teaching that battle is a form of expression, a BattleDancer's every attack appears as if it were a carefully rehearsed performance. With the coming of the Kurr'd-ah, this School has flowered into a powerful form of fighting. BattleDancers are among the most feared sword fighters in the world.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- BattleDance (Rank 10, 20 TP)
- Compensation (Rank 7, 15 TP)
- Dance Step (Rank 8, 14 TP)
- Dance Strike (Rank 6, 10 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Great Blow (Rank 3, 4 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Ignore Wound II (Rank 9, 13 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Recovery (Rank 5, 3 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Bind (Rank 5, 5 TP)
- Masterful Forms (Rank 9, 30 TP)
- Pierce Armor III (Rank 9, 18 TP)
- Spirit Strike (Rank 9, 18 TP)

Ryantran BladeMastery

Point Cost:

- 15 (Ryantra)
- 20 (Loren, Valta)

50 (Taysen, Solumas)

30 (everyone else)

School Bonus: +2 Initiative

Bonus Tech Points: +4

Background:

Founded by Rilseth Ryantra, the second of Malkrim's students, the School of BladeMastery bears some resemblance to Valtan BattleDancing. Where BattleDancing was influenced by fighting numerous foes and the heavily-armored Kurr'd-Ah, however, BladeMastery focused on small numbers of opponents of equal power. Considered by most to be the pinnacle of Swordsmanship, the elite BladeMasters are known and respected by any decent swordsman.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Disarm Steal (Rank 8, 12 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Hand Parry (Rank 8, 10 TP)
- Instinct Strike (Rank 3, 5 TP)
- Masterful Forms (Rank 9, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Mirror Slice (Rank 10, 20 TP)
- Off Hand (Rank 5, 4 TP)
- Parry Feint (Rank 6, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)
- Recovery (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Catch Missile (Rank 10, 27 TP)
- Dodge Strike (Rank 9, 15 TP)

Thrown Weapon

Anathasian Knife Throwing

Point Cost:

0 (everyone except Taysen)

5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

Another somewhat simplistic School common on both continents, Anathasian Knife Throwing is even more popular than the Anathasian variants of Schools for other

weapons. Well balanced and effective, few warriors need anything more than this School.

Featured Techniques:

- Compensation (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Pin (Rank 5, 3 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Enhanced Range I (Rank 4, 8 TP)

Cassian Boarder

Point Cost:

- 0 (everyone except Taysen)
- 5 (Taysen)

School Bonus: None

Bonus Tech Points: 0

Background:

More suited for heavier weapons than its cousin, Anathasian Knife Throwing, the Cassian variant has grown into its own School, and become fairly common outside of its country of origin. It is occasionally used by those who want to have an unexpected surprise in store for their enemies, letting them strike hard before their opponent can adapt.

Featured Techniques:

- Compensation (Rank 7, 15 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pin (Rank 5, 3 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Enhanced Range I (Rank 4, 8 TP)
- Flurry Attack (Rank 5, 8 TP)

Taysen Guiding Spirit

Point Cost:

- 5 (Taysen)
- 30 (everyone else)

School Bonus: +2 AP versus Chain and Plate.

Bonus Tech Points: +2

Background:

The only truly distinctive combat School that the Taysen have displayed so far, Guiding Spirit is slowly becoming popular even with non-Taysen. A smooth, flowing School, the Taysen have hinted that more advanced Schools are available to them.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Compensation (Rank 7, 15 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation II (Rank 6, 8 TP)
- Focus (Rank 7, 6 TP)
- Master of the Strike (Rank 8, 30 TP)
- Spirit Strike (Rank 9, 18 TP)
- Stun Attack (Rank 6, 6 TP)

Ryantran BladeFlight

Point Cost:

- 5 (Ryantra)
- 45 (Taysen)
- 10 (everyone else)

School Bonus: +1 Initiative for the first 3 Rounds of combat.

Bonus Tech Points: +2

Background:

Developed to complement Ryantra's deadly Blade-Masters, this School focuses almost exclusively on light weapons such as daggers. Though not incredibly popular outside of Ryantra, it competes with Altayan Swift Blade, below, for the attention of nobles desiring something more refined than the norm.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pin (Rank 5, 3 TP)
- Spirit Strike (Rank 9, 12 TP)

Restricted Techniques:

- Hand Parry (Rank 8, 15 TP)
- Fatal Strike I (Rank 7, 12 TP)
- Master of the Strike (Rank 8, 30 TP)
- Pierce Armor I (Rank 4, 5 TP)
- Pierce Armor II (Rank 7, 11 TP)
- Stun Attack (Rank 6, 6 TP)

Altayan Swift Blade*Point Cost:*

- 5 (Altay)
- 50 (Taysen)
- 10 (everyone else)

School Bonus: +1 to hit when performing a Called Shot

Bonus Tech Points: +2

Background:

An elegant, precise School, the Altayans take great pride in the beauty of their fighting School in action. While some have criticized that this School is more for good looks than for real battle, there have been many cases of users of this School doing spectacularly well when forced into real combat. Still, this remains mostly a gentleman's School.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Dodge Strike (Rank 9, 10 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fluid Motion (Rank 7, 8 TP)
- Focus (Rank 7, 4 TP)
- Hidden Strike (Rank 7, 12 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Pin (Rank 5, 3 TP)
- Stun Attack (Rank 6, 4 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Compensation (Rank 7, 23 TP)
- Fatal Strike I (Rank 7, 12 TP)
- Instinct Strike (Rank 3, 8 TP)
- Master of the Strike (Rank 8, 30 TP)

Valtan FarStrike*Point Cost:*

- 10 (Valta)
- 15 (Cass, Ryantra)
- 50 (Solumas, Taysen)
- 20 (everyone else)

School Bonus: Valtan Farstrike grants complete immunity to both normal Fear effects and the effects of Kurr'd-ah Fear. In addition, it grants a +4 to resist any type of Magical Fear.

Bonus Tech Points: +2

Background:

The Valtans have relied on bows for most of their existence, rather than heavier but shorter range weapons. This has led to a weaker School than their others concerning thrown weapons, and it does not seem to be changing any time soon. Still, few would call a Valtan weak, as this School still outstrips many of its competitors.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Compensation (Rank 7, 15 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Ignore Wound I (Rank 5, 6 TP)
- Instinct Strike (Rank 3, 5 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)

Restricted Techniques:

- Anticipation II (Rank 9, 18 TP)
- Focus (Rank 7, 6 TP)
- Ignore Wound II (Rank 9, 20 TP)
- Master of the Strike (Rank 8, 30 TP)
- Spirit Strike (Rank 9, 18 TP)

Kathman Death Strike*Point Cost:*

- 15 (Kathma)
- 20 (Valta, Zerubria)
- 50 (Taysen)
- 30 (everyone else)

School Bonus: +2 AP versus Chain and Plate, add Thrown Weapon Skill Dice to Damage Base.

Bonus Tech Points: +4

Background:

Complimenting their Wind of Vengeance School, Death Strike cements the Kathman nation as masters of the ranged weapon. Though not quite as well known as their archer counterparts, the practitioners of Kathman Death Strike are fearsome as well, instilling dread in all but the most confident of warriors.

Featured Techniques:

- Death Rain (Rank 10, 25 TP)
- Enhanced Range I (Rank 4, 5 TP)
- Enhanced Range II (Rank 9, 10 TP)
- Fatal Strike I (Rank 7, 8 TP)
- Fatal Strike II (Rank 9, 12 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)

- Kapinstar (Rank 10, 20 TP)
- Master of the Strike (Rank 8, 20 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Spirit Strike (Rank 9, 12 TP)
- Triple Strike (Rank 10, 14 TP)
- Twin Strike (Rank 8, 8 TP)

Restricted Techniques:

- Anticipation I (Rank 6, 8 TP)
- Catch Missile (Rank 10, 27 TP)
- Compensation (Rank 7, 23 TP)
- Fluid Motion (Rank 7, 12 TP)
- Hand Parry (Rank 8, 15 TP)
- Stun Attack (Rank 6, 6 TP)

Special Styles

Taysen Fighting

Point Cost:

0 (Taysen)

School Bonus: None

Bonus Tech Points: None

Background:

The unique fighting School of the Taysen does not concentrate on a single weapon type. Instead, the Taysen are taught how to move quickly, and use whatever means they can to hurt their foe. Unlike other Schools, Taysen Fighting is available to any Taysa with a Combat Skill of 3 or higher, and the Techniques learned may be applied to any weapon the Taysa uses, but not combined with a School that the Taysen knows for another weapon.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Compensation (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Instinct Strike (Rank 3, 5 TP)
- Off Hand (Rank 5, 4 TP)
- Pierce Armor I (Rank 4, 3 TP)
- Pierce Armor II (Rank 7, 7 TP)
- Pierce Armor III (Rank 9, 12 TP)
- Preemptive Strike (Rank 6, 3 TP)

Restricted Techniques:

- Fatal Strike I (Rank 7, 12 TP)
- Ignore Wound I (Rank 5, 9 TP)
- Master of the Strike (Rank 8, 30 TP)
- Spirit Strike (Rank 9, 18 TP)

Techniques

Anticipation I

Skill Level: 6

Tech Points: 5

Usage: Passive

Prerequisites: None

Effect: Upon being attacked, the user may choose to not use a Passive Defense (either to save for a more deadly attack, or because they have exhausted their Passive Defenses) and instead make an opposed Skill Roll versus his opponent. If successful, the user adds 3 to his TN to be Hit by any attacks from that opponent for the rest of the combat, provided no Passive Defenses are used on the attack.

Anticipation II

Skill Level: 9

Tech Points: 12

Usage: Passive

Prerequisites: Anticipation I

Effect: As Anticipation I, but the TN to be Hit is increased by 6 instead of 3.

Baffle

Skill Level: 8

Tech Points: 8

Usage: Active

Prerequisites: Twin Blade, Steel Wall

Effect: The character using this Technique gains a +2 TN to be Hit and 2 extra Passive Parries for the Phase.

BattleDance

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Dance Strike, Dance Step, Dancing 8+

Effect: Having brought his body and mind perfectly in sync with the rhythm of combat, the user becomes a nearly unstoppable warrior. When using this Technique, the character affects any opponents within a number of yards equal to his Spirit +1. Against *each* of these opponents, the user gains a number of free Attacks and Passive Parries equal to his Skill Dice minus the opponent's Skill Dice, in addition to his normal number of Attacks and Parries. The character must spend a Gaia Point to use this Technique.

Beat Parry I

Skill Level: 3

Tech Points: 1

Usage: Active

Prerequisites: None

Restrictions: Not available to Archery or Thrown Weapon

Effect: When doing an Active Parry, the character may make an opposed Strength vs. Strength roll against each attacker, assuming the Parry was successful. If he wins or ties the contested roll, he gains a +2 to hit that opponent until the end of the next Round.

Beat Parry II

Skill Level: 7

Tech Points: 3

Usage: Active

Prerequisites: Beat Parry I

Restrictions: Not available to Archery or Thrown Weapon

Effect: As Beat Parry I, but the user may add their Reflexes to the opposed Strength roll.

Bind

Skill Level: 5

Tech Points: 3

Usage: Active for initiating, Passive for holding

Prerequisites: None

Effect: By making an opposed Skill Roll, the user may trap his opponent's weapon. Each Round after the first, the opponent may make an opposed Strength roll to break free of the Bind, and gains their action for that Round at their normal Initiative -2. When in a Bind, neither the user's or opponent's weapon can be used to attack. A weapon or punch from the free hand may still be used. This Technique can only be used against armed opponents.

Catch Missile

Skill Level: 10

Tech Points: 18

Usage: Passive

Prerequisites: Hand Parry, Off Hand

Effect: If the user parries a missile by 2 or more using either Passive or Active Parry, he now holds the missile, undamaged, in his free hand. This Technique may only be used if one hand is free, or when using a bow.

Compensation

Skill Level: 7

Tech Points: 15

Usage: Passive

Prerequisites: Fluid Motion

Effect: The character has learned to deal with unusual situations and use them to his advantage. Any penalties to the user's Attack rolls are reduced by 1, and any penalties to his TN to be Hit are reduced to -1, with the exception of loss of TN caused by Armor. Armor penalties are reduced by 1. The penalty reduction does not apply to Called Shots, Wound Penalties, or Penalties brought on by usage of Active Techniques by the character. It only applies to Penalties from unusual conditions, footing, lighting, etc. It does allow the character to use one extra Skill Die when on

horseback, if his Riding Skill has limited his Skill Dice. The Concealment of any opponents is lowered by 1.

Counter I

Skill Level: 5

Tech Points: 4

Usage: Passive

Prerequisites: None

Restrictions: Not available to Archery or Thrown Weapon

Effect: If the user performs an Active Parry and succeeds by 4 or more points, he gains an immediate counterattack at a -4 Penalty to hit. He may only do a number of counterattacks per Round equal to his Reflexes + 1.

Counter II

Skill Level: 9

Tech Points: 7

Usage: Passive

Prerequisites: Counter I

Restrictions: Not available to Archery or Thrown Weapon

Effect: As Counter I, but the counterattack is made at no Penalty.

Crush

Skill Level: 9

Tech Points: 14

Usage: Active

Prerequisites: Fatal Strike II, Power Thrust III

Effect: The user of this Technique must take 5 Fatigue each use. The Base Damage of this Attack is equal to the target's Armor Value, and the AP of the Attack is equal to the user's Strength+1.

Dance Step

Skill Level: 8

Tech Points: 14

Usage: Passive

Prerequisites: Dancing 5+, Fluid Motion

Effect: If the user is attacked and does not have a Passive Defense available which would help against that attack, the user may roll his Dancing versus his opponents Combat Skill to gain a free Passive Defense of the appropriate type. If more than one type can be used, the player may choose which one to use. Also, the character may substitute his Dancing Skill + 1 in place of any Active Defense Roll.

Dance Strike

Skill Level: 6

Tech Points: 10

Usage: Active

Prerequisites: Dancing 4+, Precision Strike I

Effect: By sacrificing a Passive Parry, the user may make an opposed Skill Roll against his opponent. If successful, the user attacks as normal, but reduces the opponent's Passive Defense values for that attack, and that attack only, by an amount equal to the user's Dancing Skill. This may not subtract a greater number than the target's Passive Defense can grant, and is useless if they do not use a Passive Defense on that attack.

Death Rain

Skill Level: 10

Tech Points: 25

Usage: Active

Prerequisites: Flurry Attack, Triple Strike

Effect: The user may expend up to 5 extra ammunition (only 2 extra for weapons larger than a dagger) on a single attack. A +2 bonus to hit is added to the Attack for each extra ammunition expended. The user must spend a Gaia Point to use this Technique.

Defensive Throw

Skill Level: 7

Tech Points: 10

Usage: Active

Prerequisites: Counter I, Fluid Motion

Effect: When the user declares a Defensive Throw, they may make an opposed Skill Roll versus any opponent who attacks them, up to a maximum number of opponents equal to his Reflexes +1. Failure indicates the attack is resolved normally, but success automatically negates the attack and throws the attacker a number of yard equal to the user's Strength + MoS of his roll. The attacker may make an Acrobatics check with a Difficulty equal to the user's Defensive Throw roll to land upright, but is otherwise knocked prone.

Disarm Steal

Skill Level: 8

Tech Points: 8

Usage: Active

Prerequisites: Focus, Precision Strike I

Effect: By making an opposed Skill Roll against his opponent and winning by 3 or more, the user may disarm his opponent. If the attempt is successful, the user may make a Reflexes check (Difficulty 13) to catch the opponent's weapon in a free hand. If the attempt fails, the character may not use Passive Defenses against the opponent's next attack.

Dodge Strike

Skill Level: 9

Tech Points: 10

Usage: Active

Prerequisites: Anticipation I, Dodge 6+

Effect: If an Active Dodge succeeds by 4 or more, the user gains an immediate counterattack at no penalty. Archers

may only perform this if they have a reloaded weapon, unless they possess Speed Load, Quickdraw, and a Reload rating of 1 or less. The user may only counterattack with this Technique a number of times in the Round equal to his Reflexes.

Enhanced Range I

Skill Level: 4

Tech Points: 5

Usage: Passive

Prerequisites: None

Effect: The user adds a number of yards equal to his Skill Dice to his Base Range for Thrown Weapons, or Skill Rank for Archery.

Enhanced Range II

Skill Level: 9

Tech Points: 10

Usage: Passive

Prerequisites: Enhanced Range I

Effect: The user adds a number of yards equal to his Skill Rank to his Base Range for Thrown Weapons, or Skill Rank times two for Archer. Not cumulative with Enhanced Range I.

Eternal Strike

Skill Level: 10

Tech Points: 30

Usage: Active

Prerequisites: Focus, Smite, Spirit Strike, Will of Gaia

Effect: By spending a Gaia Point on this attack, and successfully hitting his opponent, the character may later deal an equal amount of Damage to the opponent simply by spending a number of Backlash equal to half the Damage done, rounding up. The user may do this even if the opponent is not in sight. The user loses this ability if he does not use it for 3 full minutes (36 Rounds), is knocked unconscious, or runs out of Gaia.

Fancy Footwork

Skill Level: 7

Tech Points: 15

Usage: Active

Prerequisites: Anticipation I

Effect: When used, this Technique lowers the Bonus an opponent gains to their attack by 2 when the user is closing or opening Distance. This Technique is only useful if the Reach rules are used.

Fatal Strike I

Skill Level: 7

Tech Points: 8

Usage: Active

Prerequisites: Healing 2+, Precision Strike I

Effect: The user may add their Healing Skill Dice to the Damage of this attack.

Fatal Strike II

Skill Level: 9

Tech Points: 12

Usage: Active

Prerequisites: Fatal Strike I, Precision Strike II, Healing 4+

Effect: The user may add his Healing Skill Rank to the Damage of this Attack.

Finishing Strike

Skill Level: 9

Tech Points: 8

Usage: Active

Prerequisites: Great Blow

Effect: By taking a Light Wound, the user may add their Strength+1 to the Damage of their Attack. In addition, if the Attack hits, any Passive Defense values used to boost the TN are not used when calculating MoS, though they are used to determine if the Attack hit. A Finishing Strike must be declared before the Attack roll.

Fluid Motion

Skill Level: 7

Tech Points: 8

Usage: Passive

Prerequisites: Dodge 4+

Effect: The character gains 1 extra Passive Dodge per Round, and also adds 1 to their Passive Dodge value.

Flurry Attack

Skill Level: 5

Tech Points: 5

Usage: Active

Prerequisites: None

Effect: The user may make 1 extra attack when performing an All-Out Attack.

Focus

Skill Level: 7

Tech Points: 4

Usage: Active

Prerequisites: None

Effect: By sacrificing all Actions and Passive Defenses for 1 Round, the user gains +2 to hit, +2 Damage, and +1 to all Passive Defenses for the next 3 Rounds. This only applies if the character is not hit during the preparation Round.

Force of Will

Skill Level: 10

Tech Points: 16

Usage: Active

Prerequisites: Instinct Strike, Spirit Strike

Effect: Using this Technique requires spending a Gaia Point. Firstly, the user may add his Willpower to his to hit rolls. In addition, he may spend Backlash to ignore an amount of his opponent's Passive Defense equal to 1 point per 2 points of Backlash, or apply a penalty to the opponent's Active Defense (up to a number equal to the victim's normal Passive Defense). The effects of this Technique last 3 Rounds.

Gaia's Strength

Skill Level: 6

Tech Points: 7

Usage: Active

Prerequisites: Power Thrust I

Effect: The user of this Technique boosts any Damage done while unarmed by his Strength. If attacking without natural weapons, his Punch Damage is equal to his Base Damage. The user adds his Skill Dice to the AP of any unarmed attacks. Note that this Technique is Active, and so may not be used with other Active Techniques.

Great Blow

Skill Level: 3

Tech Points: 4

Usage: Active

Prerequisites: Power Thrust I

Effect: The user may declare, before the to hit roll, that he is taking Fatigue to raise the Damage of the attack by their Skill Dice for 4 points of Fatigue. This also raises the AP of the attack by their Willpower.

Guided Strike

Skill Level: 10

Tech Points: 20

Usage: Passive

Prerequisites: Compensation, Focus, Instinct Strike

Effect: The character suffers no penalties to hit from adverse conditions, only from Wound Penalties. He is still penalized for Called Shots or Vital Blows. He ignores up to 3 points worth of Armor Penalties, and reduces Concealment of opponents by 5.

Hand Parry

Skill Level: 8

Tech Points: 10

Usage: Passive

Prerequisites: Compensation, Precision Strike I

Effect: The user may parry missile attacks, and may use his armed Parry value even when unarmed. If armed with

a one-handed weapon, and the user's second hand is free, he gains an extra Parry per Round.

Hidden Strike

Skill Level: 7

Tech Points: 12

Usage: Active

Prerequisites: Anticipation I, Hip Shot

Effect: By making an opposed Skill Roll versus his opponent, the user gains an attack before combat even begins, in addition to his normal attack(s). This can only be done in the first Round of combat.

Hip Shot

Skill Level: 3

Tech Points: 3

Usage: Active

Prerequisites: None

Restrictions: Archery or Thrown Weapon only

Effect: The user may declare this action when determining Initiative, though they may wait until all totals have been announced. Using this Technique, the user may add their Skill Dice to their Initiative total, but must subtract 1 Skill Die and 2 Damage from their attack.

Ignore Wound I

Skill Level: 5

Tech Points: 6

Usage: Passive

Prerequisites: None

Effect: The user may make an Endurance Roll to ignore Wound Penalties. The difficulty depends on how bad the Wound is. This must be rolled separately for each Wound taken, and only reduces the Wound Penalty by 1, to a minimum of 0.

Light Wound: Difficulty 9

Heavy Wound: Difficulty 11

Severe Wound: Difficulty 13

Mortal Wound: Difficulty 15

Ignore Wound II

Skill Level: 9

Tech Points: 13

Usage: Passive

Prerequisites: Ignore Wound I

Effect: As Ignore Wound I, but the Wound Penalty may be reduced by 2 points.

Illusory Fighting

Skill Level: 7

Tech Points: 10

Usage: Active

Prerequisites: Compensation, Focus, Instinct Strike

Effect: By spending a Gaia Point, the user may make an Active Defense roll and Attack in the same Phase.

Instinct Strike

Skill Level: 3

Tech Points: 5

Usage: Active

Prerequisites: None

Effect: This attack is at +2 Initiative, -2 to Hit, and -2 Damage, but ignores any other penalties to hit (from bad footing, etc.) or concealment (darkness, invisibility, etc.) other than Wound Penalties. The user may not make a Called Shot or Vital Blow.

Iron Body

Skill Level: 8

Tech Points: 12

Usage: Passive

Prerequisites: Compensation, Focus

Effect: The user gains a permanent AV (Type: Leather) equal to their Skill Dice, and their Endurance is treated as 1 point higher for purposes of determining Damage taken.

Kapinstar

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Flurry Attack, Focus, Spirit Strike

Effect: This Technique is used by spending 2 ammunition on a single attack and sacrificing the use of all Passive Techniques for the Phase. The Attack is resolved normally, but a second Attack is performed immediately afterward, using the roll of the first Attack. The Damage of this second Attack is equal to the normal weapon Damage, but with an MoS of half the MoS of the first Attack (round down), and ignores armor completely, even if the first Attack did not penetrate the armor. This Technique costs 1 Gaia Point to use.

Long Bow

Skill Level: 4

Tech Points: 3

Usage: Passive

Prerequisites: None

Restrictions: Archery only

Effect: This Technique allows the user to use the long bow without any penalty, assuming the minimum Strength requirement is met.

Masterful Forms

Skill Level: 9

Tech Points: 20

Usage: Passive

Prerequisites: Anticipation II, Fancy Footwork

Effect: The character's skill with their chosen form of fighting has reached a level that they instinctively adjust for distance and constantly dance in and out of reach. The character may consider their Reach to be 1 higher or lower, at their choice, when fighting.

Master of the Strike

Skill Level: 8

Tech Points: 20

Usage: Passive

Prerequisites: Fatal Strike I, Focus, Precision Strike I

Effect: The character has learned how to strike any opponent for greatest effect. Their DM when using the School for which they bought this Technique is increased by 1.

Mimicry

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Anticipation II, Focus, Compensation

Effect: By spending a Gaia Point, the character may instantly perform any Technique he has seen used in the last 3 Rounds. Techniques which are performed by using Mimicry cannot be Mimicked, nor can any Technique which explicitly requires a weapon(Death Rain, etc.). The character can only Mimic Active Techniques.

Mirror Slice

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Flurry Attack, Focus, Instinct Strike

Effect: The character may not use any Passive Techniques in the Phase in which this Technique is used. To use this Technique, the character makes a normal Attack. If the to hit roll exceeds the target's normal TN to be Hit(unmodified by Passive Defenses), the user gains another Attack using the first Attack's hit roll minus 2. This continues until the Attack total falls below the target's normal TN to be Hit, up to a number of attacks equal to the user's Reflexes+2. The target may continue to use Passive Defenses until all are expended.

Example: Tristan gets a 22 total to hit his opponent, who has an 8 Parry, 4 Dodge, 2 Parries per Round, and a 13 TN to be hit. The first strike hits($13 + 8 = 21$ vs 22), the second misses with a 20 total. With the third strike, Tristan has an 18 total and the target, with no Parries left and one Dodge left this Round, opts to use the Dodge to give a total TN of 17, so Tristan still hits. Tristan hits yet again with the fourth strike, as his total of 16 beats the target's now unmodified TN of 13. His fifth strike, a 14 total, hits as well. He does not get a sixth Attack, as his 12 total cannot beat the target's TN of 13. Tristan hit a total of four times, with the MoS of the Attacks being 1, 1, 3, and 1.

Missile Disarm

Skill Level: 7

Tech Points: 4

Usage: Active

Prerequisites: Precision Strike I

Restrictions: Archery or Thrown Weapon only

Effect: The user may attempt to Disarm an opponent at a difficulty of only TN + 4.

Mounted Blow

Skill Level: 4

Tech Points: 4

Usage: Passive

Prerequisites: Riding 1+

Effect: While on horseback, the user gains a bonus to hit equal to half his Riding Skill Dice(round up).

Off Hand

Skill Level: 5

Tech Points: 4

Usage: Passive

Prerequisites: None

Effect: The character has no penalty when fighting with his non-preferred hand, as long as he is using a weapon associated with the Skill this Technique is learned for. The character does not gain any extra Parries or Attacks, simply the ability to use the hand without penalty.

Overpower

Skill Level: 6

Tech Points: 6

Usage: Active

Prerequisites: None

Effect: The user may substitute their Strength times 2 for any rolls involving the Combat Skill's normal usage(not for Skill Rolls based off Perception, etc.) for the rest of the Round.

Parry Disarm

Skill Level: 6

Tech Points: 5

Usage: Active

Prerequisites: Precision Strike I

Effect: If the user's Active Parry succeeds by 4 or more, he may make an Opposed Skill Roll at -2 versus his opponent. If successful, his opponent is disarmed.

Parry Feint

Skill Level: 6

Tech Points: 4

Usage: Active

Prerequisites: Beat Parry I, Preemptive Strike

Effect: By expending a Passive Parry for the Round, the user lowers his TN to be hit by 2, but gains +3 to hit and

+2 Damage to his Attack that Round. They may still use their remaining Passive Parries to defend, even with their lowered TN.

Parry Strike

Skill Level: 10

Tech Points: 30

Usage: Passive

Prerequisites: Counter II

Effect: When any Parry(Passive or Active) succeeds by 4 or more, the user gains an immediate counterattack at no penalty.

Passing Strike

Skill Level: 6

Tech Points: 6

Usage: Active

Prerequisites: Mounted Blow, Riding 2+

Effect: The user may make an Attack without stopping while mounted, at no penalty.

Pierce Armor I

Skill Level: 4

Tech Points: 3

Usage: Active

Prerequisites: None

Effect: The may add 2 to AP verses all kinds of Armor for this Attack.

Pierce Armor II

Skill Level: 7

Tech Points: 7

Usage: Active

Prerequisites: Pierce Armor I, Precision Strike I

Effect: The may add 4 to AP verses all kinds of Armor for this Attack.

Pierce Armor III

Skill Level: 9

Tech Points: 12

Usage: Active

Prerequisites: Pierce Armor II, Precision Strike II

Effect: The may add 8 to AP verses all kinds of Armor for this Attack.

Pin

Skill Level: 5

Tech Points: 3

Usage: Active

Prerequisites: Precision Strike I

Effect: By making an Attack on the opponent at a Difficulty of TN + Parry +4, the user may immobilize the opponent's weapon. The user may choose to do Damage as

well, using the MoS of this roll. The opponent must spend an action readying his weapon again, without the aid of Quickdraw or other Techniques.

Power Drive

Skill Level: 7

Tech Points: 10

Usage: Active

Prerequisites: Great Blow, Overpower

Effect: By making an opposed Strength Roll, the user may subtract his Strength times 2 from any Passive Defenses his opponent uses to defend against the Power Drive. The user takes 4 Fatigue when using this Technique.

Power Thrust I

Skill Level: 3

Tech Points: 3

Usage: Active

Prerequisites: None

Restrictions: Not available to Archery or Thrown Weapon

Effect: The character may declare this Technique only before rolling to hit. If the attack is successful, the user adds an amount of Damage equal to their Skill Dice, but suffers an immediate loss of 2 Fatigue.

Power Thrust II

Skill Level: 6

Tech Points: 4

Usage: Active

Prerequisites: Power Thrust I

Restrictions: Not available to Archery or Thrown Weapon

Effect: As Power Thrust I, but only causes 1 Fatigue.

Power Thrust III

Skill Level: 8

Tech Points: 7

Usage: Active

Prerequisites: Power Thrust II

Restrictions: Not available to Archery or Thrown Weapon

Effect: The user may either declare this Technique to be used after the to hit roll to add their Skill Dice to Damage at a cost of 1 Fatigue, or declare its use before the to hit roll and add Skill Rank to Damage at a cost of 3 Fatigue, but not both.

Precision Strike I

Skill Level: 4

Tech Points: 3

Usage: Active

Prerequisites: None

Restrictions: None

Effect: When using this Technique to make a Called Shot or Vital Blow, the user may choose to resolve the attack as a normal attack (without the benefit of the Called Shot's effects) even if he missed, as long as he missed by 2 or less.

Precision Strike II

Skill Level: 9

Tech Points: 9

Usage: Active

Prerequisites: Precision Strike I

Restrictions: None

Effect: If the user misses a Called Shot or Vital Blow while using this Technique, but would have hit if the attack had been a normal attack, resolve the attack as a normal (non-Called Shot) attack.

Preemptive Strike

Skill Level: 6

Tech Points: 3

Usage: Active

Prerequisites: Stop Thrust, Quickdraw

Effect: To use this Technique, the player must declare a target before combat begins. The user gains a +1 Initiative when determining Initiative. If the user beats his declared target's Initiative total, he gains a +3 to hit and +2 Damage. This Technique can only be used in the first Round of combat.

Quickdraw

Skill Level: 4

Tech Points: 3

Usage: Passive

Prerequisites: None

Restrictions: None

Effect: The user immediately has his or her weapon ready at the beginning of combat, and does not need to use an action to ready it, assuming it is in a convenient place (not in a pack/tied to his horse/etc). In addition, if the user has this Technique for the Archery Skill, he may string his bow in only 1 Round (2 for a longbow).

Recovery

Skill Level: 5

Tech Points: 3

Usage: Passive

Prerequisites: Acrobatics 3+

Effect: The user immediately recovers from any knock-down without using an Action.

Reversal

Skill Level: 6

Tech Points: 2

Usage: Active

Prerequisites: Bind, Twin Blade

Effect: This Technique can only be performed while carrying two weapons. If one of the user's weapons is caught in a Bind, they may make an Opposed Skill roll to break free of the Bind and act on their opponent's Initiative total. Their opponent acts on the user's Initiative total, or their own Initiative -3, whichever is lower.

Ride the Wind

Skill Level: 10

Tech Points: 12

Usage: Active

Prerequisites: Enhanced Range II, Focus, Instinct Strike

Effect: When using this Technique, the character may consider any target in Line of Sight to be in Short Range.

Roundhouse

Skill Level: 3

Tech Points: 3

Usage: Active

Prerequisites: None

Effect: By taking a -2 penalty to Initiative and a -1 to hit, the user gains a bonus to Damage equal to his Skill Rank.

Second Strike

Skill Level: 8

Tech Points: 6

Usage: Active

Prerequisites: Twin Blade

Effect: The user gains an attack with their Off Hand weapon at no penalty, in addition to his normal Attack. Note that this is an Active Technique, and thus no Active Techniques may be used with this Attack.

Shield of Will

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Anticipation II, Focus, Iron Body

Effect: By spending 2 Gaia Points, the user becomes immune to all types of Magic, including Kurr'd-ah Magic, for the next 3 Rounds. Any enchantments on the character when this Technique is used are instantly dispelled.

Shielded Strike

Skill Level: 9

Tech Points: 8

Usage: Active

Prerequisites: Focus, Instinct Strike, Steel Wall

Effect: If the user Attacks an opponent first in the Round he is using this Technique, and hits, he may add the MoS of the Attack to his TN to be Hit by that opponent for the next 3 Rounds. If the opponent Attacks first, and misses, the user of this Technique adds the amount by which the

opponent missed to his Attack roll to hit the opponent for the next 3 Rounds.

Smite

Skill Level: 8

Tech Points: 12

Usage: Active

Prerequisites: Focus

Effect: Using this Technique sacrifices one Passive Parry and one Passive Dodge. The user makes a normal Attack, but adds his current total Wound Penalties to his to hit roll instead of subtracting them.

Soul Cleave

Skill Level: 9

Tech Points: 16

Usage: Active

Prerequisites: Fatal Strike I, Great Blow, Overpower

Effect: The user spends a Gaia Point and makes an Attack. If successful, the MoS is not applied to Damage, but the Attack instead does an amount of Backlash equal to $(\text{MoS} + 1) \times (\text{target's Magery} + 1)$, in addition to doing the Base Damage of the weapon in actual Damage. Creatures without a Magery Rank specified use their $(\text{Backlash} / 2) / \text{Spirit}$ to find a substitute value.

Speed Load

Skill Level: 4

Tech Points: 4

Usage: Passive

Prerequisites: None

Restrictions: Archery only

Effect: This Technique reduces the time required to reload a missile weapon. Bows may fire every Round, Light Crossbows every other Round, and Heavy Crossbows every 3 Rounds.

Spirit Strike

Skill Level: 9

Tech Points: 12

Usage: Active

Prerequisites: Focus, Power Thrust II (or Precision Strike II for Archery/Thrown Weapon Skills)

Effect: The user may spend Backlash at a rate of 2 Backlash per extra Damage point to raise the Damage of an Attack. This may be done up to 7 times for a single Attack, and may be declared after the to hit roll.

Steel Flurry

Skill Level: 10

Tech Points: 16

Usage: Active

Prerequisites: Second Strike, Flurry Attack

Effect: Requiring two weapons, this Technique allows the user to make a total of 3 Attacks for the Round it is used in, 1 Attack for each blade, and a bonus Attack with the weapon of his choice. On an All-Out Attack, an extra Attack is granted for each blade, for a total of 5 Attacks.

Steel Fortress

Skill Level: 10

Tech Points: 10

Usage: Active

Prerequisites: Dodge 4+, Steel Wall

Effect: The user gains unlimited Passive Parries this Phase at a level equal to his normal Parry level + Dodge Skill Dice.

Steel Wall

Skill Level: 7

Tech Points: 8

Usage: Active

Prerequisites: None

Effect: By sacrificing all actions for the Phase, the user may make an unlimited number of Passive Parries at his Skill Rank + 2.

Stop Thrust

Skill Level: 5

Tech Points: 2(4 for Axe/Mace)

Usage: Active

Prerequisites: None

Restrictions: Not available to Archery or Thrown Weapon

Effect: The user may choose to add their Skill Dice to their Initiative total when determining Initiative, but must subtract 1 Skill Die and 2 Damage from their attack.

Strike With One Mind

Skill Level: 10

Tech Points: 12

Usage: Passive

Prerequisites: Mounted Blow, Riding 6+

Effect: The user's mount, after at least 3 months of training, gains access to all the Combat Techniques the user possesses, even Techniques from other Styles.

Stun Attack

Skill Level: 6

Tech Points: 4

Usage: Active

Prerequisites: Precision Strike I

Effect: This attack is at -2 to hit, but is otherwise normal. Any Damage remaining after Armor has been deducted has the user's Strength+2 added to it. This Damage is all applied as Fatigue, instead of being used to calculate Wounds.

Trip Kick

Skill Level: 4

Tech Points: 3

Usage: Active

Prerequisites: Precision Strike I

Effect: The user makes a normal Attack roll. If successful, the Attack does no Damage, but the user rolls an opposed Strength roll against his opponent, adding the MoS of his Attack to the total. If successful, the opponent is knocked prone.

Twin Blade

Skill Level: 5

Tech Points: 10

Usage: Passive

Prerequisites: Off Hand

Effect: The user may carry a second weapon of similar type to the first in his off hand. Though the user does not gain a second Attack, they do gain all the benefits of having a weapon in their off hand. In addition, the user adds 1 to his TN to be Hit while carrying two weapons, and an extra Passive Parry per Round. The user also gains +2 to Active Parry.

Twin Strike

Skill Level: 8

Tech Points: 8

Usage: Active

Prerequisites: Hip Shot

Effect: The user may make 2 simultaneous Attacks, but may not use any Passive Techniques during this Phase.

Triple Strike

Skill Level: 10

Tech Points: 14

Usage: Active

Prerequisites: Twin Strike

Effect: The user may make 3 simultaneous Attacks, but cannot use any Passive Techniques during this Round.

Will of Gaia

Skill Level: 10

Tech Points: 20

Usage: Active

Prerequisites: Focus, Gaia's Strength, Smite

Effect: By spending a Gaia Point, the user automatically hits, rolling a number of dice equal to his Reflexes and taking the best roll as his MoS. This die roll is not added to an Attribute, resulting in an MoS from 1 to 10(or 12, or 14, or higher, if multiple 10s are rolled). Any Called Shot or Vital Blow Penalties are applied to the MoS, and may result in a negative MoS or even reducing Damage to 0.

Technique	Type	Points	Rest.	Page	Prerequisites
Rank 3					
Beat Parry I	Active	1	-	46	None
Great Blow	Active	4	6	49	Power Thrust I
Hip Shot	Active	3	-	50	None
Instinct Strike	Active	5	8	50	None
Power Thrust I	Active	3	-	52	None
Roundhouse	Active	3	5	53	None
Rank 4					
Enhanced Range I	Passive	5	8	48	None
Longbow	Passive	3	-	50	None
Mounted Blow	Passive	4	6	51	Riding 1+
Pierce Armor I	Active	3	5	52	None
Precision Strike I	Active	3	-	52	None
Quickdraw	Passive	3	-	53	None
Speed Load	Passive	4	-	54	None
Trip Kick	Active	3	5	55	Precision Strike I
Rank 5					
Bind	Active	3	5	47	None
Counter I	Passive	4	-	47	None
Flurry Attack	Active	5	8	49	None
Ignore Wound I	Passive	6	9	50	None
Off Hand	Passive	4	6	51	None
Pin	Active	3	5	52	Precision Strike I
Recovery	Passive	3	5	53	Acrobatics 3+
Stop Thrust	Active	2/4	-	54	None
Twin Blade	Passive	10	15	55	Off Hand
Rank 6					
Anticipation I	Passive	5	8	46	None
Dance Strike	Active	10	15	47	Dancing 4+, Precision Strike I
Gaia's Strength	Active	7	11	49	Power Thrust I
Overpower	Active	6	9	51	None
Parry Disarm	Active	5	8	51	Precision Strike I
Parry Feint	Active	4	6	51	Beat Parry I, Preemptive Strike
Passing Strike	Active	6	9	52	Mounted Blow, Riding 2+
Power Thrust II	Active	4	-	52	Power Thrust I
Preemptive Strike	Active	3	5	53	Stop Thrust, Quickdraw
Reversal	Active	2	-	53	Bind, Twin Blade
Stun Attack	Active	4	6	54	Precision Strike I
Rank 7					
Beat Parry II	Active	3	-	47	Beat Parry I
Compensation	Passive	15	23	47	Fluid Motion
Defensive Throw	Active	10	15	48	Counter I, Fluid Motion
Fancy Footwork	Active	15	23	48	Anticipation I
Fatal Strike I	Active	8	12	48	Healing 2+, Precision Strike I
Fluid Motion	Passive	8	12	49	Dodge 4+
Focus	Active	4	6	49	None
Hidden Strike	Active	12	18	50	Anticipation I, Hip Shot
Illusory Fighting	Active	10	15	50	Compensation, Focus, Instinct Strike
Missile Disarm	Active	4	6	51	Precision Strike I
Pierce Armor II	Active	7	11	52	Pierce Armor I, Precision Strike I
Power Drive	Active	10	15	52	Great Blow, Overpower
Steel Wall	Active	8	12	54	None

Technique	Type	Points	Rest.	Page	Prerequisites
Rank 8					
Baffle	Active	8	-	46	Twin Blade, Steel Wall
Dance Step	Passive	14	21	47	Dancing 5+, Fluid Motion
Disarm Steal	Active	8	12	48	Focus, Precision Strike I
Hand Parry	Passive	10	15	49	Compensation, Precision Strike I
Iron Body	Passive	12	18	50	Compensation, Focus
Master of the Strike	Passive	20	30	51	Fatal Strike I, Focus, Precision Strike I
Power Thrust III	Active	7	-	52	Power Thrust II
Second Strike	Active	6	-	53	Twin Blade
Smite	Active	12	18	54	Focus
Twin Strike	Active	8	12	55	Hip Shot
Rank 9					
Anticipation II	Passive	12	18	46	Anticipation I
Counter II	Passive	7	-	47	Counter I
Crush	Active	14	21	47	Fatal Strike II, Power Thrust III
Dodge Strike	Active	10	15	48	Anticipation I, Dodge 6+
Enhanced Range II	Passive	10	15	48	Enhanced Range I
Fatal Strike II	Active	12	18	49	Fatal Strike I, Precision Strike II, Healing 4+
Finishing Strike	Active	8	12	49	Great Blow
Ignore Wound II	Passive	13	20	50	Ignore Wound I
Masterful Forms	Passive	20	30	50	Anticipation II, Fancy Footwork
Pierce Armor III	Active	12	18	52	Pierce Armor II, Precision Strike II
Precision Strike II	Active	9	-	53	Precision Strike I
Shielded Strike	Active	8	12	53	Focus, Instinct Strike, Steel Wall
Soul Cleave	Active	16	24	54	Fatal Strike I, Great Blow, Overpower
Spirit Strike	Active	12	18	54	Focus, Power Thrust II or Precision Strike II
Rank 10					
BattleDance	Active	20	-	46	Dance Strike, Dance Step, Dancing 8+
Catch Missile	Passive	18	27	47	Hand Parry, Off Hand
Death Rain	Active	25	-	48	Flurry Attack, Triple Strike
Eternal Strike	Active	30	-	48	Focus, Smite, Spirit Strike, Will of Gaia
Force of Will	Active	16	-	49	Instinct Strike, Spirit Strike
Guided Strike	Passive	20	30	49	Compensation, Focus, Instinct Strike
Kapinstar	Active	20	-	50	Flurry Attack, Focus, Spirit Strike
Mimicry	Active	20	-	51	Anticipation II, Compensation, Focus
Mirror Slice	Active	20	-	51	Flurry Attack, Focus, Instinct Strike
Parry Strike	Passive	30	-	52	Counter II
Ride The Wind	Active	12	18	53	Enhanced Range II, Focus, Instinct Strike
Shield of Will	Active	20	30	53	Anticipation II, Focus, Iron Body
Steel Flurry	Active	16	-	54	Flurry Attack, Second Strike
Steel Fortress	Active	10	-	54	Dodge 4+, Steel Wall
Strike With One Mind	Passive	12	-	54	Mounted Blow, Riding 6+
Triple Strike	Active	14	21	55	Twin Strike
Will of Gaia	Active	20	-	55	Focus, Gaia's Strength, Smite

Chapter 6

Magic

Overview

Magic in Grey Lotus is a freeform system, requiring much effort from the GM to keep abuse to a minimum. It is quite possible to use only the given spells, and forbid players from inventing their own, but the full-fledged system was designed to reward creative players.

At its most basic, “magic” is simply the manipulation of the invisible “ether” that is always present. A skilled spellcaster first enforces his will on the ether to imbue it with the desired capabilities of the spell, then uses his skill to guide the raw forces into a cohesive effect.

In game terms, this means that a spellcaster must use special “Focal Skills” to give the desired attributes to the spell, “building” it from the ground up, and then “cast” the spell using his Skill in the required magical Path. This can seem complicated at times, but an experienced player can achieve the desired effect in a few moments.

Theory and Use of Magic

Magic is not an external force that acts on the world, but rather an internal quality of most objects and beings. The world itself has magical energy within it. This force cannot be directly affected by living beings, but is instead a result of interactions with the magical “charge” of other objects. Magicians, however, can manipulate this energy in an indirect way by using the “ether” that surrounds the world. Ether is, put simply, the excess energy bled away from the existing sources of energy, and can interact with the world’s magic to affect it in some way. Living beings may harness this energy, channelling it through their own magical “aura” to manipulate the world around them.

The act of channelling ether can be accomplished in many ways, leading to several different Disciplines of magic use. The two most common, Elementalism and Faerie Magic, hold two widely differing views. Elementalism, most often practiced by humans, forces the ether to manipulate the four basic elements of Earth, Air, Fire, and Water to change the world around it, forcing the ether through sheer willpower to change itself. Faerie magic, used by the Faerie races and some very highly magical beings, relies upon the user’s aura to influence the ether, causing it to enhance and shift the auras of objects in the world in subtle ways. Of the

two, Elementalism is much easier to perform and has more dramatic effects, but Faerie magic places far less strain on the caster, and also tends to last longer.

Backlash

Forcing the ether into motion is difficult, and channeling it through the user’s own life force results in a tremendous strain on their very being. For this reason, spellcasters tend to feel fatigued after casting, though their physical bodies may be in perfect health. Over time, this “backlash” builds up, eventually sending their minds into a type of fugue, resembling unconsciousness. Spending time resting their minds without casting spells tends to let a caster’s aura repair the damage, so a caster suffering from the Backlash effect can rest to regain his ability to cast spells. More experienced casters tend to have stronger auras, and can take far more strain before collapsing.

Spell Construction and Terms

A normal spell is constructed by joining together various Focal Skills needed for the desired effect. If the spell does a combination of things, it may be necessary to use a Focal Skill more than once.

- **Aspect:** Faerie Magic has two Aspects of Seelie and Unseelie. Each spell cast carries an Aspect in one direction or the other, or possibly completely neutral. The Aspect affects the caster’s own Aspect, and his or her difficulty in casting similar spells or spells of the opposite Aspect. See page 61
- **Casting Ability(CA):** The complexity of magical elements that a character can normally perform in one Round.
- **Complexity:** The sum of the values of all Focal Skills used in the spell.
- **Focal Skill:** A special type of Skill, bought separately from normal Skills and used to construct spells. Focal Skills are combined at varying levels to produce a result. They are the actual “template” of the spell. See page 62.

- **Path Skill:** The magician's ability to bind Focal Skills together and manipulate the ether, within a certain area of expertise. Each Discipline has its own Path Skills, and a magician must master all of them to use that Discipline's true power. A Path Skill is much like a normal Skill, but is usually considered a Combat Skill due to the difficulty of learning magic. See page 67.
- **Power Level:** The general strength of the spell, in terms of energy. Equal to the level of the highest Focal Skill.
- **Scope:** The number of Focal Skills used, including duplicates.

Example Spell: Flame Blade

Discipline/Path: Elementalism, Fire Path

Focal Skills: Alter 1(Damage), Alter 2(Enhancement), Duration 2, Effect 3(Damage), Effect 3(Enhancement), Maintain 3

Power Level: 3

Complexity: 14

Scope: 6

Description: When cast upon a weapon(not necessarily a blade), an aura of fire surrounds the damaging part of the weapon, adding +4 to Base Damage, and +2 to the weapon's to-hit roll. The spell lasts for (Willpower x 2) Rounds, and may be maintained at $\frac{2}{3}$ the initial cost.

Determining Difficulty and Backlash

Generally, the Power Level, Complexity, and Scope are used to determine Difficulty and Backlash. Each Discipline generates these numbers in a different manner, reflecting the difference in casting styles.

Example Spell: Flame Blade

Difficulty: PL + Scope + 3 = (3 + 6 + 3) = 12

Backlash: Complexity = 14

Cast Time

The Cast Time is usually dependent on the Complexity of the spell, but this is only a base value. The Cast Time may be shortened by raising Difficulty. It may not be extended to make the spell easier, though some advanced Skills(not yet introduced) allow manipulations of the Cast Time to achieve other effects.

The normal manner to find Cast Time is to divide the Complexity by the Casting Ability of the mage casting the spell. If the caster wants a faster casting, they may raise their Casting Ability by their Intelligence(for Elementalism) or Wisdom(for Faerie Magic) by increasing the Difficulty by 1.

Example: Victor prepares to cast Flame Blade. His Casting Ability is 7, 3 from his Magery and 4 from his Intelligence. With the Complexity of 14, he can cast the Flame

Blade in 2 Rounds. in order to cast it in 1 Round, he must raise the Difficulty by 2, which will put his Casting Ability at 15 for that Round.

Matrices

Some Disciplines possess the ability to construct a Spell Matrix, a special "pattern" that the ether can follow to duplicate a spell construction. These "patterns" are usually stored within the caster's aura. Thought they can only store a limited number of spells, having the pattern ready allows an easier casting. Any spell cast from a Matrix subtracts the caster's Magery Level from the Spell's Backlash, subtracts half their Magery(rounded up) from the Difficulty, and adds the caster's Magery to their Casting Ability.

Unfortunately, Matrices have some drawbacks. First, simply constructing the spell is not enough to put it into a Matrix. The spell must be analyzed and broken down into a complex formula called a Spell Algorithm. This takes a number of hours equal to the Scope to attempt, and a Skill roll of a Difficulty equal to the unmodified Spell Difficulty. Afterward, putting the Spell into a Matrix takes a number of minutes equal to the Scope of the spell. Magicians often record their Algorithms in Spellbooks to allow easy access and, incidentally, allow Magicians to trade Spell Algorithms.

A second concern is that storing a spell in a Matrix makes it Static, meaning it casts in the same manner each time. The Difficulty and all the Focal Skills are permanently set, limiting flexibility.

Example Spell: Flame Blade

Casting Ability Bonus: + 2 x Int.

Duration: Willpower x 2 Rounds

Effect: + 3 Base Damage, + 2 to-hit

Difficulty: 13 (1 less from "free" Casting Ability bonus) - Magery / 2

Backlash: 14 - Magery

To finish off the example spell, if an Elementalist with Magery 3, Willpower 4, and Intelligence 3 used this Matrix, the values would be:

Example Spell: Flame Blade

Casting Ability Bonus: +6

Duration: 8 Rounds (40 seconds)

Effect: +3 Base Damage, +2 to hit

Difficulty: 13 - 2 = 11

Backlash: 14 - 3 = 11

Spell Rackers

Some items are designated as "Spell Rackers." These powerful items hold extra Matrices. A Spell Racker always has a Rating, indicated the maximum Power Level of any spells stored, and a Capacity, designating the number of Matrices the item can hold. Any person holding the item may roll the appropriate Path Skill to cast any spells stored

in the Spell Racker, even if they do not have the appropriate Focal Skills. They may not make the roll unskilled, however, so this is only useful to spellcasters of the same Discipline as the spells stored in the Spell Racker. Obviously, as Faerie Mages do not have Matrices, they cannot use Spell Rackers.

Vectors

“Vectors” are items that help focus the ether for the user. These items may be used in casting to lower the Difficulty of the spell by their Rank, but decrease Casting Ability by the Scope of the spell. A spell in a Matrix may only use a Vector if it was designed with that Vector in mind, and may not be used without the Vector.

Casting

Once the spell is made, it can be cast, either “on the fly” or from a Matrix. To cast the spell, the magician rolls their Path Skill based off the Attributes specified by their Discipline. For every point of MoS on the Skill Roll, subtract 1 point from the Backlash caused by the spell. A magician who exhausts all Backlash collapses, remaining unconscious for 1 hour for each point by which they exceeded their maximum.

Gestures and Incantations

Normally, gestures and words are needed to cast a spell. It is usually possible to eliminate this requirement by raising the Difficulty by 2 to eliminate either words or gestures, or by 5 to eliminate both. Spells close to the caster’s limits, however, require some aid in casting by using hand and body motions or chanting. Any time the Complexity of the spell is greater than the caster’s (Skill Rank + Magery) $\times$ 2, an incantation is required. Gestures are required for any spell which is “directed,” such as an attack spell, or any time the Scope of the spell is greater than the caster’s Willpower plus Spirit.

Example: An Elementalist casts the sample “Flame Blade” spell. His Intelligence, Mind, and Willpower are all 3, his Spirit is 2, his Magery is 3, and Skill in Fire Path is 5. He casts from a Matrix, and rolls an 8, for a total of 19. The Difficulty is 13, resulting in an MoS of 6, which reduces the Backlash from 11 to 5. When casting, he does not require an incantation (Complexity 14 is $<$ (Skill 5 + Magery 3) $\times$ 2 = 16), but he does require gestures to complete the Spell (Scope 6 is $>$ Willpower plus Spirit of 5).

Creating a Magician Character

Once a player has a basic understanding of the Magic System detailed previously, they can begin spending the Character Points given during Character Creation.

Starting Backlash

A magician’s beginning Backlash is calculated off of their Spirit and their Magery Rank. This supercedes the Backlash calculation given in the Character Creation chapter.

Example: Marion has a Magery of 4 and a Spirit of 4. Her starting Backlash would normally be $(4 \times 3) = 12$, but the four Levels of Magery add another $(4 \times 4 \times 3 =) 54$ points, for a total of 66.

Choosing Discipline and Paths

A magician’s Discipline determines what kind of effects he can cause with magic. A single Discipline is chosen for free, with the first Path Skill bought. The Path Skills themselves represent the general areas of magic that the spellcaster can manipulate. Path Skills cost 8 CP for the first Rank, and are advanced as Combat Skills thereafter.

A character is limited in how many Paths they may purchase by their Magery, to a maximum of their Magery + 1.

See page 67 for more information on what the different Paths can do.

Example: Marion has a lot of Character Points to burn, and doesn’t want any weaknesses. As she is a female Human, she has the option to be a Faerie Mage or an Elementalist. Liking the idea of Faerie Magic, she buys all 4 Paths at a cost of 8 CP apiece, for 32 points total. Since she has a Magery of 4, she can purchase up to 5 Paths... she’s well within her limit. With her Magery of 4, she’s already spent a large chunk of points... 72 CP on Magic alone.

Starting Matrices

Each Discipline has its own number of Matrices that a character begins with, and its own cost for additional Matrices.

Example: Marion is a Faerie Mage, and so cannot use Matrices. She skips this step. If she did have Matrices, she would start with a whopping 16, due to her Spirit of 4 times Magery of 4.

Focal Skills

Though Path Skills determine how well the character casts spells, and the general effect the spell can have, the Focal Skills determine exactly *what* spells they can cast. This is an important step, and fortunately for characters with a low number of CP to spare, basic levels of Focal Skills are cheap!

Focal Skills are bought as Trade Skills, ranging from 1 to 10. A character can only use Focal Skills up to a maximum level equal to the Path they are using plus 2, but they may learn Focal Skills at any level.

Example: Marion now prepares to purchase Focal Skills. She immediately buys every Focal Skill at Level 1, wanting the flexibility that offers, spending 12 Points. She raises

Alter, Duration, Effect, Element, and Range to Level 2 afterward, spending 10 more Points. She has now spent 22 points, on top of her earlier 72, for a total of 94 points spent. Wanting more power in some areas, she raises Effect to 3, Origin to 2, and Target to 2, for 7 more points. As she still needs to purchase Skills, she stops there, to raise the others with experience.

Disciplines

Elementalism

Elementalism focuses completely on altering and creating the four basic elements, and the attributes associated with them. Elementalism has four Path Skills, listed below with their areas of influence.

Schools

Elementalism is taught in various different manners across the globe, but can be split into four basic schools. Each player should choose one School upon learning Elementalism, most often Alden or Independent if from Anathas, Soluman if from Solumas, or Valtan if from Valta. The Bonuses only apply when casting Elementalism spells.

<u>School</u>	<u>Bonus</u>
Alden	-3 Backlash, 1 Extra Matrix
Independent	+2 CA, +1 Int when raising CA
Soluman	-2 Difficulty
Valtan	+2 Initiative, +2 Will during Conflicts

Fire Path: Damage, combat, accuracy, chance

Air Path: Quickness, movement, mental abilities, weather

Earth Path: Protection, strength, confinement, endurance

Water Path: Life, healing, change, growth

The details required for Elementarists are listed below.

Path Skills use: Intelligence + Willpower

Starting Matrices: Spirit x Magery

Focal Skills: Alter, Area, Divination, Duration, Effect, Illusion, Maintain, Origin, Range, Target

Path Skills: Fire, Air, Earth, Water

Spell Difficulty: Power Level + Scope + 3

Spell Backlash: Complexity

Casting Ability: Intelligence + Magery

Modifications: Raise Difficulty by 1 to increase Casting Ability by Intelligence.

Faerie Magic(Draiocht)

Unlike the more common Elementalism, Faerie Magic achieves its effects by subtly altering the relationship between the ether and the world's innate magical energy. For this reason, it is almost completely centered around alterations and enhancements of natural effects, and tends to be

more subtle and difficult to work with than the "brute force" approach of Elementalism. On the other hand, it also takes far less effort to achieve the desired result, and the Backlash is minimal. Faerie Magic has four Path Skills, but many of these abilities overlap in some way, making Faerie Magic more flexible than its stronger counterpart, Elementalism.

Aspect

Faerie Mages have the added bonus(or curse) of dealing with their Aspect. Each Mage begins play with an Aspect Rating of 0, and 0 Aspect Points. Each spell cast also has an Aspect Rating, dependent on the dominant Aspects of the Focal Skills, which will be Seelie(positive) or Unseelie(negative). Casting the spell adds(or subtracts, in the case of Unseelie spells) the Aspect Rating to the character's Aspect Points.

The Aspect Rating of a character increases when their Aspect Points reach an amount equal to 10 times the next highest Rating. If the character has a negative Rating, they require 10 times the current Rating, without the sign, to add one. To decrease their Aspect, the process is reversed, requiring negative Aspect Points. After changing the Aspect Rating, the Aspect Points are set to zero.

A positive(Seelie) Aspect reduces the Difficulty of any positively-Aspected spells by the Aspect Rating, and increases the Difficulty of any negatively-Aspected spells. A negative(Unseelie) Aspect does the same, but as it is a negative number, the effect is the exact opposite. Spells with zero Aspect are not affected.

Example 1: Marion has been casting a large number of healing spells, giving her an Aspect Rating of 2 and 27 Aspect Points. She casts another healing spell, with an Aspect of 3. This raises her Aspect Points to 30, which is 10 times her next Aspect Rating of 3. Her Aspect Rating is raised to 3, reducing the Difficulty of all Seelie spells by 3, but increasing the difficulty of her Unseelie attack spells by 3. Later, she throws several curses, and her Aspect Points go to a -30... 10 times her current positive Aspect in negative value. Her Aspect Rating goes down to 2.

Example 2: Some time later, Marion has reduced her Aspect Rating to a -2. She casts several Seelie spells successfully, raising her Aspect Points to 20. This is 10 times the absolute value of her Aspect Rating, so it changes to a -1. If she instead accrued -30 Aspect Points, her Aspect Rating would reduce to -3, increasing the Difficulty of all Seelie spells by 3, but making Unseelie spells easier by 3 points.

Ainmhite(AN-vay-huh): Focused on animals and animal-like attributes.

Na Siogai(na SHEE-ohg-ee): Folk. Thinking beings and the Faerie realm.

Tir(cheer): Nature and natural effects.

Piseóga(PISH-ohg-ah): Protection, curses, raw magic.

Restrictions: Only Faerie Races and female Humans can learn Faerie Magic.

Path Skills use: Wisdom + Willpower

Starting Matrices: None, Cannot use Matrices

Focal Skills: Alter, Area, Divination, Duration, Effect, Element, Enchant, Illusion, Maintain, Origin, Range, Target

Path Skills: Ainmwhite, Na Siogai, Tir, Piseóga

Spell Difficulty: Power Level + Scope + 5

Spell Backlash: Complexity - Magery - Wisdom

Casting Ability: Wisdom + Magery

Modifications: Raise Difficulty by 1 to increase Casting Ability by Wisdom.

Focal Skill Descriptions

This section gives a short description of each Focal Skill, and what it is used for in a spell. Appendix A, **Sample Spells**, has several spells which could give a player a good idea of what each Focal Skill is capable of.

Alter

Faerie Aspect: Unseelie when using for gross alteration, diminish, or AP, neutral for enhancement, resistance, or protection.

Alter is used when the spell changes something in any way. Alter only controls the amount of change, not the amount affected or strength. Elementalists also use this to enchant items and people with elemental power. Faerie Mages use Enchant and Element to do this, and should use Alter in a more general fashion.

Alter is also important for offensive spells, as it adds an AP value to the spell. Elementalists change the AP dependent upon what Path the spell belongs to.

Rank 1 Tier 1 Enhancements. Mages may apply this level to use Effect to enhance any ability in their Tier 1 list.

Rank 2 Tier 2 Enhancements. Mages may apply this level to use Effect to enhance any ability in their Tier 2 list.

Rank 3 Resistance. Mages may apply this level to add resistances to specific things within their realm of influence. For example, an Animal spell may add resistance to poison, and a Fire spell to fire. Elementalists may also use this level to shape the element the spell belongs to, using Effect for the mass shaped.

Rank 4 Protect and Tier 3 Enhancement. Mages may use this level to create a barrier against an element or to create armor. They may use Effect to enhance any ability in their Tier 3 list. This Rank allows healing, or the manipulation of an aura(Backlash).

Rank 5 Shift Abilities. This level can provide abilities not normally allowed by the target, such as allowing a Human to fly, and may also alter states, such as turning light to dark, minor alterations of physical form, such as extra fingers or limbs, and reversals.

Rank 6 Tier 4 or 5 Enhancements. Mages may apply this level to use Effect to enhance any ability in their Tier 4 or 5 list. It may also be used by Faerie to create an area to prevent entry of creatures with specific defined attributes(all humans with hostile intent), or warding of other things(some types of magic)

Rank 7 Change properties of element. Elements can be made to do things unnatural for them, such as allowing water to seem as air and be breathed, or fire to freeze, while air can become almost solid.

Rank 8 Elements can be absorbed fully, weakening the source by strengthening the spell or target of the spell. Targets, either people or objects, may be imbued with the properties of an element or animal or plant, such as the intangibility of air or the imperviousness of stone, or the instincts of an animal. Absorption allowed.

Rank 9 Transmute Element. This level can be used to change one element to another element, completely.

Rank 10 Any change that can be achieved by magic can be done at this level. Complete shapeshifts, making fire act like water in all respects, or otherwise altering the fundamental nature of the target.

Area

Faerie Aspect: Neutral.

Area simply gives the spell an area effect. The radius of the spell is normally centered on the caster, unless the spell has a Range component, in which case the caster may designate any place within the Range as the center of the spell.

The level of the Focal Skill designates the Radius, in yards, from the center that the spell effects extend. The spell can also form a wall, by default 2 yards high and 1 yard deep. Adding or subtracting from height or depth(by doubling or halving) will either double the length(if subtracting from other dimensions) or halve it(if adding). The wall length is normally 4 x the Radius.

Table 6.2: Area

Rank	Radius (Elemental)	Radius (Faerie)
1	1 yard	1 yard
2	(Int) yards	(Wis) yards
3	(Int x 2) yards	(Wis x 2) yards
4	(Int x 3) yards	(Wis x 3) yards
5	(Int x 5) yards	(Wis x 5) yards
6	(Int x 7) yards	(Wis x 7) yards
7	(Int x 10) yards	(Wis x 10) yards
8	(Int x 15) yards	(Wis x 15) yards
9	(Int x 20) yards	(Wis x 20) yards
10	(Int x 40) yards	(Wis x 40) yards

Table 6.1: Alter

Rank	AP Air	AP Earth	AP Fire	AP Water	AP Faerie	Limits
1	1/1/1	0/0/2	0/1/2	2/1/0	1/1/0	Tier 1 Enhancement
2	2/2/2	1/1/4	1/2/3	3/2/1	2/2/1	Tier 2 Enhancement
3	3/3/3	1/1/6	1/3/5	5/3/1	3/3/1	Resistance, shape element, diminish
4	4/4/4	2/2/8	2/4/6	6/4/2	4/4/2	Protect, Healing, Tier 3 Enhancement
5	5/5/5	2/2/10	2/5/8	8/5/2	5/5/2	Shift Abilities
6	6/6/6	3/3/12	3/6/9	9/6/3	6/6/3	Wards, Tier 4 or 5 Enhancement
7	7/7/7	3/3/14	3/7/11	11/7/3	7/7/3	Change properties of element
8	8/8/8	4/4/16	4/8/12	12/8/4	8/8/4	Absorb element, Imbue with essence
9	9/9/9	4/4/18	4/9/14	14/9/4	9/9/4	Transmute element
10	10/10/10	5/5/20	5/10/15	15/10/5	10/10/5	Change essence, major alteration

Divination

Faerie Aspect: Seelie.

Using Divination, the spell can find information. This can be linked with an Effect or Alter, to make some parts of the spell execute when conditions are present or absent. Each separate item of information divined requires a separate Divination inclusion. For example, finding the direction to the strongest concentration of saltwater within the spell's range would require Divination 3 to detect concentration of water, a Divination 2 for salt water, and another Divination 3 to detect the direction.

Attempting to divine information about an object or place's past requires Duration, but instead of extending the spell's Duration, the rating specifies the amount of time in the past that can be perceived. Take the time given and multiply by 100 to determine how far back the spell can perceive.

This Focal Skill requires a great deal of judgement on the part of the GM, both in how much information can be obtained, and what Path Skill is required.

Rank 1 Detect presence or absence of abstract thing. Life, air, rock, water, magical energy beyond the normal amount, etc. No specific information available.

Rank 2 Detect presence or absence of more specific thing. Type of life(animal, folk, plant), type of water or liquid, Discipline or type of magic.

Rank 3 General strength or concentration of life, thing, or magic. Classification of thing(type of animal, for example dog or horse, type of folk, such as human or Tuathan, etc), or Path of magic present. Direction of detection. Current time.

Rank 4 See invisible or concealed creatures. Know general distance to thing.

Rank 5 Determine creature or thing's origins, for example the homeland of a character or the owner of a dog. Translate single language.

Rank 6 Exact strength or concentration, in units the caster is most familiar with. Determine Focal Skills used, if applicable to magic. Exact distance to thing.

Rank 7 Good idea of time passed since a condition has occurred(within 1 unit of the same units the time is measured in. Looking 14 hours back would have an idea of when the condition occurred to within 1 hour), understanding any person or creature.

Rank 8 Determine name of creature, purpose of item.

Rank 9 Complete knowledge of creature's Attributes in comparison to the caster's, exact time passed since a condition has occurred.

Rank 10 Complete postcognition knowledge of conditions in the past, including full sensory input.

Duration

Faerie Aspect: Neutral.

Duration allows a spell to last for longer than an instant. Not normally needed for Attack spells, but most enhancement or otherwise general purpose spells have Duration, or possibly Maintain.

Table 6.3: Duration

Rank	Duration (Elemental)	Duration (Faerie)
1	(Will) Rounds	(Will) Rounds
2	(Will x 2) Rounds	(Will x 3) Rounds
3	(Will x 3) Rounds	(Will x 5) Rounds
4	(Will x 5) Rounds	(Will x 8) Rounds
5	(Will x 10) Rounds	(Will) Minutes
6	(Will x 2) Minutes	(Will x 3) Minutes
7	(Will x 5) Minutes	(Will x 8) Minutes
8	(Will x 15) Minutes	(Will x 20) Minutes
9	(Will x 2) Hours	(Will x 3) Hours
10	(Will x 5) Hours	(Will x 8) Hours

Effect

Faerie Aspect: Varies

Effect is the most difficult Focal Skill to arbitrate, as the levels of intensity are different depending on the application. It is used in almost every spell, as it is needed to actually *enforce* a change.

Whenever a division is called for, always round up. In some cases, the Game Master may arbitrate a value. The GM should record the calculation used, in case similar situations occur.

Damage(Unseelie)

Attack spells determine Damage by two Effect Focal values, though only one is needed. The necessary Effect provides the Damage Base for the attack, but the attack will have a DM of 1. A second Effect can change this DM, as seen on table 6.4.

These spells are Directed Spells, meaning they require a second roll after the casting roll in order to hit the target and determine the MoS for Damage. This roll uses the Path Skill based off Dex + Dex for Ranged spells, or a Brawling Attack for spells without Range. It is also possible to form weapons, using the appropriate Alter. See **Creating Weapons** on page 69.

Spells using Area do not automatically hit the opponent. If the target has enough Move left in the Round to escape the spell's Area, they may dodge as normal. If not, they have a -2 Penalty to Dodge, as they must find cover. The GM may modify this roll if the area has a lot of cover(a forest) or very little(an empty plaza), but it is cumulative with the Penalty to Dodge from Origin.

Spells which are triggered or do continuing damage might not allow an attack roll past the first roll to hit, and ignore DM when doing continuous Damage. They do only their DB every Round, although they do use any AP granted from Alter.

A caster may design a Spell as doing Fatigue Damage only, but this decision must be made when the Algorithm is created if they wish to put it into a Matrix. The Fatigue done is calculated as normal, but Wounds are converted to Fatigue at a rate equal to the target's Wound Threshold - 1 per Wound.

If the caster wishes to do Backlash Damage only, it requires an Alter of 4. Elementalists must use the Water Path, Faerie Mages use the Path appropriate to the target. The DB of this spell is reduced by 4 for Elementalists(Faerie Mages are unadjusted), and the DM is reduced by 1. The target's Willpower acts as Armor. Any Damage above the target's Willpower is applied as a reduction in Backlash.

Elementalists use their Will + Effect as the DB.

Faerie Mages use their Will + Effect - 2 as the DB.

Healing(Seelie)

Healing spells are performed much like Damage spells. The caster has a Healing Base, and a Healing Modifier,

which is by default 1. Most healing spells also require a roll of the user's Path Skill, using Spirit + Wisdom(for Faerie Mages) or Spirit + Intelligence(for Elementalists) as the base, against a Difficulty Number equal to the Difficulty of Healing the target's worst Wound + 10, with a 10 Difficulty for Fatigue. See table 6.5 for precalculated Difficulties. The result determines the MoS of the Healing roll. This results in a Healing Total. If the roll was failed, reduce the Healing Base by the MoF, no matter what the Healing Modifier, to get the Healing Total. The Healing Total can never be less than 1.

The Healing Total is divided by the Healing Threshold, which is equal to 7 - the caster's Will, with a minimum of 2. The result is the amount of reduction in a single Wound, with the remainder reducing Fatigue. If extra Wound Levels are healed, they heal Fatigue equal to the Healing Threshold per extra Wound Level. Unlike most forms of healing, a spell cast in this manner can heal the Wound of the caster's choice, but only 1 Wound at a time can be healed.

To have an HM above 1, an extra Effect must be applied. See table 6.4 for HM by Effect. Like Damage spells, adding a Duration forfeits the roll for Healing, and applies only the Healing Base each Round, and also treats the least severe Wound first. For Duration-based Healing, the Healing Threshold is equal to 10 - Will, with a minimum of 3.

Using a Healing Effect requires an Alter of 4.

Elementalists use their Will + Effect - 2 as the HB.

Faerie Mages use their Will + Effect as the HB.

Table 6.5: Magical Healing Difficulty

Wound Level	Difficulty
Fatigue	10
Light	14
Heavy	17
Severe	19
Mortal	23
Over	26

Example: Marion attempts to cast a healing spell on Victor, who currently has a Severe Wound and 2 Light Wounds, with 13 Fatigue. Marion's spell has Effect 4 for the HB, and Effect 3 for the HM. With her Willpower of 4, this means her Healing Base is $(4 + 4 =) 8$, her Healing Modifier is 2, and her Healing Threshold is $(7 - 4) 3$. She casts the spell successfully, takes her Backlash, and makes her Healing Roll with a total of 22. The Difficulty for a Severe Wound(Victor's worst) is 9 for normal healing, so 19 for her, making her MoS 3. This is a Healing Total of $(8 + 2 \times 3 =) 14$. 14 divided by 3 is 4 remainder 2, so she can heal the Severe Wound completely, and 5 Fatigue(2 remainder plus 1 Wound times Healing Threshold of 3), or she can heal a Light Wound and 11 Fatigue.

Table 6.4: Effect

Rank	DM Faerie	DM Elemental	HM Faerie	HM Elemental	Armor Type	Move Type	Weight	Strength Bonus
1	1	1	1	1	Plate	Jog	1 pd	+0
2	1	1	1	1	Plate	Jog	(Will) pds	+1
3	2	2	2	2	Plate	Run	(Will x 3) pds	+2
4	2	2	2	2	Chain	Run	(Will x 10) pds	+2
5	2	2	2	2	Chain	Run	(Will x 25) pds	+3
6	3	3	3	3	Chain	Sprint	(Will x 50) pds	+4
7	3	3	3	3	Chain	Sprint	(Will x 200) pds	+4
8	3	4	4	3	Leather	Run(x4)	(Will x 500) pds	+5
9	4	4	4	4	Leather	Run(x4)	(Will x 1000) pds	+6
10	4	5	5	4	None	Run(x5)	(Will) tons	+7

Armor(Seelie)

Forming Armor is a simple task of creating AV, and determining the type. The first(required) Effect creates an AV, equal to the (Effect Level + Will - 3), and by default attackers use whichever AP value is best. A second Effect is used to determine Armor Type, as seen on table 6.4. A Type of “None” means that no AP can be used to reduce the AV.

Movement(Neutral)

When enhancing normal movement, adjust the Base Move with the Enhancement rules. When creating a new Movement, such as allowing a human to fly, the Base Move is determined by the Effect. Also, by default the new movement has no Jog, Run, or Sprint values. A second Effect may be added to allow these to become available, as listed on table 6.4 below. The actual Base Move varies dependent upon the Discipline. If the Move Type is listed as Run, followed by a number, then the Run movement multiplier is that new number, and the Sprint is one higher. The character using this Movement still takes Fatigue when Running or Sprinting, as normal.

Elementalists use their Will + Effect - 2.

Faerie Mages use their Will + Effect.

Weight(Neutral)

When affecting an object, either supporting or shaping or other manipulation beyond damaging, the maximum amount of weight is determined by looking on the Weight column on table 6.4.

Strength(Neutral)

When pushing objects or otherwise substituting magic for muscle, a spell’s Strength is determined by the caster’s Will and the Effect of the spell. The base Strength is equal to the caster’s Will - 3 for Faerie Mages, or Will - 2 for Elementalists. Add a bonus to this dependent on the Effect of the spell, using the Strength Bonus column of table 6.4. This

Strength may be resisted by Willpower for some spells(such as warding spells).

Enhancement(Seelie)

When performing an Enhancement, the player must determine which Tier the Enhancement is in by consulting their Path Skill’s reference, and the table below, and use the appropriate Alter level. Then consult table 6.6 for the actual Bonus given for that Effect.

Table 6.6: Enhancements

Rank	Tier				
	1	2	3	4	5
1	+1	+0	+0	+0	+0
2	+3	+1	+1	+0	+0
3	+4	+2	+1	+1	+0
4	+6	+2	+2	+1	+1
5	+7	+3	+2	+2	+1
6	+9	+4	+3	+2	+1
7	+10	+4	+3	+2	+2
8	+12	+5	+4	+3	+2
9	+13	+6	+4	+3	+2
10	+15	+7	+5	+4	+3

Diminish(Unseelie)

Diminish is functionally equivalent to Enhancement, but the Bonus is turned into a Penalty. Don’t forget that a high Target and an opposed Will roll are needed to affect the target with the Penalty. Faerie Mages use the same Tiers as their Enhancements, while the Tiers for Elementalists performing a Diminish are switched with their opposing element. Fire spells use the Water Enhancement Tier list for their Diminish abilities, and Air spells use Earth Tiers, Earth use Air, and Water use Fire.

Element

Faerie Aspect: Unseelie.

This Focal Skill is used to add attributes of an element to a spell(or item, if Enchant is used). Any time a spell uses one of the four elements, this Focal Skill must be used. This Focal Skill may be used multiple times to allow more than one element in a spell.

The level of Element needed is equal to the spell's Power Level - 2, with a minimum of 1. If the Element is readily available in significant quantities within the caster's Path Skill Rank in yards, for example a campfire for the Fire element, the amount of Element needed is reduced by 2 more. If the Element is being used in an environment inimical to its creation(air or fire under water, earth in midair), then the minimum Element needed is increased by 2.

Enchant

Faerie Aspect: Neutral.

Enchant is used to imbue a non-living item with special abilities. It's use is simple: The level of Enchant must be equal to the Power Level of the spell Focal Skills being imbued. This Focal Skill only needs to be used once, no matter how many different spell effects are being enchanted. Multiple inclusions of Enchant into a spell allows the user to Enchant multiple objects, though they must be touching the objects when casting the spell, unless Range is used. Enchant *cannot* be used with Area to Enchant multiple objects, though the Enchantment itself may affect an Area. Note that the level of Enchant need not be equal to the Power Level of the spell, so long as the enchantment can be performed with the Power Level equal to the Enchant used. For example, A spell granting the effects of Effect 3, Alter 2, needs only Enchant 3, even if it can be cast on an object far enough away to require Range 8.

Illusion

Faerie Aspect: Seelie.

This Focal Skill *subtracts* from the Complexity of the spell, but does count toward Scope. The maximum level of Illusion that can be applied is equal to the Power Level of the spell. Illusion can only be used against unwilling or unaware targets. If the recipient of the spell *knows* it is an Illusion, it has no effect on them, though the caster is usually the only one who has this knowledge.

Anyone affected by the spell, or even witnessing the spell, rolls an opposed Will Attribute Roll against the caster to disbelieve the Illusion. If successful, the spell vanishes *for that person only*. Others affected by the spell still see and feel it, as normal. Anyone who has good reason to believe the spell is an Illusion(as in one of their allies telling them so) gains a +3 Bonus on the Will Roll. If they have already attempted their roll, they gain another attempt, but only add a +1 Bonus.

Maintain

Faerie Aspect: Neutral.

Maintain is included in a spell to allow the caster to extend the spell past its normal Duration. If the spell did not have a Duration included, the spell must be Maintained every Round. To Maintain a spell, the caster simply spends the required Backlash. This does not take an action, and requires no concentration, but the caster must be conscious. The Backlash must be deducted the Round after the spell would normally end, or the spell is automatically ended. The Backlash cost is based on a fraction of the original Backlash that the spell cost, after the MoS reduction was applied. All fractions are round up.

To calculate the fractional cost of the spell, take a fraction of the spell's Power Level and divide it by the Level of Maintain used in the spell. Elementalists divide the Power Level by 2, and Faerie Mages divide the Power Level by 3.

Example: The Flame Blade spell in the example has a Power Level of 3 and has a Maintain of 3 as a component. Since it is an Elemental spell, the Power Level is divided by 2, for a total of 1.5, rounded up to 2. 2 divided by 3 is $\frac{2}{3}$, so that is what the cost for maintaining the spell is. If it had been a Faerie magic spell of Power Level 3 and Maintain 3, the cost would have been merely $\frac{1}{3}$, since the Power Level of 3 would have been divided by 3. If the mage casting the spell had taken 6 Backlash, they would need only 4 to maintain it for another (Willpower $\times 2$) Rounds.

Origin

Faerie Aspect: Neutral.

This Focal Skill is included when the starting point or starting conditions of a spell are different from the norm. This is one of the more unusual Focal Skills, but a useful one, at times.

When a spell is cast with Origin, the spell may come into existence at its target point, as long as it is within Range, and thus cannot be Parried or Blocked. Dodging is at a -2 penalty to the roll(for an Active Dodge) or to the value of the Passive Defense. This also bypasses any cover modifications or obstacles.

The Level of Origin used must be equal to the Level of Range used in the spell.

Range

Faerie Aspect: Neutral.

Range is used to allow the spell to affect targets beyond the caster's range of touch. Most spells do not require a roll to hit the target, simply a designation. Attack spells, or any spell that would apply its effect to a target without giving an unwilling target a roll to resist, require a roll to hit by using the Path Skill based upon Dex + Dex.

Table 6.7: Range

Rank	Elemental	Faerie
1	(Int) yards	(Wis) yards
2	(Int x 2) yards	(Wis x 2) yards
3	(Int x 5) yards	(Wis x 4) yards
4	(Int x 10) yards	(Wis x 8) yards
5	(Int x 15) yards	(Wis x 12) yards
6	(Int x 25) yards	(Wis x 20) yards
7	(Int x 50) yards	(Wis x 40) yards
8	(Int x 100) yards	(Wis x 80) yards
9	(Int x 200) yards	(Wis x 150) yards
10	(Int x 500) yards	(Wis x 300) yards

Target

Faerie Aspect: Neutral.

Under normal circumstances, any spell may affect an inanimate object. Allowing a spell to affect a living being, however, takes extra effort. This Focal Skill allows a spell to affect a living being. Note that spells used to Attack do not need this, as they simply cause a hostile environment. This Skill is only needed to affect people with enhancements(or curses) of the caster's choosing. Without this Focal Skill, the caster can only affect himself with spells.

The table for Target assumes willing targets. If the target(s) are unwilling, lower the effective Level used in the spell by 3. This means at least a Rank of 4 in this Focal Skill is needed to affect unwilling targets. The targets get a Will Roll versus the caster to resist, with a +2 Bonus. For every Level higher than necessary, this Bonus is reduced by 1, with no maximum. This may convert the Bonus into a Penalty.

An exception to the Target requirement is Area. If an Area is applied to a spell, the effects are automatically applied to any willing targets within the Area of effect. Unwilling Targets automatically resist with no roll needed. To select which targets in an area of effect that the spell applies to, both Target and Area are needed in the spell. Likewise, if the spell targets multiple unwilling creatures in an area, the Target must be high enough to affect them.

If Area is not used and the spell can support multiple Targets, the caster may designate one target per Simple Action. If the spell does not have Range, they must touch the target, which requires a Brawling attack if the target is unwilling to be touched. This means that unless Area is used, a spell must have a Duration component to allow the caster to touch more than two recipients and put the spell upon them.

Example: A spell with a Target of 7 is used to enchant a group of allies. They are willing, so the maximum number affected is equal to 20 times the caster's Will, assuming that many fit into the Area of effect. The same spell, against unwilling targets, can affect up to twice the caster's Willpower in number of targets. If the caster wished the Willpower Roll

to have no bonus, they must make sure that no more than 2 targets are affected, as that reduces the +2 bonus to +0. If they used the spell on a single unwilling target, the target would have a -1 Penalty to their Willpower Roll to resist.

Table 6.8: Target

Rank	Targets
1	1
2	2
3	(Will)
4	(Will x 2)
5	(Will x 4)
6	(Will x 10)
7	(Will x 20)
8	(Will x 50)
9	(Will x 100)
10	(Will x 250)

Path Skill Descriptions

Air Path(Elementalism)

Air controls motion, quickness of movement, the arts of the mind, and weather. One of the weaker Paths in straight combat, but very useful in its own way. Air is used to aid in movement or to speed up a target, but may also be used to help mental abilities, and control rain and lightning.

Special Abilities: Air can be used to:

- Attack with lightning or gusts of wind.
- Speed up movement, or move an object.
- Allow a type of movement, such as flying.
- Alter the weather.
- When providing movement, add the caster's Willpower again.

Weaknesses:

- Reduce AV granted by 3 (total of Effect + Will - 6)
- The level of Effect used to grant Armor Type is reduced by 2.

Limitations: Air cannot be used for the following, unless an Alter of 10 is used for each effect. Even then, the benefits are halved, rounding down.

- Heal Wounds or Fatigue.
- Alter anything not listed in Tiers.

Enhancement Tiers:

Tier 1 Movement

Tier 2 Initiative, TN to be Hit, Base Damage, Fatigue

Tier 3 Roll to hit, Perception, Reflexes, AP

Tier 4 Intelligence, Manipulation, Dexterity, AV

Tier 5 Damage Multiplier, other Attributes

Ainmwhite Path(Faerie Magic)

The Path of the Animal world, this Path is used for any spell involving a non-thinking being, or to enhance a thinking being to resemble an animal. Shapeshifting, animal calming and animal healing spells, and enhancement spells generally fall under this Path.

Enhancement Tiers:

Tier 1 Movement

Tier 2 Initiative, AP, Fatigue, Strength, Endurance, AV

Tier 3 Roll to hit, Perception, Reflexes, Base Damage

Tier 4 Dexterity, TN to be Hit, Size

Tier 5 Damage Multiplier, other Attributes

Earth Path(Elementalism)

Earth is stubborn and unyielding, and so controls strength, confinement, protection, and endurance. Earth is used mostly as a defensive Path, and an enhancing one. Earth is used to restrict movement, abilities, and even spell-casting, or to protect someone.

Special Abilities: Earth is best at:

- Shield someone. Earth Path spells may add the caster's Willpower to any AV bonus.
- Lower movement rates or abilities, or prevent spellcasting.
- Add 2 to Strength when using magic in place of Strength.

Weaknesses:

- Healing Base is reduced by 4 for Healing spells.
- Effect used to change the Healing Multiplier is counted as 2 lower.
- Reduce Intelligence by 1 when calculating Range.

Limitations: Earth cannot be used for the following, unless an Alter of 10 is used for each effect. Even then, the benefits are halved, rounding down.

- Enhance movement or speed.
- Affect anything not listed in Tiers

Enhancement Tiers:

Tier 1 AV, AP

Tier 2 Base Damage, Fatigue, Strength, Endurance

Tier 3 TN to be Hit

Tier 4 Damage Multiplier, Roll to Hit

Tier 5 Other Attributes, Size

Fire Path(Elementalism)

Fire represents chance, destruction, and chaos. This Path is heavily favored by younger Elementalists and battle mages, but is less flexible than many of the others. Fire Path is used for attacking others, and affecting chances, or for aiding in battle.

Special Abilities: Fire is most often used to:

- Attack. Fire spells that are used to Damage add the caster's Willpower to their Damage Base.
- Add to the roll of any action requiring chance, such as Gambling.

Weaknesses:

- Healing Base is reduced by 4 for Healing spells.
- Effect used to change the Healing Multiplier is counted as 2 lower.
- The Difficulty for the Healing Roll of any Healing spell is increased by 4.
- Reduce AV granted by 3(total of Effect + Will - 6)
- The level of Effect used to grant Armor Type is reduced by 2.

Limitations: Fire cannot be used for the following, unless an Alter of 10 is used for each effect. Even then, the benefits are halved.

- Grant Movement
- Affect anything not already listed.

Enhancement Tiers:

Tier 1 Base Damage

Tier 2 TN to be Hit, Roll to hit, AP, Luck

Tier 3 Movement, Reflexes, Dexterity, Initiative

Tier 4 AV, Damage Multiplier

Tier 5 Other Attributes

Na Siogai Path(Faerie Magic)

The Path of Folk, any spell directly affecting a sentient being, Mundane, Alien, or Faerie, falls into this category. Healing spells, alterations of perception and basic enhancements are all the domain of this Path. Note that some sentient beings are not covered by Folk, most notably Dragons and other very magical creatures.

Enhancement Tiers:

Tier 1 Initiative

Tier 2 Fatigue, Charisma, Manipulation

Tier 3 Movement, TN to be Hit, Roll to hit, AP

Tier 4 Intelligence, Perception, AV, Base Damage

Tier 5 Damage Multiplier, Size

Piseóga Path(Faerie Magic)

The Path of Faerie Magic devoted to magic itself, including protection of beings, and limitations or curses. This Path is used to affect raw magic, keep hostile elements or beings at bay, and to restrict or otherwise indirectly harm a target. Many of the spells in this Path would fall under Na Siogai if they had a positive effect instead of negative. The difference is in the intent of the spell, not the details.

Enhancement Tiers:

Tier 1 AV

Tier 2 AP(reduce only), Base Damage(reduce only)

Tier 3 TN to be Hit, Roll to Hit(reduce only)

Tier 4 Attributes(reduce only)

Tier 5 DM(reduce only)

Tir Path(Faerie Magic)

Tir Path represents the raw power of the elements, the strength and persistence of Gaia. Spells affecting the world itself or plants fall into this Path, along with alterations of weather and many of the direct Attack spells that Faerie Magic uses. Any spell which draws upon the power of the natural world itself falls into this Path.

Enhancement Tiers:

Tier 1 AV, Base Damage

Tier 2 AP, Fatigue

Tier 3 Initiative, Endurance, Strength, Charisma

Tier 4 TN to be Hit, Roll to Hit

Tier 5 Damage Multiplier, other Attributes

Water Path(Elementalism)

Water is the focus of life and change, the source of growth. The Water Path aids in healing, repair, drastic changes, and flows of energy. It also has flexibility, allowing it to attack or protect by turning to cold ice.

Special Abilities: Water is most often used to:

- Heal Wounds and Fatigue.
- Change the world around the caster.
- Speed up growth.

Weaknesses:

- Base Move created by magic is reduced by 2.

Limitations: Being the essence of change, Water is not limited in most ways, though some of the more unusual effects, such as unassisted flight, are beyond its scope.

Enhancement Tiers:

Tier 1 Fatigue

Tier 2 AP, AV

Tier 3 Base Damage, Initiative

Tier 4 TN to be Hit, Roll to hit, Movement

Tier 5 Damage Multiplier, Size, Other Attributes

Magical Effects

Some common uses of magic have specific rules associated with them. Appendix A: Sample Spells is a much better reference for what can be done, but some common necessary derivations are provided here.

Attribute Modifiers

Any increase or reduction of an Attribute alters any derived abilities, except for magic use. Increasing Willpower, Wisdom, or Intelligence does not change any calculations for Focal Skills, although it does alter Skill Rolls and Casting Ability. Ranges and Durations and other values calculated off Willpower and other Attributes are not changed, nor are Backlash values.

Creating Weapons

Instead of using Brawling, a mage may use Alter at Rank 3 to shape a damaging spell into a weapon. This weapon is chosen at the time of spell design, so a spell in a Matrix would produce the same weapon every time. Elementalists create a weapon of the appropriate element(flame, stone or crystal, ice, lightning, or other related substance to an Element), while Faerie mages use either Element, or some substance related to the Path they are using, such as

a sapling shaped into a spear. The weapon's Damage Base, Damage Multiplier, and AP are all determined by the spell. Any special qualities of the weapon are ignored. Only Reach and Size of the weapon made are determined by the weapon type.

Magical Conflicts

Occasionally, two spells come into conflict with each other in their effects. Whether from two opposing Elements battling for supremacy, or an actual counterspell or anti-magic shield, contests of raw magical energy have their own way of resolving.

When two spells meet, the casters make opposed Will rolls, but must use the Power Level of the spell for determining how many Dice the action has, as if the Power Level were a Skill. The loser's spell is eliminated immediately, as if the Duration had ended or it had completed normally. The winner's spell operates normally. The Power Level of the spell is added as a Bonus to the Willpower roll.

Should the casters tie in their Will rolls, the spells continue to battle for that Round, and another roll is made on the next Round. No effects are applied from either spell while they are fighting for dominance, but the Rounds that the casters tie in are not applied to the Durations of the spells. The casters must each apply an amount of Backlash equal to the Power Level of their spell or the tie is automatically lost. The countering spell must supply the Backlash first. Less Backlash may be used, but the effective Power Level for the next roll will be equal to the Backlash spent. The casters may not spend more Backlash than the Power Level of the spell. Once one or the other wins, the winning spell operates as if the battle had never occurred, and the Rounds resume counting toward its Duration, if it has one.

Stacked Effects

Multiple Effects do not stack, only apply different bonuses or effects. Likewise, multiple spells do not stack, though increases from artifacts or items may stack with spells.

Chapter 7

Equipment

A swordsman without a sword is just a man. The various nations of Gaia have widely varied methods for equipping their citizens, but enjoy a limited world economy that simplifies commerce considerably, and also leads to some common items that can be had throughout the world.

Money

Thanks in part to the vast Soluman Empire, and to the loose unification provided during the Magi Wars, Gaia has something of a standard currency. The most common coins are small pieces of silver, called Barings(β). Cheaper items are bought with copper Bits(b), which are twelve to the silver. More rare are the gold Sovereigns($\mathcal{S}$), worth twenty silver apiece.

Table 7.1: Currency

Currency	Sovereigns	Barings	Bits
Sovereigns	1	20	240
Barings	$\frac{1}{20}$	1	12
Bits	$\frac{1}{240}$	$\frac{1}{12}$	1

These coins were once for the Soluman Empire alone, but have quickly become the standard for international trade of small amounts of goods. For large goods, gold bars or barter are more often used. The Soluman Empire is quite pleased that its currency is so widespread, making travel for their citizens easier, and the traveling merchants are happy to have a stable coinage to trade between themselves.

Other countries will accept the Soluman currency for transactions with the state, though Valta balks at doing so too often. The local markets and merchants will not always accept the coins, however. Many nations mint their own currency, for use by their citizenry when trading with one another. The value of this currency is less stable than the Soluman Empire's, but lately has been fluctuating less, as many nations freeze exchange rates when gearing up for the war with the Kurr'd-ah. For ease of play, assume a 10% exchange fee when trading for local currency, but most of the time, players should not bother.

Equipment Points

During Character Creation only, a system of Equipment Points is used. These represent not only material wealth, but also the ability to acquire hard to find and rare items. Players need not spend all their Equipment Points at Character Creation, and may turn them in for 20 silver per Point.

Armor

Armor is intended to lessen the effects of a blow, saving the user from possibly fatal damage. Unfortunately, weapons tend to be developed to penetrate that armor rather quickly, and the armor itself tends to be very heavy and unwieldy.

At the current time, heavy armor is fairly uncommon on Gaia. Some use Plate Mail when commanding armies or entering into a particularly vicious melee, but the proliferation of the long bow has rendered the mounted knight slightly less effective, and the expensive suits are more carefully deployed now. Most professional soldiers and warriors wear lighter armor, mostly a mix of chain and leather.

Armor Attributes

Armor has three main attributes: Type, Armor Value(AV), and Encumbrance.

Type

Armor comes in three basic types - Leather, Chain, and Plate.

Leather is usually the cheapest to produce, and the lightest. It is characteristically good against impact or abrasion, somewhat weak against piercing, and decent against cutting damage. Unfortunately, most leather armors are very lightweight, providing only a small amount of protection.

Chain is common among more experienced warriors. Though more expensive and much heavier than leather, chain usually has even better protection against impact damage, due to the give in the armor and the heavy padding normally worn beneath. It is good versus cutting, as well, but not particularly effective against very fine-tipped piercing weapons.

Table 7.2: Armor

Armor	Type	AV	Encumbrance	Cost(β)	Points	Notes
Soft Leather	Leather	1	0	10	0	
Padded Clothes	Leather	1	0	8	0	
Stiff Leather	Leather	2	1	20	1	
Studded Leather	Leather	3	1	24	1	
Lined Leather	Leather	4	1	40	2	Appears to be Stiff Leather.
Chain Vest	Chain	6	2	28	1	
Chain & Leather	Chain	7	2	40	2	
Chain & Greaves	Chain	9	3	60	3	
Chain & Scale	Chain	9	3	70	3	
Scale & Leather	Leather	4	2	48	2	
Scale & Greaves	Leather	5	3	75	3	
Half Plate	Plate	14	4	120	5	
Plate Mail	Plate	18	5	140	6	
Hardened Plate	Plate	22	5	200	8	
Full Plate	Plate	25	6	250	10	

Plate is almost solid metal, very expensive and heavy. It is usually combined with chain for greater mobility and to reduce costs. Plate is excellent against most forms of attack, though it tends to slow the wearer down and get very hot. Also, although it provides good protection against normal battering and bruising impacts, very concentrated, forceful impact attacks tend to crumple the armor, rendering it useless against these attacks. A very concentrated piercing weapon can also penetrate relatively easily.

Armor Value(AV)

The Armor Value is basically the amount of Damage the armor absorbs. This can be effectively reduced by Armor Piercing, although some magical and high-quality armors have a certain amount of AV that cannot be penetrated.

Encumbrance(Enc)

Wearing armor restricts the movement of the body somewhat, and also weighs down the user. Because of this, some actions the user takes are less likely to succeed, as the wearer is slowed down and less responsive.

If the character wears armor with an Encumbrance greater than their Body, they suffer a Penalty to all actions performed equal to the difference between their Body and the armor's Encumbrance value(for example, an Encumbrance of 4 with a Body of 2 would apply a penalty of -2 to all of the character's actions). This Penalty also applies to the character's Initiative and TN to be Hit.

Layering Armor

It is normally impossible to layer more than one suit of armor on top of another. All cases where this is done in a hybrid fashion are already accounted for(for example, Half Plate is actually some Plate Mail over some Chain Mail), and should not be taken further.

In some cases, however, two different sets of AV will be on a person. This can be due to a spell, natural AV, or some other effect. In this case, both Armor Values apply, one after the other. If the two armors are of the same Type, simply treat them as one suit of armor. Otherwise, apply the AP of the weapon against the *outer* armor first. If the AP of the weapon against the inner armor is higher than the AP against the outer armor, then an amount of AP equal to the normal amount minus the outside amount is applied. If the weapon completely penetrated the outside armor, then only the outer armor's AV is deducted from the AP.

Example: Victor attacks a Kurr'd-ah with his Spirit Blade. The AP of his sword is 4/4/6. The Kurr'd-ah had a natural AV of 8(Plate), and is wearing a Chain Vest with an AV of 4(Chain). Victor expends some Backlash to boost his AP to 6/6/8. He attacks, and hits. His AP of 6 versus Chain slices right through the outer armor, with 2 to spare. The AV of the outer armor is deducted from his Plate AV, reducing it to 4.

Descriptions

Padded Clothes

Normal clothing, but with several layers of cloth sewn into the lining, creating a thick, somewhat stiff armor. These clothes are a little harder to move in than leather, but are much easier to make, and also keep the user warm during winter, or when travelling the northern reaches of Solumas.

Soft Leather

A simple thick leather jerkin, with arm and leg wrappings or other coverings. Soft Leather armor is easy to make, and thus fairly cheap. It is not much more confining than normal clothing, making it ideal for those who desire stealth, or who wish to retain full mobility.

Stiff Leather

Much like Soft Leather, but the outer layers have been boiled repeatedly and reinforced, making the armor less flexible, but harder to penetrate.

Studded Leather

Stiff leather with small plates of armor inserted, seen as metal studs on the outside, which help to deflect incoming blows. Studded Leather is fairly rare, but fairly recognizable by any experienced warrior.

Lined Leather

This armor has the appearance of Stiff Leather, but in fact has fine steel plates and sleeves inserted into it, though they are narrow enough to allow flexibility. Lined Leather is difficult to make, and very rare, but offers a deceptive level of protection.

Chain Vest

Though Chain armor was difficult to make during the Magi Wars, the process has been refined within the last century, allowing it to become the most common armor for those involved in combat often. Fairly cheap, but granting decent protection, the Chain Vest is seen on every fighter from bandit to mage. Consisting of links or rings connected together, and attached to a cloth backing, this armor type is not too restrictive, but offers good protection.

Chain & Leather

Simply a Chain Vest with a leather jacket and leggings, this combination offers slightly better protection, while still being cheap and sacrificing little in the way of flexibility.

Chain & Greaves

Chain armor for the entire body, including a fine mesh for the limbs. This is slightly more encumbering than most are willing to deal with, as the weight on the arms and legs inhibits movement.

Chain & Scale

Combining the Chain Vest with bracers and leggings of Scale Mail. This is an unpopular combination, but is sometimes seen in Kathma and Solumas.

Scale & Leather

Consisting of a garment of leather with small metal scales attached to rings sewn on it, Scale Mail is fairly time-consuming to make, but offers enough protection that some warriors still insist on using it. To save on costs, this armor uses plain leather for the greaves and leggings.

Scale & Greaves

This is a full set of Scale Mail, covering the arms and legs as well as the torso.

Half Plate

Mainly made up of Chain Mail, with a breastplate of steel and sometimes covering the upper arm or hips, half-plate offers excellent protection at the cost of significantly slowing movement. All types of Plate armor have fallen into disuse with the rise in popularity of crossbows and long bows.

Plate Mail

Replacing the Chain Mail leggings and greaves of Half Plate, Plate Mail adds armguards and shinguards, but leaves the joints and several other areas exposed with Chain Mail.

Hardened Plate

This is a much more high-quality suit of Plate Mail, with the steel providing greater protection, at the cost of a steeper price tag, and the difficulty of finding an armorer with enough skill to construct the suit.

Full Plate

Customized specifically for each user, and consisting of articulated joints to cut down on vulnerable spots, the knight in Full Plate armor was once the king of the battlefield. With the rising proliferation of weapons that can more easily penetrate these suits, they have become rarer, as few wish to spend the money required to construct them only to have a loss in mobility and uncertain protection. They are more often seen at formal occasions and reenactments than in actual combat.

Shields

Though many consider shields to be a part of armor, their usage is quite different. Where armor diminishes the strength of a blow, hopefully to the point of harmlessness, shields are meant to deflect a blow entirely. A thick piece of metal or wood, struck at an angle, will keep an attack from landing any significant amount of force.

The use of the shield is an art into itself, however. Anyone can put a hunk of wood in front of them, but it would do little to deter the skilled attacker. A warrior who uses a shield regularly can make even the strongest blows bounce away, angling the shield to let weapons slide away easily. Larger shields can also be used as protection from missile weapons, either in a similar fashion to using against melee weapons, or by providing cover.

Shields are not very popular on Gaia, for a number of reasons. The time spent learning how to properly use a shield can be spent further developing weapon skills, and magical defenses are fairly common. When shields are used,

they are mainly intended to defend against arrows and other missile weapons.

For more information on shields in battle, see page 89

Table 7.3: Shields

Shield	Cover	Points	Cost(β)
Arm Guard ^a	None	0	12
Buckler ^a	None	0	6
Shield, Large	7	0	18
Shield, Small	4	0	10

^aSee description for further notes.

Descriptions

Arm Guard

A simple metal bracer covering the forearm and back of the wrist, and sometimes the upper arm. Arm Guards do not use the Block Skill, but are instead used to perform a Parry with the Brawling Skill, without the defender taking damage. The user's Passive and Active Parries suffer a -1 Penalty when using the Arm Guard to Parry, but they may Parry weapons without damaging themselves.

Buckler

A very small armor plate, barely more than a gauntlet. It offers very little protection, able to block only one Attack per Round, but allows the wearer to use their shield hand without encumbering them.

Shield, Large or Small

A basic barrier between the user and danger. All metal shields are exceedingly rare, due to weight concerns. Most shields, especially large shields, are made up of wood, hide, and reinforcement of metal under a painted front, possibly with a very thin sheet of metal bolted on. The small shield is usually round, roughly two feet in diameter, while the large shield is a bit wider and much taller, covering a good portion of the body.

Weapons

The purpose of a weapon is, obviously, to hurt someone. To that end, several different types have been created, each with its own advantages and disadvantages. Most warriors have a preference for a certain type, sometimes even a specific weapon.

Swords are by far the most common type, doing a good amount of damage and having no real disadvantages, with the possible exception of a low AP value. Most of the best Techniques are based on Swordsmanship, as well. Unfortunately, swords are slightly more difficult to use than other weapons, requiring a certain finesse of movement to be effective.

Axes and Maces fall into the same category, as both are heavy-topped implements to hit someone with. The main difference between the two is the type of damage. Axes rely on their heft to cut deep into their target, while mace-type weapons cause crushing and bruising damage. There are several differences in style between the two, but it is common practice to teach both at the same time.

Pole Arms are long-handled weapons, usually of the piercing or cutting variety, and were designed with reach and versatility in mind. A pole arm is ideal for keeping an enemy at bay, or for fighting a mounted foe. Most of them are also easy to construct, making them common for infantry.

Finally, missile weapons are used to make distance attacks, but rely on a limited amount of ammunition. Bows are most common on Gaia, but some of the more developed nations have crossbows available, granting more lethal shots and longer range at the cost of a slower reload time. Some people also use thrown weapons, which can sometimes double as a melee weapon once an enemy closes, and can sometimes be hidden, for when a bow would be too conspicuous.

Weapon Attributes

Damage Base (DB)

The Damage Base of a weapon indicates its general heft and deadliness at the most basic level. The Damage Base is a modifier to the user's Base Damage Attribute, usually equal to his Strength Scale. This is the amount of Damage done on a basic, barely successful attack.

Damage Multiplier (DM)

This number is a representation of how much better a weapon performs in the hands of a skilled user. As the DM is multiplied by the MoS of an Attack, a weapon with a good DM can be much deadlier than a weapon with a comparatively low DM.

Armor Piercing (AP)

Though some weapons do massive Damage, armor is designed to stop this Damage. Conversely, many weapons are designed to bypass the advantages armor provides. A weapon's AP is presented in a triple number format.

The first number is applied versus type Leather armor, the second against Chain, and the last against Plate. Like this: Leather/Chain/Plate. So a weapon with 1/0/2 would deduct 1 from the AV of Leather armor, 0 from the AV of Chain armor, and 2 from the AV of Plate armor.

Reach

The weapon's Reach, if the optional Reach rules are being used. Two numbers (such as a 0/1) means the weapon can be used with either value as the Reach, at the character's choice. For more details on Reach, see 91

Table 7.4: Normal Melee Weapons

Weapon	DB	DM	AP	Reach	Size	Skill	EP	Cost(β)	Notes
Axe, Battle	+5	3	0/0/3	3	1	Axe/Mace	0	12	-1 Initiative
Axe, Hand	+3	2	3/0/3	2	0	Axe/Mace	0	6	
Club	+1	2	0/0/1	1	0	Axe/Mace	0	3 Bits	
Dagger	+1	2	2/3/4	0/1	-1	Sword	0	2	
Halberd ^a	+7	3	3/2/5	4	1	Pole Arm	1	22	-3 Initiative
Mace	+3	2	0/0/8	1	0	Axe/Mace	0	9	
Maul ^a	+7	3	0/1/11	3	1	Axe/Mace	1	17	-4 Initiative
Pike ^a	+4	2	4/4/4	5	1	Pole Arm	0	8	
Spear ^a	+3	2	2/3/1	4	1	Pole Arm	0	4	Can be used as Staff
Staff ^a	+2	2	0/0/2	2/3	1	Pole Arm	0	5 Bits	
Sword, Bastard ^a	+4	3	1/0/2	3	0/1	Sword	0	17	-2 Initiative
Sword, Great ^a	+5	3	0/0/4	4	1	Sword	1	25	-4 Initiative
Sword, Long	+3	2	1/2/2	2	0	Sword	0	12	
Sword, Short	+2	2	3/2/3	1	-1	Sword	0	7	

^aSee description for further notes.

Table 7.5: Normal Missile Weapons

Weapon	DB	DM	AP	Skill	Reload	Range	Points	Cost(β)	Notes
Axe, Throwing	+3	2	3/0/3	Thrown	0	BD yards	0	6	
Bow, Long ^a	+5	2	2/4/8	Archery	1	50 yards	2	50	
Bow, Short	+3	2	1/2/2	Archery	1	30 yards	0	15	
Crossbow, Heavy ^a	14	3	2/3/6	Archery	8	80 yards	3	100	+1 to hit
Crossbow, Light	8	2	2/2/1	Archery	3	50 yards	1	25	+1 to hit
Dagger	+1	2	2/3/4	Thrown	0	BD yards	0	2	
Javelin ^a	+2	2	2/2/0	Thrown	0	BDx4 yards	0	1	
Knife, Throwing ^a	+0	2	2/3/3	Thrown	0	BDx2 yards	0	9 Bits	
Spear ^a	+3	2	2/3/1	Thrown	0	BDx3 yards	0	4	

^aSee description for further notes.

Size

The minimum Size a character must be to use the weapon in one hand. Weapons one Size greater than the character may be used in two hands. Weapons with a Size two or more points greater than the character cannot be effectively wielded, though characters of great Strength may be able to use them at a Penalty of -3.

Skill

This is simply the Skill used when attacking with the weapon. Some weapons can be used with more than one kind of Skill, though usually at a slight penalty. These exceptions are noted in the weapon descriptions.

Reload

This is the number of Rounds the user must spend reloading the weapon to be fired again. A rating of 0 means the weapon can be fired every Round, while a rating of 1 indicates the weapon must be reloaded for 1 Round each time it is fired, for a total rate of fire of once every other round.

The Speed Load Technique reduces this by 1 Round, to a minimum of 0. Thrown weapons have a Reload of 0, but a new weapon must be readied each Round after a throw. Unless the Quickdraw Technique is available to the wielder, this reduces them to an attack every other Round.

Range

This is the Base Range of the weapon, which is basically considered “short” range. Medium Range is twice this number, and Long Range is 4 times the Base Range.

Basic Weapon Descriptions

Axe, Battle

Like its smaller cousin the hand axe, the battle axe is a simple heavy blade on a long wooden or light metal haft. Considerably longer in reach and with a heavier blow, the battle axe is somewhat slow, but can be surprisingly versatile in the hands of a skilled warrior.

The battle axe has a -1 Penalty to Initiative if it is being used in combat.

Axe, Hand or Throwing

A small hafted weapon, usually between 18 and 30 inches long, with a wooden handle sometimes reinforced with a metal core, and a heavy head. Usually only one end is sharpened, and it doubles as a tool for chopping wood. The throwing axe is built lighter and with better balance for hurling, with a counterweight or spike on the side not sharpened.

Bow, Long

Usually a combination of wood, sinew, and horn, these bows are often around six feet tall, unstrung. With a large pull behind them, they can fire arrows long distances with little effort, and are strong enough to pierce most armor except the best Plate. Though relatively simple to make compared to crossbows, long bows can be very expensive for quality craftsmanship.

Using a long bow requires a minimum Strength of 2, and some training. Using a long bow without the Long Bow Technique incurs a -3 Penalty on the to hit roll, and reduces the Range to 40 yards. A character must be at least Size 0 to use a long bow.

Bow, Short

A simpler and smaller bow than its cousin, the short bow is what most archers in forts and cities are equipped with, if they are not dedicated archers. It lacks the power of its larger cousin, but is still very effective.

Club

A simple weighted piece of wood. This assumes a crafted weapon, but any heavy object with good balance can be used. The GM may wish to apply a -1 to hit Penalty for a clumsy improvised club.

Crossbow, Heavy

Usually crafted in Solumas, Valta, or Alden, these heavy-stocked rifle-like weapons take some time to produce, and only their popularity with the soldiers keeps the price down, the process of making them quite expensive. They are more powerful than a bow, and shoot farther, and are easier to use, but reloading is a time-consuming process. In addition, their relatively complex mechanics make it difficult to fix a broken weapon while in the field.

Heavy crossbows have a +1 bonus added to the to hit roll. A character must be at least Size 0 to use a heavy crossbow.

Crossbow, Light

A bit simpler and easier to produce than the heavy crossbow, this weapon is also faster to reload, due to the use of a lever rather than a crank to pull the drawstring back. It isn't quite as damaging, but the effect is still impressive.

Light crossbows have a +1 bonus added to the to hit roll.

Dagger and Dagger, Throwing

A short blade meant for stabbing and cutting in close range. Also easy to hide in a boot or clothing. This is generally preferred for a backup weapon, or for throwing. Throwing daggers are usually balanced better for flight than daggers meant for melee, but the difference is small enough that no real difference in statistics is needed.

Knife, Throwing

Smaller and lighter than the daggers and knives used for close combat, these small blades do less damage, but have a much better Range.

Using a throwing knife in close combat gives the user a -1 Penalty to hit and has a Reach of 0.

Halberd

A heavy pole arm requiring at least a Strength of 2 to utilize with any effectiveness. It consists of a long haft, usually at least partially reinforced, with a large axe-like head and a point similar to a spear, allowing it to be used for thrusting and swinging. The halberd is a bulky weapon, but quite devastating in the right hands.

Halberds have a -3 Penalty to Initiative. If the Reach rules are not being used, a halberdier suffers a -3 to hit in close combat after the first attack when fighting shorter weapons. A halberd can be used with the Axe/Mace Skill at a -2 Penalty.

Mace

Several variations of maces exist, but all are basically a heavy weight, sometimes with spokes of metal, mounted on a fairly long handle measuring between 12 and 24 inches. It is especially effective against rigid armor, like plate mail.

Maul

Similar to a very large, heavier and longer version of the mace, the maul requires a minimum Strength of 2 to use effectively. Due to the slowness of this massive weapon, it is fairly rare, but relative simple to make for those who require one.

A maul has a -4 Penalty to Initiative in combat.

Pike

An extraordinarily long spear, crafted mostly to keep cavalry at bay. A well-disciplined line of pikemen are nearly impenetrable from melee attack, but the weapon does have the unfortunate flaw of being almost unusable in close quarters. Normally, pikemen imitate the strategy of archers by carrying a short sword or other backup weapon, dropping the pike and drawing their sword if their first line of defense is broken.

If not using the Reach rules, a pike has a -4 penalty against most weapons after the first Attack, but the first Attack is made with a +1 bonus.

Spear and Javelin

Simply a long wooden staff with a blade on the tip, the spear is a cheap and versatile weapon. Usually measuring between 5 and 7 feet in length, it has considerable reach, and can be thrown as well. Its smaller cousin the javelin is somewhat shorter and lighter, but has a greater range.

A spear can be used as a staff if needed. Using a javelin in close combat incurs a -3 Penalty and has a Reach of 3. If the Reach rules are not being used, a spear grants a +1 to Active Parry when being used as a spear.

Staff

A piece of wood roughly as tall as the wielder, sometimes reinforced with metal bands or a core. A staff is a simple, versatile weapon, and is allowed in areas where other weapons like swords may be restricted. It is particularly effective against swords in the hands of a skilled wielder, but shorter weapons such as daggers can nullify this advantage.

A staff has a +2 bonus to Active Parry and a +1 to Passive Parry. Reduce the bonus on Active Parry to +1 if the Reach rules are being used.

Sword, Bastard

A long, fairly heavy blade which can be used in one or two hands. Measuring five to six feet in length, it can be slow to ready, but has greater heft and damage than a typical blade.

A bastard sword has a -2 Penalty to Initiative. When used one-handed, the DM of the sword drops to 2.

Sword, Great

A huge, heavy sword requiring a Strength of 2 and both hands to wield. Normally at least six feet in length, the great sword has the reach of many pole arms, but the power and familiarity of a sword.

A great sword has a -4 Penalty to Initiative when used.

Sword, Long

Long but relatively lightweight, this is a blade with good reach and speed, designed to slash or, in some situations, stab. It is one of the most common weapons among professional soldiers, and probably the weapon with the most variation in style between nations.

Sword, Short

Much like a slightly longer, but much heavier dagger, the short sword is a good backup weapon for archers and pole arm users. Balanced for thrusting instead of slashing, the short sword lacks the reach of most of its cousins, but maintains a decent amount of power.

Signature Weapons

Though the techniques for making the more common weapons have been well refined and are widespread, many countries possess ways of forging weapons that are distinctly different from the norm. This usually makes the weapon more effective in some way, but is more expensive to create, and harder to find. Creating signature weapons requires more skill than most craftsmen have, and the methods to do so are a fairly well-kept secret within the nation itself.

Obtaining Signature Weapons

During Character Creation, signature weapons can be obtained simply by paying the required number of points. If the character's homeland is the country that the signature weapon originates from, the EP cost is normal. Otherwise, the EP cost is double the listed amount.

The only exception to this rule is Tuathan Weapons. These fine weapons are rare enough that no single nation has an abundance of them, and therefore the point cost is the same for every character, even Taysen.

During play, obtaining a signature weapon can be as simple as looting an opponent from that nation. Some nations, such as Valta, will attempt to reclaim a weapon gained in such a manner, though this is rare. Such items can also be bought by a native of the country for the listed price, or bought on the black market for triple or quadruple the listed price. However, such items are hard to find legally, and even harder to find among the criminal elements. Their rarity ensures some control over distribution.

The final method of acquiring a signature weapon during play is through a gift. Performing a service for the nation that makes the weapon desired can sometimes result in it being given as a reward. This is rarely done by request, so is fairly unreliable. Valta, in particular, is known to be very stingy with its specialty weapons, to the point of having a stock kept on hand with a different design, to identify them as gifts to the bearer.

Alden Weapons

Alden lacks the diversity implied by its size, largely due to a too efficient trades guild. Its weapons have a practical, yet solid feel to them, having reliability but lacking some personality because of it.

Axe, Battle

Alden's version of the battle axe is slightly smaller and lighter than the typical axe, yet just as effective. The allows its Initiative Penalty to be reduced to -1.

Bow, Short

The Alden short bow has a variant with several ideas lifted from Kathma, in an attempt to strengthen their archer

Table 7.6: Signature Weapons

Weapon	DB	DM	AP	Reach Reload	Size Range	EP	Cost(β)	Notes
Alden Weapons								
Axe, Battle	+5	3	1/2/4	3	1	1	18	-1 Initiative
Bow, Short	+4	2	1/2/2	1	35 yards	1	25	
Altayan Weapons								
Main Gauche	+1	2	2/2/3	1	-1	1	18	
Rapier	+2	2	3/4/5	2	0	2	35	+1 Initiative
Cassian Weapons								
Dirk	+1	2	3/4/5	1	-1	1	16	
Boarding Pike	+4	2	4/4/4	4/5	1	2	35	
Sabre	+3	2	3/1/0	2	0	2	33	+1 Initiative
Spear	+3	2	2/2/0	4(0)	1(BDx5 yards)	1	10	
Fellmar Weapons								
Axe, Battle	+7	3	3/0/4	3	1	2	34	-1 Initiative
Halberd	+8	3	4/2/7	4	1	3	50	-3 Initiative
Mace	+5	2	0/2/9	2	0	2	30	
Kathman Weapons								
Bow, Long	+7	2	3/5/10	1	60 yards	6	125	+1 to hit
Bow, Short	+4	2	1/2/4	1	35 yards	3	53	+1 to hit
Knife, Throwing	+0	2	2/3/5	0	BDx2 yards	$\frac{1}{2}$	7	+1 to hit
Kolban Weapons								
Axe, Hand	+3	2	1/0/2	2	0	2	32	+1 to hit
Spear	+3	2	2/3/1	4(0)	BDx2 yards	2	23	+1 to hit
Loren Weapons								
Bow, Long	+5	2	2/4/8	1	55 yards	5	100	+1 to hit
Bow, Short	+3	2	1/2/2	1	35 yards	3	65	+1 to hit
Madeiran Weapons								
Knife, Long	+1	2	2/3/4	1	-1	1	24	
Spear, Blossom	+3	2	2/4/3	4(0)	1(BDx3 yards)	3	50	+1 to hit
Nodar Weapons								
Axe, Horse	+5	3	1/2/4	3	0/1	1	16	+1 to hit if mounted
Bow, Horse	+6	2	2/4/6	1	50 yards	2	50	-2 to hit if not elevated
Ryantran Weapons								
Knife, Long	+1	2	2/4/4	1	-1	2	35	+1 Initiative
Knife, Throwing	+0	2	2/4/3	0	(BD+1)x2 yards	$\frac{1}{3}$	6	
Long Sword	+3	2	2/4/3	2	0	3	65	+1 to hit
Sanctuary Weapons								
Bow, Long	+5	2	2/4/8	1	70 yards	6	150	+1 to hit
Bow, Short	+3	2	1/2/2	1	45 yards	4	80	+1 to hit
Gaia Bow	+6	3	3/5/10	1	80 yards	15	500+	+1 to hit
Soluman Weapons								
Bow, Long	+5	2	2/4/8	1	55 yards	4	95	+1 to hit
Bow, Short	+3	2	1/2/2	1	35 yards	2	35	+1 to hit
Crossbow, Light	8	2	2/2/1	3	55 yards	2	40	+2 to hit
Sword, Long	+3	2	1/2/2	2	0	2	40	+1 Initiative
Sword, Short	+2	2	3/2/3	1	-1	1	23	+1 Initiative

Table 7.7: Signature Weapons(cont.)

Weapon	DB	DM	AP	Reach Reload	Size Range	EP	Cost(β)	Notes
Taysen Weapons								
Dagger	+1	2	2/3/5	0	BD yards	0	2*	
Javelin	+2	2	2/3/5	0	BDx4 yards	$\frac{1}{2}$	5*	
Knife, Throwing	+1	2	2/4/5	0	BDx2 yards	$\frac{1}{3}$	3*	
Spear, Short	+3	2	2/3/3	3(0)	0(BDx3 yards)	0	5*	
Sword, Short	+3	2	4/4/5	1	-1	1	24*	
Tuathan Weapons								
Knife, Long	+2	2	4/5/6	1	-1	5	100	+1 Initiative
Sword, Long	+4	2	4/4/5	2	0	10	250	+1 Initiative, +1 to hit, +1 Active and Passive Parry
Spirit Blade	+5*	*	*/*/*	2	0	20	500+	+1 Initiative, +1 to hit, +1 Active and Passive Parry
Gaia Blade	+5*	*	*/*/*	2	0	25	700+	See Description
Valtan Weapons								
Axe, Battle	+5	3	1/2/5	3	1	45	2	
Bow, Short	+3	2	1/2/3	1	40 yards	2	40	
Crossbow, Hand	7	2	2/2/1	3	45 yards	2	40	
Dirk	+2	2	3/3/3	1	-1	2	30	+1 to hit
Halberd	+7	3	3/2/6	4	1	3	65	-2 Initiative
Stealth Sword	+3	2	2/3/5	2	0	5	*	+1 to hit
Zerubrian Weapons								
Short Bow	+3	2	1/2/2	1	40 yards	1	20	
Long Bow	+6	2	2/4/8	1	65 yards	4	90	

ranks. This recurve bow has a slightly greater power and range behind it, at an increased cost.

Altayan Weapons

The weapons made in Altay have some similarity to the metallurgical techniques of Alden, but have tended toward even lighter weapons and entirely different designs.

Main Gauche

A type of dagger, with a blade roughly a foot long and a wide crossguard, intended to be used when parrying.

When not using the Reach rules, apply a +2 to Active Parry when using a Main Gauche.

Rapier

Altay's highly-refined version of the long sword, the rapier has about the same length, but is designed with piercing in mind rather than slashing. It is much thinner and well-balanced, light and quick.

Rapiers grant the wielder a +1 to Initiative for actions they use the rapier with.

Armek Weapons

Armek has no Signature Weapons, mainly getting their weapons from trading with neighboring countries. Or for

more violent tribes, raiding. Some tribes have a blacksmith of their own to forge weapons, but the sparseness of iron in the region makes Armek-made weapons rare.

Cassian Weapons

The Cassians have a distinctive style about their weapon-forging process, tending toward light and curved weapons for shipboard use. The waterways dominate everything about the lives of these seafarers.

Dirk

Designed much like a slightly longer, more slender dagger, the dirk is intended for more precision and requires finer work to craft. The excellent balance and construction grant it a slightly better ability to penetrate most kinds of armor.

Pike, Boarding

Expensive to construct, these long-hafted spears are more effective than conventional pikes, especially for shipboard actions. The boarding pike has a small hook located a few inches below the point for grappling actions, and the last 18 inches of the haft can be broken down to shorten the length, making it easier to use in close combat.

If the Reach rules are not being used, the boarding pike is identical to the normal pike, but only suffers a -2 to hit in close combat.

Sabre

Similar to a long sword, but slightly shorter and lighter, the Cassian sabre is ideal for fighting lightly armored or swift opponents, but lacks the penetration against heavier protection that a long sword gains.

Using a sabre in battle grants a +1 Initiative.

Spear

Much like their pike variation, the Cassian spear is slightly more expensive to create. Lighter materials lend this weapon a similar damage but at a much increased throwing range.

In all other respects, the Cassian spear is identical to a normal spear.

Fellmar Weapons

Fellmar has a chaotic infrastructure, but their trade guilds are far more organized than the government. Even so, most of their efforts are shoddy and of low quality. What few weapons do come out superior for Fellmar smiths usually concentrate on making the weapon do more damage to the victim.

Axe, Battle

The Fellmar variant of the battle axe is, naturally, possessing a greater weight at the blade for a better damage potential. Surprisingly, through a usage of counterweights and superb balance, this axe is appreciably faster than the normal design.

The Fellmar battle axe requires a Strength of 3 or better to wield without a -2 Penalty to hit, but only has a -1 to Initiative.

Halberd

Like their version of the battle axe, the Fellmar halberd possesses a more vicious blade, countered by a balancing weight in the base. This combination allows a more destructive weapon without sacrificing maneuverability, but at the cost of weight.

The Halberd requires a minimum Strength of 3 to use properly, or the wielder suffers a -2 to hit Penalty. In all cases, they suffer a -3 to Initiative. If the Reach rules are not being used, the wielder has a -3 to hit in close combat.

Mace

Unlike the axe and halberd, which showed a large amount of ingenuity, the Fellmar mace simply adds a greater heft and carefully crafted spikes to add to its damage potential and penetration. It is a simple, incremental improvement over the standard mace.

Kathman Weapons

Kathma has long been viewed as a nation of archers, and their bowyers reflect that fact with the advanced designs of their bows and thrown weapons. Kathman Signature Bows are works of art compared to most other bows, with the possible exception of Sanctuary bows.

Bow, Long

The better bows of Kathma show great care in their craftsmanship, though the composite materials and the careful stress of the bow itself make them prohibitively expensive. The elite archers of the dwindling kingdom still put forth the required funds for these elaborate weapons, possessing greater power and range than the standard long bow, and even superior in some ways to the mysterious Sanctuary bows.

A Kathman long bow counts as a normal long bow in all respects except the statistics given on the table, plus granting a +1 to hit due to the accuracy of the weapon.

Bow, Short

Kathma's custom short bow has nearly the power of a normal long bow, though without the range or armor penetration. Like its larger cousin, it is also far more expensive than most can afford, but incredibly effective.

Like all Kathman weapons, the short bow is well made, granting a +1 to hit.

Knife, Throwing

Not as impressive as their bow work, but still above the norm, many Kathman smiths produce fine, well-balanced throwing knives for the soldiers in the Kurr'd-ah front. These lack the damage capacity of the bows, but are preferred by many footsoldiers in short range melee.

Kathman throwing knives have a +1 bonus to hit, from their fine balance.

Kolban Weapons

Kolb is often viewed as the poor cousin of Alden, but surprisingly, their smiths have moved in a slightly different direction than those of Alden. Still, the standardization of designs toward the lowest common denominator is done here, as well, making Kolban designs of note just as rare as Alden Signature Weapons.

Axe, Hand

Taking the opposite approach from many nations in its situation, Kolb has chosen to focus on excellent balance and comfortable weight over greater damage. They have had limited success, and the Kolban hand axe is the most commonly replicated achievement.

The superior balance of this axe grants a +1 to hit.

Spear

Like their hand axe, the Kolban spear is a favorite among their soldiers. Its improved balance and good, sturdy construction go well with the Kolban martial Schools.

Kolban spears give the wielder a +1 to hit.

Loren Weapons

Loren has a very disorganized crafts guild, and so most of their weapons of note come from the better bowyers rather than smiths. This is in keeping with the leanings toward nature and the lack of industry and farming in most areas, favoring foraging and hunting.

Bow, Long

Bows from Loren have none of the exotic materials other nations use to improve their weapons. Instead, they rely on high quality wood and craftsmanship to construct an accurate weapon with a slight improvement in range.

The Loren long bow grants a +1 to hit to the wielder.

Bow, Short

Not as common as the Loren long bow, their Signature short bow has many of the same properties as its larger brother.

This bow grants a +1 to hit when used.

Madeiran Weapons

Consisting of a largely agricultural and peasant population, weapons of note within Madeira are relatively rare. Even so, the larger cities have a well-developed economy, and the archaic government is very stable, providing a base for the exchange of knowledge needed to create more advanced technologies. Though idyllic for the moment, the distant Kurr'd-ah threat and the distress of the nation's allies within Loren have started to rouse this kingdom to more experimentation on their martial abilities.

Knife, Long

Lighter and swifter than a short sword, the Madeiran long knife is a relatively rare sight even so. The shorter dagger is often more effective, and true swordsmen prefer a sturdy long blade. However, the long knife has become a darling child to the Madeiran nobility, worn during social functions and when out among the commoners. Despite the largely decorative use to which it is normally put, most of the nobility's knives are well cared for and battle-worthy. It is common practice to give the heir of a family their own knife upon their twelfth birthday, with the family crest engraved thereupon.

Madeiran long knives grant no combat bonuses, but in the event some sort of roll to resist breakage is made, their excellent steel and construction grants a +3 bonus to the roll.

Spear, Blossom

The Madeirans use an interesting metallurgical technique to form the head of their spears. Consisting of a large, tapered hollow blade, their process keeps the tip strong, while giving it a lighter structure and making it easier to wield. While not improving the damage of the weapon much, it does make the wielder slightly faster, and makes a distinct whistling sound when used by a skilled warrior.

The Blossom Spear may be used as a spear or staff, just like a normal spear, but it's superb balance and grip grant the user a +1 to hit when using the weapon.

Nodar Weapons

Faced with the same problem as other underdeveloped nations, Nodar weapons are rare due to the lack of an organized guild in their nation. Even so, their horse-centered lifestyle has given rise to a few unique weapons.

Axe, Horse

Using a reinforced, longer haft, the Nodar have created an axe that can be used with one or two hands. Despite this, it is often more effective than the battle axe.

A horse axe acts as a battle axe on the ground, but may be used one-handed at a -2 Penalty to hit and with a reduction of the DM to 2. On a horse, the axe may be used as either, but at a +1 to hit. When used one-handed on a horse, the DM is still reduced to 2, but the Bonus replaces the Penalty taken when on foot.

Bow, Horse

A longer version of the long bow, this weapon is cumbersome and less effective on the ground, but slightly superior than a normal long bow when riding. The Nodar have entire divisions of archer cavalry using this weapon.

The horse bow acts as a long bow in most respects, including the Penalty given when the user does not have the Long Bow Technique. On foot, when not elevated somehow, the bow has a -2 Penalty to hit. On a horse, the archer's Riding is considered 2 points higher when determining effective Archery Skill.

Ryantran Weapons

As could be expected from a nation with such a reputation for excellent swordsmanship, Ryantra has focused its skills on the development and refinement of steel, specifically steel used in swords and blades.

Knife, Long

Unlike its Madeiran counterpart, the Ryantran version of the long knife sees more use, albeit as a backup or secondary weapon for their swordsmen. Its lighter construction and different length provide a useful support role for the Ryantran swords.

Ryantran long knives give the user a +1 Initiative when attacking with the long knife.

Knife, Throwing

Continuing its tradition of lighter blades, Ryantra has a common variant on the throwing knife with a slightly greater range. Given their reliance on swords, this weapon serves as a good replacement for a ranged attack when necessary.

Sword, Long

Ryantra's swordsmithing abilities are well-known worldwide, their blades considered by many to be the pinnacle of mortal weaponsmithing. Solumas would argue in favor of its own blades, and Valta has a reasonable presentation of ability with their Stealth Sword, but for many the Ryantran steel is hard pressed to be found wanting by any blade but a Tuathan-forged.

A Ryantran blade grants a +1 to hit when used in combat, and should a roll to resist breakage or damage be needed, the sword has a +4 to the roll where applicable.

Sanctuary Weapons

It is not clear how developed Sanctuary is, but their unique style of archery brings with it bows of unusual craftsmanship. Sanctuary bows are lovingly crafted of a composite set of materials, from soft and hard woods to some metal and horn. More exotic materials are sometimes seen, but all Sanctuary bows are elegantly made and in the hands of a skilled archer, can literally sing when releasing their arrows.

Bow, Gaia

These rare weapons are finely crafted from several different kinds of wood, and with a tracery of a translucent material vaguely similar to that found in Valtan blades.

Slightly magical in nature, these bows allow the user to ignore Penalties from Range, at the cost of 1 Backlash per point of Penalties ignored. Their excellent craftsmanship provides a superior range, impressive power, and a +1 to hit for the user. When making Called Shot or Vital Blow, they gain a further +1 to hit (for a total of +2), due to their precision.

Bow, Long

While not as impressive as the near legendary Gaia Bow, Sanctuary long bows have a unique craftsmanship vaguely reminiscent of that of Valta and Loren. Mostly made up of high quality wood with a backing of ceramic, these long bows have slightly better penetration than most, and are considerably more accurate at longer ranges.

The Sanctuary long bow's accuracy grants a +1 to hit.

Bow, Short

Like their long bow, the short bow from Sanctuary has a ceramic backing to the bow part, extending the effective range and power. Since most of these weapons are in the hands of users of the Sanctuary School of archery, the short bows are far less common than the long bows favored by experienced archers.

The Sanctuary short bow's accuracy grants a +1 to hit.

Soluman Weapons

With its considerable development and complicated trade organization, it comes as no surprise that Solumas has a number of smiths making a wide variety of weapons. In fact, the large empire is diverse enough that the weapons below are only a very small sample of the quality arms they create.

Bow, Long

Priding themselves on the accuracy of their measurement and woodworking tools, the Soluman bowyers have naturally put these tools to work in making a more stable and precise long bow.

Soluman long bows act as normal long bows in all respects except those noted on the table. In addition, they grant a +1 to hit.

Bow, Short

Though not as successful as their long bow, the Soluman short bow has similar refinements in the woodworking process applied to it.

Soluman short bows grant a +1 to hit.

Crossbow, Light

With the higher availability in precise machining tools on the Soluman continent, making a more accurate and better quality crossbow is an easier and cheaper task. Still expensive, the light crossbow is the only variant that has proved economically feasible.

The Soluman light crossbow has a +2 to hit rather than a +1.

Sword, Long

Where Anathasian blades focus on balance and strength with their metallurgical refinements, Solumas chooses to make its blades lighter and balanced for speed. This complements their "strike first" philosophy.

This long sword has a +1 to Initiative.

Sword, Short

Soluman smiths have successfully given the same advantage of swiftness and balance their long swords have to their thrusting weapons, specifically the short sword. This has

been advantageous, considering the makeup of their army, using spears and short swords.

The Soluman short sword has a +1 to Initiative.

Taysen Weapons

Taysen weapons are of a distinctly different design than most, with unnatural curves and angles in the blades. They are well-balanced and light, made with unusual variations in the alloys, but are very rare outside of the Canyon of the Moon. Any non-Taysen character starting with such a weapon must pay five times the normal cost. The asterisk next to the monetary costs indicates their relative value among the Taysen, as actually purchasing these items is unlikely.

The Taysen weapons listed on the table are for exceptional or unusual variations. They produce a large number of weapons which are similar in function to the normal weapons listed in the previous section, although their cosmetic design is disturbingly alien.

Tuathan Weapons

The Tuatha de Danaan, now known simply as the Tuatha by most since Dana’s destruction at the hands of the Magi, were always known as excellent metalsmiths. In fact, they were one of the few Faerie creatures that did not have a vulnerability to cold iron, allowing them to create alloys and weapons unknown to most of their kin. Despite the severing of their connection with the higher Seelie Court, Tuathan weapons are still some of the most finely-balanced and well made blades available.

Knife, Long

Tuathan smiths were the first to create the long knife that Ryantra and Madeira later adopted as a compliment to the longer weapons they use. The Faerie forged blade is sharper and more effective than the later variants, and it is still produced by some skilled Tuathan smiths.

This knife gives the wielder a +1 to Initiative when used to attack.

Sword, Long

Of near mythical quality, these rare blades are superior in nearly every way to their mortal cousins. Lighter, stronger, better balanced, sharper, and faster than most normal swords, not even Solumas can claim to approach the ability of the Tuathan smiths that make these blades.

A Tuathan long sword grants the user a +1 to Initiative, +1 to hit, and a +1 to Active and Passive Parry when used in combat. They are also incredibly resistant to damage, gaining a +6 and two extra dice to their roll to resist breakage.

Tuathan Spirit Blade

A true melding of the Tuathan Faerie nature and metalworking skills, the Spirit Blades have grown increasingly rare since the loss of Dana of the Seelie Court. In modern times, very few Tuathans can still find the necessary connection with Gaia to forge a proper Spirit Blade, making these weapons more rare with each passing year.

A Spirit Blade uses the wielder’s inner strength to hone its edge beyond the natural level. The Spirit Blade’s Damage Base is based off of the Spirit of the user, instead of Strength, and the Damage Multiplier increases with a stronger Spirit. The AP also rises as the owner’s inner strength grows more powerful.

<u>Spirit</u>	<u>DM</u>	<u>AP</u>
0	1	0/0/0
1	2	1/2/3
2	2	2/4/6
3	3	3/6/9
4	3	4/8/12
5	4	5/10/15
6	4	6/12/18
7	5	7/14/21

The user may also increase the AP by +1/+1/+1 by spending 2 Backlash. He may do this multiple times, to increase the AP to whatever level he desires. The duration of the increase is equal to 1 Round. Also, as the Spirit Blade is a weapon partly made of magic, it can damage creatures otherwise immune to physical attacks, being treated as a magical attack by such beings. Magic Resistance may temporarily nullify the Spirit Blade’s abilities, turning it into a normal Tuathan Long Sword when used against the Magic Resistant creature for that combat only. Check anew at the beginning of each combat with a Magic Resistant opponent.

In all other respects, the Tuathan Spirit Blade is equivalent to a Tuathan long sword.

Tuathan Gaia Blade

Gaia Blades are even rarer than their cousins, the Spirit Blades. A Gaia Blade is a modern creation, made by one of the few Tuathans still capable of forging a weapon linked to Gaia. Only a handful of these swords are created every few years, and several have been destroyed in battle. It is estimated that only 30 to 40 Gaia Blades exist.

For game purposes, the Gaia Blade behaves exactly like a Spirit Blade, but also deals 2 extra points of Damage to Kurr’d-ah. If a Kurr’d-ah or the effects of a Kurr’d-ah spell are within a number of yards equal to the user’s Spirit x 20, the blade glows a pale green. The user may suppress this behavior at will.

Gaia Blades do not suffer ill effects when in contact with Magic Resistant beings, unlike Spirit Blades.

Valtan Weapons

As could be expected from a nation that places such value on martial abilities, Valta has a huge variety of specialty weapons they have become famous for, aided no doubt by their friendly relationship with Cass.

Axe, Battle

In some ways the Valtan battle axe is more impressive than any of its other weapons. With perfect balance, better penetration, and the same damage as a normal axe, this weapon puts all other battle axes to shame with the ease of use. The fine craftsmanship comes at a cost, but it is one almost any axe wielder would gladly pay.

A Valtan battle axe has no Penalty to Initiative at all.

Bow, Short

Despite their impressive archery School, the Valtans have had difficulty refining a process for better quality bows. Their short bow shows some promise in increased range, but it has yet to be duplicated for the long bow, a source of some frustration considering the long bow's general effectiveness against the Kurr'd-ah.

Crossbow, Hand

A truly unique weapon, the Valtan's reliance on small groups of mobile troops, or even single "commando-stile" units have pressed them into a need for a smaller weapon similar to the light crossbow. By sacrificing a small amount of power and accuracy, they have successfully made a crossbow that a human can fire in one hand.

Dirk

Most likely borrowed from their Cassian allies, the Valtan's dirk is more carefully balanced and holds an edge even better than the Cassian variant.

A Valtan Dirk grants a +1 to hit.

Halberd

Like their battle axe, the Valtan halberd is an impressive attempt to counterbalance and increase the speed of this cumbersome weapon. Pole arms are more common in the small former empire since the Kurr'd-ah invasion, and this is one indication of their growing popularity.

This halberd has a -2 Penalty to Initiative. If the Reach rules are not used, it also has a -2 Penalty to hit in close combat.

Valtan Stealth Sword

The Valtan Stealth Swords have become a symbol for the resourceful nature of Valta, as well as a badge of honor and skill to many warriors. The actual process of making these blades is a closely guarded secret, but many suspect that it involves gathering materials from the Kurr'd-ah conquered

lands, as not a single person has successfully reproduced a Stealth Sword.

The blade of a Stealth Sword is not made of metal, but a lightweight, transparent mineral. Dirt, blood, and other liquids run off easily, leaving an almost completely pristine blade at all times. This makes the blade difficult to see in the confusion of battle, giving an edge to the wielder.

Stealth Swords cannot normally be bought, their expensive forging process leading them to be given mostly to elite Valtan warriors or those who have done a great service to the country. Anyone given such a blade is aware of their importance as a symbol, and will challenge anyone carrying another Stealth Sword who is not Valtan. Valta does make a limited number of blades to be given as gifts, with a noticeably different hilt style. It presents these to the few non-Valtan warriors that the king deems worthy, allowing them to walk freely with the blades.

In addition to the obvious combat advantage, the distinctiveness of the blade and the notoriety of its wielders lend a further edge. Any person with a Swordsmanship of Rank 4 or higher, or any Ranks in Lore(Weapons), Lore(Valta), Lore(Swordsmanship), or any related Lore, automatically recognizes the weapon. Anyone else may make an Intelligence roll at a Difficulty of 10 to identify it. Any person recognizing the weapon must make a Will roll at a Difficulty of 10 or suffer a -1 Penalty to hit the wielder for the first Round of combat from intimidation. Valtans always recognize the blade, but do not suffer from the Penalty if they have any of the Valtan combat styles making them immune to fear.

In addition to the statistics on the table, Stealth Swords grant a +1 to hit.

Zerubrian Weapons

Like Loren, Zerubria has a very loose trade infrastructure, leading most of their better weapons to be in the archery field. They do have a small amount of communication among smiths and craftsman, leading to a rare exceptional process or design being passed around the towns.

Bow, Long

Zerubria's archers are already famed for their sharpshooting prowess, but surprisingly their bows do not reflect this. Instead, the weapons focus on increased power and range over accuracy, relying on natural ability and Skill to hit their target.

Bow, Short

The Zerubrian short bow has seen little development compared to the long bow. A greater range is all that can be shown for this ill-favored weapon, useful only for some travelers, in the mind of most of the more skilled archers.

Goods

Clothing

<u>Outfit</u>	<u>Cost</u>	<u>Points</u>	<u>Weight</u>
Poor Outfit	4 b	0	2 lbs.
Working Clothes	1 β	0	4 lbs.
Travel Clothes	1 β	0	4 lbs.
Winter Clothes	3 β	0	6 lbs.
Nice Clothes	7 β	0	5 lbs.
Formal Wear	15 β	0	10 lbs.

Supplies

<u>Item</u>	<u>Cost</u>	<u>Points</u>	<u>Weight</u>
Feed(1 wk)	1 β	0	10 lbs.
Pots & Pans	1 β	0	20 lbs.
Trail Rations(1 wk)	3 β	0	5 lbs.

Gear

<u>Item</u>	<u>Cost</u>	<u>Points</u>	<u>Weight</u>
Backpack	1 β	0	2 lbs.
Blanket	4 b	0	3 lbs.
Grappling Hook	1 β	0	3 lbs.
Journal(50 pages)	1 $\mathcal{S}$	1	1 lb.
Lantern	4 β	0	2 lbs.
Oil(1 pint)	2 b	0	1 lbs.
Paper(per sheet)	1 b	0	N/A
Pouch	3 b	0	1 lbs.
Rope(hemp, 10 yd)	5 b	0	8 lbs.
Rope(silk, 10 yd)	4 β	0	4 lbs.
Tent(2 man)	3 β	0	22 lbs.
Torch(set of 3)	1 b	0	1 lb.

Services

<u>Service</u>	<u>Cost</u>
Inn, poor	6 b /day
Inn, typical	1 β /day
Inn, fine	3 β /day
Ale, mug	2 b
Wine, glass	1 β
Meal, simple	3 b
Meal, lavish	1 β

Animals

<u>Animal</u>	<u>Cost</u>	<u>Points</u>
Horse, Riding	3 $\mathcal{S}$	3
Horse, Fast	7 $\mathcal{S}$	6
Horse, Cavalry	5 $\mathcal{S}$	5
Horse, War	9 $\mathcal{S}$	7

Chapter 8

Combat

Combat and Time

During combat, time moves in *Rounds*, units of time roughly 5 seconds in length. Character actions, attacks, movement, and generally everything else can be done during a Round. More details on game time can be found in Chapter 9.

Combat Progression

Each Round, the following progression is made.

1. Determine available actions.
2. Determine Initiative.
3. Declare Actions.
4. Resolve Actions, in Descending Initiative Order
 - (a) Resolve Missile Attacks.
 - (b) Resolve Magic.
 - (c) Resolve Movement and other actions.
 - (d) Resolve Melee Attacks.
 - (e) Apply Damage.
 - (f) Return to (a)
5. Return to Step 1

Determine Available Actions

Before starting the Round, Techniques and Passive Defenses are refreshed. Missile Attacks may or may not be allowed, depending on the reload times of the weapon.

Determine Initiative

Each person rolls a die for Initiative, and adds the result to their Initiative Attribute. The Game Master rolls for each NPC in the combat, or groups them into a convenient number of groups and rolls for each group, in the same manner. Characters act in descending order of their Initiative Totals. Players must declare any Techniques which modify Initiative here, though they may wait until after the roll.

Declare Actions

Characters now declare their actions for the Round. Each character can take two Simple Actions and move a distance equal to their Base Move for the Round, or take one Complex Action and remain stationary. In most cases, the two Simple Actions taken cannot be the same action, though some exceptions are possible.

Simple Actions

- Make a normal Attack
- Ready a convenient weapon
- Use most Active Techniques (exceptions are noted in the Technique description)
- Reload a weapon
- Use a simple item
- Recover from prone to kneeling, or from kneeling to standing
- Move at Base Move (for a total of 2x Base Move)

Complex Actions

- Cast a spell
- Run (Base Move x 3) or Sprint (Base Move x 4)
- String a bow
- Perform an Active Defense
- Perform an All-Out Attack
- Recover from prone to standing

Resolve Actions

Starting with the highest Initiative, characters begin performing their actions. Ties are assumed to happen simultaneously, including simultaneous Attacks, but in a sensitive situation (such as trying to grab a knife) the characters may make opposed Reflexes rolls to determine who goes first.

Missile Attacks

To make a Missile Attack, roll the character's Skill as normal. The Difficulty is equal to the target's TN to be Hit, plus any Passive Defenses the target chooses to use. Normally, only Dodge can be used. Characters normally receive 2 Dodges per Round. If an Active Defense is rolled with the Skill being used to defend with, it applies to all attacks in the Round. See page 88

Example: Victor has a TN to be Hit equal to 12, and a Dodge Skill of 4, for a Passive Dodge of 4. If he chooses to use one of his two Passive Dodges, his TN will go up to 16. Any attackers would need to roll at least a 16 to hit him.

Magic

Casting a spell is a Complex Action, taking the caster's complete attention. If the Casting Time is longer than 1 Round, the spellcaster must use a Complex Action while casting each Round. Passive Defenses may still be used, but any attack that hits forces the caster to roll his Willpower, versus a Difficulty equal to 3 + the Damage taken. Failure indicates the spell failed and must be restarted next Round.

Attacking with a spell does require a roll to hit, as long as the spell does Damage. Spells affecting status or abilities(i.e. requiring Target) automatically hit, but are resisted with a Will roll. The caster rolls their Path Skill, based on Dexterity, when rolling to hit with a ranged spell, and uses their Brawling Skill to hit with a touch spell. Area effect spells can still be Dodged, but the caster gains a +3 to hit if the edge of the Area of the spell is beyond the target's Base Move.

Movement and Other Actions

Any character not performing a Complex Action can move their Base Move in a Round at no penalty. By using a Simple Action, a character can move their Base Move again(for a total of twice their Base Move) but suffers a penalty of -3 to any rolls made(unless Charging, see page 89) Any person the character passes by while moving who is in striking distance receives a free attack against the moving character, *provided* they are not already engaged in combat with another person.

Other actions can be performed, such as pulling a lever or jumping over a small gap. The Game Master has the final say on what is considered a Simple Action. Some Skills and abilities, such as Acrobatics or Athletics, can alter the character's Base Move for the Round. These are usually a Simple Action, as otherwise it would be simpler to Run.

Running or Sprinting is a Complex Action, but allows the character to cover more ground. Running moves the character a number of yards equal to his Base Move times 3, while Sprinting multiplies Base Move by 4. A Running character takes 1 Fatigue every 3 Rounds spent Running, rounding up(4 Rounds spent Running causes 2 Fatigue, etc). Sprinting causes 1 Fatigue per Round to the character.

Melee Attacks

Melee Attacks are resolved exactly like Missile Attacks, except that the target has the added option to use a Passive Parry. All characters get 2 Passive Parries per Round automatically.

Extra Attacks and Defenses

Characters with higher Skill Ranks can sacrifice Skill Dice and take Penalties to gain extra Actions. Performing two attacks, or an extra simple action, reduces the number of dice rolled for all actions in the Round. Obviously, declaring the extra Actions should be done before any Actions are done. The player subtracts 1 Skill Die from any "primary" Actions(the normal Simple or Complex Actions) and subtracts 2 Skill Dice from the "extra" Action. All actions during the Round take a -2 Penalty, in addition to the reduced Dice.

Characters may gain an extra Passive Defense by sacrificing 1 Skill Die from their Attack that Round, or from one Action if they are not performing an Attack. They may continue to sacrifice Dice as long as they have 1 Die to use. This only applies to **one** Action, and if Attacking, it must be the Attack.

Example 1: Victor Northcliff, our favorite example swordsman, has found himself facing three very decent swordsmen. With only 2 Parries, this could prove fatal, given his less than excellent Dodge Skill. Since Victor has a Skill of 8 in Swordsmanship, he chooses to reduce his Attack from 4 Skill Dice to 3 Skill Dice, and have 3 Passive Parries that Round.

Example 2: Victor, having taken care of one of his opponents from above, is in a bit of a hurry. In order to move things along, he decides on an extra Attack. He subtracts 1 Die from his first Attack, using 3 Dice, and then uses 2 Dice on his second Attack to the next soldier.

Apply Damage

Applying Damage involves several steps, detailed below. Though it appears complex, it is actually several simple steps. See the section on Wounds and Damage, page 90.

Don't forget to apply adjustments for Size.

1. Add the weapon's Damage Base to the result of the character's MoS times the weapon's Damage Multiplier.
2. Subtract the weapon's Armor Piercing value for the type of armor the target is wearing from his Armor Value, minimum 0.
3. Subtract the remaining Armor Value from the Damage Total determined in (1).
4. Divide the remaining Damage by the target's Wound Threshold(usually Endurance +1).

- The result of the above division is the Wound Level taken. The remainder is the amount of Fatigue taken.

Example: Victor is using a long sword, with Damage Base of Base + 3, and a Damage Multiplier of 2. Its AP value is 1/2/2. Against Chain(the second number) it reduces AV by 2 points. Victor's Base Damage is 2, so the sword's DB is 5. If he strikes an enemy in a Chain Vest with a 3 point MoS, he has done 11 points Damage: 5 from his DB, plus 2×3 for the DM times the MoS. He subtracts 2 from his opponent's AV of 6, which leaves 4. His 11 is reduced to a 7 from the armor. That 7 is divided by the target's Wound Threshold of 3, resulting in 2 with a remainder of 1. The target takes a level 2 wound(Heavy) and 1 Fatigue.

Combat Basics

In its most basic form, combat consists of two principles: hit the enemy and avoid being hit yourself. The actual Attack roll is just another Skill check, but the confusion of battle can lead to several special situations.

Attacking

As stated before, making an attack is the same as making a Skill Check, with the Difficulty equal to the opponent's TN to be Hit, plus any defenses. The Attack roll can also be modified by some conditions, and equipment.

Called Shots

An attacker may designate a specific area for their attack, by taking a Penalty. This is usually at a -4, but can be worse for small targets. This Penalty to hit applies as if it were any other penalty, worsening the effect of the strike.

Disarm Attempts

This is a special kind of Called Shot to the opponent's weapon. The Penalty for this attack is -6, and the defender *always* counts their Passive Parry into their TN, even if all their Passive Defenses have been used for the Phase. A success either disarms the foe, or forces him to release one hand from a two-handed weapon.

Vital Blow

A Vital Blow is a special type of Called Shot that attempt to strike a particularly important part of the target's body. This can only work against foes that the attacker knows the weak points of, but is devastatingly effective.

The Vital Blow is made at a Penalty of -8 to hit, but this Penalty is not factored in when the MoS is calculated. This gives a minimum MoS of 8, possibly more. If successful, the attacker gains +3 to DB and a +1 to DM for the attack.

All Out Attacking

When in combat, it is normal to attempt to strike the enemy, while trying to keep your own defenses up to keep your foe from landing a blow. Some desperate or confident fighters may choose to do an All Out Attack, trying much harder to strike than defend themselves.

When making an All Out Attack, the character may **not** use any Passive Defenses, and only uses his base TN when being attacked. However, he may add his Wisdom or Willpower(whichever is higher) to his to hit roll. An All Out Attack cannot be done if a Passive Defense was already used for the Round, nor can Techniques such as Dance Step or Twin Blade replace the Passive Defenses sacrificed.

Defending

Defending involves, as stated earlier, doing everything possible to not be hit. The only variance is how much attention is paid to doing this, and any modifiers to these defenses.

Passive Defenses

Assuming the character is trying to strike their opponent at the same time, or do another action, they still have a number of Passive Defenses. These are added to their TN to be Hit when used. The number gained and when they can be applied varies, as shown below.

Passive Defenses		
<u>Defense</u>	<u>Number</u>	<u>Used</u>
Block	2 per Round	Uses a shield to aid against melee attacks.
Parry	2 per Round	Uses weapon to aid against melee attacks.
Dodge	2 per Round	Aids against melee or missile attacks.

Actively Defending

By sacrificing all other actions in a Round, a character can do an Active Defense. This can be an Active Dodge, Active Parry, or Active Block, and is performed by using the appropriate Skill in a Skill roll. The minimum result is always equal to their normal TN when using that Skill for Passive Defense, even if the roll was lower. Because they are focused entirely on avoiding being hit, the character may apply this TN against an unlimited number of attacks that Round, as long as the Defense would normally apply. If the type of Defense does not apply, they may use a Passive Defense which does apply, as normal.

Parrying Bare Handed

It is possible to use Parry with Brawling(though not with Archery) to Parry a weapon. If the character has no protection, the Parry is less effective(excepting use of Techniques such as Hand Parry), and only adds half the Skill Rank to TN, rounding down. It is possible to wear gauntlets or arm

braces to allow a useful bare handed Parry. When using this strategy, subtract 1 from the user's effective Parry Defense for a more limited mobility. This is much different from using a shield, which involves angling and positioning different from a Parry.

When doing a bare-handed Parry without protection or Techniques to help, the defender automatically takes the Damage Base of the weapon in Damage. This bypasses any Armor, excepting natural AV or spell-granted AV. Should the Parry fail, the Damage Base of the weapon is doubled.

Cover And Concealment

In some cases, it is possible to either hide from sight (such as when casting an invisibility spell) or put something between you and the enemy, like a table or door. *Concealment* is defined as some condition which makes it likely to completely miss you, while *Cover* is some sort of obstacle which may or may not stop an Attack.

Concealment is handled in a straightforward way. The Attack is made with all *other* modifiers factored in, and then a die is rolled versus the Concealment of the target. If the roll is greater than or equal to the Concealment rating, the Attack is resolved normally. The Concealment is a function of conditions, determined by the Game Master. A few examples are given below.

Table 8.1: Concealment

<u>Condition</u>	<u>Concealment</u>
Complete darkness, vague indication of target location.	9
Complete darkness, good idea of target location.	5
Heavy fog or rain.	4
Mist or dusk.	3

Cover is implemented in a similar fashion, with the Game Master applying a Cover rating dependent upon how much of the target's body is hidden by the Cover. A person behind a bar would have a Cover of 5 or 6, for example, depending on the height of the bar, while a person peeking behind a door would have a 10 or possibly an 11 (impossible to hit without going through the cover).

The difference in Cover over Concealment is that it is usually possible to penetrate the Cover. An Attack which would have succeeded, but failed the Cover roll, still hits the target, but must apply the Cover as a type of armor. Cover cannot normally be penetrated with AP (though the Game Master may make an exception), and also has a special quality: *Hardness*.

When an Attack must penetrate Cover, the DM of the Attack is reduced by the Hardness value before Damage is calculated. After the reduced Damage is found, the AV of the Cover is factored in, and any Damage left is applied to the target as normal. If no Damage remains, the Attack was unable to penetrate the Cover.

Table 8.2: Cover

<u>Material</u>	<u>AV</u>	<u>Hardness</u>
Door, light wood	6	1
Door, heavy wood	12	2
Table	10	2
Wall	16	3
Stone	20	4

Taking Cover is usually a Complex Action. The Cover rules apply to spell effects, even Area Effect spells, though an Area Effect can sometimes ignore Concealment ratings.

Using Shields as Cover

Shields are only useful as cover when used against missile weapons. Using a shield in this manner involves holding it steady between the user and the attacker, and prevents the defender from attacking or performing some other actions. Movement is performed normally. The defender may choose to kneel behind the shield, raising its Cover rating by 3.

Movement

As stated earlier, characters may automatically move a number of yards equal to their Base Move, unless performing a Complex Action. A Simple Action may be used to move at double that rate, instead, but the character suffers a -3 to any actions. The character may also Run or Sprint as a Complex Action, moving at x3 and x4 his Base Move, respectively. Running causes 1 Fatigue per 3 Rounds, with a minimum of 1, and Sprinting causes 1 Fatigue per Round.

Moving past an enemy who is not currently engaged in battle or performing a Complex Action grants the enemy a free attack on the character. Simply moving close to an enemy, in order to Attack, does not grant this free Attack, only moving in and out of range does.

Charging

Instead of simply moving and attacking, a character may choose to Charge. A Charge is at no Penalty to hit, and adds 1 to the DB of the Attack for every 3 yards moved, rounding down. The character may choose to Run or Sprint into a Charge, but suffers the Fatigue cost and a -4 Penalty to hit.

If the Charge is successful, the opponent suffers the extra Damage, and must make an opposed Strength roll with the attacker. The attacker gains a +1 to his Strength roll for every 2 yards moved in the Charge, rounding down. If the opponent fails, he is knocked to the ground, Prone.

If the Charge misses, the defender gains a free Attack on the charger, at no Penalty. Also, if the defender wishes to do so, the attacker can be knocked Prone with no roll. If the defender chooses not to knock down the charger, the charger continues past his target until he has moved his full Movement for that Round.

Special Battle Conditions

Some events or conditions may affect the abilities of some participants in the battle. These take the form of Penalties to TN and Penalties to hit. These Penalties are left to the Game Master, but some examples are given below.

Table 8.3: Conditions

<u>Condition</u>	<u>TN</u>	<u>Hit Roll</u>
Sick, sleepy, or otherwise wearied	-2	-3
Unstable Footing	-2	-2
Inferior Position	-1	-1
Limited Movement	-3	-1
Prone(in Melee)	-4	-4
Kneeling(in Melee)	-3	-2
Prone(Missile)	+3	-
Kneeling(Missile)	+1	+1

Attacking From Horseback

Fighting from a moving horse is difficult, due to the need to control the mount. A horse not trained for battle will likely spook, counting as Unstable Footing for purposes of combat. Even a horse trained for battle presents difficulties, however.

When attacking from a moving horse, the target is considered to have an Inferior Position, due to the difference in height, but the attacker is limited to rolling a number of dice equal to his Riding Skill Dice, if it is less than his Combat Skill Dice. Their Skill is still considered and added in as normal, this penalty only affects number of dice rolled.

Example: Victor attacks an opponent from horseback. Victor's Swordsmanship is 8, but his Riding is only 4. He rolls two dice, getting a 6 and a 6. He takes the 6, obviously, and adds his 6 for Attributes(Agility 3 + Dex 3), and then adds 8 for his Skill, not 4. With the +1 from his sword, this gives a total of $(6(\text{Attribute}) + 6(\text{Roll}) + 8(\text{Skill}) + 1(\text{Sword}) =) 21$ to hit. His opponent is considered to be in an Inferior Position, so their TN of 11 is reduced to 10, plus 4 for his Parry, for a total of 14. Victor hits.

Surprise

Surprise occurs when one party is unaware of their attackers. This can normally be avoided by Alertness checks, though the Game Master has the final say. A Surprised party is at a severe disadvantage for the first part of the battle.

The Surprised party does not roll for Initiative, and may take no actions in the first Round of combat. They receive no Passive Defenses, unless Quickdraw is possessed. If a character has Quickdraw, they may draw a weapon and receive one Passive Parry, assuming the attack occurs *after* their Base Initiative(the total attacker's Initiative after

their roll was still less than the character's Initiative before a roll).

After the first Round, combat proceeds as normal.

Wounds And Damage

When an Attack does Damage, after all modifiers such as AV and AP have been applied, the remaining amount is divided by the target's Wound Threshold. The quotient is the level of the Wound taken, and the remainder is applied as Fatigue. Taking a Wound fills in one point on that Wound Level. If a Wound Level has already taken one or more points at that level, the player must make an Endurance check against a Difficulty number dependent on the Wound Level, with a Penalty of -1 for each Wound at that Level beyond the first. Wound Penalties do not apply to this roll.

Don't forget to adjust the Wound Threshold for differences in Size.

<u>Wound Level</u>	<u>Difficulty</u>
Light	4
Heavy	7
Severe	9
Mortal	13

If the result is beyond a Mortal Wound(5 or higher for most beings), then the character is unconscious and near death. The character may make an Endurance roll(ignoring Wound Penalties) every Round, at Difficulty of 10, to remain alive until being healed or another character successfully stabilizes them with a Healing Skill roll.

Wound Penalties for *all* Wound Levels that have points are applied to any physical action, or to an action requiring precise control or clear thought. Characters may spend a Gaia Point to ignore *all* Wound Penalties for 1 Round, or may spend a Gaia Point at any time to reduce a *single* Wound by two levels of severity.

Fatigue is another matter. When reduced to 0 Fatigue, or below 0 Backlash, a character falls unconscious. They have no danger of death, simply exhaustion and the possibility that an enemy may take advantage of their helplessness.

Example: Victor takes 11 Damage after AV. With his Wound Threshold of 3, that causes a Severe Wound(3 Wound Levels), and 2 Fatigue. He also suffers a -2 Wound Penalty. A little later, he is hit twice more for 10 Damage and 11 Damage. He takes a Severe Wound again, and 1 Fatigue, and must roll Endurance versus a Difficulty 9. He rolls an 8, for a total of 10, and takes another Severe Wound. Upon taking the third Severe Wound and 2 Fatigue, he must roll against a Difficulty of 9 with a -1 Penalty(for the second Wound on that Level). He rolls a total, with penalty, of 7, and takes a Mortal Wound instead. His Wound Penalty is now -5(-2 for Severe, and -3 for the Mortal)

Missile Combat

Range

A character has no penalties for firing at anything within the Base Range of his weapon. Further than its Base Range, but less than twice the Base Range, forces a -2 Penalty to hit on the character. Further than that, up to four times Base Range, carries a -5 Penalty. Anything beyond four times the Base Range is considered beyond maximum effective Range.

Point Blank

Archery weapons have another range value: Point Blank. Any target within 5 yards is considered to be within Point Blank Range, granting the attacker a +2 to hit. Thrown Weapons do not have a Point Blank Range.

Aiming

A character may spend a Round Aiming, instead of performing an Attack, to gain a to hit Bonus. While Aiming, the character may only use Passive Defenses, and any Attack which hits causes him to lose any accumulated Bonus. The Bonus given is +1 per Round spent Aiming at a target, up to a limit of +3.

Firing Into A Melee

If a character is firing at a target engaged in melee combat, they have a chance to hit the target's opponents or allies if the shot misses. The Game Master determines randomly which opponent is the new target of the Attack, and the attacker makes a normal Attack roll with a -8 Penalty. This Penalty is reduced by 1 for every point the attacker missed the original target by. The new target may use Passive or Active Defenses to avoid this Attack.

Example: Caleb fires at a swordsman engaged in combat with Victor. Rolling a 2, for a total of 12, he misses by 3 points. The Game Master now rolls randomly, as the swordsman was aided by one of his allies. He decides that a 5 or under is Victor, while a 6 or higher is the second attacker. He rolls a 4, so Caleb makes another attack at Victor. Rolling a 7, for a total of 17, Caleb subtracts 5 from that roll (-8 Penalty reduced by 3, for the original miss) for a 12. Victor's Base TN is 12, which means Caleb would have accidentally hit him, but Victor uses a Passive Dodge to raise his TN by 4. The arrow flies past all three combatants.

Optional Rules

Reach

In battle, the opponent with the longer weapon often has a significant advantage over the one with the shorter, at least when using it properly. To reflect this, weapons have been given the Reach attribute, reflecting their length

and the distance at which they are effective. This number does not represent any specific physical distance, but is an abstraction of the advantage or disadvantage given by a weapon's usage.

When using the Reach rules, melee combat between two individuals is presumed to start at a Distance equal to the longest Reach of the weapons being used. If the combat started when one side was surprised, or before one could ready their weapon, the character with a ready weapon can determine the starting distance instead, possibly preventing their foe from using their preferred weapon.

For the duration of the combat, each opponent has a Distance that is kept between them and the opponents they are fighting. When attacking with a weapon, their weapon's Reach must equal the Distance to have no Penalties. For every point of difference, they have a -2 Penalty to attack their target.

Closing and Opening Distance

The Distance can be reduced(closing) or increased(opening or retreating) by either of the combatants, but at a price.

Under normal circumstances, a combatant may close or retreat any Distance, but the defender gains a free attack during the maneuver. In addition, the character who is closing or retreating has a penalty to their Parry(Passive or Active) equal to twice the amount of Distance they are moving. Dodge or Block may be used as normal.

The exception to either of these circumstances is when one opponent misses an attack roll by 4 or more. In this case, the other opponent may Close or Retreat ONE step of Distance without Penalty. This reflects an opening in the defenses of their opponent during the attempted attack.

If the Distance and the Reach differ by more than 2, the weapon cannot be used effectively without closing or retreating. At Distance 0, a foe may be grappled, which uses one hand and requires a Brawling attack to be successful, but from then on acts as a Bind, requiring an opposed Strength or Brawling roll to break free.

Example: Our favorite swordsman, Victor, has found himself fighting an experienced opponent with a spear, a Reach 4 weapon. Victor's long sword is a Reach 2 weapon. At the start of the fight, both weapons are readied, so Victor starts at Distance 4. He attacks first, at a -4 Penalty(Distance 4 - Reach 2) and misses. His opponent attacks at no Penalty, and also misses, but only by 2 points. The distance remains the same. On the next attack, the opponent goes first, attacking again and missing by 5. Victor takes the opportunity and closes the Distance by 1 point to 3. He attacks at a -2 penalty, and hits for some minor damage. His opponent, next round, also has a -2 penalty, and chooses not to retreat, attacking and only missing by 3. Victor, fed up with this, closes anyway and uses his Dodge against the second attack his opponent gets, leaving his opponent with a -4 Penalty and himself with none. If he closes once more, the spear wielder will not be able to use

his weapon as a spear, though Victor will take a -2 Penalty on his to hit rolls.

Example of Combat

The Situation

Three characters are wandering in inhospitable territory and happen upon a group of brigands terrorizing the road. The group leader, Victor Northcliff, challenges the leader of the brigands and causes combat to begin. The three heroes are 15 yards from their enemies, who outnumber them two to one and are split into two groups, two archers to the side and four swordsmen with the leader, in the middle of the road.

Note

This has yet to be rewritten for Version 2.

Chapter 9

Running the Game

Gaia And Fate

Player characters are more than just people who happen to choose to adventure. They are extraordinary people, capable of adapting to situations faster, and performing greater feats than normal. Even more importantly, they are what is known as *Gaia-aware* beings. That is, they are more intimately tied with the world itself, and are somewhat favored by it. This is similar to the *Fianna Fáil* in many ways, but more subdued. The *Fianna* are individuals chosen by Gaia for a greater purpose, and are by definition Gaia-aware. Those who are merely Gaia-aware simply have some importance to Gaia, but have no specific purpose.

Just as Gaia favors some individuals, granting them her favor, the forces aligned against Gaia choose some beings to be their tools of enforcement. These individuals can be empowered in a similar manner to Gaia's favored, and to similar effects. This force is known as *Fate*, and is normally viewed as the force of destruction in the world.

Gaia and Fate both lend some of their power to their chosen. This takes the form of *Gaia Points*, or *Fate Points* for those against Gaia. These Points can be used to intervene on the character's behalf, giving them extra strength or shifting the odds in their favor.

Table 9.1: Gaia

Points	Effect
1	Add 2 to an Attribute(3 Round Duration)
1	Add 1 Die to any Roll
1	Raise Skill by 2 Ranks(1 Round Duration)
1	Heal 2 Wound Levels
1	Recover 12 Fatigue or Backlash
1	Ignore Wound Penalties(3 Round Duration)

Only one Gaia or Fate Point can enhance a given Ability at a time, but there is no limit to the number that can be spent at a given time. So, a character's Strength could not be raised twice by 2 Gaia, but they could easily spend 2 Gaia to raise Strength and Endurance at once.

Characters normally regain 1 Gaia or Fate Point per night of rest, and sometimes regain more due to highly spiritual or uplifting experience. If the character should ever fall out of favor with their patron power, they may still spend Points,

but no longer regain them. It is possible for a character to switch allegiance, and have both Fate and Gaia Points, but this is almost unheard of.

Injury, Death, and Healing

Wounds

The body can take an astounding amount of punishment and still recover. However, it is also delivered large amounts of damage with the help of weapons. In order to help players visualize how badly hurt their characters are, a few descriptions of the wounds should be given.

Fatigue represents small nicks and bruises, along with general stamina. It is the kind of damage that can be ignored easily, and likely eliminated with a good night's rest, leaving only some soreness.

Light wounds are mostly superficial, if painful. These are shallow cuts or deep bruises, things that will annoy the character for a little while, but probably not scar if taken care of, and definitely not life threatening.

Heavy wounds start to really degrade performance. Deep cuts, cracked ribs, bone bruises, twists and sprains are all covered by this category. Scars are likely to result from any cuts unless magic is used or extreme care is taken.

Severe wounds can be crippling, involving heavy bleeding, bruised organs, and broken bones. They will leave traces of the injury even after healing unless magical healing is used.

Mortal wounds are life-threatening, such as punctured lungs, concussions, and large amounts of internal bleeding. They are not permanent damage, though they may have long-lasting effects. Magic healing will clean these up perfectly.

Anything worse than a Mortal wound requires an Endurance roll of Difficulty 16 to survive, *every Round*. This type of wound involves permanent damage, and magic *must* be used to heal it, or the character will suffer some permanent inconvenience.

Death

Death in Grey Lotus is usually permanent, with no common resurrection spells. A character who has died is dead, with few options otherwise. Some of the Faerie Lords and

Dragons are rumored to be able to bring the dead back to life, and the Magi were rumored to be able to do something similar, but these powers are out of the hands of most players.

If the Game Master and the players agree, the characters may be able to embark on a quest to revive a fallen comrade. The important thing to remember is that reviving the dead is rare beyond belief, and should not come lightly. Life is not cheap.

Healing

Characters have two options when wounded: magic and natural healing. In either case, the least severe wound is always healed first, unless the character is targeted by a one shot healing spell.

Magical healing is simple, as the spell just heals the character, and that's it. Regeneration also works this way, reducing the wounds at regular intervals. It is only natural healing that has any complications.

A natural healing roll is made for the least severe wound first, according to the time given on the table below. The roll is made using Endurance, and the Difficulty is also listed below. Failure delays the next roll until the next available period. The Healing Skill may be used to make a second check in the same time period, to either heal twice or gain a second chance. The difficulty of the Healing Skill roll is equal to the Difficulty for the Wound Level to heal + 3, plus the number of Wounds of that Level the character has.

Table 9.2: Healing

Wound Level	Time Required	Difficulty
Light	1 Day	4
Heavy	1 Week	7
Severe	1 Month	9
Mortal	1 Month	13

Example: Victor has been badly wounded, with 3 Severe Wounds and 1 Heavy Wound. Away from his friends, he crawls into a cave to recover. He first rests for a week, gathering his strength and resting. After 1 week, he rolls Endurance against a 7 Difficulty, getting a 9. He also rolls Healing, for a second chance, with the Difficulty of $11(7 + 3 + 1 \text{ for the number of Wounds})$ and gets a 13. He heals the Heavy down to Light, and his healing roll allows him another roll against a 4 for the Light Wound, reducing it to nothing when he makes this check.

One month later, Victor can again roll an Endurance check. He makes the Difficulty of 9(barely), and his Healing check of Difficulty $15(9 + 3 + 3)$, but fails his second chance of an Endurance check. He now needs to wait a week to heal the Heavy Wound, and still has 2 Severe Wounds to worry about. It will be at least 2 and a half more months before Victor is healed up.

Hazards

Falling

The Base Damage for a fall is 1, +1 per 3 yards fallen, maximum 8. The Damage Multiplier is 1 per 3 yards, with a maximum of 7, and the AP is $1/1/2$ per 3 yards, maximum $7/7/14$. One die is rolled to determine the MoS, and the result is halved, rounding down. All distance calculations are rounded down, as well.

A character with Acrobatics may attempt to reduce the Damage taken by a fall, at a difficulty equal to $8 + 1$ per 3 yards fallen. Success reduces the Damage total by the MoS.

Example: Victor is pushed off a castle wall, 30 feet in the air. This equals 10 yards, though only 9 count toward the falling Damage. The base is $4(1 + 3)$, and the DM is 3. The AP is $3/3/6$. The GM rolls a 7, for an MoS of 3, so the total Damage would be $13(4 + (3 \times 3))$, with 3 points penetrating Victor's AV of 6, from his Chain Vest. The total Damage is thus 10, for a Severe Wound to Victor, as his Wound Threshold is 3. However, Victor makes an Acrobatics check, and scores a 15. The Difficulty is $11(8 + 3)$, so he scored an MoS of 4, reducing the Damage from 10 to 6. He takes a Heavy Wound.

Drowning

A character can hold their breath for a number of Rounds equal to their Endurance times 5, or equal to their Endurance times 10 if they have a chance to prepare. After that time is up, the character must make an Endurance roll every Round they are without air, with a Difficulty starting at 5, and increasing by 1 each Round. Missing a check gives the character a Light Wound. Wound Penalties *are* counted in this Endurance check.

Fire

Flames are a common threat, but difficult to deal with. Generally, the Base Damage is found by looking at the size of the flame, and the Damage Multiplier determined by its intensity. As usual for an inanimate attack, the GM determines MoS by rolling one die and dividing by two, rounding down. Fire does not have an AP, but instead halves any AV that the character has, unless the armor is specifically intended to guard against heat or flame.

Table 9.3: Fire Base Damage

Size	Base Damage
Match-sized	1
Torch	3
Small Campfire	5
Large Campfire	6
Bonfire	9
Inferno	12

Table 9.4: Fire Damage Multiplier

Intensity	Multiplier
Barely burning	0
Burning out	1
Steady	2
Blazing or very hot	3
Volatile material	4

Table 9.6: Experience Rank

XR	XP Total
0	0
1	45
2	90
3	150
4	225
5	315
6	420
7	540
8	675
+1	+150

Experience and Advancement

After every session, the Game Master should award XP for the players to improve their characters. Awards vary, usually between 12-16 per session, and rarely more than 18 or 20, unless a major quest is completed.

Table 9.5: Awarding XP

Action	Award
Automatic	3
Success	2-5
Learning	2-5
Good Role Playing	1-4
Heroism	1-5
Sacrifice	2-5
Danger Level	0-6
Good Planning/Ideas	1-5

Faster Advancement

Some groups prefer to have the players advance a little faster than others. In most cases, simply increasing the amount of XP given per session can be enough. As an alternative, the Game Master can choose to reward XP for certain uses when a character reaches a new XR. If this option is used, each character gains their Intelligence x3 or Intelligence x4 in XP, depending on the Game Master's choice, each XR. These points may only be spent on buying new Skills, including Focal Skills, or on improving existing Skills. This encourages players to increase their Skill Ranks as they advance, instead of concentrating on Techniques and new special abilities.

Experience Rank: XR

Players keep track of not only their current XP, but the total amount that they have earned since starting the campaign. Once a certain amount is reached, the character reaches a new XR. This brings several benefits with it.

- Certain magical items can be used more effectively.
- New Abilities may become available to the character.
- If the Faster Advancement rules are used, the character may gain extra XP for Skills.

The XR also gives a general idea of how powerful the character is, useful information for bringing in new players and deciding challenges.

Spending XP

XP can be spent to improve anything that could be improved through repeated use. Thus, Attributes, Skills, learning Techniques and Magic, or purchasing certain Advantages. Gaia can also be raised this way. The Game Master may overrule an XP expenditure, if he feels that the character has no way of becoming more skilled given the experiences they have had. The costs for each item are given in the following table. All fractions round up.

Table 9.7: Spending XP

Improvement	XP Cost
Raise Attribute	New Level x 10
Raise Gaia	15
Raise Combat Skill	New Rating x 2
Raise Normal Skill	New Rating x 1.5
Raise Trade Skill	New Rating x 1
New Combat/Path Skill	10
New Normal Skill	5
New Trade/Focal Skill	3
Technique Point	1
Advantage	XP Cost given

Chapter 10

Campaign

The World

Geography

The world of Gaia is filled with magic, creating a highly-varied environment despite the relatively small amount of habitable land. Physically, the world is slightly smaller than Earth, and a fair amount cooler about the equator. The temperature lowers only slightly as latitude increases, resulting in a fairly wide temperate band, but drops off suddenly as the poles are approached. This leads to a very sudden glaciation at the extreme north and south, causing extremely violent weather during most of the year. Deep winter is actually the safest time to investigate the poles.

The known world is broken up into two continents, Solumas and Anathas. The larger one, Solumas, is to the north. Roughly 3500 miles across at its widest point, the landmass extends upward to the North Pole, but only about 1500 to 2000 miles of the continents longitude is habitable, before the glaciers take over. The climate is a little colder than its smaller cousin, Anathas, but more regular, staying at a constant cool temperate clime.

Anathas, the smaller landmass, is separated from Solumas by an island-filled series of seas ranging from 300 miles across at the widest, to a narrow 5 mile strait. The equator runs through Anathas, creating a much warmer environment than Solumas, except at the far north and south ends. The geography is much more varied, with deserts, deep forests, plains, and mountains packed into a smaller space than the much more gentle variance of Solumas.

Astronomically, Gaia has one moon, Selune, slightly larger than Earth's moon, resulting in slightly more extreme tides. In an odd twist of fate, the moon managed to capture a small asteroid, which now maintains an erratic orbit about it, torn between the pull of Selune and Gaia. Dubbed the Kapinstar, it appeared shortly before the outbreak of the Magi Wars, and has come to be an accepted part of the night sky.

History

Creation

As far as any sage can tell, Gaia has always been. But sometime in the mists of time, life was created, mostly as an

extension of herself. These early beings were highly magical, to the point of creating disturbances in the world around them, inevitably leading to the necessary development of more mundane variants. This led to a highly diverse ecosystem, where the rare magical creature preys on or sustains a large number of weaker, normal animals or plants.

The Faeries

Some time after life first formed, Gaia created the Faeries. Intelligent and powerful, these beings quickly dominated the world, forming their own hierarchy of powerful lords. Ageless and patient, disagreements smoldered slowly, eventually splitting the alignment of the Faeries into the Seelie and Unseelie division which still exists to this day.

The Seelie lords believed in a passive existence, living off the magic of the land and working together with it. The Unseelie opposed this idea, wishing for the advancement of the race in a more immediate fashion, despite the short-term effects it may have on the planet.

Disagreement led to ambivalence, then to more direct opposition. Being long-lived creatures, the Faeries conducted their battle of ideals slowly, posing action and counter-action on a small scale, stretching over centuries. So it was that the Faeries, to this day, remained in a deadlocked struggle for the desire to ascend into a higher being, and in so struggling, begin to achieve their goal.

The Mundane Races

Though Gaia loved the Faerie races, their existence was a drain on her resources, their highly magical nature sapping her strength. To counter this, she first created the Edouna Nach. Still magical in some ways, the Edouna Nach were long-lived, and created a stable society that lasted for centuries, while the Faeries were still squabbling.

The Edouna Nach were a calm and very easy to care for race, but they lacked drive. After centuries, Gaia became restless again, and the Humans and Fahael were created. This occurred at the same time as a chance accident of an unknown nature nearly destroyed the Edouan civilization, leaving a void to fill.

The Fahael were similar to the Edouna Nach in temperament, retreating to the swamps and rivers to tend to the land, and rarely contacting the other races. The Humans,

meanwhile, formed small bands and laid claim to various areas, competing with one another in terms of increasing their size and survivability. This eventually led to open warfare, a concept unheard of by the Faeries or the Edouna Nach, and the advancement of technology in ways that were not conceived of before.

The Formation of Nations

As the small bands of Humans grew, they began to form alliances for mutual protection. Like-minded bands claimed an area for themselves, carving out their own laws and society. At first, these fledging nations had fuzzy borders, often coming into conflict with one another. The Faerie races, however, had taken notice of the Human nations and the problems they caused with their own maneuvering. They quickly organized and declared the nation of Loren, defining borders and working out trade and peace accords with their neighbors.

Loren quickly became very successful, despite their relatively sparse population. Seeing the advantage gained by this more highly-developed form of diplomacy, the then small country of Solumas, on the northern continent, duplicated these efforts. Occupying a convenient trade route, Solumas rapidly became a secure and stable country, backed by extreme wealth that would prove the key to their later control of the then-unnamed northern continent.

The Soluman example was duplicated by Alden on the southern continent, followed closely by Cass and Madeira, each nation setting down rules of conduct with its neighbors. Over time, many smaller countries formed on both continents, creating a somewhat stable political climate and the beginning of an international trade standard.

The Magi Wars

After roughly two centuries of stable advancement, the Faeries had relaxed somewhat, returning to their ages-old argument. Gaia, as an actual spiritual entity, was barely known among the Mundane Races. In fact, many of the Seelie and Unseelie Courts were worshipped as pseudo-gods by the Humans. It was common to ask for a blessing from one of the greater Faeries when preparing for a difficult task, a custom which amused the Faeries to no end.

No one thought that the Humans would dare to challenge their gods.

The wielding of magic was still in its infancy among most of the nations, and only the Faeries practiced it widely, making them seem even more above Human judgement. So it came as a large surprise when a small group of magicians, thirteen in number, siezed control of the northern part of Tamaril, one of the larger nations on the northern continent. Few paid any real notice, at first, as the mountains they laid claim to were slowly being covered by glacier.

These magicians, calling themselves the Magi, soon declared themselves the rulers of the continent, already making threats toward the southern continent even as most of

the northern laughed at them. The Faeries of Loren, however, were very concerned. They approached several of the nations on both continents, bringing attention to the depopulation of the Faerie races near the Magi stronghold. Within a 100 league radius of the Magi, not a single Faerie remained. More to humor their allies than out of real concern, several nations sent a combined force on a diplomatic investigation of the Magi, to ask their intentions.

The Magi demanded the immediate surrender of every nation, threatening invasion if their desires were not fulfilled. They also asked for every Faerie creature to be surrendered to them, but refused to say why. Despite their obvious numerical inferiority, the Magi refused to negotiate. The combined nations, now very concerned at this turn of events, combined their efforts to send a small force to take the mountain stronghold.

The Magi destroyed the entire company easily, raining down vast magical power onto them. A few escaped, telling of the horrors of the spells that brought down their comrades. A hasty alliance was formed, soon leading to a full-scale invasion and war.

In the 22 years that followed, Gaia revealed herself. The very planet opposed the dark magics used by the Magi, choosing champions to represent her from among the Humans. The Faeries tried hard to aid in the war, but were particularly vulnerable to the Magi spells. After losing the majority of the greater Faeries, they retreated to Loren, spending their time supplying the Human armies with enchanted weapons of great power.

It was at this time that the Time Hounds first made an appearance, somehow drawn to Magi magic and seeking to destroy the wielder. At first thought to be another creation of the Magi, twisted by their spells into a servant, the Time Hounds quickly became a rallying point in any battle they appeared. The Hounds themselves did not seem to care, tracking down blatantly powerful spells with an obsession that frightened the most hardened soldier. The Magi lost two of their number to these powerful beasts, before a solution was found.

In the course of the war, many Humans and other Mundane Races had come to join the Magi, but their numbers were low. Outnumbered, and unable to use their most powerful magics unhampered, the Magi set about enchanting their own generals. Much like the Abominations they had created to serve them, these new generals possessed great power, far beyond that of a normal man. They were Humans to some degree, and could reveal their power when needed, only to hide it again before a Time Hound appeared.

With the aid of their new generals, dubbed the Weapon-Masters by troops, the Magi began to gain ground. The Human nations and their Faerie allies began to despair, when the Magi suddenly faced opposition from their own.

Two of the remaining eleven Magi splintered from the group, protesting the wholesale slaughter that was going on. They brought two of the WeaponMasters with them, by the names of Talon and Malkrim, leaving only two on the opposing side. This caused a fundamental shift in the tide of the war.

With half their generals turned rogue, the Magi lost ground quickly. Within two years of the betrayal, the battle was at the foot of their stronghold. Human magicians clashed with the awesome power of the nine remaining Magi, while the WeaponMasters and their armies fought almost continuously for a fortnight.

Finally, the war was over. In a sudden surprise attack, the Faeries took a chance and rallied alongside the Humans, overwhelming and killing every remaining Magi. The WeaponMasters were killed or defeated, and the Magi stronghold sealed within the already advancing glacier.

Aftermath and the New Era

The two Magi that had turned to the side of the Faeries renounced their powers, refusing to speak of them ever again, and went on to found the Soluman and Alden Elementalists Colleges. Talon had died during the final battle, and Malkrim wandered the planet for a short while, training two apprentices: Rilseth Ryantra, who went on to unite the Edouna Nach and carve out their own nation, and Tarlis Valta, who formed his own nation as well. The year was declared to be the beginning of a new age, with the Faeries much reduced in power, and the Humans enlightened by the knowledge of their creator. This was known as 0 AW, or 0 years After War.

Solumas rapidly expanded, its stable economy and wealth providing security to the war-torn lands of the northern continent. Soon, the continent was named Solumas, in honor of the only nation that controlled its abundant lands. War was not unknown, but the complex trade agreements kept large scale conflict to a minimum, with a few minor exceptions.

Expansion

In the 50 years following the war, most of the kingdoms in the eastern portion of Anathas, the southern continent, had stabilized. The faeries claimed a large section in the northeast corner, and with their neighbors the Ryantrans, formed a buffer zone between the smaller kingdoms and the rapidly growing Soluman Empire to the north. As the formerly small nation of Solumas swept across the war-torn northern continent, the nations south of Loren and Ryantra formalized their boundaries in a series of minor, mostly cosmetic wars. Alliances and rivalries were made, most persisting to this day. The lands east of the Sun's Nest Mountains enjoyed over 200 years of relative stability.

The western portion of the continent fared worse, as they had been hit harder by the Magi Wars. The formation of Valta, with its rigid military hierarchy, was to be the most significant event in the history of the continent. Showing an efficiency and security that most of the people longed for, many of the kingdoms simply surrendered when challenged by the growing army of Valta. With a similar series of easy victories for Solumas in the north, it came as a shock to both of the fledgling empires when they met. The two military superpowers met in a clash that was to last for decades,

and inadvertently leave the eastern part of the continent in peace.

Roughly a century after the Magi Wars, both empires were weary of war, and signed a peace treaty. Several skirmishes broke out over the next 150 years, and a bitter rivalry between the two lasts until this day, but the boundaries remained stable.

The Invasion

In 251 AW, the entire world suffered from a sudden, unexpected outbreak of war, against an enemy never seen before. The Kurr'd-ah appeared in massive numbers, throwing the western portion of both continents into confusion. Solumas and Valta each accused the other of reawakening the forces that began the Magi Wars, losing valuable time in heated arguments as their armies fell. Magic proved effective, but the bizarre and dangerous warping of reality itself around the insectoid creatures shattered morale and sliced through carefully-prepared tactics.

After massive losses, the two empires formed a reluctant treaty, allied against a common foe than now appeared to be from beyond the bounds of the known world. Still, it was too late to save much of their lands, as the Kurr'd-ah armies had grown with the addition of human slaves from their conquered territories. Each continued to lose ground, until Valta was but a shadow of its former self, and Solumas lost over two-thirds its lands.

The kingdoms of Anathas at first assumed the jumbled and confused reports of conflict was a simple reigniting of the old Solumas-Valta war, an inconvenient but not unexpected development. As the two nations organized, and the nation of Loren stirred in response to the pain of Gaia itself, realization that something was wrong slowly dawned. The first emissaries of Valta, sent to propose alliances and requesting military support, were met with a more open ear than otherwise. This was also due to the sudden appearance of strange, metal-clad ships in the seas, blockading the western portion of both islands from support and trade. Cass, the premier trading nation of the sea, was especially useful in applying pressure to involve the other nations in the war, and they have been staunch allies to Valta ever since.

As the Kurr'd-ah armies spilled over the Sun's Nest Mountains to attack, the kingdoms of the east were more ready than Valta had been. Though many suffered devastating losses, especially the hardened Kathmans, the advance was halted. Fighting was fierce, but the Kurr'd-ah had been stopped for the first time, thanks to a newly-united Anathas.

Modern Times

The current year, early April of 314 AW, sees the continued encroachment of the Kurr'd-ah into human-occupied lands. The progress of the alien army has been slowed to a crawl, but by no means stopped. Kathma, Valta, and Solumas remain the most active fighters, but the rest of the kingdoms are slowed by constant political maneuvering and

debate. Loren and Ryantra are exceptions to this, with the former lending magical support to many of the forces on the front, and the latter giving advice and training, along with sending small groups of elite fighters into Kurr'd-ah lands to search out weaknesses in the aliens. Armek, having little political organization, is also exempt from the squabbling of the nations around it. Though not allied with anyone, it is becoming common for many clans to send their younger warriors to aid the fight against the Kurr'd-ah, believing that it builds character.

The Kurr'd-ah

Possibly the greatest threat to Gaia since the Magi Wars, the Kurr'd-ah are not native to Gaia. Many at first believed that they were demon lords, broken through to Gaia by using the residue of the cataclysmic Magi Wars. To many, they seemed unstoppable, powerful warriors and able to cast spells that warp the very planet itself. They appeared suddenly over 50 years ago, in the year 254 AW, and within two decades swept over a large portion of both continents.

By speaking with the various races the Kurr'd-ah brought with them, the truth is now known. Many worlds exist alongside Gaia, similar in many ways, but with different creatures, and different geography. The Kurr'd-ah have learned how to tear holes in reality, crossing between the worlds. They are dimensional pirates, plundering and enslaving the population of each world as they conquer it, then moving to the next when they have taken all that they can.

Physiology

The Kurr'd-ah themselves are terrifying creatures, nearly 12 feet tall and half a ton in weight. The bulk of their body is in their abdomen, stretching 8 to 10 feet behind them and held up by the creature's six legs. The abdomen is actually several smaller parts, segmented much like a scorpion, and covered in smoothly overlapping plates of chitin. Their torsos rise from the front, more humanoid than the rest, but still large and covered in an exoskeleton. The torso has four arms, each capable of operating independently. The head resembles that of a wasp, with compound eyes and sharp mandibles, but the antennae are short, rarely longer than six inches.

Curiously, dissections of the few recoverable corpses has revealed that the Kurr'd-ah possess an internal skeleton and muscles anchored around it. The outer exoskeleton is too thin to support the creature's weight by itself, and seems to be more for providing protection than anything else. Their hands are very humanoid, as well, with three fingers and an opposable thumb.

The Kurr'd-ah appear to be asexual, and have a wide variety of body types. Some sages have speculated that the Kurr'd-ah originally had a hive structure, and the different body types served different purposes. Regardless, the mix makes the Kurr'd-ah even more unpredictable.

Psychology and Society

An individual Kurr'd-ah is wildly unpredictable, simply because such a thing does not seem to exist. Each Kurr'd-ah houses several different beings, mentally, and these personalities constantly trade places in controlling the body. The split personalities seem ingrained into their interaction with one another, to the point that groups of Kurr'd-ah seem to "sync up" to their personality switches, allowing them to work haphazardly toward a common goal.

Those Kurr'd-ah with fewer personalities, or personalities that are very similar, tend to take positions of power in their society. These beings are in charge of ordering the others to perform tasks, allocating slaves, and doing long-term planning. Even so, their plans and order often contradict themselves, or have a completely unintended effect. The society itself does seem to have some sort of ordered existence, but no one has encountered the rulers that must surely be directing the assault on Gaia.

Technology

Like the Kurr'd-ah themselves, their technology is haphazard and widely varying. Weapons and other durable items are constructed of an odd iron alloy, very strong but not quite as light as steel. Though red-brown in color, the alloy does not rust, and rarely dulls. Their forging process is roughly on par with that of most of Gaia, but they seem to have the ability to manufacture instruments on a much finer scale.

Kurr'd-ah medicine is very advanced in some areas, but astonishingly primitive in others. Though they are largely disease-free, and can seal cuts and other large gashes, they have no concept of braces or painkillers. A Kurr'd-ah with a broken limb will often not heal properly, resulting in a twisted limb and most likely a horribly scarred exoskeleton around the region of the fracture. Fortunately for them, mechanical prosthetics are surprisingly advanced, usually sufficing until a mage finally regenerates the limb on a whim.

Their transportation over land is primitive, relying on foot travel or pack animals, but their navy is nearly undefeatable. The seas controlled by the Kurr'd-ah are very dangerous, with iron-clad ships roaming the borders. Thankfully, neither side in the war has discovered anything analogous to gunpowder, so catapults and ballista are the only means of ship-to-ship combat. For this reason, most naval battles still consist of boarding actions.

Magic

The magic used by the Kurr'd-ah is probably the most terrifying thing about them. Kurr'd-ah mages channel the ether through brute force, and appear to release the Backlash through the fabric of reality itself. Instead of taking damage themselves, the mages warp the world around them, resulting in strangely colored lights, inanimate growths, and other weirdness. This can have a detrimental effect on the

environment, but for all practical purposes, it removes the major limit on spellcasting for Kurr'd-ah mages.

The Kurr'd-ah do appear to have limits, however. The amount of raw energy which a spellcaster can control is finite, and a mage trying to draw too much power loses control, though still warps reality around himself. This means that Kurr'd-ah mages, while able to mimic Elemental and Faerie spells, and even make them a little more powerful, are unable to perform massive feats of magic unaided. The horrors of the Magi Wars have thus far been spared from Gaia this time, though the reality warping effect has caused massive damage to the landscape.

Nations of Gaia

Alden

Alden is one of the most progressive of the kingdoms of Gaia. Though small compared to the Soluman Empire, they are one of the largest kingdoms on Anathas, held together by an efficient hierarchy of feudal lords. The nation believes in education of the commoners, leading to a high literacy rate and the largest percentage of middle-class in the world. Mathematics, tactics, technology, and magic are all at the cutting edge as Alden nears a Renaissance-type era, held back only by the pressures of war.

Alden has been in existence in one form or another for at least six centuries. Being one of the most stable nation in that time period, despite several changes in the royal family, Alden has a fairly extensive network of roads, of varying manners of construction. These are kept in good repair, and are a major part of the economy. The war effort has unfortunately drawn away from patrol efforts along these roads, leading to a rash of bandit raids on the caravans. In response, the Alden chapter of the Merchant's Guild and the government have pooled a large amount from their coffers to pay for bounties.

The recent legalization of bounty hunters has caused some uproar, as until recently weapons were restricted to the military, nobles, and police forces of the cities. Only in the farmlands were personal weapons allowed to be possessed by citizens. At first, licenses were granted to those who could demonstrate both need and responsibility, but this led to some friction as more foreign travellers flocked to Alden as a midway point on the way to the Kurr'd-ah front. The Alden Guard has taken to giving dated travel papers for guests of the kingdom, permitting the wearing of weapons for a limited time. This has not led to any corresponding rise in criminal activity, but the general public has perceived such, and is growing restless with the situation.

The capital city of Alden is technically the city of Alden, itself, following the pattern of most kingdoms. This city is merely the political center, however, maintaining the palace and a decently-sized walled city. The true hub of power, both economically and in many ways politically, lies in the large, sprawling metropolis of Bravenhold. One of the largest cities on Gaia, it rivals the bigger Soluman cities in

population, but is considerably more disorganized. It also holds the Alden University, including a College of Elementalism rivalled only by that of Solumas or, possibly, Valta.

Alden has always been a nonaggressive nation. Though they have had conflicts in the past, including a few skirmishes within the last century with Kolb and Madeira, the old kingdom has no real enemies. Its borders are very stringently patrolled nonetheless, as the people have become somewhat insular over the years. The war with the Kurr'd-ah has necessitated cooperation, but Alden still remains aloof, for the most part, maintaining decent relations with most other kingdoms, with slightly better standing with Altay. Some of the minor nobles have recently made noises about allying with other kingdoms, but the king and his court retain a neutral stance toward most. Still, Kathma has been making overtures toward a more firm alliance, and rumors are flying that the young princess of Valta has been spending a large amount of time in Bravenhold.

Altay

Situated on the southeastern seaboard of Anathas, Altay considers themselves a cultured kingdom trapped among barbarians. Bordered by Nodar, Armek, and Fellmar, they have some claim to this, though they are quite civil to their last neighbor, Cass. Most people view citizens of Altay as arrogant and wealthy, and are usually correct.

Originally a type of colony of Alden, Altay was favored by nobility for its warm climate and shoreline. During the Magi Wars, the colony was cut off from Alden due to the limited resources and the civil war in Fellmar. Fortunately, Altay possessed large amounts of precious minerals, particularly gold, very pure iron, and jewels. The hills that hold these metals are old and weathered, leaving no treacherous heights to scale or deep tunnels to dig. Quickly utilizing their skills in the finer arts, Altay traded with Cass and Nodar for supplies, becoming a fully independent nation in the few years it took for the civil war to subside.

Altay is one of the youngest kingdoms of Anathas, and still has problems with humility. Although they have a healthy respect for Cass, and are even friendly toward the seafaring nation, Fellmar is viewed with distaste, and the Armek are seen as little more than animals. The Nodar are respected, but seen as rude and uncouth in many ways, due to their rough lifestyle.

The entire kingdom is wealthy, down to the peasants that live a more comfortable life than most. Most are miners, living short but comfortable lives, as the mines are not as harsh in Altay as in many other places. Visitors have commented that the people are comfortable to the point of decadence, becoming soft. Since the war with the Kurr'd-ah, this has changed somewhat, with Altay being one of the most vocal opponents of the Kurr'd-ah. Unfortunately, it is mostly just talking at the moment, as the small kingdom has very little in the way of military power. Only the strife amongst its neighbors keeps them from being overrun by another kingdom. However, the merchant houses of Altay have begun financing research into ways to defeat the Kurr'd-ah, ex-

panding the small College of Magic to which the kingdom lays claim.

Altay maintains good relations with its parent kingdom, Alden, and has a fair amount of contact with Madeira. It is close allies with Cass in many ways, and the Shipwright's Guild even makes an effort to get the two nations to work together, preferring Altayan artisans to decorate and aid in the design of the sturdy and swift Cassian vessels. They dislike Fellmar, keeping that border well-patrolled, but have no real enemies.

Armek

To call Armek a kingdom would be stretching the truth. In fact, it would be a blatant lie. Despite being nestled between many different organized nations, Armek is a land without order, its borders defined by convenience more than by political agreement. Armek is a frontier in the middle of civilization, an oddity of circumstance.

Much of this is due to the unusual nature of the land. During the Magi Wars, the entire area that Armek and Nodar span was an intense battleground, the seat of the conflict on the southern continent. Though Nodar has been recovering, Armek has suffered from a plague of odd events, the unnatural perversion of magic having seeped into the very earth of the region. Strange Abominations wander the land, with even natural creatures being warped by the latent magic.

The people of Armek are a rough lot, sticking together in small nomadic clans. They hunt the native creatures to survive, living off the resource-barren land and trading the odd pelts of the creatures they kill for metal and other materials, when they come into contact with the surrounding kingdoms. These clans often have rivalries and small battles between themselves, often for complicated reasons of honor. Despite the complex rules by which the Armek live, their simple lifestyle of hunting and living within tents has led them to be considered barbarians by most.

Armek has no allies or enemies, as it has no unified government to befriend. Recently however, the Kurr'd-ah have begun to encroach upon their borders. The warping effect of Kurr'd-ah magic on the already-saturated land births truly monstrous beasts, and a large number of clans have rallied to push the invaders out. They have successfully stopped the advance of the Kurr'd-ah, but are still disorganized, with no one leader to direct the efforts of the numerous clans.

Canyon of the Moon

Home of the mysterious Taysen race, the Canyon of the Moon remained unexplored for over a thousand years. The Soluman Empire largely ignored it, after several scouting expeditions disappeared into it, and marked it as a dangerous area. Only after the arrival of the Kurr'd-ah did anyone successfully make contact with the Taysen living at the bottom, and that contact was short-lived before the canyon was swallowed by the Kurr'd-ah advance.

The canyon itself is large, roughly 40 miles long and slightly curved. Its width varies widely, both along its length and depth, so much that the bottom is always blocked by the numerous crags and outcroppings along the side. A very faint mist overshadows the entire canyon, hovering roughly 100 yards down inside it. The mist does not interfere with vision often, but dispels and absorbs any magic passing through it, aiding in the seclusion of the canyon's inhabitants.

Those few who have made it to the bottom report an alien but thriving culture, primitive in some ways, advanced in others. The Taysen cluster around elders and shamans of their people, living off of fungi and creatures inside the multitude of caverns winding through the sides of the canyon. The vegetation that survives along the bottom, through filtered sunlight, is bizarre and otherworldly. Perhaps the strangest phenomenon, and the one that grants the canyon its name, is the absence of the sun. Though daylight reaches the bottom in a reduced form, the actual sun is never visible, the arc of its journey across the sky blocked by the walls of the canyon. The moon passes overhead with a startling regularity, however. The Taysen appear to know what the sun is, through their tales, but few have ever seen it.

Despite being more forgiving of trespassers recently, the Taysen are still very xenophobic. With the Kurr'd-ah conquered lands overlapping the area around the canyon, few attempts to establish relations have been attempted, and the Taysen appear to prefer it that way. The Kurr'd-ah themselves avoid the canyon, a curious tendency which is perhaps good for them, as the Taysen attack any of the Kurr'd-ah with a near-suicidal frenzy.

Cass

Lacking the wealth of Altay or the abundant natural resources of Madeira, Cass would normally be a small, unimportant kingdom. Instead, utilizing the abundant natural harbors of its coastline, Cass has become a vast maritime power. A center for trade due to their control of the shipping lanes, this small kingdom is well-respected and represented, with Cassians present in nearly every port city.

Cass is an old land, but has gone through many name changes over the centuries. The current line of rulers has kept the kingdom strong and stable for nearly eight centuries, it is rumored. Many doubt that claim, but it cannot be argued that the Cassian economy is one of the most stable in all of Gaia.

Much of their success is due to their mastery of the sea. No one builds faster or more durable ships than the Cassians, and even if someone should find themselves with a ship, a Cassian crew can operate with nearly half the people that another folk would need. Their entire culture is ingrained with sayings and teachings of the sea, and their ships bring in just as much coin as any other, even for other nations.

Due to their situation, Cass has no strong enemies, though Solumas resents their marine power. They are on good terms with Altay and Madeira, whom they trade with

for timber for the ships. They also have an agreement with Valta to run supplies past the Kurr'd-ah blockade regularly, in exchange for a handful of feared Valtan soldiers to serve on their more important shipments, to deter would be pirates. They ignore Fellmar, keeping a wary eye on the untrustworthy kingdom at their border, but little else. Travel between the two is very closely watched, and the customs process can take weeks.

Fellmar

Fellmar has a rich and interesting history, or so say the more cautious historians. Consisting mainly of swamplands and very thick forests, life is rather harsh and unforgiving here. The farmers manage to eke out a living through creative means, draining fertile swampland and keeping a vigilant watch for the various animals and creatures that slip through from Armek.

The strength of Fellmar lies in its keeps, sturdy structures built upon the few pieces of dry land available. Heavily defensible and garrisoned with hardened veterans of constant battle, the Fellmar military has gained something of a respectful reputation, despite their relatively crude technique. The kingdom has a decent trade in hiring out soldiers as mercenaries, letting others do the tactics.

The nobility itself is rife with bickering and corruption, with a new king gaining the throne every few years. Scheming and assassinations are common, though a few policies hold steady through the differing leaders.

Fellmar has no real allies, though many nations have hired their forces at one time or another. They are relatively neutral toward most of their neighbors, though constantly watching for signs of a crippling weakness to exploit, hoping to expand into territory that does not threaten life and limb. They do not consider the Magi-corrupted Armek to be viable, having occupied a part very briefly over a century ago, only to be driven out by the constantly spawning abominations. They dislike the Zerubrians, whom they see as haughty and spoiled, and are constantly having small skirmishes along the border. This has broken out into war at least 7 times in the last three centuries, though the arrival of the Kurr'd-ah is keeping the rivalry of the two kingdoms down to mere name-calling and “accidental” encroachments, rather than full-blown conflict.

Kathma

Formerly a large nation stretching from the Sun's Nest mountains to the edge of Alden, Kathma has suffered greatly from the war with the Kurr'd-ah. A very warm region of rolling hills, the region produced several exotic crops and minerals that ensured it some safety, and the wealth to maintain a decent army.

Kathma has fallen on hard times with the loss of so much land. Their capitol has been moved twice, now resting in Tarkham. The palace is little more than a large mansion, with several nearby buildings attached by some hastily-erected walls. The entire kingdom is in a state of fear and

despair.

Despite this, the Kathmans stay, joining the army in droves to retake their old homes, now lost in the new wilderness of the Kurr'd-ah lands. Though not as competent as the Valtans, the Kathmans have become experts on fighting the Kurr'd-ah, relying on their devastating ranged weapons and techniques.

Kathma enjoys the respect of Valta, being viewed as something of a “little brother” nation. They also accept aid from Alden and Zerubria in the form of supplies, as farmland in the dry lands is scarce, and the population density has swollen with the retreat from the west.

Kolb

Kolb is a practical, simplistic kingdom. Influenced heavily by Alden, the smaller kingdom lacks the abundance of resources to maintain the same sophisticated law enforcement, road infrastructure, and education. Thus, the cultural similarity is more in the realm of custom, existing laws, and political structure.

Being one of the poorest nations has forced Kolb to be very creative with what resources it does have. Its greatest asset is its people, accustomed to a much rougher life than those of Alden. Kolb also has abundant farmland, which means it keeps up a heavy export of food and mercenaries to other kingdoms.

Kolb tries to keep on good terms with its neighbors, though the Kurr'd-ah solved many of those problems. Unfortunately, the poor country now relies mostly on aid from Ryantra and Alden to keep the aliens at bay. Due to this situation, Kolb has been one of the most vocal proponents for drastic measures in banishing the Kurr'd-ah, even to the point of calling for use of some of the Magi artifacts stored by each of the kingdoms.

Loren

Not truly a kingdom, Loren is simply the lands acknowledged to be under the control of the surviving Faeries. Separated from its neighbors by a small mountain range, Loren for the most part ignores the other kingdoms, the Seelie Court which rules it only occasionally sending a representative to meet with Madeira or Ryantra, and rarely anywhere else.

The lands themselves are lush forests, with few roads to speak of. An occasional small castle does grace the forest where it thins, each one holding one of the Higher Sidhe responsible for that area. Any large villages are often amongst the trees, or even in the branches, in some cases.

Relying on nature and magic to provide everything, Loren has very little trade with the outside world. They do have a handful of regular trade routes, and have put in place a political system for the lower Faeries not unlike that of the surrounding kingdoms. Visitors to Loren will find it quiet, peaceful, and without many of the conveniences of civilization, but will find the social structure familiar. A fair

number of Humans even choose to live among the Faeries, and are generally accepted as equals.

Loren has few enemies or allies, holding itself aloof from most of the political games. They do have very good relations with Madeira and Ryantra, their closest neighbors, and have a slight distrust of Solumas. Since the Kurr'd-ah invasion, they have been providing magical aid for any kingdom fighting the aliens, improving their image considerably, but they have been withdrawing even more from other aspects of the world.

Madeira

A fairly large kingdom on the east coast of Anathas, Madeira resembles Ryantra in tone. Consisting of large amounts of virgin wilderness, interspersed with a few roads and cities, Madeira looks to be much like Loren, but with a social structure and technology nearly on par with Alden.

Madeira is a peaceful kingdom, whose people are well-rooted in tradition. This accounts for their age, as the citizens rapidly mobilize to ward off any threat to their happy lifestyle. Unfortunately, this leads to several of the more rural areas being somewhat narrow-minded about many things, resisting change.

The kingdom itself rules loosely, doing little more than collecting taxes for road maintenance and other public projects. They also oversee the country's trade, exporting mostly timber and other natural resources, either over land or by sea.

Madeira is closely allied with Loren, largely due to the respect for nature that its citizens show. They are also on friendly terms with Cass, but speak little with the other kingdoms nearby. Their relationship with Alden is an unsteady one, with many disagreements, but little conflict.

Nodar

Located to the south of Armek, jutting out into the ocean to the south, Nodar is a region of rolling plains and strong winds. Sharing the same fate as Armek during the Magi Wars, Nodar was originally a brutal environment for humans, leading to a large number of scattered clans inhabiting it, like its neighbor to the north. The flat land allowed these barbarians to make good use of horses, such that they became central to their culture, a fixture that remains to this day.

In the late 100's AW, the scars of the Magi magic began to fade, leaving behind an overgrown wilderness. By 210 AW, both Valta and Altay had begun making moves toward claiming the land, deeming it safe for their own citizens.

The natives took exception to this, protesting loudly as the two nations began to encroach upon their ancestral lands. One clan leader, a quiet but severe man by the name of Gheran, took matters into his own hands. Armed only with his bow, he stepped forward during a meeting of clan leaders and declared the need for unity, nominating himself as leader among leaders, to form the entire Nodar region into a kingdom of its own. The other leaders protested,

but Gheran defeated any challengers quickly and ruthlessly. Eventually, they agreed to listen to his plans.

In 214 AW, the Valtan army was met by a vast number of cavalymen, bearing an unknown standard and organized in a military style. Declaring the Valtans to be trespassing, the leader of the horsemen offered them the chance to withdraw. The Valtans, despite being outnumbered three to one, refused. Battle was joined, but it was scarcely two hours later that the bloodied Valtans conceded defeat, though not without large casualties to the Nodar cavalry.

Within the next two years, Gheran repelled any advances into his domain, declaring it a new kingdom. Eventually, Altay and Valta both recognized the fledgling nation, Altay's army too weak for an extended campaign, and Valta occupied on the Soluman front. Nodar was officially a kingdom.

Gheran ruled for two more years, laying out laws and policies for the new government, before he suddenly vanished in the winter of late 218. His quarters were spotless, only his bow and a few sets of travelling clothes missing, and a note detailing the laws of succession laying upon the desk, the ink still wet.

As per Gheran's last order, Nodar is now ruled by the Council of Chiefs, as clan life still plays a large role in the developing nation. A Regent is elected every 10 years, to handle foreign affairs and other matters. The kingdom itself is still largely wilderness, and cities are few and very small, with many of the Nodar still roaming in small clans.

Nodar is neutral toward most other kingdoms, with the exception of Altay and Valta. Altay is still viewed with suspicion, after the attempted land grab, while Valta is a respected former opponent. Valta sees the bravery of Nodar, and allows them to remain unmolested, especially given the recent losses by the former empire.

Ryantra

The sister nation to Valta, Ryantra was founded by the Edouman hero Rilseth Ryantra, the second of Malkrim's students. Bargaining with Kolb and Loren with both military pressure and several artifacts of the Magi, he was able to lay claim to a large portion of the northern part of Anathas for his own personal kingdom. He declared this place a refuge for Edouna Nach, a place to gather and revitalize. Though the race is still few in number, even today, they have made a miraculous recovery with the addition of a place to call their own.

Ryantra is much like Loren in climate, with large tracts of forest interspersed with farmlands. It does have some of the trappings of human lands, however. Roads wind through the forests and farms, easing the way for the traders that make their way to the walled cities that have grown up over the past three centuries. Small villages dot the landscape, rarely more than two or three days travel apart. Ryantra is a middle ground, possessing the quaint spirit and testament to nature that Loren holds onto, yet with a veneer of civilization, similar to Alden's, but more rough and young.

Curiously, by declaring the kingdom a haven for one race, Rilseth made Ryantra into one of the most diverse nations. Humans and even some halfbreeds work the fields and villages, living side by side with the Edouna Nach in the larger cities, while various faerie races dwell in the forests. Travellers are often struck by the feeling of someone watching them, and sometimes this proves true, when the native faeries halt or ruin an ambush by bandits, or shelter a lone traveller from a storm. With Loren becoming more insular, many are coming to see Ryantra as a memory of “the way things used to be,” referring to before the Magi Wars.

Ryantra has a small standing army, but possesses vast amounts of Faerie Magic, along with several more rare disciplines. The Ryantran school of BladeMastery is the most respected school of swordsmanship in the world, and the Royal Guard are some of the most highly-trained warriors known. Rumors persist of a new school of swordsmanship being taught only to the most favored Ryantrans, one melding the ways of blade and magic cleanly.

Valta is Ryantra’s closest ally, though some friendly competition between the militaries exists. The two kingdoms exchange information and even training with each other, adding to each nation’s reputation. They also maintain excellent relations with Loren, if quiet ones, and Kolb. Trade with Alden is brisk, but Solumans are rarely seen, more as a matter of avoiding the sensitive Valtan issue than out of any hatred from either.

Sanctuary

Sanctuary is not an officially recognized kingdom. In fact, many are uncertain it even exists. Some small amount of information has been gathered from wandering archers who demonstrate the Sanctuary style of archery, rumored to have originated in this small kingdom.

The location of Sanctuary is vague... some place it near Valta, nestled in the Sun’s Nest mountains, while others put it on an island to the east of Anathas. Some even claim it lies in the glacier to the north of the Soluman Empire, resting above a massive hot spring. All indications point toward a land size roughly two-thirds the size of Valta, perhaps smaller, and ringed by mountains on all sides.

The mountains have only two easy passages in or out, both heavily guarded by archers from watchtowers. The land itself is a mixture of farmlands and forest, with roads rarely being mentioned, though the level of technology seems to be fairly high. The inhabitants live mostly in solitary homes scattered throughout the countryside, though at least one city has been mentioned.

The political climate is a mystery, as no clear ruler has ever been alluded to. The one common theme is the abundance of halfbreeds, the small land named for its acceptance of the magical beings unwanted by others. If this is the case, then the land is probably ruled by a small council of elders, in keeping with Faerie tradition and the dislike that halfbreeds have for absolute authority.

Sanctuary has no allies or enemies, being too secretive to forge such bonds. Valta has expressed some respect for

it publically, but made no offer of alliance. Solumas has made their indifference clear, along with Alden, but Loren has been surprisingly hostile to the idea that such a nation could exist.

Soluman Empire

From the massive size of the Empire today, no one would ever guess that Solumas ever contained more than one nation. The Soluman Empire was originally a small country on the coast, mainly acting as a middleman in trade routes and negotiations. The Magi Wars changed that.

With all of its neighbors weakened financially, the small country formed mutual alliances, then eventually absorbed its neighbors. This led to a snowballing of its gains, as more nations were convinced to let the more stable nation take care of their affairs, and the young Soluman Empire now had an army to emphasize their point.

By 27 AW, one quarter of Solumas was controlled by the Empire, all gained by negotiation and minimal confrontation. The surrounding kingdoms had recovered enough to consider themselves stable again, and declined to join the growing Empire. Unfortunately for them, the government of Solumas had become convinced of the righteousness of their cause, and began to engage in military conflicts to absorb the remaining countries.

The large kingdom, now officially known as the Soluman Empire, swept through the continent in a manner of decades, finally taking Tamaril in 62 AW, and cementing its control over the entire continent. After that point, the Empire set about reorganizing and stabilizing its lands, a process which took only a decade.

In 72 AW, the Empire began to expand into Anathas. The first few kingdoms fell quickly, and for 5 years Solumas enjoyed success in forming a world government. Then, in 77 AW, they encountered the growing Valtan Empire, and clashed.

The conflict lasted centuries, though a stalemate was reached within a few decades. During this time, the Empire refined its political system, building roads and organizing its member cities into a uniform layout. Their war with Valta lasted until the arrival of the Kurr’d-ah, and continues to this day, though they focus mainly on the invaders on their own continent, and have abandoned Anathas.

The Empire is ruled as a republic, with two dictators sharing power and putting forth suggestions for laws. These dictators have 10 year terms, after which the Senate elects a new pair. No person can have two terms in a row, though it is fairly common to have the same person elected multiple times. The Senators themselves are elected for life, though many step down after a few decades to make way for newer candidates. The Senate consists of 103 members at the moment, many of whom represent lands long since conquered by the Kurr’d-ah.

The Empire also claims one man as Emperor, who handles foreign policy and the military. The Emperor usually remains so for life, replaced by another Senator upon his death. Twice in recorded history the Emperor has been

forced to resign due to overreaching his power, but this has not been done in over a century.

The Soluman Empire has no real allies, though they are a welcome trade partner with many nations. Valta still has a rivalry with them, and by extension, they are not well liked in Ryantra either. Still, with the halting of the Empire's expansion, Soluman representatives are treated well. Their Venatars, licensed law enforcement specializing in extradition of criminals from foreign lands, are even welcomed in Valta, and many nations have come to emulate the Empire in drafting treaties to aid in recovering dangerous criminals.

Valta

Of all the countries, Valta has been one of the most active in resisting the invasion. Unfortunately, it has also suffered more than any other, and is now a mere fragment of its former glory. Still, Valtans have come to be either respected or feared throughout the world for their success in combating the Kurr'd-ah menace.

Valta is a relatively young country, founded in 37 AW by a former Kolban by the name of Tarlis Valta. Tarlis was one of the two top students of the Swordmaster Malkrim, along with Rilseth Ryantra, but followed a different path from his friend and rival. Tarlis believed that martial perfection was equal to personal perfection, and so carved a country from the devastation of the Magi Wars with this concept as the central belief.

From Valta's founding, it has always concentrated on military might over the exclusion of all else. A mandatory service in the army, combined with a flowering culture that placed great respect in the way of a warrior, soon found Valta in the role of peacekeeper for the countries west of the Sun's Nest mountains, and then, after Tarlis' death in 51 AW, the country inevitably became a conquerer. Thanks in part to Tarlis' thorough instruction in advanced battle techniques, the Valtans quickly defeated any armies before them, growing quickly in power.

By 77 AW, Valta controlled most of the continent of Anathas west of the mountains, having absorbed the countries which had been weakened by the Magi Wars. Up until this time, the neighboring countries east of the mountains had been growing more concerned by the increasingly expansionist policy of the young nation, but as these countries had recovered quite well from the war, had yet to be confronted. Valta's sister country, Ryantra, was quick to form a defensive alliance, and most other border countries signed non-aggression pacts with Valta, including trade agreements for the growing country to cope with the lack of resources in the western part of Anathas. It was at this time, however, that Valta was to face its first real opponent.

The Soluman Empire had, by this time, absorbed almost all of the northern continent. Rich with resources, the powerful empire was much more capable of winning a prolonged conflict. Or so they believed. Upon assaulting the northwest lands of Anathas, the Solumans found themselves combating an army whose training and resolve far exceeded their own. Faced with the brutal Valtan defense of their con-

quered lands, and forced to ferry supplies from one continent to the other, the Solumans were at first at a disadvantage. The massive resources at their disposal compensated for this fairly quickly, and the Soluman Empire gained ground in an extended land war, pushing back the previously undefeated Valtans.

By 110 AW, the war had reached a stalemate. Solumas occupied one eighth of Anathas, the northern half of the lands west of the Sun's Nest, while the Valtans remained in control of the southern half of that area. Within 5 years, an uneasy truce had been called, and the Solumans were forced to lay their dreams of one worldwide nation aside. Meanwhile, the Valtans had to acknowledge a nation with equal military might, a distasteful admission that results in enmity between the two countries to this day. Still, the border remained relatively stable for over a century, despite several minor skirmishes between the two military juggernauts. The Valtans simply lacked the manpower and resources to push back the northerners, while the Soluman Empire was caught up in keeping its massive holdings running smoothly, not to mention the expense of maintaining supply lines to the Soluman-Valtan front.

In 251 AW, the Valtans suffered another blow to their holdings, though they also finally saw the expulsion of their Soluman neighbors. The Kurr'd-ah invasion swept through both countries indiscriminately, completely destroying the Soluman presence on Anathas, nearly crippling the Valtans, and striking severe blows to the countries east of the mountains. Despite the incredible power of the invaders, the Valtans rallied and managed to keep a small, defensible portion of their land, forming a hardened corps of warriors whose success against the invading armies is unmatched.

Today, Valta occupies a small piece of land nestled against the Sun's Nest mountains on one side, and the South Sea on another. Most of the land consists of low foothills, covered in farmland to feed the vast military engine. A fundamental shift in thinking has occurred, with the martial country recognizing the indispensable farmers as being just as important as soldiers. In fact, a recent edict states that those intending to be farmers are only required to do 3 months of basic training, waiving the normal 4 year duty required in the army. The military itself is a hardened entity consisting of amazingly competent soldiers. Each footsoldier is usually on par with a veteran unit of another nation, and a Valtan commando is a force to be feared on the battlefield.

In addition to their strong army, Valta is defended by the treacherous southern part of the Sun's Nest mountains on one side. Only three passes exist into the country from these mountains, each heavily guarded against intrusion. North pass, at the northern part of the country, is especially well-defended due to the proximity to the Kurr'd-ah, while Ocean Pass at the very south end of the mountains is generally the easiest way in. Those travellers with papers usually opt for Imperial Pass, leading almost directly into the capital city.

Valta's allies include Ryantra, formed around the same time, and Cass, as the seafaring nation smuggles much-needed supplies through the Kurr'd-ah blockade. Many oth-

ers on the southern continent will aid Valta during military operations, realizing the young country is indispensable in fighting the invaders. In fact, Ryantra has started a type of exchange program for their battle schools, allowing Valtans to be trained in Blademastery. Only Solumas remains indifferent to the country, grudgingly admitting their usefulness against a shared enemy.

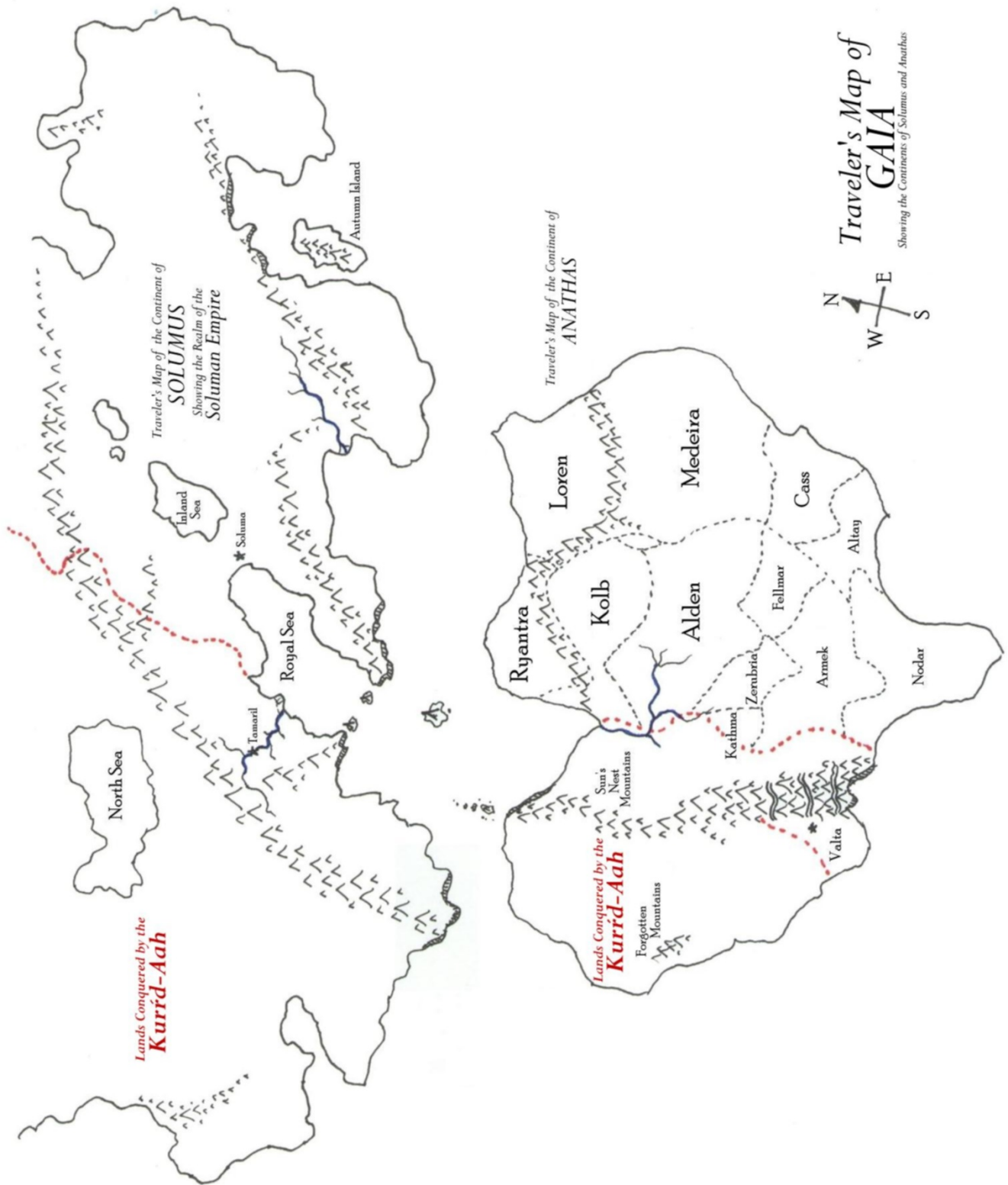
Zerubria

Despite a relatively large portion of Anathas under the control of Zerubria, the kingdom is often forgotten by others. Despite centuries of almost constant warfare with Fellmar, a nation that very few actually like, Zerubria is passed over by anyone not dealing with some aspect of it, which happens only rarely.

The reason for this is Zerubria's lack of involvement. Aside from maintaining their borders, their trade and political involvement is practically nonexistent. The people are happy, and mostly consist of self-sufficient farmers anyway, with only a few scattered cities. The army is small, relying on guerrilla tactics to contain Fellmar.

The government of Zerubria is very loosely defined. They are a monarchy, with hereditary succession, but aside from some basic laws and patrols, the citizens are mostly given free reign. Taxes are minimal, but so are the government sponsored programs for its citizens.

Zerubria has no enemies other than Fellmar, where a mutual hate exists. All other nations are either indifferent or slightly friendly, maintaining minimal relations as a matter of manners.



Chapter 11

Bestiary

What follows is a summary of common creatures, and some not so common, encountered on Gaia. Not that some of these creatures may have Intelligence scores that are very high, yet still be non sentient. This reflects natural cunning and instinct.

In most cases, only the ratings for the Attribute Group are given, to cut down on complexity. Assume both Attributes in the Group have the same value.

Mundane Creatures

Normal Animals

These are nonmagical, typical creatures that are particularly common throughout Gaia.

Bear

<i>Body:</i> 5	<i>Init:</i> 4	<i>Gaia:</i> 0
<i>Agility:</i> 2	<i>TN:</i> 12	<i>Claw:</i> 7
<i>Mind:</i> 2	<i>Dodge:</i> 2	<i>BD:</i> 5
<i>Spirit:</i> 3	<i>Parry:</i> 5	<i>Fatigue:</i> 25
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 9

Armor: 3(Leather)
Wound Threshold: 6

Size: 1
Move: 7

Skills

Athletics: 6	Dodge: 2	Tracking: 5
Awareness: 5	Intimidate: 6	
Brawling: 5	Stealth: 5	

Attacks

Bite: DB 6, DM 2, AP 1/0/0, Reach 0
 Claw: DB 7, DM 2, AP 2/0/0, Reach 1

Special

Keen Senses - A Bear's senses grant a +1 on all Awareness checks, and they are assumed to possess Acute Smell.

Non-Sentient - Bears are animals, and do not possess normal reasoning abilities, although they can learn and can be trained.

Description

The common brown bear, found on Solumas and in the southern areas of Anathas, is a powerful but shy creature. With thick fur ranging from a soft brown to a pitch black, and a heavy, several hundred pound body, bears can be intimidating and surprisingly fast when angered. Despite their large size and threatening stance, their brawling ability is only mediocre. Still, their power makes them deadly combatants to the unarmed or amateur warrior.

Summary

Bears, like most normal animals, avoids humans and other non-natural creatures. Very protective of their own, they sometimes cross paths with hunters or those lost in the forest, but are more often unseen.

Horse

<i>Body:</i> 5	<i>Init:</i> 4	<i>Gaia:</i> 0
<i>Agility:</i> 2	<i>TN:</i> 12	<i>Kick:</i> 6
<i>Mind:</i> 2	<i>Dodge:</i> 4	<i>BD:</i> 5
<i>Spirit:</i> 2	<i>Parry:</i> 4	<i>Fatigue:</i> 26
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 6

Armor: 0
Wound Threshold: 6

Size: 1
Move: 10 (x3/x5/x6)

Skills

Athletics: 6	Brawling: 4
Awareness: 6	Dodge: 4

Attacks

Hooves: DB 6, DM 2, AP 0/2/5, Reach 1
 Teeth: DB 6, DM 2, AP 1/0/0, Reach 0

Special:

Keen Senses - A horse's senses give them a +1 to Awareness rolls, and they are considered to possess Acute Smell and Acute Hearing.

Non-Sentient - Horses are animals, and do not possess normal reasoning abilities, although they can learn and can be trained.

Description

Ranging from a few feet tall at the shoulder, to nearly the height of a man, horses come in a wide variety of colors and sizes. Most are fairly lean, though warhorses and draft varieties can be very heavily built.

Summary

Used as mounts or as workers, horses are valuable to any traveler on Gaia. A steady companion, and a way to avoid fatigue and shorten long journeys, the horse is the most important animal in the war-torn society of Gaia. Horse thieves are one of the most hated types of criminal, as good specimens of equine are difficult to come by, with the coming of the Kurr'd-ah.

Wolf

<i>Body:</i> 4	<i>Init:</i> 5	<i>Gaia:</i> 0
<i>Agility:</i> 3	<i>TN:</i> 13	<i>Bite:</i> 5
<i>Mind:</i> 2	<i>Dodge:</i> 4	<i>BD:</i> 4
<i>Spirit:</i> 2	<i>Parry:</i> 4	<i>Fatigue:</i> 23
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 6

Armor: 2(Leather)Wound Threshold: 5Size: 0Move: 9Skills

Athletics: 6	Dodge: 4	Tracking: 8
Awareness: 6	Intimidate: 2	
Brawling: 4	Stealth: 8	

Attacks

Bite: DB 5, DM 2, AP 1/0/0, Reach 0

Special

Keen Senses - A Wolf's senses are very keen, giving them a +1 to Awareness rolls, and they are considered to possess Acute Smell and Acute Hearing, with a +4 bonus instead of the normal bonus.

Non-Sentient - Wolves are animals, and do not possess normal reasoning abilities, although they can learn and can be trained.

Description

Wolves have a large variety of forms, but the most common breed is large, stocky, and grey-furred. Few would mistake a wolf for a dog, as the large size and general wild look about them are good indicators of their actual species.

Summary

Wolves are common on Gaia, predators that tend to stay in packs, laying claim to a limited region for their hunting needs. They shy away from Humans and other bipeds, though lean winters have brought them into conflict with farmers and herders, as wolves will attack livestock when their natural prey of deer and rodents are in short supply.

Men**Soldier**

<i>Body:</i> 2	<i>Init:</i> 4	<i>Gaia:</i> 0
<i>Agility:</i> 2	<i>TN:</i> 12	<i>Punch:</i> 1
<i>Mind:</i> 2	<i>Dodge:</i> 2	<i>BD:</i> 2
<i>Spirit:</i> 2	<i>Parry:</i> 4	<i>Fatigue:</i> 17
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 6

Armor: 2(Leather) or 6(Chain)Wound Threshold: 3Size: 0Move: 8Skills

Archery: 4	Awareness: 4	Dodge: 2
Athletics: 2	Brawling: 2	Swords: 4

Attacks

Short Sword: DB 4, DM 2, AP 3/2/3, Reach 1

Short Bow(sometimes): DB 5, DM 2, AP 1/2/2

Description

Typical soldiers are quite common, used for fodder in the armies and for guards in castles and cities. They are normally fit and move with a practiced ease, but are otherwise indistinguishable from a normal Human.

Summary

Soldiers are not much of a threat to a well-trained fighter one-on-one, but multiple soldiers can quickly overwhelm a character. Many times, soldiers lose their employment and become mere bandits, bringing them into conflict with other soldiers and, likely, Player Characters.

Thrall

<i>Body:</i> 2	<i>Init:</i> 3	<i>Fate:</i> 0
<i>Agility:</i> 2	<i>TN:</i> 11	<i>Punch:</i> 1
<i>Mind:</i> 1	<i>Dodge:</i> 2	<i>BD:</i> 2
<i>Spirit:</i> 1	<i>Parry:</i> 2	<i>Fatigue:</i> 17
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 3

Armor: 0Wound Threshold: 3Size: 0Move: 7Skills

Archery: 2	Awareness: 2	Dodge: 2
Athletics: 2	Brawling: 2	Swords: 2

Attacks

Short Sword: DB 4, DM 2, AP 3/2/3

Short Bow(sometimes): DB 5, DM 2, AP 1/2/2

Description

Thralls resemble gaunt Humans, though they possess wiry muscle all through their body, despite their apparent malnutrition. They are usually dirty and unkempt, wearing minimal clothing, and always have a haunted, blank look in their eyes.

Summary

Thralls are normal Humans who have been slaves to the Kurr'd-ah for drastically long periods of time. They have little to no will of their own, doing whatever their masters tell them, and fight lethargically, at best. Still, they have been gathered from multiple worlds, and thus are usually overwhelming in number.

Faeries

Grey Man

Body: 4 *Init:* 4 *Gaia:* 2
Agility: 2 *TN:* 12 *Punch:* 3
Mind: 2 *Dodge:* 6 *BD:* 4
Spirit: 4 *Parry:* 8 *Fatigue:* 23
Social: 1 *Block:* 0 *Backlash:* 24

Armor: 3(Leather)
Wound Threshold: 5
Size: 1
Move: 8
Skills

Athletics: 7 Dodge: 6 Survival: 10
 Awareness: 10 Intimidation: 8
 Brawling: 8 Stealth: 8
Techniques

Counter Overpower
 Focus Power Thrust I

Attacks

Punch: DB 3, DM 2, AP 0/0/0

Special

Cold Iron Vulnerability - Grey Men take +2 Damage and +1 Damage multiplier from weapons forged of Cold Iron.

Earth Sense - The Grey Man has the ability to see any place in its claimed domain. They can “feel” the presence of any animals or creatures not “attuned” to the area, a process that takes several long visits.

Fear Effect - At any time, the Grey Man can lay a fearful aura about itself or its land, affecting any that the Faerie creature chooses. Anyone targeted by the Fear Effect must make an opposed Will Roll against the Grey Man, or flee in terror away from the center of the Grey Man’s domain. The effect is magical in nature, and disappears as soon as the target leaves the domain.

Description

Grey Men are large humanoids, resembling a grey-furred, very hairy human of about 8 to 9 feet tall, and between 250 and 350 pounds. They are heavily muscled, yet move with an unnatural grace. Their most distinctive feature is their eyes, a bright, almost glowing red.

Summary

Grey Men are solitary Faeries found in any hilly or mountainous area. They are somewhat rare, but their homes are not hard to find, as local villages often have tales of “the frightening creature upon the hill” or something similar. Finding the place they live and actually finding the Grey Man are two different things, however.

Disliking company of any sort, outside of the one time they mate, the Grey Man often hides away from any explorers to his chosen domain. They usually lay claim to a large area, often over a square mile in size, and always near

the top of a hill or small mountain. The Grey Man is almost always aware of trespassers in its domain, though its Earth Sense can be countered with magic. It usually only interferes when trespassers come too near its actual lair, or some other place it values, or itself.

The Grey Man focuses on chasing out trespassers, relying on its Fear effect for defense. It is normally a very passive creature, and not much of a threat in actual combat.

Kurr’d-ah

True Kurr’d-ah

Due to the wildly erratic nature of the Kurr’d-ah mental state, True Kurr’d-ah have variable statistics for some areas. Whenever a *(#)d is present, the value of the statistic changes every Round. The first time the statistic is used in the Round, roll the number of dice given by (#) and take the highest, then compare to the chart below.

Table 11.1: Kurr’d-ah Random Attributes

Roll	Attribute
1	1
2-4	2
5-7	3
8-9	4
10-11	5
12+	6

*Example: A character casts a spell to slow down a Kurr’d-ah Drone. The spell calls for a Will roll, and the Drone’s Spirit is *2d. The Game Master rolls 2 dice for the Attribute, with a result of 2 and 5, for a 5 total. Looking at the table, this indicates that the Drone’s Willpower is 3.*

Kurr’d-ah Fear

The Kurr’d-ah are naturally terrifying, but have an innate aura that builds upon that fear, crippling normal foes with indecision. Upon first encountering a specific Kurr’d-ah, characters make an Opposed Will roll, with the Kurr’d-ah gaining a +2 Bonus to the roll. If the roll is failed, the character loses their first Round, stunned in fear, and has a -2 to hit and -1 TN for the duration of the battle. Every time the Kurr’d-ah is injured(at least 1 Fatigue), the PC may roll again to shake off the effect. The Fear Effect applies separately to each Kurr’d-ah.

Drone

Body: 6 *Init:* 3 + *2d *Fate:* 3
Agility: 3 *TN:* 14 *Punch:* 5
Mind: *2d *Dodge:* 4 *BD:* 6
Spirit: *2d *Parry:* 6 *Fatigue:* 41
Social: 2 *Block:* 6 *Backlash:* 24
Armor: 12(Plate)

Wound Threshold: 7

Size: 2

Move: 8

Skills

Awareness: 6	Brawling: 6	Intimidate: 6
Shield: 6	Dodge: 4	Swords: 6

Techniques

Bind	Overpower
Counter I	Power Thrust I

Attacks

Bastard Sword: DB 12, DM 4, AP 0/0/0, Reach 5
Short Sword: DB 10, DM 3, AP 0/0/2, Reach 3

Special

Fear Effect - Described in the overview section above, but the Drone does not get the +2 Bonus to their Will Roll.

Extra Arms - 4 Passive Parries, 4 Passive Blocks. May use 2 weapons per Round for multiple Attacks.

Description

The Drone is slightly smaller than a normal Kurr'd-ah, about 10 feet tall and 8 long. They appear otherwise unremarkable in their physical form, with a carapace a dark rusty brown, and slightly exaggerated antennae. See page 99 for a more complete description.

Summary

Drones are the lowest of the Kurr'd-ah, sometimes performing menial tasks that are beyond the ability of slaves, but more often simply fighting in the ongoing war. Though deadly, they are the weakest of the Kurr'd-ah, and the type most commonly encountered. Drones are the most likely Kurr'd-ah to retreat from a battle, though their mental instability makes that uncertain even when they are faced with overwhelming odds.

Warrior

<i>Body:</i> 7	<i>Init:</i> 5 + *2d	<i>Fate:</i> 6
<i>Agility:</i> 5	<i>TN:</i> 15	<i>Punch:</i> 6
<i>Mind:</i> *2d	<i>Dodge:</i> 8	<i>BD:</i> 7
<i>Spirit:</i> *3d	<i>Parry:</i> 8	<i>Fatigue:</i> 38
<i>Social:</i> 2	<i>Block:</i> 8	<i>Backlash:</i> 36

Armor: 14(Plate) + 6(Chain)

Wound Threshold: 9

Size: 2

Move: 8

Skills

Archery: 8	Dodge: 7	Shield: 8
Awareness: 6	Healing: 4	Swords: 8
Brawling: 7	Intimidate: 8	

Techniques

Bind	Overpower
Counter I	Power Thrust I
Fatal Strike I	Precision Strike I
Fluid Motion	Quickdraw
Flurry Attack	Steel Wall
Hip Shot	

Attacks

Bastard Sword: DB 13, DM 4, AP 0/0/0, Reach 5
Short Sword: DB 11, DM 3, AP 0/0/2, Reach 3
Crossbow: DB 16, DM 4, AP 4/5/9, +2 to Hit, 100 yard Range
Stinger: DB 10, DM 3, AP 3/3/2, Reach 1/2

Special

Fear Effect - Described above.

Extra Arms - 4 Passive Parries, 4 Passive Blocks. May use 2 weapons per Round on multiple Attacks.

Poison Stinger - May attack every other Round regardless of other attacks made. Doing a Light Wound or higher injects a poison into the victim's body, resulting in paralysis unless a Hard(16) Endurance check is made. If the first attempt fails, the character may make another check every 15 minutes(60 combat Rounds), with the Difficulty reduced by 1 each time. Success still results in a -3 penalty to all actions, unless a second check is made, also with a Hard(16) Difficulty.

Description

Standing 14 feet tall and 10-12 long, the Warrior Kurr'd-ah is a large variant on the basic Kurr'd-ah frame. Their physical form has a carapace of a deep red, flecked with steely grey. Aside from the normal Kurr'd-ah physique, the Warriors also sport a long, scorpion-like tail, with a stinger on the end to strike at its foes. See page 99 for a more complete description.

Summary

The mainstay of the Kurr'd-ah war effort, the Warrior caste is a far more deadly than all but the most skilled fighter. Nearly unstoppable, with a speed and skill rivalling even the most dedicated swordsman, no mortal creature stands alone against a Warrior unless there are no other options. Fortunately, they are relatively rare compared to the weaker Drones.

Aliens

In the past few centuries, many creatures have appeared which defy the natural order of Gaia. In some cases, these are artificial beings, such as Abominations(q.v.) or other constructs. But in others, the creature comes from *someplace else*. The Kurr'd-ah are the best example of this, and the misery it can bring, but there are many other worlds, and the barriers between them and Gaia have weakened considerably.

Time Hound

<i>Body:</i> 7	<i>Init:</i> 9	<i>Gaia:</i> 12
<i>Agility:</i> 6	<i>TN:</i> 17	<i>Bite:</i> 9
<i>Mind:</i> 3	<i>Dodge:</i> 11	<i>BD:</i> 7
<i>Spirit:</i> 6	<i>Parry:</i> 10	<i>Fatigue:</i> 39
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 78

Armor: 6(Leather)*Wound Threshold:* 10*Size:* 1*Move:* 10(x3/x5/x6)*Skills*

Athletics: 10	Intimidate: 10	Tir: 8
Awareness: 10	Tracking: 10	Piseóga: 10
Brawling: 10	Ainmhite: 8	
Dodge: 10	Na Siogai: 6	

Focal Skills

Alter 10	Effect 10	Maintain 10
Area 10	Element 10	Origin 7
Divination 10	Enchant 7	Range 10
Duration 10	Illusion 7	Target 10

Techniques

Beat Parry I, II	Fluid Motion
Counter I, II	Focus
Power Thrust I-III	Illusory Fighting
Precision Strike I, II	Iron Body
Stop Thrust	Smite
Anticipation I, II	Guided Strike
Gaia's Strength	Mimicry
Instinct Strike	Shield of Will
Recovery	Spirit Strike
Trip Kick	Will of Gaia
Compensation	Eternal Strike

Attacks

Bite: DB 9, DM 4, AP 8/8/10, Reach 1

Special

Keen Senses - A Time Hound's possesses Acute Smell, with a +5 bonus instead of +2, and has a +2 to all other Awareness rolls.

Magic Aura - A Time Hound's mere presence saturates the ether around it, bleeding over into the physical world and interfering with any spells coming near it. The Time Hound's aura manifests itself as a soft blue flame, of an indeterminate temperature. This makes it easily detectable by any spells or abilities that sense magic. The aura is distinctive enough that no one sensing it once would mistake it again. The interference acts as a Magic Resistance of 8, and even affects magic items and permanent magical effects. The Time Hound's aura is uniquely dangerous, in that it permanently dispels magical effects on items. Only artifacts are immune to this effect.

Faerie Magic - A Time Hound can cast Faerie Magic spells without the need for gestures or incantations, no mat-

ter the Complexity or Scope of the spell. They are not thorough masters of Faerie Magic, but their spells are very powerful, as their Wisdom and Willpower are considered 7 for purposes of casting spells. Their own spells are not affected by their Magic Resistance.

Description

These supernatural beasts are sometimes mistaken for large Hellhounds(q.v.), due to their canine form, flame-like aura, and large size. They are actually far larger than Hellhounds, averaging nearly 5 feet at the shoulder, and weighing several hundred pounds. Their fur is shaggy, and their build very much like a timber wolf, but with a deep, burnt grey color. A Time Hound is constantly surrounded by a bluish flame, though anyone approaching near enough will note that the flames do not give off any heat.

Summary

The Time Hounds first appeared during the Magi Wars, and at first were thought to be on the side of the Faeries. It was soon apparent that these creatures were something akin to the watchdogs of reality itself, policing and destroying any great alterations to time or the fabric of reality. They were thought to be a mere myth, meant as an example to prevent magicians from meddling in the same heresies that the Magi committed, but have recently begun to appear again. Though never great in number, these powerful creatures have a natural hatred for the Kurr'd-ah, due to the reality-warping nature of Kurr'd-ah magic. Though intelligent, they have sometimes been confused and crossed paths with native Gaians who hunt the Kurr'd-ah, as the magic tends to linger on living creatures.

Abominations**Hellhound**

<i>Body:</i> 5	<i>Init:</i> 4	<i>Fate:</i> 1
<i>Agility:</i> 3	<i>TN:</i> 12	<i>Bite:</i> 6
<i>Mind:</i> 1	<i>Dodge:</i> 4	<i>BD:</i> 5
<i>Spirit:</i> 2	<i>Parry:</i> 4	<i>Fatigue:</i> 29
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 22

Armor: 3(Leather)*Wound Threshold:* 6*Size:* 0*Move:* 9*Skills*

Athletics: 8	Brawling: 4	Intimidate: 6
Awareness: 8	Dodge: 4	Tracking: 8

Attacks

Bite: DB 6, DM 2, AP 1/0/0, Reach 0

Fire Breath: DB 10, DM 3, AP 5/6/12, Range 15 yards

Special

Keen Senses - A Hellhound's has a +2 bonus to Awareness checks, and are considered to possess Acute Smell, with a +4 bonus instead of +2.

Flame Aura - When in battle, a Hellhound radiates heat to such a large degree that the air around it bursts into flame. Any person attacking the Hellhound with a melee weapon with a Reach less than 3 must take an amount of Damage equal to 4 plus their MoS. Weapons with wooden hafts catch fire, and will break within a few Rounds(roll of 7 or higher on first Round, reducing the threshold by one each additional Round until the fire is doused). The flames sometimes burn up incoming missiles, giving Hellhounds an effective Cover of 4, with an AV of 4 and Hardness of 1 versus wooden missiles. Hellhounds are immune to any heat or fire damage.

Fire Breath - At the cost of 8 Backlash, the hound can unleash a gout of searing flame, which bursts into a fireball with a 5 yard radius upon impact. This takes a normal Attack action, and uses the Hellhound's Brawling Skill to hit.

Description

A Hellhound at rest appears as a somewhat large dog, somewhat akin to an Elkhound or Shepherd, but with fur ranging from a deep crimson to an charcoal black. The eyes, paws, and tail are all tipped with black, and often the back and other places are striped with grey or black, as well. They stand just under 3 feet at the shoulder, and often weigh in excess of 150 pounds.

Summary

One of the more widespread of the creations of the Magi, the Hellhound was bred for the express purpose of guarding valuables and hunting dangerous quarry. Since the end of the Magi Wars, more remote areas have become a breeding ground for these creatures, often at the cost of displacing the area's natural predators. Many nations offer a bounty on the rogue canine menaces, either alive or dead.

Some wealthy or powerful individuals have managed to tame Hellhounds and breed them in captivity, proving that they are merely vicious canines at their core. As a result, it is not unheard of to find Hellhounds as guard dogs in important homes, though they are rarely kept indoors for fear of starting a fire. They are sometimes used to track down dangerous criminals by governments, but the expense of taming and breeding these creatures keeps their sightings down to a minimum.

Iron Elk

<i>Body:</i> 4	<i>Init:</i> 5	<i>Fate:</i> 0
<i>Agility:</i> 3	<i>TN:</i> 13	<i>Hoof:</i> 6
<i>Mind:</i> 2	<i>Dodge:</i> 4	<i>BD:</i> 4
<i>Spirit:</i> 2	<i>Parry:</i> 7	<i>Fatigue:</i> 32
<i>Social:</i> 2	<i>Block:</i> 0	<i>Backlash:</i> 6

Armor: 3(Leather)
Wound Threshold: 5
Size: 2
Move: 10(x4 Run)
Skills

Athletics: 7	Brawling: 7	Intimidate: 7
Awareness: 8	Dodge: 4	

Attacks

Hoof: DB 6, DM 2, AP 0/0/4, Reach 0/1
Gore: DB 7, DM 3, AP 5/6/5, Reach 2

Special

Keen Senses - An Iron Elk has a +2 bonus to Awareness checks, and are considered to possess Acute Hearing, with a +4 bonus instead of +2.

Metallic Antlers - Iron Elk possess a mild alteration that makes their antlers "grow" as intricate, sharp designs in metal, the mix of iron and normal antler nearly as hard as steel. These antlers are sometimes fashioned into weapons or mounted as trophies. They allow the Elk to Parry blows from weapons used on them without Penalty, with an effective Reach of 1 or 2, in addition to the increased Damage and AP they cause.

Description

Iron Elk look much like very fit specimens of normal elk, roughly the size of a horse, perhaps a little smaller than some. The major difference with the males is in their antlers, which have a grey metallic tint through most of them, darkening to a rust red near the base. Doe and fawn Iron Elk are indistinguishable from normal elk, although a good animal handler or hunter can identify a male fawn as an Iron Elk with a few minutes of investigation(roll of Animal Handling or Survival at Difficulty 16, or Scholar: Abominations or similar skill at 13).

Summary

Iron Elk are one of the more benign Abominations. They are native to Armek, although they have spread throughout Anathas and the occasional specimen has been rumored on Solumas. Apparently arising through a magical saturation rather than an intentional construction, Iron Elk are almost normal animals, and are even hunted by some Armek tribes for their meat. The alteration carries through the males, and doe Iron Elk that are born can mate with and give birth to normal elk without trouble. Even though the Iron Elk is a result of Magi Magic, and is thus considered an Abomination, many sages are considering the idea of moving their classification into that of a Magical Beast.

The only noteworthy characteristic of the Iron Elk, aside from the metal antlers that are its namesake, is a significant increase in aggressiveness. Where most bucks would retreat after the does were safely away, an Iron Elk fights to kill, although they will run away if badly wounded.

Appendix A

Sample Spells

Each spell includes a list of Focal Skills, the Scope, Complexity, and Power Level. The normal Difficulty, and Base Backlash (before Magery or Wisdom is deducted from it) are also calculated. Each spell also includes a basic description, and in some cases a few notes on variants.

Draiocht

Ainmwhite

Cat Eyes

Focal Skills: Alter 5, Duration 3, Maintain 3

<i>Complexity:</i> 10	<i>Aspect:</i> -5
<i>Scope:</i> 3	<i>Difficulty:</i> 13
<i>Power Level:</i> 5	<i>Backlash:</i> 10

Effect: Allows the caster to see in the dark for a number of Rounds equal to their Will x 3, and may be maintained at a cost equal to $\frac{2}{3}$ the original cost.

Dragon Might

Focal Skills: Alter 2(Strength), Alter 2(Endurance), Alter 6(Size), Duration 6, Effect 6(Strength), Effect 6(Endurance), Effect 5(Size), Maintain 4, Target 1

<i>Complexity:</i> 38	<i>Aspect:</i> +17
<i>Scope:</i> 9	<i>Difficulty:</i> 20
<i>Power Level:</i> 6	<i>Backlash:</i> 38

Effect: Although it is a difficult and fatiguing spell, Dragon Might is very effective when cast on an experienced warrior, granting them +4 to Strength and Endurance, and increasing their Size by 2 levels. It lasts for Will x 3 Minutes, and may be maintained at $\frac{1}{2}$ the original cost.

Lead the Pack

Focal Skills: Alter 1, Area 4, Duration 6, Effect 6, Maintain 4, Target 4

<i>Complexity:</i> 25	<i>Aspect:</i> +6
<i>Scope:</i> 6	<i>Difficulty:</i> 17
<i>Power Level:</i> 6	<i>Backlash:</i> 25

Effect: Adds +9 to the Base Movement of all allies within a radius of the caster's Wisdom x 3 in yards, up to a number of willing Targets equal to the caster's Will x 2. Lasts for Will x 3 minutes, and may be renewed at $\frac{1}{2}$ the original cost.

Na Siogai

Knit

Focal Skills: Alter 4, Effect 4, Duration 4, Target 1

<i>Complexity:</i> 13	<i>Aspect:</i> +4
<i>Scope:</i> 4	<i>Difficulty:</i> 13
<i>Power Level:</i> 4	<i>Backlash:</i> 13

Effect: Heals a Healing Base of 4 + Willpower for the target each Round. It is active for Will x 8 Rounds. The Healing Threshold is 10 - the caster's Willpower.

Minor Heal

Focal Skills: Alter 4, Effect 4, Target 1

<i>Complexity:</i> 9	<i>Aspect:</i> +4
<i>Scope:</i> 3	<i>Difficulty:</i> 12
<i>Power Level:</i> 4	<i>Backlash:</i> 9

Effect: Heals a Healing Base of 4 + Willpower for the target, with a Healing Modifier of 1.

Median Heal

Focal Skills: Alter 4, Effect 4(Base), Effect 3(HM), Target 1

<i>Complexity:</i> 12	<i>Aspect:</i> +7
<i>Scope:</i> 4	<i>Difficulty:</i> 13
<i>Power Level:</i> 4	<i>Backlash:</i> 12

Effect: Heals a Healing Base of 4 + Willpower for the target, with a Healing Modifier of 2.

Major Heal

Focal Skills: Alter 4, Effect 6(Base), Effect 6(HM), Target 1

Complexity: 16 *Aspect:* +12
Scope: 4 *Difficulty:* 15
Power Level: 6 *Backlash:* 16

Effect: Heals a Healing Base of 6 + Willpower for the target, with a Healing Modifier of 3.

Great Heal

Focal Skills: Alter 4, Effect 8(Base), Effect 8(HM), Target 1

Complexity: 21 *Aspect:* +16
Scope: 4 *Difficulty:* 17
Power Level: 8 *Backlash:* 21

Effect: Heals a Healing Base of 8 + Willpower for the target, with a Healing Modifier of 4.

Invisibility

Focal Skills: Alter 8, Duration 8, Maintain 6, Target 1

Complexity: 23 *Aspect:* -8
Scope: 4 *Difficulty:* 17
Power Level: 8 *Backlash:* 23

Effect: Makes the target completely invisible for a number of minutes equal to the caster's Will x 20, and may be maintained at $\frac{1}{2}$ the cost.

Variants: By dropping the Target Skill, the caster limits the spell's use to themselves, but drops the Scope and Complexity by 1. This reduces the Difficulty by 1 and the Backlash by 1. Another common variant is the addition of Illusion to reduce the Complexity and make the spell more Seelie.

Neutralize Poison

Focal Skills: Alter 5, Element 3, Target 1

Complexity: 9 *Aspect:* -8
Scope: 3 *Difficulty:* 13
Power Level: 5 *Backlash:* 9

Effect: Negates the effects of a poison in the target by turning it to a harmless fluid(water or blood).

Variants: Many find it useful to add Range to this spell, as it merely adds 1 to the Difficulty and some to the Backlash, but allows them to cure targets immediately.

Nondetection

Focal Skills: Alter 8(Invisibility), Alter 7(Silence), Duration 8, Maintain 6, Target 1

Complexity: 30 *Aspect:* -15
Scope: 5 *Difficulty:* 18
Power Level: 8 *Backlash:* 30

Effect: Target becomes both invisible and silenced, making Stealth checks incredibly easy. The effect lasts for a number of minutes equal to the caster's Will x 20, and maintained at $\frac{1}{2}$ the cost.

Silence

Focal Skills: Alter 7, Duration 7, Maintain 6, Target 1

Complexity: 21 *Aspect:* -7
Scope: 4 *Difficulty:* 16
Power Level: 7 *Backlash:* 21

Effect: Mutes all sound from the target for a number of minutes equal to the caster's Will x 8, making them immune to detection from noise.

Variants: Adding a Range and increasing the Target allows the caster to mute an unwilling target, silencing warnings and preventing spells that require an incantation. Adding an Area and increasing the Target allows the caster to silence an area, and all of its occupants, useful for sneaking in a group of people. Illusion is also a common addition, for reasons similar to Invisibility.

Tir

Flame Spurt

Focal Skills: Effect 3, Element 3, Range 3

Complexity: 9 *Aspect:* -6
Scope: 3 *Difficulty:* 11
Power Level: 3 *Backlash:* 9

Effect: A quick, rolling jet of flame that bursts from the caster's palm. The Damage Base is Will +1, the Multiplier is 1, and the Range is the caster's Wisdom x 4 yards.

Nature's Protection

Focal Skills: Alter 1(Add AV), Alter 4(AV), Duration 6, Effect 4(Type), Effect 10(Enhance), Effect 10(AV), Enchant 10

Complexity: 45 *Aspect:* +20
Scope: 6 *Difficulty:* 21
Power Level: 10 *Backlash:* 45

Effect: This powerful protective spell grants the caster an Armor Value of their Willpower + 7, of the Chain type, and enhances any armor they may be wearing by 15 points, making them able to withstand huge amounts of punishment. The protection lasts for Will x 3 Minutes.

Variants: Adding a Target of 1 increases Backlash, Scope, and Difficulty by 1, but allows this spell to be cast on another creature.

Obscurement

Focal Skills: Alter 5, Area 5, Duration 5, Element 3

Complexity: 18 *Aspect:* -8
Scope: 4 *Difficulty:* 14
Power Level: 5 *Backlash:* 18

Effect: Summons a mist in the area surround the caster, with a radius equal to their Wisdom x 5 in yards, which lasts a number of minutes equal to their Will.

Purify Water

Focal Skills: Alter 5, Effect 5, Element 3

Complexity: 13 *Aspect:* -3
Scope: 3 *Difficulty:* 13
Power Level: 5 *Backlash:* 13

Effect: Removes any dangerous chemicals, diseases, or poisons from the water, up to the caster's Will x 25 pounds, which is about 3 gallons per point of Willpower.

Piseóga

Detect Magic

Focal Skills: Area 2, Divination 1, Duration 1

Complexity: 4 *Aspect:* +1
Scope: 3 *Difficulty:* 10
Power Level: 2 *Backlash:* 4

Effect: Can determine the presence of any dormant or active magic within the caster's Wisdom in yards, and has a duration of the caster's Will in Rounds.

Ethereal Disruption

Focal Skills: Area 1, Effect 6, Duration 1, Maintain 6.

Complexity: 14 *Aspect:* +6
Scope: 4 *Difficulty:* 15
Power Level: 6 *Backlash:* 14

Effect: Creates a bubble of churning ether, invisible to the eye, but acting as an instant Counterspell to any magical effect within its radius of 1 yard around the caster. The bubble lasts for a number of Rounds equal to the mage's Willpower. The spell is Power Level 6, giving 3 dice to resist any incoming spell and a +6 to the Willpower check, and can initiate a contest to dispel existing effects. The spell may be maintained at $\frac{1}{3}$ initial cost.

Variants: Adding Range and Origin allows the caster to throw a crippling spell at other mages. This adds 2 the Scope, raising the Difficulty to 17 and the Backlash/Complexity. Often, the Duration is dropped in this

case, lowering the Difficulty, Complexity, and Backlash by 1, but limiting this to a single dispel on the area, leaving it vulnerable to new spells.

Elementalism

Air

Flight

Focal Skills: Alter 5, Effect 5(Base Move), Effect 3(Move Type), Duration 4, Maintain 4

Complexity: 21 *Difficulty:* 13
Scope: 5 *Backlash:* 21
Power Level: 5

Effect: Allows the caster to fly through the air, with a speed equal to his Will + 3. He may use the Jogging and Running rules, with similar costs in penalties and Fatigue, but may not Sprint. The spell lasts for a number of Rounds equal to the caster's Will x 5, and may be maintained at $\frac{3}{4}$ the original cost.

Variants: Adding Target of 1 allows this spell to be cast on another person, but increases Complexity, Backlash, and Difficulty by 1.

Lightning Bolt

Focal Skills: Alter 4(AP), Effect 7(Base), Effect 8(DM), Range 6

Complexity: 25 *Difficulty:* 15
Scope: 4 *Backlash:* 25
Power Level: 8

Effect: A powerful arc of electricity, laying low all but the most sturdy enemy. Damage Base is the caster's Willpower + 7, and the DM is 4. The AP of the attack is 4/4/4, and it may be performed from up to Int x 25 yards away.

Speed of Thought

Focal Skills: Alter 2, Effect 6, Duration 2, Target 1

Complexity: 11 *Difficulty:* 13
Scope: 4 *Backlash:* 11
Power Level: 6

Effect: Raises the target's Initiative by +4, for the caster's Will x 2 Rounds.

Wind Shield

Focal Skills: Alter 2, Effect 6, Duration 2, Maintain 6

Complexity: 16 *Difficulty:* 13
Scope: 4 *Backlash:* 16
Power Level: 6

Effect: Gives the mage a +4 to their TN to be Hit for a number of Rounds equal to $2 \times \text{Will}$, which may be maintained at $\frac{1}{2}$ the original cost.

Variants: Target 1 may be added to cast on another person, increasing Complexity, Difficulty, and Backlash by 1.

Earth

Gaia's Wrath

Focal Skills: Area 4, Alter 4, Effect 6(Base), Effect 6(DM), Range 5, Origin 5

Complexity: 30 *Difficulty:* 15
Scope: 6 *Backlash:* 30
Power Level: 6

Effect: Stone spikes erupt beneath the targeted area, with no warning to the occupants. Any point within the caster's $(\text{Int} - 1) \times 15$ in yards may be targeted, and the effects extend for a radius equal to their $\text{Int} \times 3$. The spikes may not be Parried or Blocked, and Dodging is at a -2 penalty. The Damage Base is the caster's $\text{Will} + 6$, and the DM is 3. The AP of this attack is 2/2/8.

Stoneskin

Focal Skills: Alter 4, Duration 2, Effect 6(AV), Target 1

Complexity: 13 *Difficulty:* 13
Scope: 4 *Backlash:* 13
Power Level: 6

Effect: Hardens the target's skin, granting an AV equal to the caster's $(\text{Will} \times 2) + 3$. The protection lasts for a number of Rounds equal to the mage's $\text{Will} \times 2$. The type is considered Plate.

Fire

Ambient Warmth

Focal Skills: Alter 3, Area 3, Duration 3, Maintain 3

Complexity: 12 *Difficulty:* 10
Scope: 4 *Backlash:* 12
Power Level: 3

Effect: Warms the air around the caster, protecting against cold weather. Warms in a radius equal to the caster's $\text{Int} \times 3$ in yards, and lasts his $\text{Will} \times 3$ in Rounds. May be maintained at $\frac{2}{3}$ the original cost.

Artful Dodger

Focal Skills: Alter 4(Dex), Alter 4(Ref), Duration 2, Effect 4(Dex), Effect 4(Ref), Maintain 4

Complexity: 22 *Difficulty:* 13
Scope: 6 *Backlash:* 22
Power Level: 4

Effect: Enhances the caster's Reflexes and Dexterity by +2 each. The effect lasts for a number of Rounds equal to their $\text{Will} \times 2$, and may be maintained at $\frac{1}{2}$ the original cost.

Eternal Warrior

Focal Skills: Alter 4, Duration 2, Effect 6, Maintain 6

Complexity: 18 *Difficulty:* 13
Scope: 4 *Backlash:* 18
Power Level: 6

Effect: Regenerates every Round with a Healing Total equal to the caster's Willpower, with a Threshold of 10 - Willpower. The regeneration lasts a number of Rounds equal to the caster's $\text{Will} \times 2$, and may be maintained at $\frac{1}{2}$ the original cost. Due to the high Threshold of this spell and the low Effect, it is usually used to regenerate Fatigue.

Fabulous Fortune

Focal Skills: Alter 2, Duration 2, Effect 6, Maintain 3

Complexity: 13 *Difficulty:* 13
Scope: 4 *Backlash:* 13
Power Level: 6

Effect: Grants the caster enhanced luck, in the form of a bonus of +4 to be applied to any actions dependent on luck, such as Gambling and, in some cases Awareness and Dodge rolls. The spell lasts his $\text{Will} \times 2$ in Rounds, and may be maintained at the original cost.

Fire Ball

Focal Skills: Alter 4, Area 2, Effect 6(Base), Effect 6(DM), Origin 5, Range 5

Complexity: 28 *Difficulty:* 15
Scope: 6 *Backlash:* 28
Power Level: 6

Effect: The famous attack of any Fire Elementalist, consisting of an explosion of flame that appears without warning. The burst of fire affects an area in a radius equal to the caster's Intelligence in yards, and may appear anywhere within a number of yards equal to his $\text{Int} \times 15$. The attack may not be Blocked or Parried, and is at a -2 to Dodge. The actual Damage has a Base Damage of the caster's $(\text{Will} \times 2) + 6$, a Damage Multiplier of 3, and an AP of 2/4/6.

Fire Shield

Focal Skills: Alter 2(Raise TN), Duration 2, Effect 6(TN), Effect 4(Base Damage), Maintain 3

Complexity: 17 *Difficulty:* 14
Scope: 5 *Backlash:* 17
Power Level: 6

Effect: Raises the caster's TN to be Hit by +4, and anyone attacking using a melee weapon takes Damage, with a Damage Base equal to the caster's $(\text{Will} \times 2) + 4$. The

caster may make Brawling attacks with the same Damage Base, and a DM of 1. The spell has an AP of 0/0/0. The flaming shield lasts a number of Rounds equal to the caster's Will x 2. It may be maintained at the original cost.

Flame Dart

Focal Skills: Effect 1(Damage), Range 1

Complexity: 2 *Difficulty:* 6
Scope: 2 *Backlash:* 2
Power Level: 1

Effect: Shoots a small burst of flame. Damage Base is (Will x 2) + 1, DM is 1. Range is Int in yards.

Flame Jet

Focal Skills: Alter 3(AP), Effect 3(Base), Effect 3(DM), Range 3

Complexity: 12 *Difficulty:* 10
Scope: 4 *Backlash:* 12
Power Level: 3

Effect: A basic attack spell, consisting of a long stream of fire. Damage Base is (Will x 2) + 3, DM is 2. AP 1/3/5. Range is Int x 5 yards.

Flare

Focal Skills: Duration 1, Effect 1, Range 3

Complexity: 5 *Difficulty:* 9
Scope: 3 *Backlash:* 5
Power Level: 3

Effect: A tiny jet of flame streaks to the desired point, up to the caster's Int x 5 yards away, where it "pops" and holds position until the duration expires, lighting the area much like a torch. The flame lasts for a number of Rounds equal to the caster's Will. Should it be used as an attack, the Base Damage is (Will x 2) +1, and the DM is 1. The target will continue to take the Base Damage every Round, but the spell's AP is 0/0/0.

Flickering Flame

Focal Skills: Duration 1, Effect 1, Maintain 1

Complexity: 3 *Difficulty:* 7
Scope: 3 *Backlash:* 3
Power Level: 1

Effect: Summons a small flame in the caster's palm. Suitable for illuminating an area like a torch, but can also be used to attack any enemy within melee range. Should it be used as an attack, the Base Damage is (Will x 2) +1, and the DM is 1. The flame lasts a number of Rounds equal to the caster's Will, and may be maintained at the original cost of the casting.

Heartburn

Focal Skills: Alter 4(AP), Effect 4(Base), Effect 6(DM), Origin 6, Range 6

Complexity: 26 *Difficulty:* 14
Scope: 5 *Backlash:* 26
Power Level: 6

Effect: Causes the target to be burned from the inside. Damage Base is (Will x 2) +4, DM is 3. AP 2/4/6. Range is Int Scale x 25. This attack may not be Blocked or Parried, and is at -2 to Dodge.

Inferno Sphere

Focal Skills: Area 1, Duration 2, Effect 2, Maintain 2

Complexity: 7 *Difficulty:* 9
Scope: 4 *Backlash:* 7
Power Level: 2

Effect: Surrounds the caster in a large "bubble" of flames, damaging any that come near. The radius is 1 yard, and lasts his Will x 2 in Rounds. May be maintained at $\frac{1}{2}$ the original cost. Base Damage is (Will x 2) + 2. The spell has an AP of 0/0/0, and may not be used as a direct attack, so the DM is unimportant.

Victor's Fiery Might

Focal Skills: Alter 1(Base Damage), Alter 2(Roll to hit), Alter 6(DM), Duration 3, Effect 4(Base Damage), Effect 3(Roll to hit), Effect 5(DM), Maintain 6

Complexity: 30 *Difficulty:* 17
Scope: 8 *Backlash:* 30
Power Level: 6

Effect: Creates an aura around the character that increases his combat ability. The effect grants a Bonus to Hit of +2 and a Bonus to Base Damage of +6. The caster's Damage Multiplier is increased by 2. The aura lasts the caster's Will x 3 Rounds. May be maintained at $\frac{1}{2}$ the original cost.

Water

Ice Lance

Focal Skills: Alter 5, Effect 4(Base), Effect 3(DM), Range 5

Complexity: 17 *Difficulty:* 12
Scope: 4 *Backlash:* 17
Power Level: 5

Effect: A sharp icicle forms in the caster's hand, which is then hurled toward the target. The spell has a Range of the caster's Int x 15, and the Damage Base is their Will + 4. The DM is 2, and the AP of the lance is 8/5/2.

Rejuvenate

Focal Skills: Alter 4, Effect 4(Healing Base), Effect 3(HM), Target 1

Complexity: 12

Difficulty: 11

Scope: 4

Backlash: 12

Power Level: 4

Effect: The target is healed, with a Healing Base of Will + 2 and a Healing Modifier of 2. The Threshold is 7 - Will.

Appendix B

Compiled Tables

Skill Dice (page 1)

Rating	Dice
1-5	2
6-7	3
8-9	4
10	5

Difficulty (page 2)

Level	Difficulty	Examples
Trivial	7	Hitting an immobile target with a melee weapon
Easy	10	Jumping a short gap, recalling the name of a country's ruler
Average	12	Knowing the effects of a common spell, climbing a tree
Complicated	16	Identifying a signature weapon by nation of origin
Hard	20	Climbing a cliff, solving a difficult riddle
Very Hard	22	Recalling the king's great-great-grand uncle
Amazing	25	Climbing a sheer wall, identifying a lost artifact
Attribute Roll	-3	Raw tests of Strength, Perception, etc.

Comparative Sizes (page 7)

Size	Examples
-4	large insect, mice, other tiny creatures
-3	squirrel, rat, small mammal
-2	cat, bird of prey
-1	Troll, Taysen, dog
0	Human, small pony, large dog
+1	bear, horse, cow
+2	Kurr'd-ah, ogre
+3	drake, giant Kraken
+4	true Dragon

Normal Advantages (page 7)

Advantage	CP Cost	XP Cost
Absolute Direction	8	-
Acute Sense	3	-
Alertness	10	15
Ambidextrous	15	-
Animal Empathy	10	-
Appearance	5/lvl	-
Blood of Heroes	5	-
Bravery	10	15
Clerical Status	5/lvl	-
Danger Sense	15	-
Double Jointed	5	-
Empathy	10	-
Enhanced Move	5/lvl	10/lvl
Equipment	1/pt	-
Extra Backlash	7/lvl	10/lvl
Gaia's Grace	10/pt	-
Great Stamina	5/10	8/15
Legal Power	5/lvl	-
Literacy	15	20
Luck	10	15
Magery	10/lvl	15/lvl
Rapid Healing	15	-
Status	5/lvl	-
Time Sense	4	6
Tough	20	30
True Friend	8/15	10/25
Versatility	10	15
Wealth	10	-

Granted Powers (page 7)

Granted Powers	CP Cost
Elemental Affinity	10/20
Fianna Fáil	15
Faerie Kinship	15
Magic Resistance	5/lvl
Regeneration(1/day)	15
Regeneration(1/hour)	30
Regeneration(1/minute)	60

Athletics Push (page 23)

Action	Difficulty
Boost Movement by 1	16
Boost Movement by 2	20
Reduce Fatigue by 1	18

Area (page 62)

Rank	Radius (Elemental)	Radius (Faerie)
1	1 yard	1 yard
2	(Int) yards	(Wis) yards
3	(Int x 2) yards	(Wis x 2) yards
4	(Int x 3) yards	(Wis x 3) yards
5	(Int x 5) yards	(Wis x 5) yards
6	(Int x 7) yards	(Wis x 7) yards
7	(Int x 10) yards	(Wis x 10) yards
8	(Int x 15) yards	(Wis x 15) yards
9	(Int x 20) yards	(Wis x 20) yards
10	(Int x 40) yards	(Wis x 40) yards

Duration (page 63)

Rank	Duration (Elemental)	Duration (Faerie)
1	(Will) Rounds	(Will) Rounds
2	(Will x 2) Rounds	(Will x 3) Rounds
3	(Will x 3) Rounds	(Will x 5) Rounds
4	(Will x 5) Rounds	(Will x 8) Rounds
5	(Will x 10) Rounds	(Will) Minutes
6	(Will x 2) Minutes	(Will x 3) Minutes
7	(Will x 5) Minutes	(Will x 8) Minutes
8	(Will x 15) Minutes	(Will x 20) Minutes
9	(Will x 2) Hours	(Will x 3) Hours
10	(Will x 5) Hours	(Will x 8) Hours

Magical Healing (page 64)

Wound Level	Difficulty
Fatigue	10
Light	14
Heavy	17
Severe	19
Mortal	23
Over	26

Enhancements (page 65)

Rank	Tier				
	1	2	3	4	5
1	+1	+0	+0	+0	+0
2	+3	+1	+1	+0	+0
3	+4	+2	+1	+1	+0
4	+6	+2	+2	+1	+1
5	+7	+3	+2	+2	+1
6	+9	+4	+3	+2	+1
7	+10	+4	+3	+2	+2
8	+12	+5	+4	+3	+2
9	+13	+6	+4	+3	+2
10	+15	+7	+5	+4	+3

Range (page 67)

Rank	Elemental	Faerie
1	(Int) yards	(Wis) yards
2	(Int x 2) yards	(Wis x 2) yards
3	(Int x 5) yards	(Wis x 4) yards
4	(Int x 10) yards	(Wis x 8) yards
5	(Int x 15) yards	(Wis x 12) yards
6	(Int x 25) yards	(Wis x 20) yards
7	(Int x 50) yards	(Wis x 40) yards
8	(Int x 100) yards	(Wis x 80) yards
9	(Int x 200) yards	(Wis x 150) yards
10	(Int x 500) yards	(Wis x 300) yards

Target (page 67)

Rank	Targets
1	1
2	2
3	(Will)
4	(Will x 2)
5	(Will x 4)
6	(Will x 10)
7	(Will x 20)
8	(Will x 50)
9	(Will x 100)
10	(Will x 250)

Concealment (page 89)

Condition	Concealment
Complete darkness, vague indication of target location.	9
Complete darkness, good idea of target location.	5
Heavy fog or rain.	4
Mist or dusk.	3

Cover (page 89)

Material	AV	Hardness
Door, light wood	6	1
Door, heavy wood	12	2
Table	10	2
Wall	16	3
Stone	20	4

Conditions (page 90)

Condition	TN	Hit Roll
Sick, sleepy, or otherwise wearied	-2	-3
Unstable Footing	-2	-2
Inferior Position	-1	-1
Limited Movement	-3	-1
Prone(in Melee)	-4	-4
Kneeling(in Melee)	-3	-2
Prone(Missile)	+3	-
Kneeling(Missile)	+1	+1

Alter (page 63)

Rank	AP Air	AP Earth	AP Fire	AP Water	AP Faerie	Limits
1	1/1/1	0/0/2	0/1/2	2/1/0	1/1/0	Tier 1 Enhancement
2	2/2/2	1/1/4	1/2/3	3/2/1	2/2/1	Tier 2 Enhancement
3	3/3/3	1/1/6	1/3/5	5/3/1	3/3/1	Resistance, shape element, diminish
4	4/4/4	2/2/8	2/4/6	6/4/2	4/4/2	Protect, Healing, Tier 3 Enhancement
5	5/5/5	2/2/10	2/5/8	8/5/2	5/5/2	Shift Abilities
6	6/6/6	3/3/12	3/6/9	9/6/3	6/6/3	Wards, Tier 4 or 5 Enhancement
7	7/7/7	3/3/14	3/7/11	11/7/3	7/7/3	Change properties of element
8	8/8/8	4/4/16	4/8/12	12/8/4	8/8/4	Absorb element, Imbue with essence
9	9/9/9	4/4/18	4/9/14	14/9/4	9/9/4	Transmute element
10	10/10/10	5/5/20	5/10/15	15/10/5	10/10/5	Change essence, major alteration

Effect (page 65)

Rank	DM Faerie	DM Elemental	HM Faerie	HM Elemental	Armor Type	Move Type	Weight	Strength Bonus
1	1	1	1	1	Plate	Jog	1 pd	+0
2	1	1	1	1	Plate	Jog	(Will) pds	+1
3	2	2	2	2	Plate	Run	(Will x 3) pds	+2
4	2	2	2	2	Chain	Run	(Will x 10) pds	+2
5	2	2	2	2	Chain	Run	(Will x 25) pds	+3
6	3	3	3	3	Chain	Sprint	(Will x 50) pds	+4
7	3	3	3	3	Chain	Sprint	(Will x 200) pds	+4
8	3	4	4	3	Leather	Run(x4)	(Will x 500) pds	+5
9	4	4	4	4	Leather	Run(x4)	(Will x 1000) pds	+6
10	4	5	5	4	None	Run(x5)	(Will) tons	+7

Gaia (page 93)

Points	Effect
1	Add 2 to an Attribute(3 Round Duration)
1	Add 1 Die to any Roll
1	Raise Skill by 2 Ranks(1 Round Duration)
1	Heal 2 Wound Levels
1	Recover 12 Fatigue or Backlash
1	Ignore Wound Penalties(3 Round Duration)

Healing (page 94)

Wound Level	Time Required	Difficulty
Light	1 Day	4
Heavy	1 Week	7
Severe	1 Month	9
Mortal	1 Month	13

Awarding XP (page 95)

Action	Award
Automatic	3
Success	2-5
Learning	2-5
Good Role Playing	1-4
Heroism	1-5
Sacrifice	2-5
Danger Level	0-6
Good Planning/Ideas	1-5

Experience Rank (page 95)

XR	XP Total
0	0
1	45
2	90
3	150
4	225
5	315
6	420
7	540
8	675
+1	+150

Spending Experience (page 95)

Improvement	XP Cost
Raise Attribute	New Level x 10
Raise Gaia	15
Raise Combat Skill	New Rating x 2
Raise Normal Skill	New Rating x 1.5
Raise Trade Skill	New Rating x 1
New Combat/Path Skill	10
New Normal Skill	5
New Trade/Focal Skill	3
Technique Point	1
Advantage	XP Cost given

Master Skill List (page 20)

Recommended Skills are in **bold**

Trade Skills

Acting(Cha+Man)	Cooking(Per+Per)	Masonry(Int+Per)
Armorer(Int+Per)	Dancing(Wis+Ref)	Musical Instrument(Wis+Per)
Artist(Per+Wis)	Fishing(Per+Per)	Pottery(Dex+Per)
Blacksmithing(Int+Per)	Illumination(Int+Per)	Sculpting(Dex+Per)
Bowyer(Int+Per)	Jeweler(Per+Int)	Shipwright(Int+Per)
Carpentry(Dex+Per)	Law(Int+Per)	Singing(Cha+Cha)
Cartography(Int+Per)	Leatherwork(Dex+Per)	Weaving(Dex+Per)

Normal Skills

Acrobatics(Ref+Ref)	Forgery(Int+Per)	Persuasion(Man+Man)
Animal Handling(Wis+Cha)	Gambling(Per+Man)	Pickpocket(Dex+Per)
Astronomy(Int+Int)	Healing(Wis+Per)	Riding(Wis+Ref)
Athletics(End+Ref)	Heraldry (Int+Per)	Savoir Faire(Per+Cha)
Awareness (Per+Per)	Interrogation(Per+Man)	Seamanship(Per+Wis)
Charm(Cha+Man)	Intimidation(Str+Man)	Stealth(Wis+Ref)
Cyphering(Int+Int)	Language *(Int+Int)	Strategy(Per+Int)
Discipline (Spi+Will)	Leadership(Cha+Man)	Streetwise(Per+Man)
Disguise(Mind+Per)	Lockpick(Dex+Per)	Survival(Per+Wis)
Escape(Dex+Ref)	Lore*(Int+Int)	Tracking(Per+Per)
Fast Talk(Man+Man)	Navigation(Per+Wis)	

Combat Skills

Archery(Dex+Agility)	Brawling(Ref+Ref)	Pole Arm(Ref+Agility)
Axe/Mace(Dex+Agility)	Dodge(Ref+Ref)	Swordsmanship(Agility+Dex)
Block(Ref+Agility)	Exotic Weaponry*(*)	Thrown Weapon(Dex+Dex)

Technique	Type	Points	Rest.	Page	Prerequisites
Rank 3					
Beat Parry I	Active	1	-	46	None
Great Blow	Active	4	6	49	Power Thrust I
Hip Shot	Active	3	-	50	None
Instinct Strike	Active	5	8	50	None
Power Thrust I	Active	3	-	52	None
Roundhouse	Active	3	5	53	None
Rank 4					
Enhanced Range I	Passive	5	8	48	None
Longbow	Passive	3	-	50	None
Mounted Blow	Passive	4	6	51	Riding 1+
Pierce Armor I	Active	3	5	52	None
Precision Strike I	Active	3	-	52	None
Quickdraw	Passive	3	-	53	None
Speed Load	Passive	4	-	54	None
Trip Kick	Active	3	5	55	Precision Strike I
Rank 5					
Bind	Active	3	5	47	None
Counter I	Passive	4	-	47	None
Flurry Attack	Active	5	8	49	None
Ignore Wound I	Passive	6	9	50	None
Off Hand	Passive	4	6	51	None
Pin	Active	3	5	52	Precision Strike I
Recovery	Passive	3	5	53	Acrobatics 3+
Stop Thrust	Active	2/4	-	54	None
Twin Blade	Passive	10	15	55	Off Hand
Rank 6					
Anticipation I	Passive	5	8	46	None
Dance Strike	Active	10	15	47	Dancing 4+, Precision Strike I
Gaia's Strength	Active	7	11	49	Power Thrust I
Overpower	Active	6	9	51	None
Parry Disarm	Active	5	8	51	Precision Strike I
Parry Feint	Active	4	6	51	Beat Parry I, Preemptive Strike
Passing Strike	Active	6	9	52	Mounted Blow, Riding 2+
Power Thrust II	Active	4	-	52	Power Thrust I
Preemptive Strike	Active	3	5	53	Stop Thrust, Quickdraw
Reversal	Active	2	-	53	Bind, Twin Blade
Stun Attack	Active	4	6	54	Precision Strike I
Rank 7					
Beat Parry II	Active	3	-	47	Beat Parry I
Compensation	Passive	15	23	47	Fluid Motion
Defensive Throw	Active	10	15	48	Counter I, Fluid Motion
Fancy Footwork	Active	15	23	48	Anticipation I
Fatal Strike I	Active	8	12	48	Healing 2+, Precision Strike I
Fluid Motion	Passive	8	12	49	Dodge 4+
Focus	Active	4	6	49	None
Hidden Strike	Active	12	18	50	Anticipation I, Hip Shot
Illusory Fighting	Active	10	15	50	Compensation, Focus, Instinct Strike
Missile Disarm	Active	4	6	51	Precision Strike I
Pierce Armor II	Active	7	11	52	Pierce Armor I, Precision Strike I
Power Drive	Active	10	15	52	Great Blow, Overpower
Steel Wall	Active	8	12	54	None

Technique	Type	Points	Rest.	Page	Prerequisites
Rank 8					
Baffle	Active	8	-	46	Twin Blade, Steel Wall
Dance Step	Passive	14	21	47	Dancing 5+, Fluid Motion
Disarm Steal	Active	8	12	48	Focus, Precision Strike I
Hand Parry	Passive	10	15	49	Compensation, Precision Strike I
Iron Body	Passive	12	18	50	Compensation, Focus
Master of the Strike	Passive	20	30	51	Fatal Strike I, Focus, Precision Strike I
Power Thrust III	Active	7	-	52	Power Thrust II
Second Strike	Active	6	-	53	Twin Blade
Smite	Active	12	18	54	Focus
Twin Strike	Active	8	12	55	Hip Shot
Rank 9					
Anticipation II	Passive	12	18	46	Anticipation I
Counter II	Passive	7	-	47	Counter I
Crush	Active	14	21	47	Fatal Strike II, Power Thrust III
Dodge Strike	Active	10	15	48	Anticipation I, Dodge 6+
Enhanced Range II	Passive	10	15	48	Enhanced Range I
Fatal Strike II	Active	12	18	49	Fatal Strike I, Precision Strike II, Healing 4+
Finishing Strike	Active	8	12	49	Great Blow
Ignore Wound II	Passive	13	20	50	Ignore Wound I
Masterful Forms	Passive	20	30	50	Anticipation II, Fancy Footwork
Pierce Armor III	Active	12	18	52	Pierce Armor II, Precision Strike II
Precision Strike II	Active	9	-	53	Precision Strike I
Shielded Strike	Active	8	12	53	Focus, Instinct Strike, Steel Wall
Soul Cleave	Active	16	24	54	Fatal Strike I, Great Blow, Overpower
Spirit Strike	Active	12	18	54	Focus, Power Thrust II or Precision Strike II
Rank 10					
BattleDance	Active	20	-	46	Dance Strike, Dance Step, Dancing 8+
Catch Missile	Passive	18	27	47	Hand Parry, Off Hand
Death Rain	Active	25	-	48	Flurry Attack, Triple Strike
Eternal Strike	Active	30	-	48	Focus, Smite, Spirit Strike, Will of Gaia
Force of Will	Active	16	-	49	Instinct Strike, Spirit Strike
Guided Strike	Passive	20	30	49	Compensation, Focus, Instinct Strike
Kapinstar	Active	20	-	50	Flurry Attack, Focus, Spirit Strike
Mimicry	Active	20	-	51	Anticipation II, Compensation, Focus
Mirror Slice	Active	20	-	51	Flurry Attack, Focus, Instinct Strike
Parry Strike	Passive	30	-	52	Counter II
Ride The Wind	Active	12	18	53	Enhanced Range II, Focus, Instinct Strike
Shield of Will	Active	20	30	53	Anticipation II, Focus, Iron Body
Steel Flurry	Active	16	-	54	Flurry Attack, Second Strike
Steel Fortress	Active	10	-	54	Dodge 4+, Steel Wall
Strike With One Mind	Passive	12	-	54	Mounted Blow, Riding 6+
Triple Strike	Active	14	21	55	Twin Strike
Will of Gaia	Active	20	-	55	Focus, Gaia's Strength, Smite

Appendix C

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Special Thanks

Playtesters

Jeremy Acs

B. Lee Adamson, Jr.

W. Allen Caswell - *“The wizard seems to be suffering from premature invocation...”*

Andrew Cummings

Matthew Emch - *“I know I didn’t follow the plan. I changed my mind.”*

Nathan Emch

James R. Farley II - *“Mind the trap step!... Made you look!”*

Debbie Hardee - *“If it’s cold iron, I can forge it into a weapon! I have Forgery!”*

John Murphy - *“You can lead a horse to water, but it’s damn hard to drown it.”*

Brian Pennington - *“I only put a little bit of urine in this batch.”*

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