

LYCADICAN

VERSION 0.5

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“We were a foolish people. Prideful and arrogant. Thus we degenerated into the frail mortals you see now. Ours is a legacy of war, that has been caught in the wheel of time that keeps turning.”

- Kerestodon Arakashinian Keeper of Synia, part one of the histories.

“The wilderness is a no mans land, to venture into the dark is to kiss death.”

- Aaron, free merchant of the Kingdoms.

“Into the world of Khardan, I bid you welcome traveller. My name is Shade Song Shugaaru, and I am to be your guide in my world, for none have travelled more extensively than I. Below is a history compiled from legends, the lore of sages, and divination’s of the past. The rest is forgotten time. The following dates are approximations.”

The World of Khardan

Khardan is an extremely large planet orbiting a distant sun. Five moons and a great asteroid belt ring it. The great asteroid belt, frequently bombards Khardan, bringing with it rare metals and magikeal properties. As a result, the Land of Khardan is pocketed with areas that are

devoid of magike, amplify magike, cause magike to become erratic, or cause magike to be drained. Non-magikeal asteroids cause earthquakes and frequent destruction as they pummel the surface of Khardan.

The only known centre of civilisation is on a large super continent. The continent stretches from the North to the southern most part of the planet and the equator runs directly through its centre. The continent itself is referred to as the Land of Khardan, since no other continents have ever been discovered. The constant wars and struggles that the inhabitants wage have always hampered the discovery of any new continents. The past is shrouded in legends of wars and battles.

- Ajach Du Bann, Synian Geographer, Summary of “Khardan, part I”

The Histories of Khardan

The Creation

“And the earth was without form, and void; and I caused darkness to come upon the face of the deep; and my spirit moved upon the face of the water; for I am God.”

- Moses 2:1 Doctrine and Covenants.

At the dawn of time, the Creator moved His power upon the Earth and created all manner of creatures. Animals, plants and all things of nature

did he create. Then the Creator took from the heavens a single silver seed and planted it at the crown of the world. From the seed sprang forth a tree of remarkable beauty. The wood reflected the light of the stars and the leaves burned in a holy white flame. He named this tree The Tree of Life. Centuries past and The Tree of Life matured and produced four seeds. Morality, Wickedness, Law and Chaos were their names. They grew large and heavy, and finally fell from the great tree. From them sprang all life.

The Harjaaz

The first race to awaken was the Harjaaz, born from the seed of Wickedness. Born with strength and power, gods in their own right, the Harjaaz quickly ruled the world. They were a warring race and not long after their birth their numbers began to diminish but their knowledge and wisdom grew. Knowing that their constant battles would soon destroy them the Harjaaz created two races to be their warriors and servants.

The first race created was the Civandzy. Proud, powerful, and loyal, they were perfect soldiers and servants. The Harjaaz were proud. Their servants obeyed their commands without question and their wars continued. Soon, however, the Harjaaz realised that their new servants were too rigid, devoid of emotion and the lust that gave life meaning. So they created two passionate, wilful, and fierce races.

The second race created was the Humans. At the beginning, both the races were equal in power, and loyalty. The Humans were quick to learn, adapt and expand their knowledge. They rose quickly to great power in the arcane arts and soon became rebellious. To limit the amount of knowledge the humans could acquire the Harjaaz limited their life spans. Soon Humankind realised the Harjaaz were manipulating them for their own pleasures and that in time they would rival the Harjaaz in might. Their masters tried over and over to break them but the spirit of man that gave them such pleasure also gave them concern.

The children of the Humans and Civandzys, calling themselves Civakxys, also tasted the freedom the Humans sought and began to plant the seeds of rebellion in the hearts of their Civandzy parents. The Harjaaz, realized the dissent amongst their servants and the precariousness of their situation. The Harjaaz were now few in number and their servants numbering in the

millions held powers that combined rivalled or exceeded their own. A great council was called and it was determined after much deliberation, that the Humans be stripped of all their power and exiled to the western lands of their world. To slaughter them would surely bring open rebellion, and to let them remain would eventually bring disaster.

The Humans, stripped of power and all but the strongest of their memories, nevertheless multiplied and prospered in their new lands. They quickly organised themselves and within centuries had measurable achievements in knowledge and arcane lore.

The Forgotten Age, or the Age of Dragons

Centuries after the exile of the Humans the seed of chaos split asunder and the dragon races were born. While yet in their infancy they were enslaved by the Harjaaz and made creatures of war. They served as chariots for their Civandzy generals and bore the Harjaaz themselves. With their new-found steeds the Harjaaz used the dragon races to make war on each other and the humans who they exiled. In time, the dragons realised their worth and power as equals to the Harjaaz, born from the tree of life itself.

With their new maturity the dragons revolted against their masters. Aided by the Civakxys and a few of the Civandzy parents the rebel dragons scattered and fled to the western lands. Once in the western realm the dragons assumed humanoid like forms and hid themselves among the humans and Civakxys.

The Harjaaz, enraged, led their loyal Civandzy servants in war against the races on the backs of the dragons that failed to or could not escape their grasp. It was a war to last centuries.

The Age of Ruin

Hundreds of years of war and degeneration ensued in the war with Harjaaz. In the first decades of the war all human centres of civilisation were destroyed. The progress they had made was quickly eradicated. The races dispersed and fell to fighting guerrilla warfare, hiding in forests and caves and attacking raiding enemy dragon riders in quick strikes with ballistas, arrows and what remaining magikeal lore they had left.

Midway through the war the Harjaaz, diminishing in number, withdrew from the war. They commanded their armies from the safety of their sanctuaries in the east.

With their wisdom and lore gone, those of each generation to follow were damned to barbarism. The dragon races had degenerated into a lesser genus of Dragon. Gone were the majestic bodies and arcane lore of their fathers. Too long had they hid amongst humans and sulked in caves. The magike that allowed them to hide among humanoids was now lost to them.

Many great warrior legends have risen out of this age, when all that was known was the art of warfare; all practiced its ways, even the women and children. Every race was affected by these wars; some were even brought to the brink of extinction.

The Age of Betrayal

Few of the Harjaaz remained. Their madness encompassing them and the world rebelling against it. In the last days of the war, one named Amorus Kregamus, realised that the dawn of a new era was upon them. Lest they destroy all in their wars he secretly appeared to few banded Civakxy tribes that remained and offered them aid against his brethren. He set free his Civandzy and dragon servants and with their help the tide of the war turned. He was hailed as a saviour and scorned as a traitor. He too withdrew. In time with the

fading memory time brings he lived on as a god. The Harjaaz war was over.

The Age of Warrior Kings

The Civandzy people, suffered the most in this era. Newly freed from their servitude by the destruction of the Harjaaz they became the targets of major wars and jihad's. Hated for their loyalty to the Harjaaz they were quickly brought to the brink of extinction. Their highly tuned instincts and bestial traits brought them quickly into the barbarism of this age. Their armies crushed, their orders broken, one by one Civandzy families migrate from the southern Agion and Necktarucu to the inhospitable Northern Necktarucu lands hoping to escape further persecution.

On the brink of extinction, starving and homeless the remnants of the inhabitants of Khardan enjoyed their bitter victory. The predominant social structure of this age consisted of small tribes, clans and family associated bands. Their entire existences spent in war these children of Khardan quickly resorted to violence in dealing with the majority of their social problems. It is believed that the Arakasha tradition of the competition of war evolved in this era. Civilisations quickly sprouted around the country led by warrior kings and priests. Within a couple thousand years the people of this age seemed destined to start a new age as one by one the rulerships of their empires became less tyrannical and more diplomatic. Populations boomed and most people quickly forgot the Harjaaz and their wars. The Humans with their short life spans forgot the quickest. The Civandzy and the Civakxy, however, remembered the Harjaaz wars and kept their societies closed to the outside world.

Soon racial intolerance and hatred from the less long lived races began to build. Warrior kings threatened by coming of a new age provoked small wars and skirmishes with their neighbours. It was not long before the madness of this age brought its people into full blown war with each other. The scholars called this the first War of the Races.

War of the Races	
Year	Event
?-0	All of the existing magikeal lore is lost as those that are enlightened and skilled, kill each other off, and are killed off quickly. In the initial destruction, all of the libraries, social centres, and learning institutions are raided and destroyed. From looted libraries those not fully able to fight earn, lesser lore and incomplete magikes. Thus, lesser practitioners remain.
0-30	The Vorlex armies, lead in crushing numbers, shatter the Chahannawashea armies, cities and refuges. The enslavement of the Chahannawashea people begins.
97	The Chahannawashea prophet Nammecheealo has a vision foreseeing the coming of their god in a great avatar, to save his people.
104	The Lehionho tribe, following herds, arrives in the Necktarucu Lands as the first non-Civandzy tribe to inhabit the region and coexist with the Civandzys in peace.
200	The Civakxy nation is abandoned by their god Amorus Kregamus because of the pride and wickedness of their kings, religious leaders, and the majority of the populace.
258	Without the guidance of their god, the Civakxy nation is quickly destroyed. Many Civakxy tribes are carried away captive into foreign lands by various foreign tribes.
270-300	The Chahannawashea suffer immensely in the captivity of the Vorlexians. Their numbers are greatly reduced, their women are made slaves of Vorlexian masters, and their children are sold into slavery or thrown into pits with wild animals for entertainment.
327	Naapiwa the Chahannawashea avatar arises and frees his people from slavery. He brings with him the gift of regeneration. Their victory is the first major defeat the Vorlex tribes have sustained.
333	Naapiwa and the Chahannawashea arrive in the Manloow plateau. The Chahannawashea settle and start to live as separate tribes based on family relations.
500-600	During this period most of the lesser practitioners are killed or have already been killed. Their ways and the ways of lore are lost. During this period the Vorlexians strengthen their armies and win many strategic battles.
750	The great massacre. During this year the most influential human church has decreed that the Civandzys are demon spawned. Religious fanatics and pious citizens seek out and massacre entire Civandzy clans, villages, cities and tribes. The Civandzy nation is pushed to the brink of extinction and their traditional homeland in the Necktarucu is destroyed.
1100	Secret members of the ancient Order of Treo and the Order of Amorus Kregamus conclave and after days of worship the Civakxy and Civandzy nation is redeemed. Amorus Kregamus sends a warrior named Graiylynn as a military saviour.
1200-1500	Graiylynn frees the Civakxy nation from bondage. Soon after, he unites all of the races to battle the enormous Vorlexian army. When the Vorlexes are almost crushed the Dek Var Arakashan clan breaks the alliance and come to the aid of the Vorlexes.
1501-1700	The Dek Var Arakashas invoke the ancient tradition of Call to Clan. The Arakashan nation is honour bound to unite and choose a common purpose. As a result the Arakashan nation unites with the Vorlex nation and Graiylynn's armies persecute them heavily.
1745	Among the Arakashas arises a great leader called Checkmnanar who, by prophecy, is destined to shatter the alliance of races united under Graiylynn.
1749	In a clash of the two opposing armies Checkmnanar slays Graiylynn destroying the alliance, sending it into chaos. The Arakashan and Vorlexian armies take advantage of the ensuing anarchy and seize the upper hand. Checkmnanar later dies mysteriously.
1750-1800	The last factions of the races stop warring, and a truce is called. The lack of living soldiers and great famines calls and end to eighteen hundred years of War. By the end of the century all records of the past knowledge of histories, lore's and magikes are lost to peoples adrift in an endless sea of drought and plagues
Kronius Akanuu, Jah-Re-Bahn Historian, "A History from Legend"	

The Age of Darkness

The length of this period is not known, as no records were kept during this time frame. Populations eventually grew as the plagues, famines, and droughts were overcome. Basic, but essential survival skills enabled the survivors to progress and to re-establish themselves.

All civilisations and social structures in this age were primitive and crude. Most social structures were limited to basic clans and tribes that inhabited caves, tents or crude fortified structures. Leadership was often gained by slaying or defeating the present leader of a community. This was a time of the survival of the fittest. Life spans were short and filled with hardship. All records previous to this era have been lost. History survives only in legends. Many monuments of lost civilisations, and artifacts speak of forgotten ages.

- Radek Xlvor, Phantasmus Lore Keeper, excerpt from “A Portrait of Life in the Dark Age”

The Age of Development

In this era basic societies and cultures flourished. The first cities and feudal societies emerged. The results of a governing system were clearly seen as food stores increased and nations, states and confederacies were established. The first nation is established when the Dek Varian Arakashas prevailed to the north west, in the Black Dunes, driving out the other inhabitants and gaining control of the herds of great camels.

The Civakxy people, dispersed throughout the western lands withdrew to the forests, congregating in the Lavir where they established the beginning of a great and powerful civilisation. Quan-Ti was also established as a nation, and the first emperor, Tien Chiu, was named. He was a powerful emperor with a great house. The Quan-Ti Empire is constantly under threat by the barbarians

of the Harashiem Highlands. Other nations were also established during this time period in areas across Khardan.

- Radek Xlvor, Lore Keeper, an excerpt from “A Portrait of Life in the Age of Development.”

The Magikeal Holocaust

Magike is rediscovered. Old tomes and relics of power have given the knowledge and control of awesome powers into the hands of would be Sorcerers and Wielders of magike. Knowledge without wisdom causes many disasters. Eventually forces of phenomenal strength are released, casually without any control. A conclave of Sorcerers experiments with creating life, and the Rocc race is born from the experiment. In the process the Sorcerers lose control of the experiment. The magikeal energy twists and crashes out of control like a giant tornado wreaking havoc across Khardan. This event is known as the Magikeal Holocaust. As a result of the Magikeal Holocaust, Khardan is pocketed with areas barren of magike, areas that amplify magike, and areas where magike cannot be controlled, for the planets environment is permanently altered and damaged. Climates change as temperatures rise and the disruption of nature wreaks havoc on the world's climatic zones. Areas are turned to deserts, the polar ice caps recede, and glaciers melt away. The volume of the oceans rises and floods coastal regions with immense destruction.

To stop the learning of magike without wisdom in its use, magus of all orders forms a council. Renegade magicians capture the leader of the order, a human mage, Tith Lander, and throw him into the northern sea. His power is so great that the energies released by his death cause tremendous earthquakes in the northern continent. As a result, a large island off the north coast is raised out of the Artica Ocean. Sorcerers name the island “Sorcerer’s Isle.” The isle is mysterious, with magikeal properties of great potency.

- Sember Bree, Human Sorcerer, “Overview of the Holocaust and its effects.”

The New Era

“This era begins after The Magikeal Holocaust, which marks the land indefinitely. The founding of the Jah-Re-Bahn Empire also marks the beginning of this era. Previously, the loss of the control of magike led to the founding of a council of magus. Its purpose was to carry on the revived interests in the arcane arts, and to make sure that a magikeal disaster would never again occur.

The council develops, and compiles knowledge of the arcane arts, entering new territories never before discovered. Thus, the aspect of Mysticism is discovered and new ways to perform magike are found and taught. New

kingdoms rise from old ruins, and an ancient Civandzy order is revived from forgotten times. This new order leads a series of crusades against the Kinn, as they are declared the “Sons of Demothcrethious.” The crusades eventually provoke a massive retaliation by the Kinn in, The Demon Wars, which last several decades. This war eventually destroys cities and sends many fleeing to take refuge in the deserts, woods, and to the heavily protected kingdom lands. Six centuries pass: wars were fought, old empires collapsed, and new kingdoms rose from the ashes of old ruins.”

- Shade Song Shugaaru

Timeline Of The New Era

“Khardan is constantly changing, and history is made at every moment of our existence”

- Serack, Civakxy scholar

Year	Event
1	The Jah-Re-Bahn empire is established around the desert city, Jah-Re-Bah.
10	The kingdom of Kenmore is established.
15	The new Council of Magus is established on Sorcerers Isle with a complete governing and institutional system. A magikeal keep is erected as an institutional and governing structure.
21	The city-state of Crelln is established within the Jah-Re-Bahn Empire. Desert merchants are largely responsible for the rapid increase in the empires' prosperity.
26	The kingdoms of Talon and Falcon Skull war over border claims.
37	The Tamahio tribe annihilates the Mezhawk tribe, ending their bloodline. Continuing conflicts among the Manloow Tribes results in tribes migrating to the Agion and to Jah-Re-Bah.
43	The Free Kingdom is established under the rulership of King Ryhon.
45	The kingdoms of Talon, Falcon Skull, Kenmore, Ricksy, and Highest form The Five Kingdoms Confederacy, under the sole rulership of The Council of Kings.
47	The city of Crymlonum is built around the ruins where magike was rediscovered from ancient relics in the Lavir Forest.
63	A Jah-Re-Bahn guild assassin assassinates King Ryhon. King Arizorn V, a Civandzy, seizes power during the chaos of the assassination. As a result of the assassination, The Free Kingdom severs trade with Jah-Re-Bah and establishes trade with The Five Kingdoms Confederacy. The Free Kingdom and The Five Kingdoms Confederacy boycott Jah-Re-Bahn goods to force the Sultan to eliminate The Guild.
75	Silver and crystalline are discovered along Etnome Lake, thus inheriting the name Star Lake.
80	Five cities of silver begin construction along the shore of Etnome Lake.
91	Talon and Falcon Skull war over marital rights.
99	The Jah-Re-Bahn Sultan Mohammed Ashii organises a campaign to eliminate the guild and throw all suspected collaborators into slavery. The evening that the campaign is initiated, the Sultan is assassinated.

103	The Danam tribe is created as the result of racial mixing among Manloow and Jah-Re-Bahn desert tribes.
104	Many peoples and tribes escaping war, persecution and the bureaucratic slavery of empires arrive in the Necktarucu Lands.
107	Barbarian Hordes escaping the reach of empires and kingdoms migrate to the Necktarucu Lands where they begin incessant raids and battles with the barbarian tribes that already occupy the land. The terror of their arrival spreads throughout the Necktarucu Lands. However, by the winter of 107 they cease their battles in the realisation that survival in this land requires a devotion to nothing else.
108	Nomadic tribes of The Harashiem Highlands launch an attack against Quan-Ti. The Barbarian Wars begin.
111	The Jah-Re-Bahn government continues to weaken under social pressures and the boycott enacted by The Free Kingdom and Five Kingdoms Confederacy. The government is forced to release Al'gahar and Le'Hypt from its empire. The Silver Cities are established.
120	A magikeal meteor strikes and destroys Crymlonum, making Lavir an area of magikeal potency. Citizens begin to rebuild the city.
124	A large crystalline deposit is found in the Black Dunes. The Kar-Jun Horde and the Dek-Var tribe war for possession of the deposit. In the Necktarucu Lands, an Arakashan Horde drives out the Lehionho tribe. They flee to the plateau's of Manloow.
138	A large fanatical cult group lays siege to Sorcerers Isle. After a two-day siege, the magi kill every attacker. The bodies of the cultists are thrown into a channel, staining it with blood for two days. Commoners name the channel, The Blood War Channel.
141	Migrating tribes from Manloow establish Hy-Fires. The ancient ruined city of Maiyn, in the Maiyn Jungle is re-occupied by people from The Five Kingdoms Confederacy. Degenerated Kinn, Midian, and Spiri tribal groups flock to the city or are taken there as slaves.
145	A Spiri expedition to the ruins of Soul Keep returns as undead. Fanatical cults, spawned by these undead erupt in The Free Kingdom. Thus, King Arizorn V re-establishes an ancient Civandzy order, The Order of the Phoenix, to control the outburst of these new cults. The order prospers significantly.
147	The cults in The Free Kingdom begin to war over conflicting points of doctrine. After seven months of bloodshed, martial law is ordered, and the cults are crushed with an iron fist.
154	The Pharo of Le'Hypt declares a holy war against Al'gahar, claiming that Al'gahar lies on their god's holy ground. The city of Conquestum is built.
157	The council of magus discovers the art of Mysticism.
160	The Order of the Phoenix is sent to seek out and destroy Kinn tribes in the Manon Wastelands, for they are declared "Sons of Demothcrethious." Thousands die in a bloody battle against Le'Hypt and Al'gahar.
166	The nomadic tribes of the Harashiem Highlands conquer the northern armies of Quan-Ti and settle in the cities of Marhiem and Thia'a.
178	The southern Quan-Ti armies drive the barbarian tribes back to the Harashiem Highlands. The barbarian tribes suffer immensely and are unable to retaliate. The Barbarian Wars end. The Kar-Jun Horde invades Dek-Var territory. A bloody battle sends the Kar-Juns in retreat with heavy losses.
188	The Free Kingdom puts a Kinn warchief to death after capturing him in a three-day war. His death makes him a martyr and the Kinn from Manon plan retaliation. The crew of a merchant ship is mysteriously killed off of Lace Island, their bodies were found physically unharmed.
196	King Terran of Highest plots an assassination against King Ferric of Falcon Skull. His attempt fails and King Terran is overthrown and put to death. His son Sakatha becomes king.
208	An assassination attempt against King Arizorn V fails and a Kinn is found as the assassin. The king begins a crusade against all Kinn tribes. The Kinn prepare for the crusade, planning a counter attack.

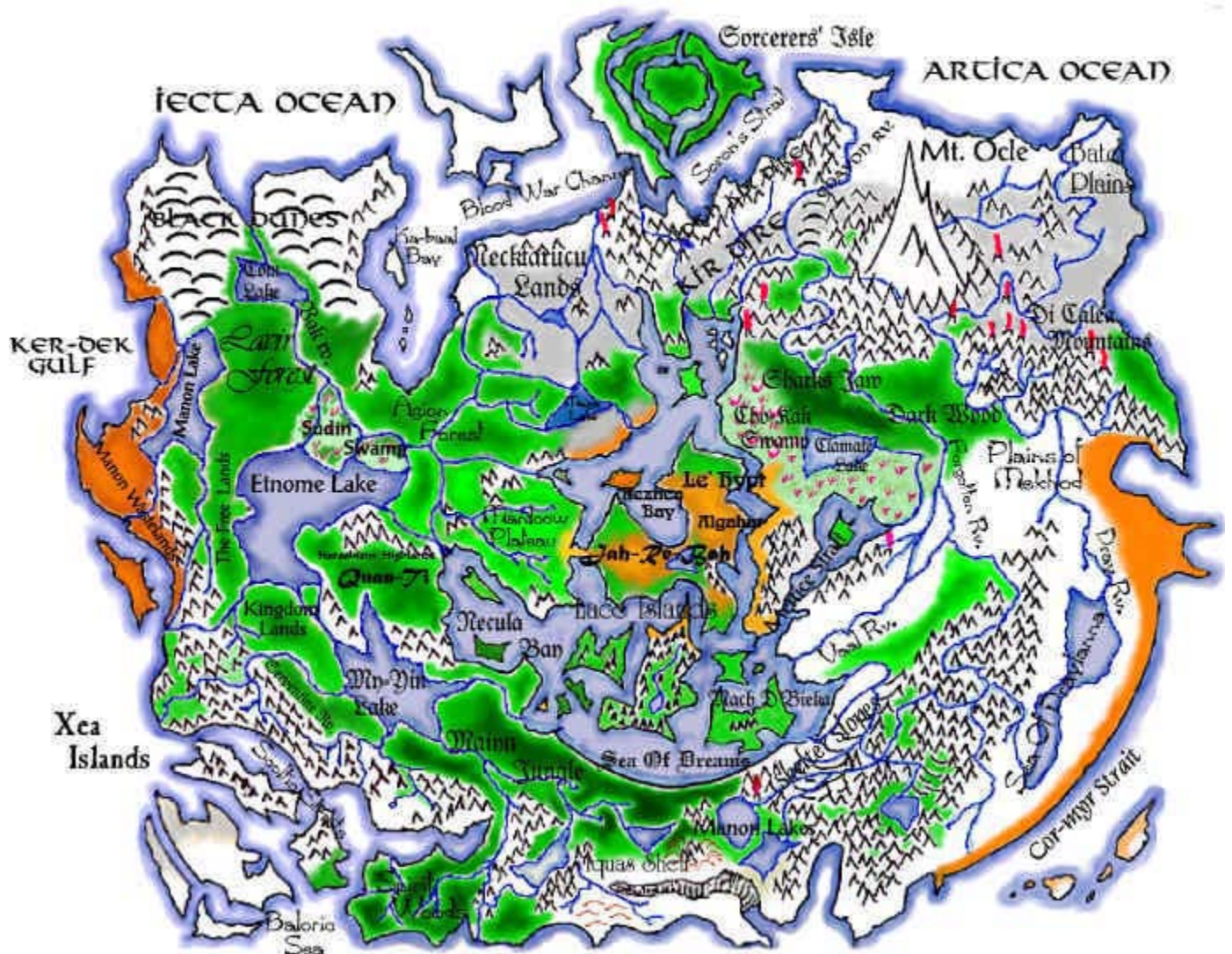
227	The Five Kingdoms Confederacy builds roads as trade routes to The Free Kingdom.
240	A mystical temple is built in the ruins of an ancient temple in Lavir. Much of it remains a mystery.
261	Quan-Ti establishes a trade agreement with the Five Kingdoms Confederacy.
283	The Dek-Vars invade the Lavir Forest. The Civakxys drive the Dek-Vars back to the Dunes. The Order of the Phoenix gains much success in its crusades against the Kinn. The crusades, however, result in a major destruction of the western side of the continent.
298	The Kar-Jun Horde, a Kinn tribe from the Iquas Glacier, sieges Drakum. Drakum falls to the Kar-Juns.
302	Jah-Re-Bahn slavers sack Al'gahar settlements, taking over one thousand slaves in the period of a week. Raiding parties of Al'gahar lay an assault on the Jah-Re-Bahn city of Miir, but are repulsed. Criminals from the Five Kingdoms Confederacy are exiled to the Lace Islands.
321	Conquestum chooses a Phantasmus ruler.
334	The Kar-Juns of Iquas war with the Kergun Kinn tribe.
350	Fallis Port is attacked by Ka-baal Kinn tribes. The Kinn are repulsed. The city of Kalish is established. A great wall is built in Quan-Ti to protect the empire from the barbarians of the Highlands.
381	The Quan-Ti emperor orders the deaths of two powerful families in Quan-Ti, because he suspected that they were calibrating against him. Their houses fall as a result. It is later found that they were killed because he felt threatened by their rising power. Chahannawashea rebels revolt against the emperor.
390	Civandzys annex Darlynnal. Magi of Sorcerer's Isle allow three Rocc clans to reside on the Isle in return for militant protection.
401	Al'gahar soldiers raid a Le'Hypt pyramid. Le'Hypt meets them on the battlefield. The soldiers are executed.
432	Undead armies rise around Soul Keep. Culkan and Vorlex tribes are the first to encounter them in battle. The undead armies defeat them, sending their survivors fleeing north where they regroup with other tribes. The undead are eventually pushed back to Soul Keep.
453	Emperor Shin Ho Lung takes power after the former emperor's death. Beginning of the Shin dynasty. An earthquake causes flooding and destruction in the Agion Forest.
474	The crusades against the Kinn have proven to be very successful. Many surviving Kinn have been driven into hiding or to the stronger remaining tribes. The Order of the Phoenix withdraws from its crusade. However, Kinn are still subjected to heavy persecution. The city of Draylana is established in the Plains of Mekhod.
555	A Kar-Jun warchief leads the Kinn into retaliation against the crusades. The Five Kinn tribes unite across the land. The news spreads wildly, and armies prepare to do battle. Talon is acknowledged as one of the wealthiest kingdoms.
576	Kinn invade Dek Var territory. The Dek Var unites with the Vorlexes to drive them out. The Kinn go south of the dunes to do battle. The bloodshed, however, was unforgettable to the survivors in the dunes.
578	The Kinn drive into Lavir, destroying many towns and villages leaving few survivors. Kinn to the south siege Kenmore, Maiyn, and Draylana. Each city suffers extreme damage, and Maiyn almost falls. In the mean time, the opposing armies prepare to meet them in combat.
579	Armies clash through out the continent, and after eleven months of constant war, the Kinn retreat to their homelands and many are left lifeless on the battlefield. All Kinn that are captured are executed. Vorlexian soldiers kill the Kinn warchief. Prosperity follows for some several years as no one has the manpower or ability to fight anyone. Rebuilding begins.

513	Maiyn is rebuilt, and damage cities are repaired. The Kar-Jun Horde makes a peace treaty with the Vorlex tribe of the Black Dunes. A great Spiritic Dragon attacks and destroys a Quan-Ti village.
521	The Tomahio tribe of Manloow Plateau enslaves a faction of the Arapas tribe. The city of Hy-Fires is struck with the plague. One-quarter of the population dies until Priests take control of the situation.
532	A religious inquisition slaughters one hundred diabolists and casts their bodies into the ocean. The Five Kingdoms Confederacy adopts the idea of an inquisition.
540	Rumours say the Kar-Juns are making pacts with devils and mounting an army. This arouses the interests of the Order of the Phoenix. Kar-Juns flee to hidden sanctuaries.
556	The council of magus learns to improve the control of Wild Magike. The Pharo of Le'Hypt is forced to release slaves from bondage by a slave revolt. The number of slaves outnumbers his army.
572	King Arizorn V dies from a strange disease. His son Arrak VI takes power. The Jah-Re-Bahn empire re-establishes trade with the Free Kingdoms after centuries of boycotts and trade embargoes.
586	A mysterious black mist rolls into a village in southern Jah-Re-Bah from the Lace Islands. All of its inhabitants are found dead. Rumour says that the Sultan is planning to make a trade proposal with Quan-Ti.
596	Civakxy scouts report that scattered Kinn tribes move to the south. Military intelligence holds that Kinn tribes are plotting an alliance with undead warriors in the Spirit Woods.
608	Rumours abound regarding an undead warrior who walks the forest of the Spirit Woods. A new Pharo-mage takes power in Jah-Re-Bah after his father's death. The Pharo decides to continue slavery and enslaves four independent Jah-Re-Bahn tribes.
611	Slavery continues in Le'Hypt. The Pharaoh gains in power. • Dannaela Esalm, Civakxy Scholar, "TimeLine of the New Era."

THE WORLD OF Khardan

The year is 612 of the New Era, and is the present time in the game of Lycadican. The following is an overview of the Land of Khardan, and its inhabitants. All major areas have some description given with a general overview of the social and political structure. In lands inhabited primarily by tradition or indigenous peoples more attention is paid to historical, traditional and cultural influences.

The land of Khardan can essentially be divided into five large regions: the western, central, northern, southern and forgotten lands. Listed under each region are descriptions of the smaller countries and provinces. Below is a detailed geographic map labelled with all of the major areas of each region. Each particular area description has an enlarged cut-out of it's area from this map and may show borders and mark cities. However, a fair dissertation on each area cannot be given without first recognising the varied and devastating impact of the Magikeal Holocaust on the environment of this world.



EFFECTS OF THE MAGIKEAL HOLOCAUST

According to alchemists and practitioners of magike, the magikeal holocaust caused an irregularity in the flow of the essence. This irregularity causes the essence in many areas to suddenly exhibit some different properties. The results of these properties are random in duration, from a second, to a century. The areas affected by these irregularities can be a few meters or many kilometers long. Some of the different properties are as follows: the essence can “freeze” and thus no magike will work; the essence may oscillate in its flow and thus magike may become unstable. Therefore, there is a penalty (of three to the index number) to all magikeal spells, except for Rune magike. There is specifically a penalty (of one) to Rune magike; the flow of essence may become amplified and cause all magikeal enchantments and spells to double or triple in effect.

The magikeal holocaust also has affected the environment and nature of the climate zones on Khardan. The temperature of the planet rose from the environmental effects of the holocaust, melting many glaciers and reducing polar ice caps. Consequently, low laying areas flooded rapidly taking form of lakes, and creating an Inland Sea. The ocean’s level also rose flooding and burying cities and coastal regions under the ocean. The rise in temperature turned land once covered in savannas and grasslands into deserts and wastelands. The once fertile area of Jab-Re-Bah burned under the sun, and as the vegetation could no longer survive they died away exposing the soil

to the devastation of the winds and high heat. The fertile soil was soon eroded away, and those trying desperately to grow their crops and keep their livestock over-grazed the land. Soon Jah-Re-bah became a vast desert. The northwestern region of Khardan, however, was hit the worst. The magike that tore through the atmosphere demolished the protective layer of ozone over the northwest. As a result the temperature of this region rose incredibly. Constant summer fires burned away the trees and vegetation with a vengeance that no one could control. The disturbance in the essence of magike caused magikeal fires to plummet from the heavens to the dying area. The soil and dead vegetation soon eroded away and the once mineral rich land was exposed to the heat of the sun. The high summer temperatures soon turned the region into a vast expanse of desert. High winds off the Iecta Ocean also helped to waste away the land. The worst was yet to come. A large meteorite fell to the earth from above, landing in the spot that is now Com Lake, and again changing the environment. Almost all life in the area that is now the Black Dunes was almost instantaneously destroyed. The meteorite disintegrated on impact, and runoff from higher altitudes and new rivers from over flowing lakes filled up the new lake with water. In time the intense year-round heat turned the once mineral rich soil into heavy black sand caused by the soils previous heavy mineral content.

Lavir forest that was directly south of the Black Dunes was spared from this tragedy. Its higher altitude, lustrous forests, and heavy rain protected the area from desertification. Most of all it was believed to have been protected by the gods and magikeal properties of the Civakxy forest.

THE WESTERN LANDS

These regions include all of the regions from the northern Black Dunes to the Five-Kingdom Confederacy and to the east as far as Quan-Ti. The western lands are newly inhabited considering the ages of ancient civilisation going back to the Harjaaz. Ancient ruins of cities and societies are more prevalent by far than in the central and forgotten lands as they have not yet crumbles under the weight of time.

The western lands are said to hold the main centres of civilisation on Khardan. With the exception of Jah-Re-Bah this is true. Countries, empires, kingdoms and vastly different cultures are constantly redrawing the borders in war and trade.

One plague that seems to affect all of the lands of this region are it’s prevalent cults. Strange and zealous religious orders of every kind abide here. Societies of secret and dark workings are cast a nervous eye by some rules, ignored by others and vigilantly eradicated by many. Although, in recent years the larger cults have started forming their own armies and militias. They threaten to overthrow rulers or inflict hideous plagues upon them if threatened. It has become a sore point for many communities as it seems an increasing number of their leaders seem intimidated by these fanatics.

The Five Kingdom Confederacy

Falcon Skull

Falcon Skull is the capital city-state of the Five-Kingdom Confederacy, located on the northern most regions of the kingdom lands. Human farmers largely inhabit the rolling hills and lightly forested areas that dominate most of the countryside. The majority of the population, however, resides in various small villages and in the great metropolitan city of Falcon Skull. The great-fortified city of Falcon Skull is home to a Human majority, and a minority of Civakxys, and other ethnic and racial groups. A great-stonewalled fortress encompasses the city.

The chambers and meeting halls of the Council of Kings reside in Falcon Skull. It is also the home of the Confederate Inquisition. Each king rules a state of the kingdom, with limited powers granted to him by the Council of Kings. Each king is a member of the council and has influence in his seat to make decisions. The kings of the council periodically meet here to amend new laws and make decisions on behalf of the kingdom states. The Confederate Inquisition also resides here. The council, the people and the church of Amorus Kregamus authorizes the Inquisition.

The Confederate Inquisition has great power to rally the people and put the laws of the

church into action. Even the kings fear this group, so they also give them their support. The inquisition controls a quite fanatical and militant private army, which by the power granted to them, can put to death anyone they wish, for almost any reason. There is no one to stop them.

The ruler of this kingdom state is known as King Thomas Heirin III. The people dislike him, because he employs high taxes. It is said that he uses the inquisition for his own financial purposes by periodically condemning his opposition as witches and having them burned at

the stake. King Heirin III is the most corrupt ruler of the most corrupt Kingdom State.

The nobles of this kingdom rarely speak out against the king for they fear for their lives. Many of the nobles, however, are in alliance with the king and support him with their own private armies. The Council of Kings is kept in the dark about many of King Heirin's doings, since no one is willing to disclose them because the inquisition has power throughout the kingdom. Two noble

families, the House of Aaron and the House of Athgar, are in secret opposition against the king and run an underground guild. This guild of mercenaries, thieves and assassins holds a large amount of power within Falcon Skull. These guilds have ties with the guild of assassins in the Jah-Re-Bahn Empire.

The church of Amorus Kregamus here in Falcon Skull is accused of being corrupt and no longer sincerely follow the teachings of their god. The priests succumb to greed and carnal sins, teaching their own twisted doctrines and changing true doctrine to keep people under their iron rule.



Crystaldawn

The state of Crystaldawn is the western most state of the kingdom, encompassing a vast expanse of rolling hills and clear rivers and lakes. The capital city of this state is a large economically flourishing city called Talon. Being adjacent to the borders of The Free Kingdoms, Talon has strong economic ties to with its neighbour. The Free Kingdoms largely influence much of this state, and trade with the Silver Cities keeps the economy running smoothly.

The King of this state is a Human named, King Terrance IV. King Terrance IV is an honourable king who taxes his people very little, seeing no need to do so in such a thriving economy. King Terrance IV rules a pleasant state with a great army to protect itself from invaders from the Synia Mountains and any threat from King Heirin III of Falcon Skull. These two states have never been peaceful neighbours, and the Council of Kings is continually trying to settle their disputes. King Terrances' family has always been opposed to the rule of King Hierin's, and thus they have long been enemies.

The city of Talon is a beautiful city of wealth, with clean city streets and a palace made of crystalline. The church of Amorus Kregamus also resides here; however, this church is slightly different from that in Falcon Skull. Here, the church is opposed to the inquisition, even though the inquisition has power in this state. The church tries to maintain its true doctrine, but still has to deal with corruption within its hierarchy.

It is said that the guild of assassins has great influence in the city of Talon and its outlying towns. King Terrance IV is continuously trying to eradicate the guild, but at times his top military advisors disappear and are never seen again. Only one military advisor has ever been found. He was found dismembered into several pieces in his sleeping chambers.

The population of Crystaldawn is still of Human majority; however, it also encompasses a large amount of other races who come here from The Free Kingdoms. People from the oriental nation of Quan-Ti are also numerous in Crystaldawn. The excellent economy and opportunity for investment attract the rich and noble families from many areas, especially Quan-Ti.

Highest

The eastern most kingdom state of highest lies along the south-eastern Quan-Ti boarder, next to the Quan-Ti mountain range to the north. My-yin Lake lies south-east to this state of the kingdom lands. Steep hills and forests dominate much of this kingdom. The capital city of this state is Highest. Highest is the smallest capital of the confederacy; however, it encompasses some of the more barbaric people of the kingdom lands and thus has a threatening and fierce army. The state of highest is rugged, harsh and windswept. The wind off the great My-yin lake tears throughout the land bringing terrifying storms off the salt-water lake.

Highest relies on trade with Ricksy for food, since Ricksy obtains 80% of its food from the great My-Yin Lake. The kings of both Ricksy and Highest are cousins. King Wolfhound Thorez rules Highest and King Dragonsbane Vakdez rules Ricksy. Both states have a rough and bloodthirsty army. Although highest is the smallest Kingdom State it holds the backbone of the Confederacy's army. About 50% of the confederacy's army dwells in this state.

The people of this state have no use for religion. Thus, the church has little influence and control over its people. This is the only state where the inquisition is not welcome and has almost no power. King Thorez has no use for them and warns then not to disturb his people. He has the power to wage war on the inquisition as no other king has.

The people of Highest are hard and rugged. They live out rough lives in a state that has seen the effects of horrific wars of war. Many of the people here are very warlike, militant and trained. They have had little patience for outsiders and will hit any outsider who calls them members of the church or any religion. The people of highest live by the laws of the sword. People from Quan-Ti comprise 25% of Ricksy's population. The rest is made up of mainly Vorlexes, Midians, Arakashas, and of course Humans.

Frequently found in this region are wild beasts that wander into the low-lying lands from the northern mountains. Most of the cities are fortified and all of the people are armed, even children old enough to wield a weapon. Dire wolves are commonly found in the hills to the north and frequently children go missing. Foreigners are also viewed with skepticism.

Ricksky

King Dragonsbane Vazdek rules the city-state of Ricksky. The city of Ricksky is located adjacent to My-yin Lake that supplies Ricksky with 80% of its food. Therefore, their major source of trade in the Confederacy is fish, and other seafood. Ricksky is flat with little hills, and lightly forested. High winds off the great lake bring in frequent storms and create a rugged, cool climate. Ricksky is completely windswept, and erosion destroys the fertility of the land making it unsuitable for agriculture.

The population here consists of a fair amount of Midians and Vorlexes, but is still composed of a Human majority. Rickskians are rough people with hard lives from a poor kingdom state. Little attention is given to Ricksky and Rickskians are usually left to fend for themselves. The church's presence provides some with help and the peasants with some economic support and a source of shelter and food for those too poor to afford it. Most of the population is poor, and the army here is poorly funded, but the soldiers are still enthusiastic about fighting. It is a small state, but contains a large portion of the kingdom's population. The only rich people are the nobles.

Many secret guilds of thieves and alike reign here in Ricksky, and have more control than the king himself. The king can do nothing about the guild without the help of other kingdom states, but at times the guilds are good for the economy. The seaport in Ricksky is a big attraction to the guilds that have ties to the guilds of Quan-Ti. Since most people here are poor, many are members of the guild using it as a source of income. Sometimes weapons and items of high quality can be found in the possession of many merchants who sell them at relatively fair prices. Frequently magikeal items can be found in various shops and stores. There is not one person in Ricksky who does not have some ties to the guild; it is a stereo type that everyone in Ricksky is a thief and a liar. But to call them so is insulting.

It is said that the guilds train the children of willing parents as thieves, Assassins and mercenaries from the time that they are old enough to speak. This enables the guilds to have quite militant armies. Frequently war between two guilds will shed blood throughout villages, towns, and cities. It is common to see dead bodies lying around the capital and surrounds towns. It is a way of life that is violent and cruel and spares no one.

Serpentine

The kingdom of Serpentine lies on the southern region of the confederacy. This region encompasses a population of a complete mixture of races, with no one really dominating over another. However, with a mixed population there are also many problems. Fighting and racism creates most of the problems, especially if a Kinn is seen about the state. After the Kinn Invasion that damaged this state immensely, the Kinn have become the most hated race in this region of the Confederacy. Racial tensions can be felt all over, especially in the capital city. The Humans resent the other racial inhabitants and treat them with disrespect and usually end up in brawls.

In this state there are many lakes and rivers. One river especially, called the Serpentine River is a great river that flows throughout the state into the My-yin lake. This river is a source of food, travel and water to the people of Serpentine. The area geographically is very hilly and becomes somewhat mountainous as one moves to the southern most areas of the state. The climate is windy and warm. Storms are common in the east, and heavy rain is seen during the rainy season during the mid-year.

The capital city of Serpentine is called Kenmore, a large fortified, stone city to the south of the state. The city is economically in good condition and has influences from a variety of cultures. Many outlying tribes and villagers frequently come to this city for supplies during the rainy or cold seasons. Many other religions can be found in Serpentine. The church of Amorus dislikes this fact, and frequently sends the inquisition to persecute and push other religions from the confederacy. However, the Council of Kings tries to maintain the rights of the other religions in the south to keep other racial groups from rebellion.

To the south along the Synian mountains are crystalline, and gold mines. These mines supply employment to Serpentians and income to the state and the Confederacy. Therefore, many of the southern villages are mining villages and have their own armies to protect their industry from theft by guilds.

The guild also has influence in Serpentine. The presence of other races provides the guild with new talents and skillful thieves and assassins. The guild is always making attempts to steal from the mines, and have even been known to try to take them over, but they have never succeeded to overthrow the balance of power.

Quan-Ti

The Quan-Ti Empire

The Quan-Ti Empire rules throughout all of Quan-Ti, except for the Harashiem Highlands. It extends from Etnome Lake to Necula Bay and stretches far south to My-yin Lake. From the time of the Age of Darkness Quan-Ti has suffered from invasion and war from the barbarians of the Harashiem Highlands who have become a constant threat to the people and empire of Quan-Ti.

Emperor Shin He Lung, a Channawashea from southern Quan-Ti, rules the Quan-Ti Empire. He is a powerful emperor who rules a very wealthy and powerful empire. Quan-Ti is presently in the Shin dynasty that started when Quan-Ti fell under the rulership of this new emperor. After the Harashiem invasion that lasted many years, the northern regions of Quan-Ti have acquired much of the Harashiem cultural influences. People from the south have therefore developed a prejudice against people from the north. The people of southern Quan-Ti refer to the northerners as “Kung-sass” a derogatory word meaning “dwellers with a lesser breed.” Due to this, the areas of the north and south have many different beliefs and cultural differences.

Quan-Ti has recently established a trade agreement with Jah-Re-Bah that has opened up a new market for goods and fiercely revived their economy. Many of the trade routes through the Manloow Plateau to Jah-Re-Bah, to Highest, and through the Agion Forest are recent. The emperors’ henchmen and military patrols from nearby cities patrol these routes.

This recent trade agreement has tied two very powerful guilds together- the Jah-Re-Ban guild of assassins (The Hazan Guild), and the Shiezen Guilds of Quan-Ti. These two guilds together create a powerful enemy to any empire. The guilds specialize in assassination, theft, smuggling of goods, espionage, and all manner crime. The Hazan guild is the most powerful guild in Khardan and knows it has influence in Quan-Ti, as the two guilds have established an alliance. The

guild is now trying to push its influence into other civilized areas.

Quan-Ti is home of many different religions. Some are seen as cults, and others are just fanatical religious groups. The people of Quan-Ti worship many different gods and the religious leaders are priests and monks who reside in temples and great monasteries. In the monasteries, martial arts are practiced as a way of life to keep them in tune with their spirit and physical bodies. The martial arts are the center of many of their religions.

Monks teach the martial arts, to any that wish to learn, with little discrimination. However, they refrain from teaching their arts to Humans from the Five-Kingdom Confederacy; they consider them an arrogant and inferior people. Religion is very important to the Quan-Ti way of life and many of the people are extremely superstitious.

The common language spoken in this region is called Coh-Tien, and few speak the common kingdom tongue. Their

House denotes noble families that rule cities and their own armies, but the emperor who has supreme power governs all. The emperor is strict and ensures that his laws are obeyed with the deadliest force. Many of the penalties for crimes are death, no trial, and no jury. If you are suspected of a crime you are brought before a patrol officer, who leads a unit of the law enforcing army. If he is satisfied with the evidence that is given he may convict and kill you on the spot. People say it is good to have friends in high places.

Spirits, Dragons, and many different beasts are said to be common in Quan-Ti. Occasionally villages will be burned to the ground by dragons or evil spirits will terrorize villagers and city folk. During the monsoon season poisonous snakes, disease-ridden rodents, insects and dangerous animals roam into the low lands from the mountains or come out of the swamps into populated areas. During the monsoon season disease is common and is responsible for the deaths of many.

Southern Quan-Ti

Southern Quan-Ti is the most powerful area of the empire, since the north is frequently weakened from attacks from the Harashiem



barbarians. Southern Quan-Ti encompasses a largely populated area of a mixture of races that are relatively native to Quan-Ti. Foreigners are not uncommon; they are just not very numerous. The city of Chi'in lies in Southern Quan-Ti, and is where the emperor resides.

Geographically the south is low lands with sparse forests to the east and light-dense jungle to the south. The jungle is a habitat for dangerous animal life that frequently wander into populated areas during the monsoon season. Thus, the southern people are very careful and are usually armed when they travel. Several lakes and rivers flow through the southern regions providing the people with food, water, and transportation. However, the rivers are a breeding ground for mosquitoes and many other pests that are known to spread disease during the monsoon season.

The people of the southern regions are very superstitious, and live by status, wealth and power. They are much unlike the people of the north, who tend to be much simpler, humble, and devote to the code honour. Therefore, it is common that the people of the south rarely get along with people from northern Quan-Ti. The culture of these people is influenced somewhat by Jah-Re-Bahn culture. This can be seen in much of their artwork, architecture, and clothing. Their religions are also similar to those in Jah-Re-Bah as well. Men in the southern Quan-Ti culture are dominant; women are known as their husbands' possessions as are his children. A man can rightfully beat and even kill his wife if he sees it necessary. Usually the men belong to the army of a house or the warlord, unless they are noble. If a man is noble, he leads a house, denoted by his family name. As leader of a house, he commands his servants and his own army. He is, however, subject to the military decisions of the emperor or the Warlord. There are two warlords in Quan-Ti- Hadakan warlord of the Southern Houses, and HuKang warlord of the Northern Houses. In times of war the houses fight under the banner of their warlord who fights under the banner of the Emperor.

Women have no place in the southern society, but are commonly used by the guilds as tools of assassination because their death means nothing if they fail, and they are rarely suspected to be assassins. In southern society it is important for a woman to give birth to a son, especially if the child is first born. At many times when a female child is born the parents will leave it on their doorstep to die. The guild will usually pick up such children and raise them to be cold-blooded murderers, and will sometimes use them as prostitutes.

The great Monastery City of Shien-po lies in the southern region of Quan-Ti. This city is ruled by the monks and is the center of their main religious organization. Little crime is found here, and The Guild has no influence in this city. The Guild believes that to corrupt this city would be to anger the spirits. The monks of this city, 2000 strong, are scholars of the martial arts, and need no armies to enforce the laws. This fact alone keeps the guild from entering the cities' limits. Many come to this city to learn and practice the arts of warfare and to worship the gods. Fathers will bring their sons here to master the martial arts before they enter into the ranks of the warlord's army.

Chi in

This city is the Capital City of Quan-Ti where the emperor resides in a formidable gold embroidered palace. The elite guard and Shin-po monks guard the palace. This city is governed and enforced by the most strict laws, and is taxed the highest out of all other cities. Ch'in is a highly populated city and is designated into three areas- the poor quarter, the Mid quarter, and the Golden section (rich area).

The Emperor along with the Warlord Hadakan makes most military decisions from here in this city. The city and surrounding area has an enormous garrison and army of approximately 6000 strong. The guild is very influential in this city and runs an underground assassination ring; frequently used by nobles to take care of their problems. A cult group known as the Kershians also dwells in this city.

Northern Quan-Ti

Many years ago the barbarian tribes of the Harashiem highlands invaded and inhabited the northern regions of Quan-Ti. After the people drove the barbarians back into the highlands the culture of Northern Quan-Ti was greatly influenced. The people of the north are much unlike the people of Southern Quan-Ti. They are a humble and simple people, living honourable lives and are free of self-pride. Their culture, clothing, architecture, and beliefs still contain much of the Harashiem barbarian influences. Therefore, the southern people look down on them as if they are a lesser, inferior race.

The capital city of the north is Thia'a home of the Warlord, HuKang. The houses of Mar-lien, and Tung-zu are the houses of supreme power in this region whose armies enforce the emperors' laws wherever possible.

Geographically this area is a great plateau that stretches towards the highlands. There are frequently light forests, as well as many rivers and waterfalls in the northern most part of this region. Not far off in the distance are the mountains of the highlands, and a great heavily guarded stone wall stretches hundreds of miles separating the highlands from the northlands to protect Quan-Ti from barbarian invaders. The wall connects to several Keeps built in four-mile intervals. Each Keep is equip with a large garrison, and heavy war machines to repel any invaders. Occasionally battles are met at the keeps and invaders get through; even the power of the garrisons cannot repel the incredible force of the Harashiem barbarian tribes. However, there have been no recent full-scale attacks on Quan-Ti.

The people of the north, in fact, would rather be under the rule of the barbarian tribes. At the time when the Harashians had taken the northlands the people believe that they were better off. Many of the northern people resent the empire and wish to join with the Harashians, but all know to speak of such a thing would mean certain death. These people are also very superstitious, but are very spiritual. They live very spiritual lives, and magike is also very common. Rumours say that great magike-wielders can be found in Northern Quan-Ti.

Ruins of destroyed cities and ancient structures can be found throughout the northlands. The north is sparsely populated; thus, there are more wild animals and open terrain. The north also experiences frequent earthquakes and attacks on villages by dragons. There only two major cities in the northlands, the rest are small cities or farming villages. Temples, however, are very common.

The Harashiem Highlands

The Harashiem Highlands is the home of the feared Harashiem barbarians. The barbarians are composed of mainly Humans, Spiri, and Chahannawashea tribes. One tribe, however, is said to be completely Kinn. The Harashians are nomadic barbarians separated into tribes who live by the ways of war and survival in the harsh, cold mountain range. It is said in Quan-Ti that the Barbarians eat the flesh of their enemies, and worship the god of death. This however, is not exactly true. Food becomes scarce during the winter months, so they will commonly raid Northern Quan-Ti for food and supplies. Due to the harsh, cold climate of the highlands the Harashians

can only stay in an area for so long and then they must move on to find more food and better shelter. Their lives revolve around survival and they hold the lives of their people in high regard. They are a brave and honourable people who are seen as primitive barbarians by the arrogant nobles and people of Southern Quan-Ti.

These barbarians are also known as great horseman; they are some of the greatest. They ride great powerful horses with extreme grace and incredible skill. These horses are also bred by the Harashians for their strength and prowess. Highland horses are worth three times the price of a noble war-horse, if captured. The Harashians control herds of horses that are prized as their greatest possessions. They not only have skill in horsemanship; they are also fierce warriors who are exceptionally skilled in battle. Some of the most deadly warriors in the western continent have come from the highlands.

The nomadic barbarians live in tribal groups. Frequently a tribe will wage war with another, usually for food, or supplies, or over some petty dispute. The tribes live by their own traditions and laws and are governed by no one ruler. Each tribe is usually lead by a war chief, a shaman, or other religious or magike-wielding leader.

The Harashiem Highlands are a land shattered by the magikeal holocaust and forsaken by the gods. The nomads must hunt and war to live. The highlands consist of a very rugged and steep terrain of high mountains that borders Quan-Ti to the south. This provides an almost impenetrable wall to the armies of the south. These mountains gradually open up into valleys and crystal-clear lakes on high tundra. At the most northern point of this region the high lands give way to a line of smaller mountains that fall steeply into Etnome lake. The climate of the highlands is extremely cold at high altitudes and snowstorms commonly ravage the landscape during the winter months. As a result the people are heavily clothed in furs and wear heavy protective clothing. At lower altitudes the summers are very hot and forest fires are very common. Before the snow line, the highlands are heavily forested in some areas, but almost clear of trees in others. The geography provides a habitat for a variety of wildlife, and especially dragons at the higher altitudes.

According to some, in certain areas the dead rise again to steal life from the living in a vain attempt to recover their own. This could be an effect of the magikeal holocaust but no conclusive evidence has ever been confirmed.

Etnome Lake

Etnome Lake is an enormous lake bordering the northlands of Quan-Ti and the Free Kingdoms. It is a center of travel between the two regions and also a trade route for Quan-Ti and the Free Kingdoms. Marlien warships patrol the lake against attacks on merchant ships from pirates and bandits, keeping trade within the empire relatively safe.

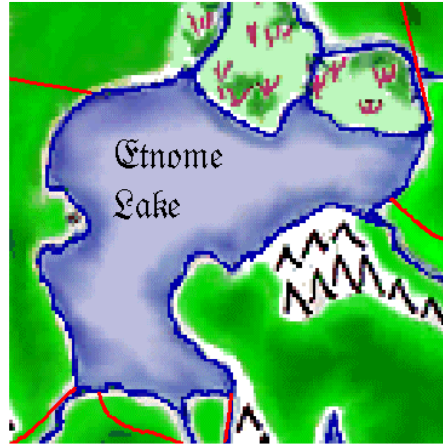
A meteorite that collided with Khardan millions of years ago created this lake. The lake is clear and extremely deep; no one has ever reached the bottom. A large variety of aquatic life inhabits the lake. Sea serpents are very common, frequently sinking and destroying merchant and patrol ships. Villagers hold that a great three-headed serpent, as large as nine warships inhabits the lake. This serpent is

called 'The Great Hydra Serpent. Only a few people who tell their stories wherever they visit have only seen the great serpent; others do not believe in its existence. This legendary beast is also a tourist attraction to the lake, bringing the brave and foolish looking to find the great serpent.

In the center of the lake is a magikeal floating city, called Astrominous. This city is very

wealthy, inhabited by some of the richest merchants and nobility on the continent. It is also the home of a Sorcerous tower, where they teach the magikeal arts. Magikeal items can be found in abundance in this city, however, they are very expensive. To protect the city from attacks from serpents and thieves, the city has an army of Necromancers who wield the sword, and therefore crime is low. Travel to this city is also very expensive. Chartered ships accustomed to asking high fares and carrying the rich in

splendour demand rates no common man could ever hope to afford.



The Black Dunes

The Black Dunes are located on the western side of Khardan along the equator, and is an extremely hot desert region with blistering temperatures during the day, and almost freezing temperatures at night. The sand in the Dunes is black and a very heavy grade of sand. Merchants say that sandstorms in the dunes can rip apart exposed flesh, and touching the sand with your bare skin will cause painful burns. Not much vegetation grows in this region, except for mutated forms of desert plants, and the deadly spined cactus. The few oases found throughout a desert are usually fought over by the nomadic desert inhabitants. Surprisingly some animal-life, fierce creatures and reptilian beasts inhabit this vast and perilous desert. The Black Dune was once a cool region of coniferous forests and slightly covered with semi-arid scrub to the south. The main source of water in this desert is Com Lake, and is the center of civilization in The Black Dunes. Some cities can be found further into the desert, and are usually built around an oasis or desert wells. The desert is a harsh region with deadly inhabitants and a climate that can kill anyone if unprepared.

The Black Dunes is the home of two major civilizations- The Dek Var Arakashas, and The Kar-Jun Horde, a major Kinn tribe. The Dek Vars inhabit the western most region of the Dunes and have built four mid-sized cities. Many factions

of this tribe live as nomads in the desert, moving from place to place throughout the year. The capital city is called Che-Ke-Noko and is the center of the Dek Var civilisation. The city is completely a Dek Var population governed by the Dek Var ways, living by war and survival. The Dek Vars are a powerful tribe, great in number, and own most of the herds of great camels that they use as steeds, food, and for many other purposes. They are known to raid the Lavir forest and rape and pillage the villages. They are synonymous with evil and revel the moment of killing and murder. They are fierce

warriors, constantly wage war against the Kar-Jun Horde. The Kar-Juns is another great civilization inhabiting the eastern region of The Back Dunes. They have centered themselves in five large, fortified cities. They are extremely warlike nations who are a strong opposing force to the Dek Vars.

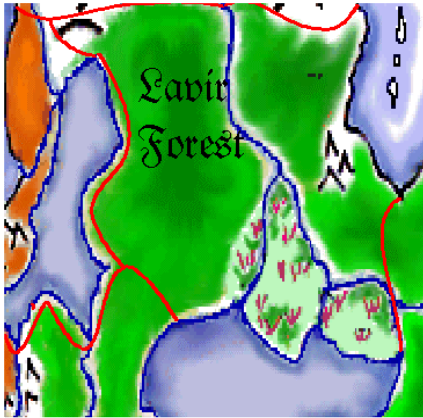
To the east and to the west of the dunes are mountain ranges of hot dry stone jetting out of the ground of higher altitudes. The mountains of these ranges are not as high as most, for they are composed

of hot, dry solid stone. These desert mountains are the homes for numerous wild beasts. The climate of these mountains is cooler as the altitude increases, but is still relatively hot and dry. Small lakes can be found at the highest altitudes where glaciers once sat almost a million years ago. Many ruined cities and temples can be found here from the forgotten age and stand as monuments of the forgotten past.



Lavir Forest

Lavir Forest is a magikeally protected coniferous forest that has a beauty that defies the natural



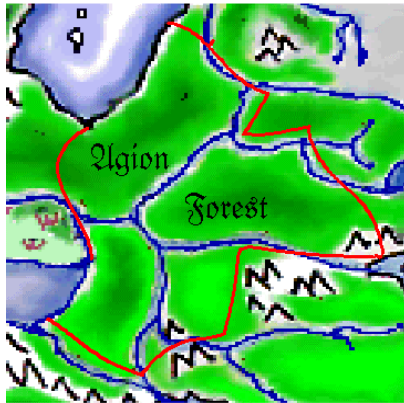
beauty of nature. It is located directly south of the Black Dunes in the North West region of Khardan, but is separated from the dunes by a small

group of mountains and a sharp increase in altitude. Being at a higher elevation and separated by mountains its climate is much different then that of the Black Dunes. The people of Lavir Forest experience frequent precipitation, year round moisture and mild temperatures in its western and far eastern coastal areas making it a very humid region. The centre of Lavir Forest is at an even higher elevation and is somewhat dryer, the climate is extreme and they experience less precipitation in the summer. Thus, its summers are hot and its winters are usually cold. Geographically Lavir Forest has many changes in elevation. The coastal regions are close near sea level and its interior region is at a much higher elevation. Lavir Forest also has a very high agricultural potential, providing its native inhabitants with a source to grow crops for food. A large variety of wild life and a large population of Civakxies, that have built

many villages and cities out of living trees molded by magike, inhabit Lavir Forest. This provides Civakxy people with villages that are extremely camouflaged and thus protected from outsiders. The Civakxy people live off the land by making use of the forests high agricultural potential and by hunting for meat to feed their families. The forest is magikeally protected by the Civakxy people that protect the forest from harmful environmental damage and threats from outsiders. Anyone who enters Lavir without Civakxys permission is hindered by the forest resulting in a **minus five** to movement and a **minus four** to hit an opponent when in combat while in the forest. In addition, if an outsider purposely damages the forest, the wild life of the forest will treat the outsider as an enemy, and most likely attack him when encountered. Many of the trees in this forest are Treants, living tree folk who guard and protect the forest. Most of the natural wild life lives in harmony with the Civakxy people and will help to protect them if it is necessary. The Civakxy people have built many glorious temples among the tree groves, and many long forgotten ruins of ancient civilisations can be found in various places within the forest. It is said that demons and the spirits of dead soldiers dwell within these ruins torturing the souls of curious explorers, pushing them into madness.

Running through the centre of Lavir is a great river known as The Great Divide, separating Lavir into two sections: east and west. The Great Divide connects to Com Lake and Etnome Lake, and is a great source of food, water and travel to the Civakxy people. Occasionally Sea serpents from Etnome Lake travel down the great river, destroying anything traveling down it. Other aquatic life can also be found traveling down river from Etnome Lake. The Civakxys usually set up nets across the lake to make large catches for their villages, as it is an important means to their food supplies.

The Agion Forest



The Agion Forest lies between the Lavir Forest to the west; the Manloow Plateau to the southeast, the Harashiem Highlands to the south and the Necktarucu lands to the

north.

There is no kingdom established in the Agion Forest. Two small outposts, the City of Ferek and Synthia, established by bands from Quan-Ti and Jah-Re-Bah, are the only permanent non-aboriginal cities in the Agion Forest. These outposts were created to maintain control of and policing of the Great Divide, a major trade route. Settlers and adventure hunters are drawn to this region by legends of lost treasure in a lost empire. However, further attempts to penetrate the heart of the Agion have been successfully defeated by the natives who reside there.

It is said that the natives are the descendants of an ancient, vastly wealthy, empire that was established in the Agion centuries ago. That empire was, according to legend, a Civandzy empire. Accordingly, early on in the War of the Races when the Civandzy tribes were a threat because of their abilities and strength of numbers, especially the strength of the Order of the Phoenix the Civandzy Empire met its demise

At present small Civandzy, bands supposedly inhabit any ruins remaining in the Agion. Manloow natives, Harashiem barbarians and Civakxy natives who view any intrusion into their sacred grounds to be the most dispised violation of their cultures inhabit the outer regions.

The Agion Forest is home to many species of animals similar to the ones that inhabit the Lavir forest. The Birds from the Agion are considered very exotic and fetch high prices in Quan-Ti and Jah-Re-Bahn markets.

The Free Kingdom

The Free Kingdom is a very populated, multicultural region. It is located south of Lavir forest and west of Etnome Lake. The Free Kingdom is in a region with light coniferous forest to the north, steppe grasslands to the south, and a temperate desert to the western most area of the Kingdom. Wild life is very little in this region, except to the north, and is restricted to the forested regions and areas away from civilisation.

The Free Kingdom is a mixed society encompassing a large variety of cultures and racial stock. It is a kingdom where people of any race are welcome to visit and dwell. Many people from the more civilized cultures come to The Free Kingdom to set up farms and practice agriculture. Others such as wanted criminals from other regions, people displaced from their homes, and others looking to find civilization flock to the kingdom and set up residence. The Free Kingdom is, therefore very populated, and has many villages and cities. The capital city of the kingdom is Ryhon where the king resides in an enormous, ornate castle noted for its brightness and beauty. Various

nobles and lords dwell in other kingdom cities, such as Lovis Port and Lys. Lovis Port is a city built on a great harbor on Etnome Lake. The city is the center for trade and the main place of



import and export. The city itself has an enormous population of over 100,00 and is just as big as, if not bigger than the capital city.

The Free Kingdom is also the most prosperous place to go for the average merchant, for the economy is good and there are many people to sell to. The Free Kingdom is ruled by King Arrak Arizorn VI, a Civandzy who took rulership after the death of his father King Arizorn V. King Arizorn VI is a just ruler whose laws are enforced by the Order of the Phoenix, an ancient order of Crystalline warriors that was brought to the kingdom and implemented by his father. The

warriors of the Order of the Phoenix are the officers of the Kingdom and the elite force of the king's army.

The Kingdom has trading ties with many other nations, especially Quan-Ti who is one of their major trading partners. Etnome Lake provides an excellent, quick, and relatively safe passage for merchant ships to travel in between the two kingdoms. The Free Kingdom also has many treaties with The Five-Kingdom Confederacy and the Jah-Re-Bahn Empire. Unfortunately, the Jah-Re-Bahn Hazan guild of assassins and thieves has corrupted The Free Kingdom market with stolen goods. Rumors of atrocities committed by the guild have spread rapidly through the kingdom, causing many merchants to be weary of outsiders, especially those from Jah-re-bah.

The Silver Cities

The Silver cities are five rich mining cities located near the west shore of Etnome Lake. The cities are built around several large silver reserves that are mined and its resources exported. The mines of the silver cities bring in a large amount of workers and skilled miners for work, providing lots

of employment to the kingdom. Many from outside the kingdom flock here to take advantage of the employment opportunities. The silver is exported to Quan-Ti, The Five-Kingdom Confederacy and Crymlonum a Civakxy city in Lavir forest. Within these cities can also be found some excellent artisans specializing in making weapons and armour from silver. The prices of such items are, however, very expensive.

Ryhon

Ryhon is the great capital city of The Free Kingdom. Here resides the great, brilliant castle of King Arizorn VI. The castle is known as one of the most beautiful, ornate castles on the western side of the continent. Ryhon is quite a wealth city with a very large commercial center, guarded by crystalline warriors. No criminal guilds have any influence in this city, for King Arizorn VI has eradicated the guilds and forced them out of the city. The Order of the Phoenix keeps them out of the city, by punishing criminals with a public death sentence. This city is probably the safest city in all of Khardan for the average law abiding citizen to live.

The Manon Lands

Manon Mountain Range

This large mountain range separates the Free Kingdom from the desolate Manon Waste Lands. The mountain range has a very dry, hot climate on the western side and receives little snow and rain at the mountain peaks. The dry climate of the mountain range yields little vegetation and a small number of limited types of wildlife. During winter seasons the mountain range experiences more precipitation, but it is still little, and limited to the northeastern areas of the mountain range. Only the larger mountains in the range receive any snow at all.

Very little is said to inhabit the mountain range, for food is scarce and vegetation is only limited to the eastern side of the mountain range. Occasionally nomadic tribes will venture into the mountains or the wastelands when the wastelands experience extreme hot and dry periods.

Manon Waste Lands

The Wastelands are home to myriad of animals, beasts and nomadic tribes whose cultures are specifically tailored to this environment. The Wastelands are a very hot and severe desert region. The daytime temperatures are blistering hot, almost uninhabitable, and the evening temperature spirals rapidly to frigid conditions. The lack of food available in this region has produced unique plants and animals. Most plants are carnivorous and feed off, men, beasts and largely, insects. The insects found here thrive in this climate. Most of them are

large “parasites” or mosquito like creatures that hunt in packs and feed off their prey. Few mammals survive in this region except for the Dek Var breed of camel. There is a strange almost eerie intelligence to the creatures of the wastelands.

Kinn, Arakashas, Humans and even small bands of desert Civandzys can be found in the wastelands.



Their cultures are ones based on survival through raids, and sometimes cooperation. The subjects of raids are often camels, foods, and women.

Therefore, many of the wasteland dwellers are of mixed racial origins.

The beauty and mystery of the wasteland dwellers are an exotic intoxication that has spurred more than a few slave trades in history. However, many slavers soon realize that these people are hard, and deadly when mistreated. They also realize that tribes almost always come to reclaim their kin.

Any characters of mixed race from the wastelands gain a bonus of 1 to their appearance and personality. They can also attempt to enrapture a victim within their gaze with a successful appearance check. Victims held such are in such a state of awe and fear that they can be persuaded to perform almost any act.

The Central Regions

The Central Regions include Jah-Re-Bah, Le Hypt, Al'gahar, The Manloow Plateau, The Lace Islands and Mach D'Bieka.

JAH RE BAH

The empire of Jah-Re-Bah is located on the "Island of the Jah-Redites," *Jazirat al-Jah-Re-Bah*. The Manloow Plateau lies to the west, the Sea of Dreams to the south and the Ghawar Sea to the north. Jah-Re-Bah is the ancestral home of the various Jah-Redite populations, culture and the center of the world religion of Rub'al Khali.

The Jah-Re-Bahn Empire has never been conquered. Its isolation, strong religious commitment, severe environment and fiercely nomadic people have forever held outside influences and forces at bay. *Jazirat al-Jah-Re-Bah* is occupied by another empire or province that is no longer held under Jah-Re-Bahn power, Le Hypt. Jah-Re-Bah is of major importance because it is an economic world power. Jah-Re-Bah is the center for all major trade in the central regions and is also a "jumping off" point for settlers, adventurers and others into the Plains of Mekhod in the "New World." The Jah-Re-Bahn Empire also controls the major trade routes (mostly by treaty and trade sanctions) into northern Quant-Ti via the Harashiem Highlands and the major route into the western and northern lands. This trade route is a vast river called the great divide that flows through the Manloow Plateau, Lavir Forest, Black Dunes and Necktarucu lands.

The land of Jah-Re-Bah is one of the most arid lands in Khardan; the only other lands that compare are the wastelands of Manon. The Sea of Dreams borders Jah-Re-Bah in the south. This sea allows access to the central tropical islands. Deep waters reach very close to the main land. These waters are warm and rich with life of all kinds. On the north shores of the continent lies Mettica bay that is famous for its vast yield of pearls every year.

Most of Jah-Re-Bah is a broad plateau that gradually slopes down from the mountains of Al'gahar. Jah-Re-Bah is almost completely

separated from Al'gahar and Le' Hypt by an Inland Sea. This sea is called Abqaiq and is an expanse of dark, warm and deadly waters. Hills and low mountains break the plateaus in this region.

The vast reach of desert in Jah-Re-Bah takes many forms. Large parts of this are the desert-steppe near the coastlines where small patches of grass and shrubs grow. Inland high crescent sand dunes roll. Between each dune is usually a small expanse of pebbles and rocks.

Animal Life

The animals in Jah-Re-Bah consist of the oryx, camels, some elephants, hyenas, wolves, sandworms, and a variety of snakes, scorpions, spiders, hares, rodents, gazelles, and reptiles including the well-known Bantrie. Some Jah-Re-Bahns have tried to raise the prized Dek-Var camels. However, the few animals that survive only give birth to misshapen and puny get.

People

For centuries the chief means of subsistence of the pastoral nomads called Bedouins have been the herding of camels, sheep, goats and horses. Wool's, hides and other animal products are sold to the cities. Some farmers called the Yemenis from the steppes and hills raise crops and fruits such as citrus, grapes, figs, coffee, vegetables and grains. Still more famous is the production of silks, ivory and spices.

Jah-Re-Bahdites have long maintained a powerful oral tradition based on stories, legends, epics and poems. Valor, Adventure, the Mystic, and Romance are all popular topics. Being a poet is considered a powerful attribute both politically and socially.

Both nomadic and seminomadic tribes of herders inhabit Jah-Re-Bah. As their livelihoods depend upon their herd animals, these tribes have a nature and animal worship belief system. As a result of the importance of their animals and the



necessary ways in which they must be cared for, these herders must adhere to the rugged and unforgiving pastoral way of life with strong discipline. These people are well disciplined, fierce and aggressive, as animal theft is prevalent among these Jah-Re-Bahdites.

In Jah-Re-Bahn society the family is a strong, basic unit and individuals are known by the family to which they belong. Men heavily dominate this society, and women are considered their property. Marriages are arranged in Jah-Re-Bah and a man may have more than one wife depending upon his status and wealth. However, women do have express rights in this situation. In order for a man to take a second wife the first wife must consent and agree with the mans choice of the second wife. Women are also given rights within a marriage. If her husband mistreats her, her father may take any action he feels appropriate. This is often the cause of many blood and family feuds.

Apart from the family unit Jah-Re-Bahns identify themselves on the basis of tribal descent. Each tribe is headed by a Sheikh and serves to function as a larger family with the man of each household a representative of his family. Tribes also may take offense or shame (judged by the Sheiks) that was given to any member of that tribe.

The most powerful force in Jah-Re-Bahn society is religion. Religion determines almost every aspect of Jah-Re-Bahn life, from politics to traditional customs. Nomadic and seminomadic tribes have the same basic traditional religion but this differs from the religion of city dwellers. However, as all of the city dwellers are descended and still allied to their tribal cousins most of the fundamental beliefs are the same.

History

The Jah-Re-Bahn Empire was established with its capital city, Jah-Re-Bah, at the beginning of the New Era in the first year. The alliances of essential nomadic tribes under one Sultan provided the foundation for this empire. Swiftly other free tribes

rallied to join this empire or quickly succumbed to its political, military and economic power. Many of the tribes turned away from pastoralism and embraced a future of great wealth as traveling merchants to neighboring empires. As the prosperity of the tribes grew they settled and established the first city-state, called Crellin.

With wealthy princes, sheiks and military leaders fighting for rulership of this fledgling empire political maneuvering gave rise to underground factions of thieves, smugglers and assassins. In the turmoil the Hazan Guild was established and with a quick show of its power it has King Ryhon of the free kingdoms murdered. The guild knew that the disruption of trade between the Free Kingdoms and the Empire would weaken the government of Jah-Re-Bah. As a result, Jah-Re-Bahn goods are boycotted and the wealthy merchant class of the city suffers while Hazan smuggled goods increase in value and demand. The Guild became the true ruling force of the empire.

Without trade as a main source of income, many Jah-Re-Bahn merchants turned to slaving as a way to make money. It proved quite profitable.

From 63 N.E. to 99 N.E. the Sultan secretly planed to eliminate the guild on an economic and legal front. However, due to a superb spy network the plan was discovered by the guild and on the evening that the campaign was initiated the Sultan was assassinated.

In 111 N.E., due to a weakening empire, the government of Jah-Re-Bah was forced to "realize the independence" of Al'gahar and Le'Hyp, as their inhabitants were usually forced into slavery by a corrupt Jah-Re-Bahn government. At their first chance these oppressed nations broke into rebellion.

Centuries later the Sultan married his daughter to King Arizorn V son Arrak VI. In this political alliance, trade with the Free Kingdoms is reestablished; shortly after Jah-Re-Bah makes trade alliances with Quan-Ti and The Dek Var tribes of the Black Dunes.

Le Hypt

The empire of Le Hypt lies on the northern shores of the continent Jah-Re-Bahns call *Jazirat al-Jah-Re-Bah*. Le Hypt occupies perhaps the most fertile plateaus and grasslands on the whole continent. The river Aswan runs from the mountains of Al'gahar deposits soil nutrients in the plateaus and gives life to the lands. However, between the river and the Eastern Shore and towards the southern borders the land dries and the brittle winds howl of the desert. The tombs of past Pharaohs dot the landscape of the desert in Le Hypt. The great pyramidal monoliths are focuses of power and spiritual energies that link the world to the realm of the spirits. The Pharaohs have their pyramids in the desert because they believe that the soul of the desert, Djoser "the howling wind god" carries their souls into the next life.

The people of Le Hypt are not nomadic. They have settled into oval shaped homes built out of mud and matting over holes in the ground. The frames and doors of these common dwellings are made out of bones and usually elephant hides. Most people herd native camels, cattle, sheep and goats or grow vegetables and wild grains.

The ample supply of food in Le Hypt has allowed a class of artisans and craftsmen to arise. These craftsmen are famous across many empires for their ornaments of ivory, statues, carvings, pottery and baskets. Shipbuilding has recently become popular and all manner of designs and creations are being tried and sold.

Upper-class Life and Dress

Of all the inhabitants of *Jazirat al-Jah-Re-Bah* these people are the least warlike. The sea borders the north, west and east of Le Hypt and is a natural protection against invasions. The way of life in Le Hypt has developed uniquely without the fear of invasion by others now that the power of their empire has been established mystically and economically. Most of the upper class consists of artisans, craftsmen and a large population of priests and mystics. Their unusually powerful talents have led them to develop new magikes that are both feared and renown. Many of the upper class live close to the river Aswan, as it is the main "highway" in Le Hypt. This social class dwells in houses of brick, stone and wood. The walls are richly colored and decorated, and the architecture can lean towards the eccentric. Unlike the common dwellings these have glass windows and fireplaces.

The upper-class also have chairs, tables, lamps, papyrus, ink and wear fine clothes made from silk, cotton, and wool. Members of the upper class spend much time on their appearance. They bathe with fine oils and perfumes and wear their hair short. Men typically shave.

Make-up is also common for the upper class. Men and women color their eyelids black or green and women rough their cheeks and stain their nails. Because of the hot climate men and women tend to wear whit linen clothes. Men wear only skirts, long or short. Both sexes wear jewelry, beads, bracelets, anklets, earrings and finger rings. Silver is more precious than gold.

Common Religion

Religion is the center of society in Le Hypt. Each town has its own god, as well as a number of lesser gods. Temples are raised to the main god of each town. When a town becomes more powerful, so does its god. Almost all of these gods are idols that demand annual "human" sacrifices; (other races can be subject). The priests and magi of these temples direct the common townsfolk in their duties and responsibilities and also select from the young those who will become priests, magi, craftsmen, and peasants. Those selected are given the finest tutelage possible with respect to the affluence of their temple and god.

History

The people of Le Hypt rose out of oppression and slavery to form a powerful nation ruled by Pharisees. The Pharisees had great armies and were backed by the powerful magike of pagan gods and heathen wizardry. However, after centuries of war with the neighbouring Jah-Re-Bahn Empire (whose nomadic tribes lay ancestral claim to the lands of Le Hypt) the land of Le Hypt was subdued and became a province of Jah-Re-Bah. Jah-Re-Bahn armies sieged the nation heavily for over 3 years, while plotting to have the Pharo, who was a great war leader, murdered. The Nizari sect assassinated the Pharo in the night.

The death of the Pharo brought chaos. Amidst the chaos and arguing generals, the Jah-Re-Bahn army seized the opportunity to crush the remaining army of Le Hypt. It was said that the Pharisee's own generals had received bribes to betray him. After the conquest of Le Hypt, the Jah-Re-Bahn Sultan designated the nation a province of Jah-re-bah and allowed them to continue in their custom of having Pharisee. The Sultan chose a loyal man to become Pharo of Le Hypt, a man who

would never turn against him, his own son. This Pharo was a cruel leader, who implemented Jah-Re-Bahn policies to rule the province, which was realistically a policy of slavery.

Centuries later, during the year 111 N.E., after years of oppression and enslavement at the hands of the Jah-Re-Bahn empire, a religious underground movement called the Korash takes advantage of the empire's weakened state and creates a formidable rebellion. Their victory is completed when the empire is forced to recognize Le Hypt's independence. After independence was established, the religious leader of the Korash religion was divinely exalted to the position of Pharo. The Pharo, Amarna, was solely dedicated to increasing Le Hypts' military strength and repulsing repeated assaults by Jah-Re-Ban slavers. Soon after, a rival member from the original Korash movement named Atet who was more interested in religion than war promoted a new religious doctrine based on idolatry and blood sacrifices. Atets' highly ritualized religion becomes very popular with the uneducated common folk who prefer to worship things they can

see and touch, and hence know are real. This religion became known as Ikhnaton and was the fastest growing patheonic cult of its time. Under Pharaoh Amarna Holy wars plagued Le Hypt early into its independence and quickly brought a degeneration of high culture and religion. Under the powerful influence of Ikhnaton the slavery of Jah-Re-Bans and small opposing religious groups became common.

As time went on a new Pharisee took control of the country. Shortly after, Le Hyptian society developed into a nation centered upon slavery, religious cults and a social caste system. Slaves were constantly taken from Jah-Re-Bah and Algahaar, which soon lead to contention and wars between the nations. During which time a holy war was declared against Al'gahar; for the Pharo claimed that Algahaar occupied his god's holy grounds. Throughout the past few centuries Le Hypt has developed into a powerful nation, and recently in the year 608 N.E. a mage named Horus-Odisis became Pharo. Since his rise to power, Le Hypt has grown in great strength.

Al'gahar

The nation of Al'gahar lies on the eastern most side of the continent *Jazirat al-Jah-Re-Bah*. Its northern regions border southern Le Hypt, its western region borders Jah-Re-Bah and its eastern shores look out upon the seas. From its most eastern peninsula one can see the rocky shores of the New World.

Southern Al'gahar ends with the Talgen mountains from which many streams and rivers flow keeping southern Al'gahar abundant with plant and animal life. Much like its neighbours, the northern most area of Al'gahar suffers from extreme desert conditions. Towards the south, Al'gahar becomes a vast expanse of shrub plains with occasional scattered oases that eventually give way to large savannahs and an increasing altitude as they extend towards the mountains.

This nation is home to the Dezirat Al'gharan kingdom, ruled by a fanatical and militant dictator known as Ahmmad Duhashiem. Since his rise to power 13 years ago, Ahmmad has become a nationalist radical, with a surprising amount of public support. His popularity has come through his successful declarations of war against his people's enemies in Jah-Re-Bah, and Le-Hypt. After centuries of Jah-Re-Bahn oppression his people are eager for Jah-Re-Bahs atonement and their retribution. Anciently a peaceful people; they are now quick to wage war with their enemies, and to see them suffer. Ahmmad revels in this barbaric anarchy and gains support by grotesque displays of cruelty towards enemies, prisoners and those found guilty of treason. Much like the witch trials and inquisitions of the Five Kingdom Confederacy, press gangs wander the cities and towns of Al'gahar fanatically arresting anyone suspected or even accused of treason or spying for the Jah-Re-Bahns. These unfortunates (usually innocent people) die horrible torturous deaths.

Ahmmad has imposed strict laws and an equally strict religious institution on his nation. The breaking of these laws often results in cruel

and public punishments. Many of the laws are based upon religious doctrines and the teachings of their prophets, such as morality. The people of Al'gahar live by these strict religious principles and will shun others, even family members, if these rules or principles are broken.

Culturally, women in Al'gahar are seen as dangerous to men; because women can tempt men into various sinful and hideous deeds women are often the targets of many of the laws. For instance, a woman who shows her face to any man other than her husband is seen as a whore. As a result, she may be put to death by her husband or by the law if seen fit to do so. Women must also obey their husbands, lest they be beaten or even killed. Women in Al'gahar have almost no rights; they are thought of as only possessions of the men that supposedly own them.

Blood feuds among families are commonalties that often leave one family mourning because of the death of several loved ones. However, if blood feuds get out of hand, the government will often intervene and remedy the feud. This is never a desirable outcome. When the government decides to step in, in many instances, they have the culprits put to death or force the families to pay a stiff compensation for disrupting public peace.

Within Al'gahar there are many cities and towns where the majority of its population reside. However, away from the cities, life is very nomadic much like life in the Jah-Re-Bahn desert wastes. The difference is, however, that even the nomadic peoples of Al'gahar are loyal to Ahmmad and hold most of his views.

The people of Al'gahar consider themselves superior to their neighbours. They consider their neighbours sinful and wicked before the eyes of their god. Consequently, they see it fit that their neighbours be punished for their sins. The nomadic life style outside the cities very closely resembles the nomads of Jah-Re-Bah; there are tribes and sheikhs of close family lineage. The nomads of Al'gahar are extremely well known for their great horsemanship; many know them as the Al'gharan horseman. The nomads are also known to be fierce warriors and skilled at the art of guerrilla warfare.

MANLOOW PLATEAU

Manloow is a Plateau that reaches out like a great arm into Khardan's inner seas. At the Southern end of Manloow, from the towering cliffs that overlook the ocean if one glances to the east one can see the empire of Jah-Re-Bah across the glimmering straits.

Manloow Plateau consists mainly of wide flat prairie lands frequented by small stands of trees that become progressively larger the farther northwest one travels. At the northwestern end of the plateau the land turns from plains into rolling hills that eventually become lost in the Agion Forest. The southwestern end of the Plateau becomes semi-arid land broken up by huge canyons and river gorges many times the size of any elsewhere on the plateau. The very northwestern side of the Plateau runs up against a chain of high altitude mountains that continue into the Nectaructu lands.

Only indigenous peoples dwell upon the Plateau. Those natives of the Plateau belong to the "Root" culture (to those who study such things). These peoples exist in the hunter gather, tribal, or pueblo cultures (*detailed in the races section, see Root Culture*).

Although the various tribes and bands war occasionally they none-the-less unify in defending their lands from invaders. Historically that has meant the Jah-Re-Bahns. The natives of the Plateau realize that their homeland is a place of significance as it is the main route of trade between the northern, southern, eastern and central lands.



The tribes as part of a treaty sanctioned the use of their lands as a trade route with the other nations who depend upon trade with Jah-Re-Bah. In return the tribes collect a small fee and are protected from invasion by any group of people.

The heavy trade through the Manloow lands has greatly influenced the life styles and cultures of these various native groups. They sport tools, weapons and other foreign goods from as far away as the Wastelands of Manon and the Mayin Jungle. These tools have changed their traditional

hunting, gathering and religious views and techniques. Now the plateau peoples rely more upon these instruments and their skills than the grace of the spirits and shamanic magikes. As a wise man has said, "The ways of the spirits are being forgotten." However, a new religion is arising, one that is highly ritualized and focused upon the magike and medicine of these tools. Superstitions flourish and new elements are entering Manloow culture, as alien as some of their tools, Taboos and a pastoral, even sedentary life style. This is

the case with many of the Pueblo and mountain tribes.

This cultural change is not evolving without opposition. Some tribes have banned these new instruments and clung to their ancient beliefs, ways of life, and shamanic magikes, particularly the people of the plains. These people become more hostile to outsiders as they see their treasured beliefs being discarded by others. Some tribal factions have even migrated north the Nectaructu lands.

Lace Islands

Only one village exists upon the lace islands. This village is located upon the southern end of the western isle. The islands are located in the northern tropical Sea Of Dreams and are not named.

The village of Guare is only populated for one season a year. The cannibals that live there referred to this season as the “moons of reprise” (*translated loosely*). This is because the natives believe that during this season the demon spirit called “Soucunguay” sleeps. Those that venture here after or before this time are never seen again.

The natives of the Sea of Dreams hold that this spirit only inhabits the lace islands, and that her touch can kill a man, drive away his mana, make him her slave, or make him impotent and steal his manhood (*spiritual and/or physical*). These, of course, are only very few of the widely believed superstitions regarding the Soucunguay. She is said to appear in several forms but her true form is that of a beautiful woman. (*This is unfortunate for the native women of these tribes, especially the attractive ones, as women are, as such, held to be potentially evil, and hence potential witches. The more attractive the woman the more dangerous her spirit and stronger her mana*).

Soucunguay is said to shed her skin and become a ravaging ball of fire or spiritual energy that kills with a touch or enslaves her victims. Those men to

whom she appears as a woman fall under the power of her beauty and are drained of their manhood, thus becoming her servants with enhanced beauty and powers similar to hers, but under her ultimate control.

If such a creature inhabits these islands, why do natives of the sea of dreams gather here once a year? They come to the Lace Islands for religious and social purposes. The Natives of the Sea Of Dreams sacrifice a virgin female once a week while Soucunguay sleeps and leave the body around a sacred shrine. According to ancient lore this keeps Soucunguay bound to the Lace Islands.

The Islands are also exceedingly rich in mineral ores. Gold, silver, crystalline, iron, bronzes, copper and platinum can be found and mined easily and in vast quantities, in certain sanctified mines that are spiritually opened and sealed each year to keep the ores free from the evil touch of Soucunguay. The abundance of mineral ores is matched if not exceeded by the abundance of animal and plant life. Herb's sacred to these natives and possessing strong medicinal and magikeal properties grow only on the Lace Islands. Their power is believed to come from Soucunguay herself.

These may be just the superstitions of ignorant natives, but most pirates and adventurers avoid these islands and carry superstitions about them that match the natives' ones in intensity and fear.



Mach D'Bieka

The island known as Mach D'Bieka is the second largest island in the Sea of Dreams. Mach D'Bieka is located in the south-eastern corner of the Sea and contains the largest population of natives.

Mach D'Bieka is a tropical paradise with a large volcano occupying the centre of the island. Mach D'Bieka is inhabited by many bands of cannibalistic natives. These tribes all claim a common lineage. The natives believe that they are descended from a warrior king (and his followers). This group was called the Majoi Mali and resided in the Maiyn Jungle. The Majoi Mali gained the strength of their victims by eating their hearts and thus capturing their souls. From this came the practice of cannibalism. It was not long after this practice became common place that the other tribes of the Maiyn forced them to flee destruction. This group supposedly fled to the south and resided for a while near two lakes that they named the Magnon Lakes. Magnon is a Majoi Mali word that means both "twin" and "spirit." However, soon the people of the Iquas Shelf learned of their ways and in a great battle forced the Majoi Mali to flee into the Sea of Dreams. Only approximately fifty men and women survived the battle and were left to drift aimlessly in canoes. One of the survivors was a Majoi Mali holy man called Dei Bieka. Dei Bieka prayed for many days and ate the hearts of four of his fellow men and women before his prayers were answered. *According to the Sorcerers of the Isle the god of the Majoi Mali is a greater being of infernal origins known only as Mach Dei.* This being answered the prayers of Dei Bieka and released one of his most powerful minions who tore a great hole through the centre of the earth pushing the ground up and creating an island as she broke through the ground. That was how the island of Mach D'Bieka was created, *(according to ancient lore)* and this spirit was none other than Soucunguay, whom they now worship as a sort of demi-goddess.

The people of Mach D'Bieka are very superstitious. Their lives are dictated by omens, voodoo rituals and superstitions on almost every subject possible. Ritual magike is very strong in the Sea Of Dreams and the religious aspect of life on the island is the dominant one. Voodoo priests and magi are at the top of the social order, having a position of immunity to any village law or custom.

Cannibalism among these natives is greatly misunderstood. They do not eat their own flesh for every meal. Cannibalism is a sacred ritual

and only performed upon special occasions, for special purposes. Only specific parts of the body can be eaten, the rest are taboo. The most common rituals for cannibalism center around warfare, to gain the strength of a victim one must consume his soul.

Wealth and power through reciprocity and frequently religious appointment determine the tribal chieftain or bigman of a tribe. Some chiefs are also priests but this is rare.

The people of Mach D'Bieka are primarily fishermen and farmers of the land and sea. Women gather plants, herbs, spices ect. In addition, men are responsible for hunting, raiding (which is a common practice) and warfare. Common farm animals among the natives are pigs, goats, sheep, chickens and dogs.





The Creation of Mach D'Bieka

THE NORTHERN LANDS

The Northern Lands are composed of the Necktarucu Lands, Lokh-Kir-Dire, and the Sorcerers Isle. These lands (except for the Isle) are forbidding in climate, altitude and the ruggedness of life.

NECKTARUCU LANDS

The Necktarucu Lands are located north east of the Agion forest, west of Lokh-Kir-Dire, and east of Ka-baal Bay. The Necktarucu Lands are composed of hills, plains, Highlands, lowlands and mountainous areas. Massive cliffs that end the landscape abruptly dominate the northern shore of the Necktarucu Lands. The southern end of the Necktarucu Lands gives way to the Agion forest that eventually runs into a long line of sand dunes that inhabit the southern shores. The center of the Necktarucu Lands is broken up by a lake and many broken walls of ancient origin that run west and east for many kilometers. Most of the lands in the Necktarucu are fertile; even the highlands are abundant with farm and grazing lands.

Frequent rains keep the land green and overcast much of the year. The summer brings warm winds from Jah-Re-Bah and the Agion but the high altitude of the region leaves them with a crisp edge. The winters of the Necktarucu are cold with furious arctic winds and unrelenting snowfall from the north. However with the Jah-Re-Bahn winds blowing in from the south the southern coastal areas usually only receive rain.

The Necktarucu is the ancient home of the Civandzy nation. The ruins of their ancient civilization are scattered across the plains and lay ruined against the jagged peaks of the north. No one remembers the names of these places, only wandering barbarian tribes passingly wonder about these strangely designed ruins. The Civandzys have abandoned the Necktarucu all together.

These barbarian tribes are generally though by scholars to be the descendants of those who participated in the great massacre of the Civandzy that drove them from their homes. These peoples have been ostracized or choose to shun the ways of their people. In the Necktarucu there are

no laws of conduct, or rules of acceptance. All here accept each other as to them life is life, although so is war.

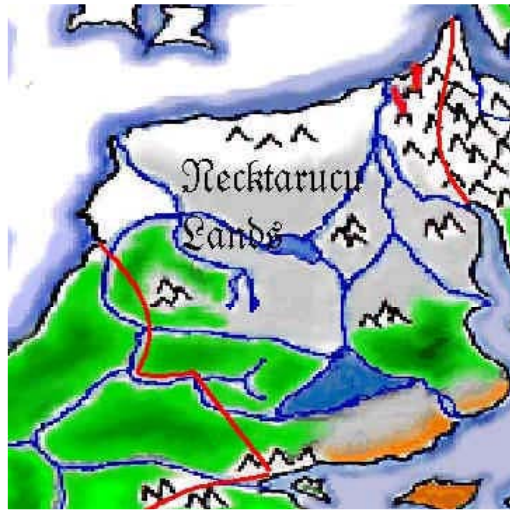
Among the people of the Necktarucu are many tribes and wanderers of different racial backgrounds-generally large, muscular, and fair. These tribes of nomadic wanderers began arriving here between 110 and 180 N.E. because of persecution, or to escape the horrors of war. The initial newcomers to the Necktarucu Lands are remnants of the Lehionho people who migrated to

the Necktarucu and lived there since before the fall of the Civandzys but were driven out by an Arakashan Horde early in the new era. Now, after several hundred years, and much interracial mixing, their descendants who remained in the Necktarucu Lands are known as the Arapas. Most of the Arapas are human like in appearance and form (*as the majority of inhabitants in the Necktarucu Lands are of human origin*). However, nearly all of them possess traits, features and body adornments of other races.

The peoples of the Necktarucu Lands are organized loosely into tribes. Each tribe has a chief, nobles, vassals, freemen and even slaves. These tribes usually live in fortified villages built on hilltops with farms and pasturelands surrounding them. Kings in this land are chieftains who have conquered several other tribes and thus won their lands through the rite of war.

The Necktarucu people hold many skills; they are exceptional weaponsmiths, armourers and craftsmen. All of their tools, weapons and implements are covered with elaborate metalwork and enameling. They are also quite proficient of curing and storing food products, a skill from their wandering pasts. Animals and game are abundant here so that fact, coupled with the people's skill at preserving food dispels the need to follow the herds

The religious leaders of the Necktarucu are frequently Druids, and their religion is Druidism, a



pagan faith that pious men and armies from the “civilised” world have tried to eradicate. Central to their belief is nature and the spirits that abide there. Rituals formalise these beliefs, and sacrifices put them into action. As a result of their strong belief in, and tie to nature, these tribes commonly have great herbal, animal and astrology lore. All

characters from this homeland receive a bonus of 5 to any herbal, healing and animal, astrology and nature related, lore type skills. Both the Oak tree and mistletoe are sacred to this faith, and it is commonly held that the soul is immortal and that after death it will pass into a new person, reincarnation.

KIR-DIRE

Kir-Dire, pronounced (Kee-Dear) is located to the east of the Necktarucu Lands with Soron’s Strait to the north and the Jah-Re-Bahn Sea to the south. To the west is the Gnavon River. And the mountains surrounding Mt. Ocle, where it is said the gods reside.

This region is separated into two areas because of the physical barrier, being a mountain range, separating people that occupy the northern shores of Kir-Dire and those who dwell in the interior or southern region. The lands to the north are called Lokh-Kir-Dire, pronounced Lau-h-k Kee-Dear, and the lands to the south are called Kir-Dire, although the entire region is commonly referred to as Kir-Dire.

Lokh-Kir-Dire is dominated by jagged mountains, a couple of volcanoes and a cliff torn northern shore with a few places reaching sea level. Towns, cities and castles heavily inhabit these landings.

Most of the settlements produce a fair yield in fishing, whaling and raiding. The southern region is mostly plains and rolling hills, much like the Necktarucu Lands. However, in the winter all of Kir-Dire receives a lot of snow, unlike the Necktarucu Lands. The climate in this region is slightly cooler than that of the Necktarucu Lands as warm winds from the south are cooled to crisp winds by the chill of the north.

The name Kir-Dire is modern Normarian for “The Unicorn Herds.” It is properly named for the isolation of the interior has let these mystical animals live undisturbed for centuries. Herds of unicorns range through Kir-Dire and Lokh-Kir-Dire every winter as a refuge from the cold of Batci Plains north of Mount Ocle where it is assumed they roam most of the summer. Some say this

because they believe the unicorns to be holy animals and thus they must roam close to the home of the gods (Mt. Ocle). It is forbidden by the people in the north to kill one of these animals, but the people in the south see them as a liable food source during the winter. This has been the cause of more than a few raids and minor skirmishes when these two peoples meet.

The southern inhabitants of Kir-Dire are just wandering nomads, or settlers from the Necktarucu Lands who have “wandered”

throughout the mountains separating the two regions. Here animals, plants and herbs are virtually untouched resources and the winds are not as hostile as in the Necktarucu Lands because Kir-Dire is sheltered on most sides by mountain ranges, effectively isolating the area. Unicorn products are used widely in southern communities in everything from clothing to weapons. Incanters and Ritualists also visit this region from Sorcerers Isle and other regions in order to obtain certain magikeal ingredients

for spells, potions and for the fabrication of enchanted items. It is said that the horn, hoofs, mane, tail and skin of the Unicorn are very potent and serve in a wide capacity.

The inhabitants of Lokh-Kir-Dire are called the Vik that means “people of the harbor, or bay” and comprise most of the population of this region. The Vik are best known for their longships, called Dragonships, their extensive trade routes, and fierce raids.

Vik homes are built of stone, drift wood and turf as wood is scarce and precious for the longships these northerners are known for. Each home usually has only one room built with a pitched roof. Commoners usually have one to three of these huts, some of which may be connected by passageways. Noblemen and merchants of great wealth have numerous huts connected by passageways. Each hut serves in the same capacity



as a room. The outsides of the northerners' homes are plain, while the interiors are lavishly decorated with stonework, some woodwork painted and inlaid with gold and silver, and tapestries.

The Vik have a great supply of foods. Meat is plentiful, both cow and lamb, but horsemeat is a specialty. The Vik also use fish, grains and eggs. Vegetables are scarce in the north, and honey is the only "sweet" available. Meats are often preserved much the same as by the Necktarucu tribes, and fruits, are dried or eaten fresh. Breads are baked in earthen ovens. The Vik are also very fond of their drinks. Ale, mead and wine all flow freely at wild drinking festivals and so do the sagas and poems. Music is that of the fiddle, harp, and horn.

For special occasions, such as weddings, Viks' dress in colorful and lavish outfits. During these times, they wear things such as furs, skins, vadmál, a woven cloth and linens (which are usually reserved for the rich).

The Viks' have an extensive trade route through Soron's Strait, into Ka-baal Bay, the Iectia Sea and Black Dunes, Valk Gulf and even as far to the south west as the Manon Wastelands. In earlier times these voyages only constituted heavy raiding and plundering. Now both trading and plundering can both be a part of a voyage. These voyages start in the spring after the crops are planted.

It is also common on raids to take slaves, young children, or more frequently young maidens. Their masters voluntarily release many of these slaves and therefore intermarriage is common.

Vik children are raised to be strong and self-reliant. An education usually constitutes running, jumping, wrestling and swordsmanship. Other skills taught to children may include skating, skiing, rowing, riding and spearthrowing.

Part of the fierceness of the Viks is their gods. Their gods are also warriors, not unlike the Viks' themselves. The gods of the Viks' war constantly with each other, and even the Vik concept of heaven, Tregvasson, is a warriors' one. Only one who has died in battle can enter into the Vik heaven so Viks' enter battle unfearful of death, why not when the worst that can happen to you is that you do not die. However, if a Vik does die in battle he is buried with all that he will need in

Tregvasson. Fully one third of his belongings would be used in this way with one third going to his wife and one third going to his children. Some dead warriors skillful at sea and veteraned in raiding will be buried in their ships. Most are laid in their ships while it is set on fire and drifted out to sea. Some are buried ship and all in a burial mound.

SORCERERS ISLE

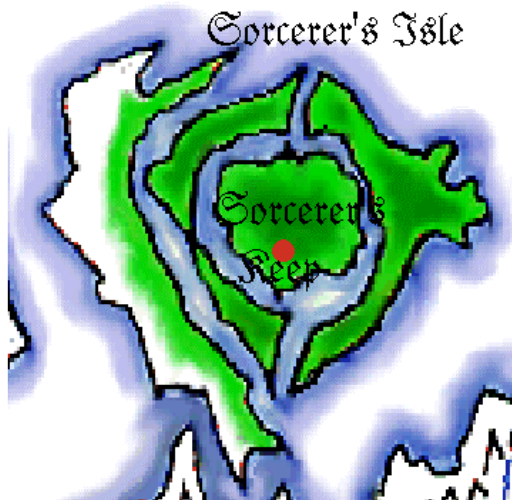
The Sorcerers Isle is located directly north of Lokh-Kir-Dire.

The Isle and Lokh-Kir-Dire are separated by Soron's strait and the Blood War Channel. The Isle itself consists of four separate islands that surround the central island.

The central island is called Landerion Tithicus. This Isle is named after Tith Lander, a mage of great power who's death created the Isle of Sorcerers. According to legend and recorded accounts, shortly after the initial formation of the Council of Magus, Tith Lander, the council's founder and leader, was killed by a band of renegade sorcerers and their henchmen while on a journey with his retainer Karnhan MacMillan to the Vik people of Lokh-Kir-Dire.

While in the throws of death Tith Lander and his wounded companion were thrown into the Artica Sea. The magikeal energies released by the death of the Archmagi caused the ocean floor to writh and throw itself above its own waters. The turbulent waters drew MacMillan far out to sea where coincidentally the Isle rose up under him. MacMillan lived long enough to carve a runic account of what happened in the still damp soil of the new Isle. Since the runes were completed they have become permanent features of the landscape. In fact, Sorcerers Keep was built around it, and MacMillan's account can be found in a sacred temple inside of Sorcerer's Keep. MacMillan's account is called Vikduggan, or the Vik's oracle. It is properly named because the runes come alive with an unearthly glow and speak in riddles of the future when Vik priests stand upon them.

The Vikduggan has long baffled scholars. The reason is the runes themselves in his account bind a shattered fragment of Tith Lander's soul as an oracle. Karnhan MacMillan was not a mage, and had no knowledge of magikeal rune structures; the account is written in the runic syllabus of the Vik



people for MacMillan's mother was a Vik. Some theorize that the ancient runic language of the Viks may hold power. Some believe that it was the energy of Tith Landers' death that set them as such.

South of the Isle are two channels, the Blood War Channel and Soron's Strait. The Blood War channel got its name in 138 N.E. when a large fanatical cult attempted to lay siege to Sorcerer's Isle. The assault lasted two days with feeble attempts at magikeal attacks by renegade and poorly trained magi and priests.

The northwestern corner of Landerion Tithicus is dominated by the Knaar mountain range, home to various natural and unnatural creatures; some of which are harmless, some of which are deadly. However, most of the creatures that reside there are the results of Sorcerous experiments, some of which failed, some of which did not. The Knaar mountain range serves another purpose. Those non-Sorcerers that have broken the laws of the Isle, or those unwelcome visitors that dare to try to gain access to the isle are taken to the mountain range and left there to fight with death. Those that happen to survive, and few have, are allowed to both reside upon the isle and be employed by the Sorcerers, or leave. However, the decision is final.

When a non-magi wishes to reside upon the Isle he is assigned as an "employee" of a Sorcerer. This Sorcerer is usually the Sorcerer most harmed by the offenders' actions. Those not magi and not peasants must be assigned and defer, as a

companion, to a mage. In the case of Sorcerers that break the laws of the Isle and the Council of Magus they are either stripped of their magikeal powers (a process too hideous to explain fully) or they are killed.

The Sorcerers of the isle hold certain laws that must be followed in their domain. These laws are ranked on a hierarchy of dominance and generally reflect the powers and influence of each level. One higher on the hierarchy can overturn any decision by one lower on the hierarchy.

Landerion Tithicus holds the majority of the islands' occupants and structures. It is here that "Sorcerer's Keep" as it is commonly called holds dominate power. The Council of Magus and other important Sorcerers and Magi inhabit the keep. It from this seat of power that magike is wielded the most deadly.

Sorcerers are not the only magike wielders that inhabit the island. Practitioners of all aspects live and train on the island; however, Sorcerers unofficially have a higher standing and are the majority.

Magikeally adept people from all over Khardan view the Isle as a haven to learn and be trained. Generally, the persecution that ensues in many communities when one exhibits magikeal aptitude is enough to start many people on a pilgrimage that may last many years. Sorcerers and Magi from the Isle routinely venture out in search of such people trying to get to the Isle. When they are found their persecutors usually become the target of a well-trained magi's wrath.



THE FORGOTTEN LANDS

The Forgotten Lands are the abandoned ruins of the Old World, a world that existed before the War of the Races. Most of the ruins now lie forgotten and unrecognisable. Ancient secrets and the unknown draw adventurers to these lands in search of hidden treasures and rare artifacts. Those who have returned from these lands bring strange and fantastic stories and legends of alien creatures, foreign animals, and primitive but ancient peoples. Some even say there exists strange Kinn tribes, never before seen, and that here the Civandzys rule lost cities in all of their former glory. However, whatever is fact or fiction is unknown.

All of the lands east of Kir-Dire in the north and the Iquas Shelf to the south are considered to be lost lands and are thus far not known to be inhabited by anyone other than nomadic tribes.

BATCI PLAINS

The Batci Plains are to the east of Kir-Dire and Lokh-Kir-Dire and to the north of Mount Ocle and the DiCalea mountain range. As the northern most regions on Khardan, traveling Viks' and raiders say that the winters on the plains are formidable, but in the summer, the plains are a marvel of crystal beauty. It is here that the unicorn herds of Kir-Dire roam during the summer grazing off strange grasses and procreating in peace.

A Vik raider named Olaf Vlanvasson once said that trees, caves and other strange structures of pure crystalline or some other material resembling it is strewn across the landscape. He also mentioned that the pure beauty of the place brought tears to ones' eyes, and that there was no night here in the summer, only azure. However, the winter only

holds a few hours of azure and the rest of it is pure darkness.

Small stands of perfect trees dot the landscape and provide refuge from the northern winds, though wood is scarce. However, the Viks hold annual expeditions to the Batci Plains for one or two of these precious trees. It is said that longships and dragonships made from these trees are twice as swift, never capsize, are twice as strong and last twice as long as ships made from any other wood.



CHO KAK SWAMP

Cho-Kak swamp is located on the western shores of the Forgotten lands. It lies to the west of Sharks Jaw, to the south of the DiCalea mountains, and across the Ghawar sea one can see the shores of Le Hypt.

Cho-Kak is a name of Le'Hyptian origin. It means literally "spirit world." Cho-Kak swamp is avoided by all but the most experienced and foolhardy adventurers. The legends of the spirits and supernatural creatures that inhabit the swamp abound in the New World more than any other legends of the Old World.

A dying slayer reported that the center of the swamp holds a massive fortress of ancient design and unusual proportions, and that the specters of the swamp guard it vigorously. This has never been confirmed, but it is widely known that more than just ghosts inhabit the swamps.

It is believed that the Devils Tongue disease originated here and that tribes of such degenerated creatures roam the swamps.

DARK WOOD

Dark Wood is commonly told in rumors and fairy tales to be a forest of tall dark trees. The forest lies to the south of the DiCalea mountain range and to the north of the Plains of Mekhod, between the Forgotten River and the Dray River.

It is commonly told that the forest is so dense and dark that upon entering the Dark Wood that day becomes a starless night. Commoners also hold that an ancient tribe of dark and evil Phantasmuses inhabit the wood and kill all intruders. One Spiri man, Roth the Unseen, professes to have seen a large city of strange design where this tribe dwells.

Much like the Shark's Jaw, Dark Wood is home to large carnivorous plants, swarms of insects and roaming tribes of Praying Manti. Unfortunately the Dark Wood is the only route to a pass through the DiCalea Mountains to reach Mount Ocle from the south.

DICALEA MOUNTAINS

The DiCalea mountain range surrounds the most holy of all mountains Mount Ocle. The mountains are so steep and impenetrable, however, that none have reached even the foot of the great mountain. Many attempts have been tried through a pass via the Dark Wood but they either never return or return in a terrible condition of fevers, derangement and afflictions. It is said that strange men and supernatural beings inhabit this range to protect Mount Ocle from ambitious adventurers.

An adventurer from the Free Kingdom City of Ryhon named this mountain range.

MOUNT OCLE

Mount Ocle is the most holy of all pinnacles upon Khardan. Mount Ocle (aw-k-l) is located in the northeastern region of Khardan. The DiCalea Mountains range all around the mount. And the Batci Plains lie to the north of the mountain.

It is widely believed across racial and national boundaries that the gods themselves dwell upon this mountain. Mount Ocle is so tremendously enormous that its peaks cannot be seen on a clear day. Popular religious doctrines hold that hundreds of stone guardians and sentinels ring the mountain at its base and in units upon its slopes to protect the mountain from mortal intruders. Mundane weapons

magikes or beings cannot harm these stone guardians, or Sentinels. However, the theologists upon the Sorcerers Isle argue the impervious nature of these "Sentinels."

SHARKS JAW

Shark's Jaw is dense forest of overgrowth that lies to the north east of Cho-Kak Swamp, to the south of the DiCalea Mountains and to the west of Dark Wood.

A native adventurer named Brajava, from the Sea of Dreams visited shark's Jaw. She named the forest Sharks Jaw because of its hostile nature. Brajava said that "Da forest was so tick and crowded with brambles, thorns, stingin' plants, insect swarms and other miserable tings dat it twas no more unpleasant dan bein' in da jaw of a shark. Which I have been!"

Apparently, not only is the forest so thick that one must cut her way through, but predatorial plants live in the forest as well. Giant tangle weeds, Venus fly traps, blood sucking vines and other carnivorous plants inhabit the forest and prey on any manner of creatures that happen to pass through. Swarms of huge stinging insects and carnivorous insects also plague the forest. Tribes of giant Praying Manti that live in the forest are also deadly predators.

Shark's Jaw is considered to be a most undesirable place to journey.

SKELTER SLOPES

The Skelter Slopes adorn the western edge of a major southern mountain range in the forgotten lands. The ancient name of this mountain range is unknown or it has not yet been officially named. It is regarded affectionately by adventurers as the Skelter Slopes.

The slopes, are not entirely slopes, but tremendous cliffs and grades of enormous proportions. The altitude of the mountains contrasts sharply with the slopes as one peering near the edge can see the slopes dropping off abruptly and carrying on down to the sea.

However, it is not this property alone that makes these slopes famous among adventurers. It is a popular myth among adventurers and thrill seekers that the slopes were once the sites of ancient aviaries. They say that this aviary was imbued with an enchantment that would launch whatever manner of creatures or crafts that came near its edges.

Whether this is the site of an ancient aviary or not, mountain climbers, hikers or adventurers that find themselves too close to the edge of the cliffs soon find themselves being sucked out over the cliffs by enormously strong winds and falling to their deaths. If they cannot fly that is.

THE EASTERN SHORES

Vik explorers tell all that is known of the eastern shores. They say that the eastern shores of the forgotten lands are endless expanses of pristine beaches that give way to plains. They have never encountered any foreign peoples, but they do tell of large herds of animals that forage the coastal areas.

THE PLAINS OF MEKHOD

The Plains of Mekhod is a fascinating expanse of plains, with wondrous wildlife, and obscure weather. It is home to many races of ancient tribal peoples, who by need are tough and hardy to survive the harsh weather of the plains. Hot summers and cold winters are a great influence on the lifestyle of the inhabitants. This expanse of plains stretches west to the Cho-Kak swamps and east to the Eastern Shores. The plains also stretch south along the Vaal River all the way to the Sea of Dreams.

Wind ravages these plains all year long, with little or no respite. Its howling can be heard for miles as the wind rips through trees and small canyons.

The weather of the Plains of Mekhod also makes living here very difficult. During the spring season it is common to have high winds that sometimes bring great tornadoes that bring immense destruction to any settlements, and kills much livestock. The winter months are very cold, and with the wind chill, little can survive with prolonged exposure.

The Plains of Mekhod are home to a large variety of beasts and animals. Large wolf packs are frequently roam about, and dragons from the northern Dark Wood sometimes find their way into the great plains to hunt for large game. Many great beasts from the northern mountains also migrate to the plains during cold seasons.

Aboriginal settlements are scattered across the plains, but the only permanent settlement is a city called Draylana. The city of Draylana is a fortified city encompassing some 30,000 - 40,000 people from all walks of life. Draylana is the only

successfully established settlement on this continent and is also the only established trade center. The city trades almost exclusively with the aboriginal tribes that dwell upon the plains. Crystalline mining is also a great part of Draylana's industry. The crystalline mined here is shipped to areas such as Jah-Re-Bah, and Quan-Ti. However, the danger of this relatively unexplored continent makes travel expensive and very risky. The city of Draylana houses a large garrison just to protect the city from outside dangers.

The city also attracts many adventurers and explorers as a "civilized" place in which to launch expeditions into the unknown regions of this realm. Many such expeditions are never seen again. Most return with the bodies of their fellow companions for proper burial. Consequently, to the east of the city is an enormous graveyard looming upon the slopes of a solitary mountain.

The Southern Lands

The Southern Lands are all of the lands south of the Five-Kingdom Confederacy and west of the Skelter Slopes. Indigenous peoples; tribes, bands and nomads typically inhabit these lands.

Iquas Shelf

Once temperate waterfalls and jungle fauna graced this massive cliff that breaks the jagged landscape for as far as one can see. Now, the region raped by an icy windstorm caught by the fractured nature of this region. The entire region, once jungle land, is now arctic land, one more result of the magikeal holocaust.

The Moaques and Human Inuit tribes inhabit the Iquas Shelf and live off a meager supply of fish and wild game. Their intertribal contact is so pronounced that the Moaqu tribe is more a mixture of half-breed Arakashan-Humans than the tribe of Arakashas it once was. These half-breeds call themselves Zitc-Quan-Karh (children of two gods). A new culture seems to be arising with the Zitc-Quan-Karh. Human and Arakashan skills taken together have yielded new ones capable of dealing with the harshness of this land.

The magikeal nature of the Iquas Shelf has also seemed to alter the weather as well as the inhabitants. The winds blow sharp needles of ice, sometimes sideways, sometimes in circles. The Zitc-Quan-Karh also seem to be only mildly affected by the chilling temperatures that frequent -45 to -65°C; however, it has been told that those Zitc-Quan-Karh that visit warmer climates such as the Maiyn Jungle or Spirit Woods deal poorly with the heat and may frequently faint.

Like most arctic cultures the inhabitants of the Shelf live in igloos and use teams of dogs and other animals to pull sleds for transportation. The wings of Arakashas and the stunted wings of the Zitc-Quan-Karh are of little use in this

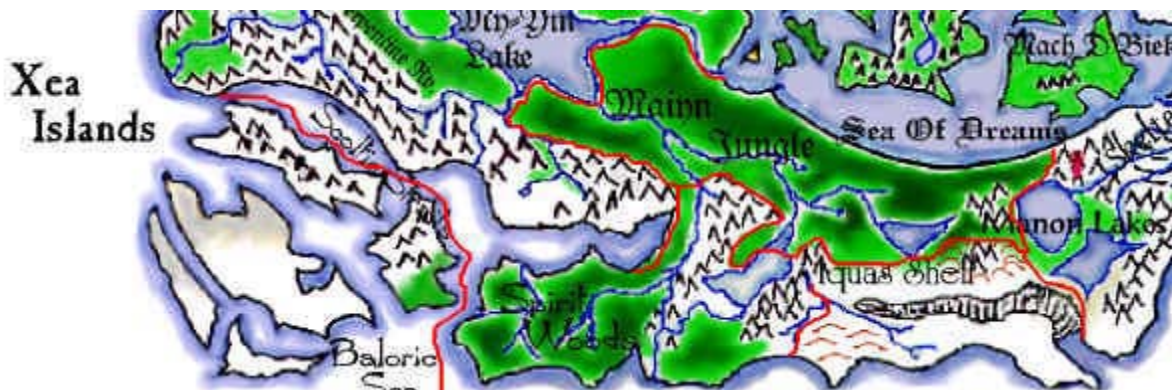
climate as they freeze quickly if exposed to the cold.

Maiyn Jungle

The Maiyn Jungle is an enormous tropical rainforest bordered by the Synian Mountains to the south and the Sea of Dreams to the north. Tall trees and thick undergrowth support a wide variety of exotic and colorful animals. The Maiyn climate is hot and humid. Annual rainfall amounts to about 130 centimeters, while the average temperature over a year is about 30°C. Most of the Maiyn Jungle is a lowland forest of hardwoods and palms. The northeastern portion has extensive savannas, or grasslands, with occasional trees and shrubs. The vegetation of the Maiyn jungle grows rapidly, soon covering cleared areas unless it is cut back constantly.

The Maiyn has an immense variety of insect, bird, reptile, and mammal life. Mammals include the capybara, a rodent weighing up to 110 pounds; the tapir, a kind of pig; the nutria, a tropical otter whose pelt is traded; the great anteater; and many kinds of monkeys. Markets throughout the Maiyn sell many species of fish, including the pirarucu, which weighs up to 325 pounds, and the giant catfish. The electric eel is a dangerous fish capable of discharging up to 500 volts.

The wide range of vividly colored Maiyn birds includes hummingbirds, toucans, and parrots. Among the reptiles are the anaconda, a huge snake that crushes its victims; the poisonous coral snake; and alligators. Giant butterflies are among the most spectacular of the insects.



The Maiyn Empire

The difference in language and culture from tribe to tribe changes little among the inhabitants of the Maiyn Empire. Most of these people are of Midian and Kinn stock.

The Maiyn people of Otapi'sin culture have a highly developed system of agriculture. They raise beans, potatoes, cassava, peanuts, cotton, peppers, coca, tobacco and beans. The plentiful amounts of food in the Maiyn have allowed its peoples to progress in all areas of life and establish a wealthy empire. They have developed sculpture, metalwork, weaving and picture writing.

The tribes of the southern jungle areas, more specifically the Maiyn jungle, have rallied into one nation that follows an alliance of the most powerful tribes. The empire proper consists of many diverse stocks. This society is divided into three distinct classes, the nobility, the priesthood, and the military. Governmental systems are very complex, but efficient, with several councils on different levels. All of which must pass any decision by majority vote. Education is widespread, and these people have developed intricate hieroglyphic literatures. These peoples religion, however, is distinguished by barbarism, in that to satisfy the gods an ongoing flow of civilian sacrifices is needed. The rituals of their religion are elaborate in every way, from the robes, to the ritual weapons and tools, and to the ritual words and phrases.

Civilians build homes of cut brick, stone and mortar. The people are highly engaged in agriculture and hunting as they are the food sources. The people here produce the best bronze armors and lavish works of gold, silver, copper and bronze. These people decorate their everyday tools and items with intricate designs. Even their common cotton robes sparkle with ornamental gold and feathers. The greatest triumph of these people is their architecture.

Maiyn City was built in the center of a huge lake. Whole sections of the city are raised to protect against floods. Lower sections of the city are mostly slums and Midian tunnels. Wide causeways lead to huge white marble palaces and ornate temples on pyramids. Its grandeur shows the power and wealth of the Deblonian Kinns, who rule the city. From Maiyn City, the Deblonians direct the spiritual and political aspects of the Kinn nation. To the city comes

tribute from subject peoples, mostly Midians and native tribes of Civakxys and Humans. The Deblonians did not build the Maiyn City. They reinhabited it after an earlier, more advanced people abandoned it for many years. The barbarian Midians came to the Maiyn in 141 N.E. Religion is a great controlling force in Midian life and the powerful influence of the Deblon Kinn priests easily subjugated them. In architecture and sculpture, the best efforts of the citizens are given to building and decorating huge temples. They have pictured writing, hieroglyphics and number symbols with which they record religious events and historic annals.

A trade system links the far parts of the empire with the Spirit Woods, Quan-Ti and the Free Kingdoms. Soldiers guard the traders, and troops of porters carry the heavy loads. Canoes bring the crops from nearby farms through the canals to markets in the Spirit Woods. Their chief produce includes corn, beans, peppers, squash, alligator pears, tomatoes, tobacco, cotton, and turkeys. Trade is carried on by barter, since the inhabitants have not invented money. Change could be made in cacao beans.

The Deblonians use their wealth and power to provide a brilliant life in their capital. The High Priest lives in a splendid palace. He is surrounded by his clergy and served by thousands of slaves. In the palace grounds are beautiful gardens and menageries. The city streets and palace walls are scrubbed dazzlingly white by sweating slaves. Bridges carry the streets over a network of canals that lace the city. An aqueduct brings drinking water from Chapultepec, a rocky height nearby. Strange floating islands fringe the oval main island. They were made of mud dredged up from the lake bottom, supported on a network of branches and water grass. At first, farmers could tow them with canoes. Then, as trees sent down roots, they became permanent island farms, called chinampas. Farmers live in wattle-and-daub huts on these islands. Homes are built around a patio and raised on a platform for protection against Lake Floods. In the older sections of the city officials live in houses of stone and adobe

Older men of each clan teach young boys the duties of citizenship, religious observances, the history and traditions of their people, and arts and crafts. Training for war includes learning to use the javelin thrower, bows and arrows, and wooden war clubs with sharp blades of obsidian. In another school, the

calmecac, boys study for the priesthood. Girls can learn to be priestesses in temple schools.

Maiyn tribes are divided into families and clans. Each clan has its own elected officials and sends representatives to the High Priest's court. The High Priest appoints officials to govern the four quarters in which the city is organized. The High Priest's court apportions shares of land to heads of families. They control the land only as long as it is cultivated. Sections are also farmed to provide food for chiefs and priests. Strict laws and courts protect common citizens and even slaves from many forms of injustice. Crimes and disorder are severely suppressed. Slavery or execution is the punishment for theft.

The Maiyns worship a host of gods who personify the forces of nature. To obtain the gods' aid, the worshipers perform penance and take part in innumerable elaborate rituals and ceremonies. The sacrifice of individuals plays an important part in the rites. At the dedication of the great pyramid temple 20,000 captives were killed. They were led up the steps of the high pyramid to the altar, where chiefs and priests took turns at slitting open their bodies and tearing out their hearts. The Maiyns sometimes practice cannibalism, believing that they would then absorb the virtues of the slain. The sacrificed victims are thought to win a high place in paradise. The need for collecting captives leads Midian warriors to seek prisoners instead of killing their enemies in battle.

My-Yin Lake

My-Yin Lake serves as the main route of trade between Quan-Ti, the Kingdom Lands and the Maiyn Jungle. Each country heavily patrols its routes, as piracy is frequent.

Spirit Woods

The Spirit Woods lies to the south of the Maiyn and the end of the Synian Mountains. To the west are the Xea Islands and the east is the Iquas Shelf.

The Spiri Woods is a dense rolling Jungle and Rain Forest. Between the hills, in hidden valleys are the ruins of past empires and the villages of new ones.

The Woods are dark and heavy with an ancient presence. Travelers who pass by the woods say that they feel drawn to the woods by

some unseen force. Others say they hear a strange hypnotic music that calls to them. Many weak willed travelers who pass too close are possessed by the woods and attack any that prevent them from entering the woods. Some travelers report seeing pale skinned Civakxy-like people at the edge of the woods.

The Spirit Woods is the ancestral home of the Spiri race. It is still regarded as an evil and haunted realm, even by many Spiri. However, the Spirit Woods is still home to some Spiri peoples. This is known by some Spiris but it is rare and secretly guarded knowledge. The Spiri, who live there know the true name of their race and their ancestry, as well as possess long forgotten abilities and powers.

The Spirit Woods has a strange effect on Spiri peoples. They are drawn to enter the woods if the woods fall under their gaze. Upon entering the woods Spiris lose their translucency. The magikeal affect of their skin is negated and their pale white color shows through. The native Spiri of the woods paint their bodies with animal blood in the shapes of ancient runes. The blood drawn runes make a strong emphasis of their characteristically red eyes and fangs. Their bizarre and enigmatic behavior casts an eerie glow on the demonic looks of these Spiri. Strange rituals and the alien cadence of their music are enough to keep strangers out of their forest.

Synian Mountains

The Synian Mountain range runs down the western coast from Valk Gulf to the Spirit Woods and Baloric Sea. Snow marks the peaks through the bitter winters and the runoff brings cool rivers during the scorching summers.

The Synian range is home to Phantasmuses in its deep caves, Civandzys in its secluded valleys and Human natives in its more accessible regions. However, it is especially home to the Synian Arakashas. Their crystal cities dot the range and bring order to the chaos and harsh climate of the mountains. Their citadels sit on high peaks as watchtowers. The light from the snow and rivers reflect off of their peaks and serve as beacons of the unbreakable might of these clans.

Xea Islands

The Xea Islands are mostly barren in foliage and wildlife. Low rolling hills cover the eastern sides of the Islands and plains dominate the rest. Shallows and long reefs shelter the Xea Islands, making them largely inaccessible to most.

Pirates, fugitives and outlawed cults are frequent visitors to the islands. Only very few pirates know how to access the islands through the reefs which makes it perfect for their refuge while raiding.

Welcome to the world of Khardan, where the people you will meet and the adventures you will have will take you Lycadican anything you have ever experienced.

The game Lycadican is divided into several sections; Introduction; Character Generation; Magike; Equipment; Movement and Time; Realm Master material; Combat; Magike and Treasure; and Appendices for playing supplements. The design of the book is for easy and straightforward use with respect to experienced and inexperienced players.

Note: For simplicity, Lycadican uses standard masculine pronouns meant to encompass both genders. This does not, however, imply the exclusion of any one gender from participation in this system of role-playing.

How To Use LYCADICAN

This manual is divided into separate sections that are each described in detail. These descriptions include examples, for easier understanding by inexperienced players. There is also short glossary of terms hereafter. You do not need to read the whole book to understand how the game works. However, we suggest that the RM read it so that he may use the flexibility of our system to customize this game to his needs.

First of all, the first few sections need to be read in order, by everyone, for the players to understand how their characters will work. More experienced players may skip the introductions and get right to work but it is also recommended that they skim over the introduction to the rules.

Before play, players should read or understand the Combat and Magike systems, so that they will understand their options in tactical situations, and be able to operate the magike system. It is highly recommended that only experienced players play the magike-using classes, and if so only use the Necromantic aspect until they are familiar with the way this system operates. If the group is made up of inexperienced players, we suggest that magike not be used in the first few sessions of play. Eventually, however, potential

magi should try (through use) to memorize their aspects of magike and the PP costs involved. This insures faster, smoother, and more enjoyable playing sessions. It is also a strict rule that the RM's word is law only so much that he is being logical and fair to his players according to his campaign and campaign world. A designated speaker and leader of the group is also recommended for the RM's SANITY. This eliminates everyone yelling at the same time and arguing over whose turn it is.

THE GAME AND ROLE PLAYING

As a player, you create your game person, better known as your character. The player may choose any one of the standard player character races. The same characters in ongoing adventures become involved in a campaign. This game is ideal for 3 or more players, each having their own game person (character). The game uses seven basic die, d4, d6, d8, d10, d12, d20 and the die 30. A Campaign is an ongoing game with each playing session related to the next.

The game is played when the R.M (a player who acts as the referee) creates a scenario for the player characters. Each player controls the actions, thoughts and movements of their character, acting According to the character's personality and alignment, which you determine and create.

THE GOAL

In Lycadican the ultimate goal is survival, and to over come obstacles. Characters are in an alien land filled with supernatural and powerful beings. The goal is within each adventure. It may be to rescue a princess, or steal a treasure, or it may even be to destroy a foe. The goal is up to you and your Realm Master. In this barbaric land, remember it is the survival of the fittest.

GLOSSARY

Glossary
Attributes: These numbers evaluate the mental and physical traits of the character. These numbers are between 1 and 30, 1 being the lowest and 30 being the highest. A character with a strength of 19 or higher has exceptional strength. Lower attributes of a 7-10 are average.
Campaign: When a group of players uses the same character in an ongoing game where each scenario is related to the next.
Character: A character is an imaginary-playing piece used by the player or R.M. Each character has abilities and personality. The player develops the character.
Death: Just as in real life people can die. Death is when the character reaches 0 HP, is decapitated or too maimed to continue.
Dice: There are 7 different dice to be used during the game: d4, d6, d8, d10, d12, d20, and d30.
Experience: Experience is a system of learning. After combat, experience points are rewarded for subduing or killing your opponent. Experience may also be rewarded for the usage of skills or ideas.
Health Points: This measures the amount of physical damage that a character can withstand before death occurs.
Life Points: A character's spiritual, mental, and/or mental state measured in Life Points. Life Points also have the same value as Psychi Points and Spiritual Life Points, and are actually the same thing, but both have different uses for different people.
Motif: A reoccurring element in a story that creates transition between the different story events.
N.P.C: A character that is controlled only by the R.M.
Profession: This is the occupation that the player has chosen for his character.
Player Character: A character controlled by a player.
Psychi Points: (PP) The amount of Life Points a mage can draw from around him to manipulate for magikeal effects, or spells. Magus call these external life points Psychi Points because they control them with their minds.
Realm Master: (R.M.) The R.M is the person that is in control of the game world. Therefore all N.P.C's, Cultures, People, Monsters and Societies are controlled by the R.M. The R.M.'s word, however, is not always the law.
Resistance: This is a roll on a twenty sided die, which determines the chance of a character's body resisting something unpleasant.
Roll D : Roll the listed die. For example, to roll 4d6 would mean, roll the six-sided die four times.
Roll Percentile: Take 2 different coloured d10s. First declare which coloured die will be high. Next roll the dice. You then read your high die then your low die. If a 4 on the high die is rolled and a 3 on the low die is rolled then your roll is 43 percent.
Scenario: A scenario is an adventure with a specific setting and single goal. A scenario must have elements of a story or plot with a beginning, middle, end and Motif. Campaigns develop under a number of scenarios.
Soul Points: These are a measure of a character or creatures souls' life.
Spiritual Life Points: The name that Priests give to the life energy they manipulate with their spirits.
Transition: An element of a story that ties all of the past and future events together. Relating them to one another in some way, for a specific purpose does this.
Waato'si: The place in which a character's life energy originates.

Chapter III CREATING YOUR CHARACTER

"You must become what you most desire. You must be your own master, skillful in your trade, and dictator of your own reality."

- Terran Night Shade, scholar and teacher .

Before playing Lycadican, all participants must create their game personas, called **Player Characters (PC's)**. The Realm Master, however, is not obligated to this task; his role is different, as he will see a little later.

There is a lot of work involved in constructing a character, for it is a creative task and very personal task. Each character should be unique so that its role can be played more realistically and believably as a dynamic character, not a flat or static character who can easily make a good novel boring.

This chapter explains the process in which players may create a unique character, beginning with a single concept. Throughout this process we will see how to transform these ideas into game terms and how to fill in the details of a character's history and personality by interpreting these game numbers (*see attributes: what the numbers mean*). These numbers are used throughout the game. They represent the strengths, weaknesses and personality of a character. They also allow for a random factor created by dice used in relation to the traits of the characters and abilities.

Characters are imaginary versions of people; they are fictional characters that do contain some aspects of reality. It is the role in which the player takes as he enters into the game world; he is the spirit or soul of the character, or even an actor who plays out his role by controlling his character's actions and every move. Without the player, the character is simply as lifeless as a corpse. To make the game more exciting, the character should be played as if it were a real person in real situations; **remember** this is **fiction** and game play should **not** be taken literally.

Character creation follows a simple pattern of steps and guidelines made for simplicity. First, you should develop a general idea of what you want your character to be. Sometimes it helps

to ask yourself questions. What is he like? What race do you want him to be? Are you going to be a hardened young adult with a criminal past? Or an ex-gladiator raised on the streets of Falcon's Skull? Background and personality are important concepts to the creation of a real and believable character. The possibilities are as abundant as your imaginings.

THE REALM MASTERS ROLE

A Realm Master, (RM) guides his players through the process of character creation. He also explains the rules of the game as well as creates the scenarios and stories where the characters come to life. A Realm Master needs to introduce his players to the game world and system of rules. Make things simple and easy so that players can create most of the details on their own.

To start it helps to introduce the game, such as the general setting and the rules. First, a RM should hand out character sheets to his players. Let them ask questions and examine their character sheets; (*a great deal can be learned about a game from its character sheet*). Next, go through the creation process a step at a time and let them fill in the details. For the first while a RM will be walking new players through the rules until they get used to things. It may be wise to let players do their own personal study of the rulebook, limited to areas of player information.

Once the players have completed their characters, a RM should start the first game session by giving them a brief prelude to each character's life (this is optional) up to the present when the game begins. After, once a RM has prepared, he can begin the saga with its first **scenario**, or better yet, **story**.

GETTING STARTED

To create a character one must follow nine basic steps, which act as guidelines, to create a character. Each step should be followed in order for simplicity. Below each step will be explained and will refer you to specific chapters in the book. The steps are as follows:

- 1) **Create the Character Concept**
- 2) **Determine the Characters' Race**
- 3) **Determine the Nine Attributes**
- 4) **Choose a Profession**
- 5) **Choose Skills**
- 6) **Choose the Alignment**
- 7) **Magike**
- 8) **Rounding Out the Character**
- 9) **Wealth and Equipment**

STEP ONE: CREATING THE CHARACTER CONCEPT

Before you go any further, you must first develop a concept for your character. This is a general idea of what you want your character to be like, something that you find interesting and unique. Try to envision your character- his personality, his race, his background, gender, and even his appearance (appearance is subject to a die roll). It can help to read some of the player character races that are available. During the character creation you can always change and alter this concept to suit your ideas, die rolls, and abilities; however, this at least gives you a starting point. You can even brainstorm some ideas to help you to come up with an idea for your character.

Each character will start at level one. This is used not to limit the character, but is used to determine the level of experience of the character, and is also used by the Realm Master to determine the level of power of the characters in his campaign.

STEP TWO: DETERMINE THE CHARACTERS' RACE

Determining your characters' race is the second step in creating your character. The race of the character will determine many factors, cultural and social practices, values, appearance, healthpoints, and the scores of the nine attributes. The race of the character must be chosen before anything else because it effects the rest of the characters creation- professions, skills, abilities, resistance's, and beliefs. There are thirteen different races to choose from, each having their own unique differences and qualities to make them

equal as well as unique. To find the descriptions of the races, refer to the chapter called- The Races of Khardan. Before you refer to this chapter refer to the chart of racial attributes listed under the third step to give you an idea of each characters strengths and weaknesses to help you choose a race specific for the type of character you want to establish. The numbers on this chart refer to the number of times that a six-sided die is to be rolled for the specific attribute according to the race of the character.

The nine attributes are rolled according to the race of the character. Each attribute defines a part of the character. Another trait defined by the character's race are health points. These are distributed among the body areas of the character. Other factors, like attributes, will also influence the amount of health points that a character receives; the Constitution and the Will Power of the character will affect the health points. High Constitution and high Will Power will give higher bonuses to the character's health points, while lower scores will give lower ones and maybe even minuses.

On your character sheet listed all of the important information about your characters' race, such as natural weapons, base health points per body part, base defense rating, combat abilities, as well as any other abilities noted under the race of the character. This information will be important to the rest of its creation as well as game mechanics during play. After you have finished all of this go onto the next step.

STEP THREE: DETERMINE THE NINE ATTRIBUTES

Each character is composed of nine basic attributes, rolled by random die generation according to the characters' race. Each attribute defines a part of the character, which evaluate his mental and physical traits. These attributes to 30, 1 being the highest and 30 being the lowest. The nine attributes are as follows:

Will Power (WP): Ambition and will power.

Strength (Str): Physical power of the individual.

Intelligence (Int): IQ and magike potential.

Dexterity (Dex): Agility and reflex speed.

Wit (Wit): Indicates wisdom and perceptiveness.

Constitution (Con): Physique and health.

Appearance (App): Physical attractiveness.

Personality (Per): Personal charisma.

Movement (Mv or MP): The rating of a character's movement speed.

Each attribute is determined by the roll of a 6-sided die, rolled the amount of times listed under each attribute on the **Racial Attribute Chart**. To find the number for the desired attribute cross-index your characters' race with the attribute

that you wish to roll. Any number behind a slash mark means the number of times the die is rolled for female characters, except in the movement column where the number behind the slash is for movement in flight.

After rolling the attributes, you must modify them to your characters age categories. These modifications can be found in the chapter Races of Khardan. Then turn to the Chapter- The Attributes for a full description on each attribute along with game modifiers, which they provide. Each attribute will also provide certain modifiers, which are to be written on the character sheet in their proper place. The modifiers will be explained in The Attributes chapter.

After all of the attributes are rolled you must also refer to the Racial Maximums chart in The Attributes chapter. Under this chart you will find that the characters attribute scores are also limited by his race. This is because one can only attain the maximum of his potential, for no one can exceed his or her maximum potential. This mostly affects physical Attributes, since an individual is limited by the physical make up of his race. For instance an Arakasha will always be stronger than a Belox, since they are much larger and heavier built, even naturally stronger.

The Racial Attribute Chart

This chart is displayed again in the attribute section.

Race	WP	Str	Int	Wit	Dex	Con	App	Per	Mv
Arakasha	3/4	5/4	2+4	3+2	3	4/3	2/3	3	3/4
Belox	4	2/1	4/5	3	5	2	5	4	6
Chahannawashea	3+4	3	3+4	4	2	5	3	3	3
Civakxy	4	3+2	5	3+2	3+2	2+2	4+2	3	3
Civandzy	4/5	4/3	4	4	5	3	5/6	4	3
Culgan	4	5	4	2+3	4	3	2	2	3/4
Human	5	4/3	5	4	3	3	4/5	3	3
Kinn	3+4	4	4	3	5	4	3	4	3
Midian	4	4	3	4	5	4	2	3	3
Phantasmus	5	2	5	4	3	2	5/6	4	3
Rocc	3	6	2	2+2	3	4	2	3	3/3
Spiri	4	3	3+2	4	5/5+2	3	3	4	3
Vorlex	3	5	4	3	3	4	3	3	3/4

Example: Jason has chosen to be a Midian. So far he has researched his race and written down any necessary information on his character sheet. Now he has to roll his characters' attributes. First he rolls his Will Power. To roll this attribute he must roll a six-sided die 4 times. He rolls the dice and comes up with- 4, 2, 5, and 5. Therefore, he ends up with a Will Power score of 16. After which he will roll his next attribute in the same fashion.

STEP FOUR: CHOOSING A PROFESSION

Now as your characters' mind and body take shape we will add an important ingredient to the recipe, your characters profession and his skills. The character professions are broken up into three categories- Fighters, Elites, and Magike-Wielders.

$$\text{Experience} = 4 \times \{ (2 \times \text{Wp}) + \text{Str} + (2 \times \text{Int}) + \text{Wit} + \text{Dex} + \text{App} + \text{Per} \}$$

Example: Jason is ready to determine his experience points to spend on his skills and abilities, so he fills in the equation with his attribute scores so that it looks like this: $6 \times \{ (2 \times 19) + 17 + (2 \times 15) + 14 + 23 + 3 + 7 \}$ which equals 729 experience points that Jason has to spend on skills and abilities. He must now choose his skills and abilities and purchase them according to their prices. See below.

And overall there are fourteen different professions to choose from, and another group of different wizard types.

The profession is a collection of skills, abilities, and powers that can be bought using an experience point system. This system is used to purchase your characters skills and abilities listed under your characters' profession. The skills, powers, and abilities that you buy should reflect the concept that you have chosen for your character, and will add the most important element to your character- what he does for a living; and how he does things. The professions are listed and explained in detail in The Professions chapter. Skills can be found in The Skills chapter.

The characters skills, abilities, and powers depict what your character knows and can do, rather than what he really is; they are things which he has learned over the years, not things which he can naturally do. Many of the skills are supernatural in origin gained through the use of magike or granted by supernatural sources. Each skill that the character possesses is assigned a rating in a percentage, which represents the character's aptitude in that particular area. This percent is also used for game mechanics to determine the characters' success in perform the skill or other ability. This is determined on a percentile die roll using a ten-sided die (see The Skills chapter). A high percent rating means that the character is very adept in using that ability, a low one indicates a low aptitude. Skills are also rated by a skill level from 1 to 12 this also determines the level the characters' of ability in performing a particular skill. The higher the skill levels the better. The skill level will also determine the percentage score of the skill. Each skill has its own base percentage, and for every level of the

skill the character gains an additional amount of percentage points so that each level that his ability increases, his aptitude in that area increases as well.

The system of experience is used to measure a character's amount of study, experience, practice, and training. A character starts off with experience determined by an equation using the character's attributes. And as a character gains more experience through playing he can spend them to upgrade his skills to the next level.

Once these experience points are determined they are used to purchase skills and abilities at the listed costs. All experience must be spent, and any remaining is lost. The character can purchase any ability, power, and skill listed under his profession catalogue if he can afford them. This allows players to create characters with a different make up of skills, abilities, and powers, than someone else who has a character of the same profession. Thus, characters in this game are all unique since they all have their own strengths and weaknesses. The base costs of skills are listed under the profession catalogue of skills and abilities. Initially skills can be purchased at a "discounted" rate, reflecting the background of a character. However, once a character has been created skills must be purchased at their regular cost (RCost). To purchase a skill at a higher level you must first purchase the skill at every level before the level you want the skill to be at. The cost to upgrade a skill is:

Level * ICost of the skill

To purchase a skill at 5th level you must first purchase the skill at first level; second level, third level, and fourth level before you can purchase it at level five. **Example:** John wishes to purchase a skill, which has a base cost of 50 experience at 3rd level. Therefore, he must pay the initial price of 50 for first level; he must then pay 100 experience for second level, and then he must pay 150 experience to have the skill at 3rd level.

Prime Requisites and Racial Limitations

Prime requisites are the attributes that are most important to a particular profession. These reflect the minimum required attribute scores a character must have in order to qualify for a profession. The prime requisites will be listed under the title of each profession along with their minimum required scores.

Some professions are limited to certain racial groups, such as Crystalline Warriors, Holy Avengers, and some Magike-Wielders. Some races, being more primitive are unable to join certain orders, or their racial limits disallow them from taking part in a certain profession. These limitations will be listed under each profession after the prime requisites.

Buying Another Professions' Skills

Wouldn't it be interesting to have a warrior who can cast spells? Or cause a disease upon touch? Or even speak with animals? Most professions allow characters to purchase skills, abilities, and even powers that are listed under another professions catalogue, for an additional cost. The base cost of the skill would then be its normal cost as well as the addition of any modifiers. These cost adjustments are listed in the catalogues of each profession. This rule allows players to create characters with unique features and different abilities. Thus, all characters will be different.

STEP FIVE: THE ALIGNMENT

After completing the previous steps, you must now choose an alignment for your character. Alignments are a general guideline towards the characters basic pattern of actions, defining whether they are good, unaligned, or evil. In some cases a players choices will be limited, depending on his profession, and occasionally his race. This again should be chosen corresponding to your character concept, taking in consideration factors, such as- his race, profession, skills, attributes, and background. This is an important factor, for it determines how your character will interact with others in the game world.

The alignments are divided into two sections: Alignments and Tendencies. A character must choose only one alignment and one tendency. Tendencies define whether a character gravitates towards being lawful, Anarchic (frequently chaotic anarchy), selfish or neutral. There are three categories of alignments: Moral, Wicked and

Unaligned. A character may be a good person, but could tend to be chaotic and believe in anarchy. A character could also be good in nature but selfish. There are many options to choose from.

The alignment will really begin to define areas of the character's personality, and will help you to envision your characters attitudes, and values. These are all described in the chapter Alignments.

STEP SIX: MAGIKE

This step is only to be used for magike-wielding characters. Magike is the most complex step of them all, and will require you to thoroughly read through the magike system in the Magike chapter. There are three different types of magike-wielding professions, and once you have chosen one, you must read through the profession and list all things that apply to magike on your character sheet. These items are psyche points, spiritual life points, soul well, and renewal rates. The three magike-wielding professions are:

1. Wizards: the wizard is able to cast any type of aspect, but is initially limited to the use of only one aspect of magike, unless the character is human. Upon reaching 10th aspect level of his aspect of magike, he can begin a new aspect at the first aspect level. The type of wizard depends on the aspect, which he has chosen; these types are Sorcerers, The Darthyhch, Necromancers, Mystics, Enchanters, Healers, and Shadow Magus. Each type of wizard is a user of that particular aspect of magike.

2. The Priest: the priest is solely a healer, limited to the healing aspect of magike. However, unlike a healer-mage the priest has certain powers and abilities granted to him by his divine sources, and are thus much more powerful and adept in the healing arts. The cost of casting for a priest is in spiritual life points and are one-quarter the cost that a wizard must pay in order to cast healing incantations.

3. Druids: The druid is a magike-wielder who is naturally attuned to the elements. They are restricted to the use of the Liabeu-Darthyhch aspect of magike and are unable to use the raze and generate states. Their way of casting is also limited by the required use of sacrifices in order to gain Psyche points to cast their incantations.

Magike-Wielders draw and manipulate the very essence of life that flows through every creature, every tree, every stone and all living things that belong to the earth. This essence cannot be created or destroyed, it may only change form. These wielders are very adept in the complicated art. Priests are slightly different in the way that they manipulate the life essence in that the power to do so comes from their deity.

Wizards and Druids using Psyche and Priests use spiritual life to cast their magike. Psyche and spiritual life are measured on a point system and is a measure of how much life essence that a wizard, druid, or priest can manipulate and use for their magike before they have to use their own life essence. As they use their own life essence they also begin to use their own health and become exhausted (1hp for every 10 life-points).

Magike-Wielders have certain ways in which they are able to cast their magike, these are called magikeal genres. There are five different magikeal genres; these are rituals, ruins, incantations, wild magike, and song incanting. The types of genres that a character can use are limited to his race, and determined by his intelligence and wit score (see Magikeal Genres, in the Magike chapter). In order to determine your magikeal capabilities you must turn to the Magike chapter and do the following:

1. Read the magike system
2. Determine your Arcane Arts
3. Determine your law and Arcane Art thresholds
4. Choose an aspect of magike
5. Distribute rating points to determine your thresholds for your States and Forms.
6. Determine your initial aspect level cost/value.

The Laws of Magike

There are certain magikeal laws listed in the Magike chapter that both hinder and aid a mage according to his obedience to them. Not all of the laws have been discovered, but four very important laws are known. These laws are based on experience, theories, and observations on how magike works, when it is at its optimum efficiency. Each law has a rating from 1 to 10 according to the magus' understanding of the law and ability to use it effectively and stay within its limits. A mage can decide not to use any one of the laws at anytime, but then it makes it much harder for him to cast his magike. Working outside the safe boundaries of magike is to deal with a very volatile essence. Each mage gets ten points to divide among his laws and genre skill to start with, and to upgrade a law it costs 500 experience points. Aspect level experience is to be used to advance your genre, laws, states and forms.

The Arcane Arts

Several different ways have been found to manipulate the life essence. These methods and techniques are called Arcane Arts, and can aid one to manipulate this energy. The five Arcane Arts

are incantations, ritual casting, wild magike, rune magike, and song incanting.

An Arcane Art has a rating from 1 to 10 determining how proficient the character is with his method of casting. It costs 800 experience to advance this skill one point. To see the amount of points he may distribute at first level see the previous paragraph, Laws of Magike.

The Aspects of Magike

Magike-Wielders use magike in seven different manifestations called aspects. Each aspect of magike explores one quality of the essence from which all things come from.

There are seven different aspects of magike, limited in use by the characters profession and states and forms. A state is a particular way that the essence can be manipulated to receive the desired effect, representing the different areas of

essence manipulation that the caster is skilled at. A form is any particular way in which the essence is manifested through any given state. A characters states and

form are rated from 1 to 10 which denote the characters aptitude in using the state. A character's aspect will provide a number of points, which can be distributed among the states and forms. To upgrade any one of these skills it costs 200 experience points.

STEP SEVEN: ROUNDING OUT THE CHARACTER

A very important step in character creation is rounding out your character where you apply some of the finishing touches to your character, except for equipment. Most of these are little details that complete your character. In this step you will be considering the following:

Social Class

The social class of the character is somewhat of an important factor in character creation. The social class of the character signifies his social economic status in society, which in turn places the character into a class system determining his state of wealth and social standing.

On the table below you must determine your characters social class on a percentile die roll.

Social Class Table

%Roll	Class Level	Class Description	Wealth Modifier
01-09	1	Slave Class	X 0.2
10-19	2	Servant/Street Class	X 0.25
20-29	3	Peasant Class	X 0.5
30-39	4	Lower Class	X 0.75
40-49	5	Lower Middle Class	X 1
50-59	6	Middle Class	X 1.2
60-69	7	Upper Middle Class	X 1.25
70-79	8	Upper Class	X 1.75
80-89	9	Upper Upper Class	X 2
90-95	10	Nobility	X 3
96-00	11	Royalty	X 4

Wealth Modifier: these modifiers modify the characters wealth rolls in step eight. To use them simply multiply your wealth roll by the modifier to determine the amount of gold teruns that your character starts with to purchase.

Quirks and Flaws

Quirks and flaws are special advantages or disadvantages that an individual has due to the nature of his background. These advantages or disadvantages can be very minor or they may be very important to your character's make-up. It is also important to maintain a balance in the acquiring of these quirks, thus for every advantage

obtained a flaw is acquired as well. None should be found too powerful, and neither should any flaw be so devastating as to eliminate any chance of survival or enjoyment of the game.

To acquire your characters quirks and flaws you must roll on the tables which follow this description. The first table is to determine the amount of quirks and flaws that a character can have. The second and third tables are lists of quirks and flaws determined by a percentile roll.

Quirks: Table 1	
%Roll	Number of Quirks & Flaws
01	1
51	2
71	3
91	4

Quirks: Table 2	
%Roll	Quirk Description
01-03	Philosopher: add a +1 to the characters wit.
04-07	Flexible: character has the ability to move his limbs and joints in almost unnatural ways. Character gains a +10% in all relate abilities.
08-11	Quick Healer: character heals at twice the normal rate.
12-15	Keen Eye: character is very perceptive with his eyes, and can pick out detail very fast. Add a +10% to alertness and all related abilities.
16-19	Resistance to Disease: character receives a bonus of three to resist all non-magikeal diseases.
20-23	Natural Marksmen: add a +3 bonus to hit with all missile weapons.
40-27	Good Public Speaker: add +10% magnetism
28-31	Memorise things, which he has read with ease; +1 dedicated spell.
32-35	Natural Leader: People follow you easily.
36-39	Bonus language: Character receives one bonus language.

40-43	Natural With Animals: bonus of 10% to animal training/animal handling skills.
48-51	Superior Night Vision: character can see in the dark twice as well as normally
52-55	Limited Psychic Ability: the character has the ability to read peoples emotions and experience periodic premonitions about future events (65%). The character also gets a +10% with all divination-related skills, such as fortune telling.
56-59	Attuned to Nature: add a +5% to all outdoors skills.
60-63	Mimic: A character can mimic sounds that he has heard at a 60% success.
64-67	Jack-of-all-trades: character gains a +5% bonus to all non-professional skills.
68-71	Photographic memory; +1 dedicated spell per aspect level.
72-75	Excellent Swimmer: character is able to swim at 80% ability.
76-79	Good with Languages: add +10% to all known languages.
80-83	Resistance to Poison: character gets a -10 on his target number against all poison resistance rolls.
83-87	Strong Minded: add a +4 to characters personality score.
88-91	Sense of Direction: will not get lost on a roll of 1-6 on a d8.
92-95	Superior Hearing: character can hear things at twice his normal sensory ability and at twice the distance.
96	Ambidextrous
97	Resistance to Illusions: character can resist illusions with a -9 to his target number.
98	Immune to disease
99	Immune to fear
00	Telepathic: can communicate with others within sight.

Quirks: Table 3, Flaws	
%Roll	Flaw Description
01-03	Reclusive: character prefers to be left alone.
04-06	Social Handicap: character is unable to relate well with others.
07-09	Disowned by family or is an Orphan . Character receives one half the starting money.
10-12	Family Members are dead. Character receives no monetary adjustment from starting wealth table nor ongoing income.
13-15	Haunted by a ghost which only you can see or hear.
16-18	Allergy to all fur-covered animals: resulting in sneezing poor vision and irritation. -5% to all skills while near fur covered animals.
19-21	Allergy to dust: as above. -5% to all skills while near large amounts of dust.
22-24	Allergy to flowers: as above. -5% to all skills while near flowers.
25-27	Susceptible to disease and illness: -1 constitution +5 target number to resist disease.
28-29	Slow healer: heals at half the normal rate.
31-33	Forgetful and absent-minded.
34-35	Poor vision: 1-50% near-sighted; 51-100% far-sighted
37-39	Frequent memory lapses: character occasionally blanks out, forgetting everything that has happened during that time.
40-42	Unable to learn languages well: -5% on all languages, -1 language
43-45	Poor etiquette: Frequently offends others.
46-48	Obsessive cannot stop doing something once it has been repeated more than three times.

49-51	Character has an Insanity
52-54	Multiple personalities: roll a personality attribute for each personality (1d6). Under extreme stress and pressure 1 or more personality may take control (45%).
55-57	Claustrophobic. Character is paralyzed with fear and panics in enclosed areas.
58-60	Afraid of heights. Character is paralyzed with fear and panics at heights.
61-63	Racist: character hates all other races but his own.
64-66	Nervous Wreck: loud noises cause him to jump, and he loses concentration under stress. (-1d10 to threshold while casting).
67-69	Extremely gullible: will believe almost anything.
70-72	Criminal enemy: character has an enemy who happens to be a dangerous criminal three levels higher than him.
73-75	Colour blind to one specific colour.
76-78	Slow reactions: -1 to initiative and reaction related skills (-5%).
79-81	Can't swim
82-84	Scarred or disfigured: -5 appearance.
85-87	Accident-prone: constantly getting hurt, especially on stairs.
88-90	Clumsy: -1 dexterity.
91	Slow learner: takes character twice as long to learn something new.
92	Not musically inclined: the type of person who should not learn an instrument.
93	Disliked by animals: -10% on animal handling, animal training and all related skills - 20% on animal riding.
94	Frequent insomnia Half the normal endurance.
95	Wanted outlaw in 2 or more areas on Khardan.
96	Tone Deaf: -40% to singing
97	Vulnerable to poison: +6 target number.
98	Poor self-confidence: -1 on all spells casting rolls, and -1 initiative.
99	Severe phobia (player's choice)
00	Magikeal Magnet: A character's Psychi points are doubled, however, all spells cast tend to come the characters way and hit him, instead of the intended victim (1-4 on a d8).

Appearance

Your appearance makes all of your traits visible to others. Now consider the appearance of your character, by turning your race, concept, and attributes to shape the appearance of your character. A high strength can make your character appear bulky or muscular. And a high appearance can be a sexy, luminous gaze. The concept of a traveler could mean that the character wears rugged leather armor, or clothes from all different regions and has a hardy appearance. When you have determined your character's appearance you should

write it down on the designated area on your character sheet.

Personality Traits

Traits develop your character by indicating what he is like. They are made to go along side your character's personality attribute to properly define your character. As you already know, your personality determines your character's degree of charisma, persuasiveness, radicalness, and magnetism. Therefore, traits must be chosen according to the personality score of your character. Choose as many traits as you wish from the following table.

Personality Score: 3-10		Personality Score: 21-30	
Honest	Naive	Wise	Driven
Kind	Frivolous	Scrupulous	Empathic
Respectful	Witless	Violent Tempered	Quick Tempered
Slothful	Insensitive	Charismatic	Devoted
Unreliable	Pensive	Warlike	Radical/fanatical
Undependable	Distrustful	Cunning	Honest
Gullible	Faithless	Practical	Dishonest
Casual	Easy going	Sly	Insensitive
Personality Score: 11-20		Boisterous	Talkative
		Dependable	Sadistic
		Reliable	Witty
Honest	Distrustful	Seditious	Faithless
Kind	Trustful	Obsessive Compulsive	Unreliable
Respectful	Sly	Scornful	Energetic
Energetic	Faithless	Slothful	Crazy
Reliable	Hotheaded	Wild	Unpredictable
Dependable	Seditious	Emotional	Excitable
Unreliable	Scornful	Dignified	Cheerful
Undependable	Practical	Sullen	Reclusive
Gullible	Upright	Untrusting	Rebellious
Cunning	Violent	Skeptical	Crude/Harsh
Wise	Insensitive		

Homeland

This is your character's place of birth, which should be chosen according to your race. To determine your characters homeland turn to the front of the book to An Overview of Khardan, where you will find a couple maps of the world. Choose an area on the map where you wish to be your character's birthplace. Afterwards read the description of the area to determine if this is the right place.

Personal History

When you determine your personal history, determine your connection with your family where you grew up and old friends and enemies that you may have. In particular, specify how you became linked to the other characters or became an adventurer.

If you are not familiar with the game world, you can consult your Realm Master for any information that you may need. This may give you some freedom in determining your history. Just have fun.

Handedness

This table may be one which you may be required to roll. You may have already determined that you are ambidextrous by one of your quirks. If you are ambidextrous you can fight with both hands simultaneously with not penalties.

%Roll	Result
01-75	right-handed
76-90	left-handed
91-00	Ambidextrous

STEP EIGHT: WEALTH AND EQUIPMENT

Finally, we have reached the last step in creating your character. In this step you will determine your character's wealth and outfit him with equipment, weapons, and armor. The starting wealth of your character is divided into net worth, and cash at disposal, which is determined by your characters' profession, which is modified by his social class. This value is determined in gold teruns, the standard gold currency in Khardan. Cash on hand is the initial amount of pocket that your character starts the game with. This value, does not, however, include your other family members' assets only your own.

The net worth of the character or determined by the characters social class only, and not influenced by his characters profession. The net worth of the character includes the total sum of all your financial resources minus your cash at disposal. It includes the value of all of your professions, and all other securities. This will determine your characters way of living, transportation, clothes, equipment, and securities, such as land and business. If any remaining wealth is left over and wished to be used as cash at disposal, multiply the left overs by .5.

Wealth: Table 1	
Profession	Cash at Disposal
Fighters	6d10+5
Holy/Unholy Avengers	10d10+5
Crystalline Warriors	10d12
Elites	10d10
Assassins	8d10
Woodsmen	8d10
Magike Wielders	8d10
Priests	5d8
Druids	4d8

Wealth: Table 2	
Social Class	Net Worth
1	3d4
2	5d6x10
3	3d4x20
4	5d6x20
5	5d6x50
6	3d4x100
7	6d6x100
8	5d6x200&
9	6d6x300&
10	3d4x500&&
11	5d6x1000&&
& Plus a common horse or steed worth up to 1,000 gold teruns (GT).	
&& Plus an exceptional horse or uncommon steed worth up to 5,000 gold teruns.	

Equipment

After determining your wealth you must now equip your character. To do this, turn to the chapter - Equipment. Since armor is the most expensive pieces of equipment, it is suggested that you purchase your armor before purchasing any other pieces of equipment.

Looking Ahead

Once your character is complete, it is time for you to participate in campaign adventures. While creating your character you should also have been preparing to role-play him as well.

As you play your character in a saga it allows your character to grow and develop, changing as the saga continues so that he never stops growing. As the saga goes on focus on developing your character so that he matures throughout each adventure and never remains

static. As your character advances in levels and gains experience, you should consult the chapter on Character Advancement to develop your character's skills, abilities, health-points, and all other factors affected by a character's advancement.

Think of your character as a character in a novel coming to life, jumping from the page, with all of the abilities and traits, which you have instilled into him. As a living being he will never remain stagnant, but will become a dynamic person, possible of growth and change like any other living being.

If your character ever becomes boring than it is probably because you haven't changed or developed him enough over time. As your character grows and becomes more life-like the saga will become more interesting, and believable and keep you more involved like a good novel. Make your character dynamic and entertaining and throughout the saga, and not just in the beginning.

Chapter IV RACES OF Khardan

"We were all once proud races of the sky, but the greed of our fathers lead our people to war and the corruption of all the races. Our people changed form into that of humanoids to win the war. After centuries of dwelling in these lesser forms our magike was lost"

-The Culgan Shaman Ternex

Once proud, dragons that roamed the skies, the races, fell into apostasy, greed and prejudice. The great fall of the noble thirteen races of dragons lead to war that ravaged the land. These great noble dragons began to diminish in number, and eventually learned the ability to alter their shape into a smaller, humanoid form as a means of protection from their enemies. In this smaller, more manoeuvrable form, they could take protection in the forests and mountains, placing warfare on a much smaller level and changing they ways they were fought, forever. The races learned to make weapons and found new ways to kills, using their more versatile forms. The War of the Races was devastating.

After centuries of war, and dwelling within their humanoid forms, they lost the ability to change back into their greater dragon form. They were stuck in humanoid form forever. However, some dragons did remain, but in very small

however, have been shunned from society for the great treachery that they caused in recent history.

People of the Otapi'sin cultures are still found in many of their primitive ways, established in tribes and clans, and scattered throughout Khardan in even the most remote places. The Otapi'sin is a common culture to several aboriginal peoples and varying races who have a similar origin. The peoples of the Otapi'sin came from the Ar-Ra'd Dragons. The Ar-Ra'd Dragons were six similar species of dragons, each species was somewhat different from the other; however, they had many similarities and common attributes which has led Jah-Re-Bahn scholars to classify them under one name.

Many large areas in Khardan are the territories of strictly one racial group, or tribe where they have formed their own civilisation and keep out outsiders. For instance, the western side of the Black Dunes is the territory of the Dek-Var

numbers, hiding away from the humanoids whom they saw as corrupt, evil, and no longer their kind. The new humanoid races are those which now inhabit the land of Khardan.

Over the centuries the races evolved and developed, gaining in intelligence, strength, and wisdom. Great civilizations rose from the ruins of old ones, and many civilizations fell. They eventually forgot the proud noble ways of their ancestors. Much lore and history were lost, and only few passed on their teachings to their children. These are the stories told around the campfires or taught by religious factions. Many of the races are now corrupt in their ways and have succumbed to greed and the desire for power. They have shamed their ancestors, whose remaining people now hunt them. Khardan is full of diverse cultures and civilizations, spawned from the existence of their dragon ancestors. The land of Khardan is home to thirteen different races and their diverse cultures. Great civilizations have been formed throughout the world. Many of the western areas have developed into civilized nations, encompassing a mixture of ethnic and racial groups. The Kin,

Arakasha tribe, where they have a warlike and barbaric civilisation. On the eastern side of the Black Dunes the Kar-Jun Horde, one of the biggest Kinn tribes reigns. Areas such as these do not welcome outsiders and keep them out with deadly force. Great civilisations such as these rule the land and create a deadly opposing force if a war arises.

The races of Khardan have been created so that no races' abilities, attributes, and powers completely dominate another. All races have their own strengths and weaknesses to make them each interesting and able to survive in a cruel world.

HEALTH POINTS AND DISTRIBUTION

Health points are distributed onto certain body areas of the character because each body area has been given their own amount of health points. When health points are depleted in a certain body area, that body area is destroyed, or useless, sometimes resulting in the death of the character. Health points are determined by the character race.

A character can gain in health points by the purchasing of the Health Building skill. This skill adds one health point to each body area for every level of the skill.

MIXED BREEDS

Mating between similar races is very common. Depending on the reproductive compatibility each race, a "half breed" will be the product. The product of reproduction will depend on the compatibility of the two races. For instance, Arakashas are not compatible with Culgans, Vorlexes or Beloxes, or vice versa. Spiris, Chahannawashea, and Phantasmus are not compatible with the Rocc race. Roccs are not compatible with anyone but Arakashas. Culgans and Vorlexes are only compatible with each other; while Humans are compatible with everyone but Roccs. Beloxes are only compatible with Chahannawashea, Phantasmus and Humans. Civandzys are not compatible with any other race but a Civakxy. The abilities given to the half-breed will be at half of their natural, and their weaknesses will be halved as well. The R.M. may allow for the character to have exceptional ability scores from each race. For Health Points you may choose the best possible offer between the two. Midians are asexual; they do not mate with any thing. At a certain time they self fertilize an egg within themselves to produce offspring. Kinns are can mate with any race, gaining some natural features of that race but they will always produce a Kinn.

AGE

Starting age is a very important characteristic for a player character. For gaming purposes a character's age should be late adolescence or early adulthood. After determining

your character's age, you must now add on any attribute modifiers from *Aging Effects*. These numbers are accumulative, and as your character progresses through different age categories you must add on any aging effects modifiers.

AGING EFFECTS

Adolescence: The age that the individual starts to enter puberty and or holds the status of adulthood within the society. By traditional laws the individual usually has a wife even if he is physically too young to father children but in any event has left home. The age modifiers are +1 Strength, -1 Wit, +1 Will Power, +1 Dexterity and Constitution.

Adult: States that, which is the age, considered being the prime of the individuals life and or physical condition. The age adjusters are +1 Strength and Constitution, +1 Intelligence and Wit.

Senior: The age in which an individual has reached the "senior", level. The person is no longer expected to perform his social duties and is provided for by the society. The age adjusters are -2 Strength, Constitution, and Dexterity, +1 Intelligence and Wit.

Venerable: The age where the characters health and strength is gone. They give in to disease and sickness, most die at this age. The age adjusters are -5 all attributes.

MAXIMUM LIFE SPAN

The character's maximum life span is the length of time that the character's race usually lives. Sometimes there are exceptions through magikeal means, but most people will usually die before their maximum age limit. There are different levels of age; each defined under the chart with their effects.

When characters the age categories of 'senior' or 'venerable' they become extremely vulnerable to disease, and will usually die in the middle or late stages of being a senior or the early stages of the venerable age category. When a character becomes a senior he must make a successful resistance roll versus disease every time he ages another year. If he fails this role than the character has fallen ill to some sickness or disease, depending on the RM's decision.

Age Category Definitions					
Race	Adolescence	Adult	Senior	Venerable	Maximum Age
Arakasha	15	50	350	375	400
Belox	5	15	40	45	50
Chahannawashea	15	45	125	140	150
Civakxy	18	40	850	900	1000
Civandzy	20	80	2500	2900	3000
Culgan	10	30	750	775	800
Human	13	20	75	90	100
Kinn	15	25	75	90	100
Midian	20	50	150	180	200
Phantasmus	20	50	450	475	500
Rocc	20	50	850	900	1000
Spiri	15	50	210	275	300
Vorlex	17	35	850	900	1000

Average Height and Weight				
Race	Height in Centimeters		Weight in CP	
	Base*	Modifier	Base*	Modifier
Arakasha	200/190	+/-1d20	700/650	+/-3d100
Belox	140/130	+/-1d10	250/200	+/-1d100
Chahannawashea	180/180	+/-1d8	350/220	+/-2d100
Civakxy	160/150	+/-1d12	300/200	+/-2d100
Civandzy	160/150	+/-1d12	380/300	+/-2d100
Culgan	150/130	+/-2d4	400/380	+/-2d100
Human	170/167	+/-2d10	400/200	+/-1d100
Kinn	190/180	+/-2d10	700/700	+/-2d100
Midian	200/200	+/-1d20	500/400	+/-2d100
Phantasmus	180/180	+/-1d20	420/420	+/-2d100
Rocc	240/250	+/-1d6	780/800	+/-20d100
Spiri	170/170	+/-1d6	400/380	+/-5d100
Vorlex	200/180	+/-1d4	500/450	+/-1d100

* Females tend to be lighter and shorter than males. The columns are divided into male/female values.

RACIAL DESCRIPTIONS

The ARAKASHA

Description: Arakashans are a tall, muscular race protected by a thick, hard, colored skin. The skin color of an Arakasha depends on his clan, and born status. Arakasha males typically stand about 200 centimeters tall (6'7), and the females typically stand about 190 centimeters tall (6'3). Arakasha males have large leathery, bat-like wings with sharp teeth at the ends. The females are only slightly smaller than the males and have no wings. They have, however, developed powerful legs, which accounts for their extraordinary jumping ability. With one leap, they can travel approximately 10 feet high and 10 feet forward. Typical Arakasha males usually have jet black hair and sky blue eyes, and are rarely seen with gray eyes. The females typically have blue black hair and emerald green or violet eyes, blue eyes are rare but have been seen.

Arakashas can see normally in low-light conditions, but cannot see in total darkness. All Arakashas have retractable blades that function from just below their elbows. These blades are known as Styts. Styts themselves also secrete a light poisonous residue. These Styts are razor sharp and any wielder with exceptional strength may cut through metal. Styts are 10cm wide, 1cm thick, and 60cm long. Although they are relatively thin, the Styts are extremely difficult to break. Arakashas also possess sharp retractable spurs at the back of each leg. Each spur is 10cm long, 2cm wide, and 2cm thick. Arakasha females add another weapon to their arsenal, retractable claws. From the end of each finger a claw springs and excretes a highly corrosive acid.

Arakashas have very high metabolisms, and thus require an enormous amount of food each day. When without food for more than three days they become weak and lose two strength points every day until they eat. The strength is regained at the rate of 1 per week.

Defense Rating:	12	Activity:	Day and Azure
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	35	Left Arm	25
Main Body		Right Arm	25
Front Torso	100	Left Leg	36
Appendages		Right Leg	36
Left Wing	25		
Right Wing	25		

Society

Arakashas are commonly known as the Northern Barbarians. This is because most people have only had contact with one clan of Arakashas, the Dek Vars. The majority of people not knowing that other clans exist tagged this name onto them. Each clan has its own life style and so only the "trends" common to each clan will be explained (differences of noticeable importance will be listed under each clan's description). Arakashas commonly reside in caves and natural shelters, although a few clans reside in their own crafted dwellings. The dwellings of any clan are as a rule, always very defensible and strategic. Arakashas are nomadic, with the exception of the Oclites, who dwell in their own cities and are considerably more "civilized" than the other clans. Arakashas being nomadic follow their herds and game as they migrate every season, and with each migration a new home is found, portable homes are set up, or old ones are reoccupied. Arakashas enjoy rugged and harsh habitats, plains, wastelands, deserts, tundra's, glaciers and dark forests which are common habitats to these people.

Harsh lands breed harsh people. As nomads the Arakashas are arrayed in Clans, with a strict and cruel Hierarchy. Each clan is made up of several families, each with a different level of power. From the most powerful family or families a War-chief is selected to rule, his word is undisputed, but it is not uncommon for them to be overthrown or assassinated. Below the War-chief is the Council of Warriors, made up of the most powerful warrior from each family. Each War-chief is selected from the members of this council by vote or competition of war. The Competition of War is to decide the most powerful Warrior of all, the one to be War-chief. In the Competition of War each Warriors family makes war on each of the others, the most powerful family with a Warrior remaining wins. There are three ways to loose; if a families Warrior dies, if a family is eradicated (although if the Warrior remains he is still a candidate for War-chief), or if a Warrior recognizes a more powerful one and casts his vote in the other Warriors favor (thereby saving the lives of his family). This is a fortunate tradition for the other races, for it serves to keep the Arakasha population down. The Competition of War can be called upon on a lesser scale in deciding the issue of mates. Two men battling for the same female can invoke this tradition. In this case a man may call to him ten individuals, they may only be his brothers, his best friends, his father, or any other immediate blood kin. This battle is fought until either one of the men is dead, or one of the men announces defeat. If a man wins that woman may accept him, she can only refuse him if she bests him in combat to first blood. Mates are consecrated permanently by the issue of a child 15 months later. Arakasha young are cold and bestial; they are born with all their faculties with the exception of their wings that do not develop fully until they reach adolescence.

Arakasha Clan Descriptions:

Dek Vars are a large extremely war like clan living in the Black Dunes near Com Lake. This clan is inherently anarchic and evil, finding pleasure in raiding nearby settlements and kidnapping women and children for slaves, entertainment, sacrifices or food. Dek Varians have golden brown and red ochre colored skin with black, red, or blue patches. These Arakashas hunt herds of desert camels for most of their needs. These camels are used for food, and their parts are used for making shelters, weapons, shields, water skins, and hundreds of other tools and items. These animals are particularly useful because they store gallons of water in humps on their back. The water is purified and contains vitamins and sugars that are essential for survival in the desert. Famous for their cruelty, Dek Varian's are rarely sought out, and are the embodiment of fear and hatred to the people that fall prey to their raids. Famous for the creation of "sacrificial" entertainment, the name Dek Var is synonymous with evil. Player Characters of this clan are considered outcasts because they show kindness occasionally. This is because this clan is so evil and cruel that they cannot be a player character race unless they are of a lesser evil. PCs also get a plus one to strength and gain a skill called berserking. While berserking the character attacks without discrimination and regard for his own life. Berserking temporarily raises dexterity by one and strength by one, plus it gives the character a bonus of two to all damage and causes fear and confusion to all lesser creatures around. This ability has one drawback; it lowers the character defense rating by ten and uses five endurance points per round.

Synians live in the high Synian Mountains and are generally of a less cruel nature than any other Arakasha. These Arakashas skin color is tan with bright blue and purple patches. They are the more civilized participants of their race. Synians live in cities of their own construction, where they turn their attentions to more enlightening subjects. Popular subjects are fencing, archery, falconry, Velo, war games, sculpting (famous war heroes or monsters) and painting. The main city of the Synians is Synia. Synia is constructed out of quartz, crystalline, and marble and is renown as the most beautiful of cities. Synians have a structured government and justice system similar to our own. For all their pleasantries R.M.'s should remember that they are still Arakashas, and their oldest tradition, the Competition of War, is still practiced. Synian PCs gain a bonus if one to their wit and intelligence as well as two extra skills of their choice at the scholar level.

Oclites are similar to the Synians but reside in and around Mount Ocle in the Di Calea mountain range. The Oclites skin color is a pure dazzling white, with red, pink and multicolored patches. Oclites are the pinnacle of good for Arakashas. Among their numbers are priests and wizards, uncommon to all other clans, and gone is their fatalistic views on life. Their religious leaders are said to be in direct contact with the gods. Therefore the Dek Vars, Xeaites and Moaqu, who worship evil or anarchic gods, are hated by the Oclites. As is true with the Synians, Oclites also have a highly structured governmental system. Unlike the Synians, however, the Oclites delve deeply into the art of warfare, although the Competition of war is practically extinct for Oclites. Although not as cruel as the Dek Vars, when it comes to conflict against evil, the Oclites leave little room for compassion. Oclites employ tactics to make combat quick and decisive, with minimal loss of their own blood.

Xeaites reside with Spiri in the Spirit Woods located on the southern most of the Xea Islands. A Xeaites skin color varies from dark brown to black, with light and dark patches of tan, green and dark red. This adds a bonus of one to a Xeaites DR, and they also gain a bonus of one to their WP. Xeaites are evil, along with the Spiri who live there, and are as barbaric as the Dek Var. Xeaites are a prime example of regression. Even more barbaric than the Dek Varian's, the Xeaites are equivalents of prehistoric cave man, swinish in all of their actions. Their social hierarchy has collapsed, so that the war-chief is just simply the most powerful Arakasha in the clan. Although the hierarchy of families is still intact a mate is chosen when all other suitors are slain, then she is just taken, kicking and screaming. Among the Xeaites are dragomen, (wizards, alchemists, and priests). These individuals main purpose is to fashion magikeal weapons for the warriors, and to guide the clan back to Demothrethious. Xeaites commonly clash with the Synians in a struggle for power. This clan is growing in huge numbers that have gradually spread to the southern Bend Mountains and the lower Maiyn jungle.

Moaqus live in the Iquas shelf in lower Thyinastyasia and are the most nomadic clan alive. Moaquis skin color varies, but is generally gray, black, and white. Moaquis keep to themselves in their icy wasteland to hunt the polar bears. Their style of life is bent more towards survival than warfare. Moaquis have joined with the Human Inuits of Thyinastyasia, and each race shares much of the others culture. Half Arakashas are predominant among this clan, and soon this clan will be composed of only this new race. These half-breeds call themselves Zitc-Quan-Karh, the children of two gods. Their new culture is a mix between the Inuit culture and the Arakasha culture, creating a culture that is rich with lore.

Culture

Arakashas speak Arakashai, and the common tongue. Arakashai is a short guttural language that others, especially Civakxys, have difficulty learning. Arakashas have only one formal holiday "Kax Zek," that roughly translates into Glory Sent. On the first day of winter, the Arakashas celebrate the glory of past battles. All of which they believe were sent from the gods, to honour them, the perfect race. One that is always praised is Checkmnanar, the destroyer of Graiylynn, Saviour of the Civakxys. Arakashas keep no record of their history, and what little they know is through the celebration of all their past battles, for each is learned and remembered with the greatest detail. All that is known to their ancestry is that once they were more glorious creatures, creatures to be feared.

Arakashian religion revolves around war, and their war gods. They are, however, quite fatalistic, believing that the gods have given them each a destiny where they receive one moment of true glory. To them if you die you were meant to die. As a result they will rarely heal each other when mortally wounded, believing to wait upon the gods will. The only exceptions are when they mean to defy the gods. Magike is also only the province of the gods, and can only be given to men by the gods. As war is the center of the Arakasha existence, magike is feared by most of them, except any Witch Doctors they might have. Because Arakasha life revolves around combat, their spiritual life is also revolved around combat. A commonly belief is that everyone should know how to fight and kill. Paralleling this belief is a holy structure of martial combat taught to every child as soon as they can walk. This spiritual art is called Velo; it involves the usage of Arakasha Styts and spurs combined with their great strength to produce a very deadly form of combat. Velo statistics are listed under *Combat*.

Combat

An Arakashas bat like wings have sharp teeth like ends that strike for 1d4 damage. Arakashian Styts may retract at will from their elbows, without the loss of an attack. Styts cause 1d12 HP of damage and an automatic 1-armor strength points of damage to soft, leather, and mail type armors. The secreted poison lasts for 1-4 rounds damaging for 1d4 HP of damage per round. The Styts are virtually indestructible unless a critical hit is made to an Arakasha who has no HP left on his lower arm. Arakashas spurs strike for 1d8 damage each. Females retractable claws do 1d12 damage and can excrete a highly corrosive acid. This acid devours any substance but crystalline at the rate of ten centimetres per round, also injecting a lethal poison that paralyses a victim unless a resistance roll is made. The poison causes 1d8 damage per turn until the opponent is either killed or cured. Because of their adroitness in the air Arakashas have a flight class of 3 this adroitness also makes them capable of dodging melee attacks at a 20% chance and missile attacks at a 30% chance in the air. These percentages are, however, reduced by five percent each for every additional attacker. Velo manoeuvres are listed here along with a value for movement point costs when using Velo in combat.

Velo is part of the Arakashian religion, a religion of the body and mind that brings strong discipline, thus their great force of will. Velo instructs the body towards its' greatest defenses and offences. A list of the typical Velo forms is shown below with their effects. In combat a player may either roll a d12 and take any attack form he gets, or he may roll a specific hit to use the attack form of his choice.

	Type	MPs	Damage	KO%	Description
Punch					
1	Single	2	1d8	0	+1 to First Strike next round
2	Backhand	5	1d12	0	+2 to First Strike next round
3	Upper	5	1d20	10	Victim loses 5 MP
Kick					
4	Back*	2	1d8	0	Knock opponent back 5 meters
5	Side*	5	1d12	0	Knock opponent back 5 meters
6	Flying*	10	2d8	15	Knock opponent down & loses 5 MP
7	Pok*	5	1d12	10	Critical Hit on roll of 20,29,30
Elbow					
8	Styt Ram*	5	1d12	20	Critical Hit on roll of 20,28-30
9	Impale*	10	2d12	30	Critical Hit on roll of 20,25-30
10	Elbow*	12	3d12+2	20	Critical Hit on roll of 20-30
Palm					
11	Iron Palm	5	2d8	0	Critical Hit
12	Crush Blow	5	1d20	0	High Risk area Critical Hit
Strength damage bonus is added to all attacks.					
Styts or Spurs damage is added to all corresponding attacks marked with a *.					
MPs stands for movement points required to execute the corresponding maneuver.					
KO% means a percent chance that the opponent is knocked out if the attack reduced one body area to zero HP.					

The Belox

Description: Beloxes are short and slight of build. They have a golden-dirt brown skin, which lightens in the fall and turns white in the winter, but their face tends towards a lighter fairer complexion. Beloxes soft blending features serve to help blend them into most forest backgrounds, thus rendering them invisible to those other than Beloxes. Even Civakxys cannot keep track of them once they are lost from immediate sight. Male Beloxes reach a height of approximately 140 cm. (4'2"), and weigh 350 cps and female Beloxes reach an average height of 130 cm. (3'9") and weigh 300 cps. All Beloxes have brown or hazel and green flecked eyes, blue is uncommon and green is extremely rare. As with their skin, their hair changes color as well, while usually brown or black in the spring, in the summer their hair lightens to a dirty blond, in the fall it turns blond and amber and red, with flecks of white. In the winter all Beloxes hair turns whites with only the occasional hint of light brown or gray. With their skin and hair color changing with the seasons they have a phenomenal camouflage anywhere in the wilderness. Beloxes are also incredibly swift, their speed is unmatched, and while moving they do not leave any tracks, and neither do they cast shadows. Being wilderness creatures, they are as capable in sight in the dark as they are in the day.

Defense Rating:	14	Activity:	Any
Alignments:	Any, usually Good	Natural Resistance's:	Bonus 2 to all Resistance rolls

Health Point Distribution			
Vital Areas		Limbs	
Head	8	Right Arm	13
		Left Arm	13
Torso	30	Right Leg	16
		Left Leg	16

Society

Beloxes are rarely seen and this fact combined with their natural abilities has earned them the reputation of forest spirits, among the other peoples of Khardan. Some more superstitious individuals even believe that this is true. Most humans believe that they are indeed spirits sent to guard evil things that lurk in the darkness of the woods. It is true that Beloxes reside in dark woodlands and wilder hidden areas but they are not evil. Belox society is based solely on trust and fun. They have no government, and no judicial system, because a Belox could not remain angry for more than a few seconds. Although he might make a show of pouting, it is just than, a show to get attention. Beloxes are all vegetarians; they eat roots, berries, nuts, fruits and leaves. Having no serious emotions, most of the time, Belox children are born out of lust, quick passion, and the need for ongoing entertainment. The common gestation period is four to five months, and only one child is produced.

Beloxes make their homes in the boles of giant trees. These homes can quite extensive, tunneling down into the ground and extending into two or three other trees. Whole sections of forest are Belox homes. Beloxes have no ruler only an unofficial person that the others flock to; they are more concerned with fun and games.

Culture

Beloxes speak a language called Beloxii; the true name for it is unknown. Their language consists of fast high-pitched musical sounds that blend into one another. It is a very difficult language to learn. All Beloxes are extremely inquisitive, wanting to know what everything is and how it works. One might say that their favorite word is “Why?” To Beloxes every day is a holiday. They love to have fun; games and jokes are their favorite pass time, usually at the expense of others. As a result of their curiosity Beloxes are famous for pilfering all manners of items, which is why other people tend to keep tight hold on their purses when they are around. All Beloxes have a stealing of 75% (of small pocket items and purses). Calling them thieves, however, is very insulting and will result in all manners of tricks, retorts and insults towards that individual. These insults are very creative and anyone falling victim to them must make a resistance roll vs. Mind, or go berserk with aggravation or rage. If left alone the Beloxes are fun loving creatures, with highly developed senses of loyalty, trust, and companionship. Their culture revolves around fun, love and adventurous excitement, or at least ways of getting it.

Religion does not play a part in Belox life, as no one really cares, and the Belox attention span rarely exceeds about ten minutes.

Combat

Beloxes are restricted to smaller versions’ weapons, which do the normal damage with a -2 penalty on all damage rolls. For every 10cps of weight that is carried reduce their movement by 5 until the weight is removed. Beloxes for all of their harmless ways, are not without protection, when endangered may employ an ability called a metamorphosis. In order to employ this skill the Belox must make a successful ability roll which is modified by the difficulty of the metamorphosis. The base chance of success is 70%. The Metamorphosis changes the Beloxes in any physical way that he wishes but the result is always the same. The Belox has a shocking touch that will inflict 1d20 points of damage. The Belox also gains a fire breath of 1d6 per HD of the Belox. The most common forms a Belox chooses is that of an old dragon or a type of undead, although this appearance is but an illusion, no roll to resist it can be made. This ability can only be used once per day.

The CIVAKXY

Description: Civakxys resemble the slimmer more graceful participants of the human race, with finely chiseled features and unmarred skin. Their build is slight but hides their natural strength. Civakxy hair is commonly blue-black, cherry red, sandy blond or silver. All Civakxys have pale colored, almond shaped eyes of almost any shade of color, purple, violet, red, gray, blue, and emerald green are among a few. Civakxys also have long eyelashes with light eyebrows; they possess no other facial hair. Their unique eye shape allows them to see in the dark up to one hundred meters away, as if it was day. Perhaps one of their most distinguishing features other than their eyes is their graceful upswept, pointed ears. Civakxys move with grace, as to appear invisible in the forest to all others except other Civakxys and Beloxes, nor do they make any noise while they move, uncannily they are undetectable by the sound of their movements. The average height of a Civakxy male is approximately 160cm (5'3"), and they typically weigh about 300-400cp's. Civakxy females average a height of 150cm (4'11") and a weight of about 250-350cp's. Use to the harshness of the forests, or just higher in constitution than they appear, all Civakxys are highly resistant to the extremes of heat and cold. Therefore they do not suffer any effects from the extremes of natural weather.

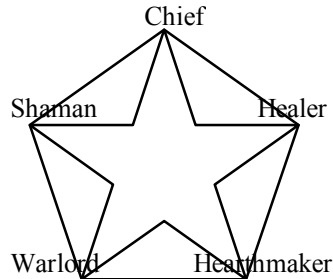
Defense Rating:	10	Activity:	Any
Alignments:	Any usually Good	Natural Resistance's:	+4 vs. Sleep And Charms

Health Point Distribution			
Vital Areas		Limbs	
Head	13	Right Arm	18
		Left Arm	18
Torso	50	Right Leg	28
		Left Leg	28

Society

Civakxys are most widely known by the derogatory, slang term "Elf". To call them such is an insult. They are called Elves because they resemble human mythological creatures named elves. Civakxys dwell deep in forests that are untouched by any others. Everything about them is directed towards their forests, such as their actions, arts, literature, and architecture. Civakxy homes are made from large living trees, molded by magike into spacious dwellings; because their homes are made from living trees, all who are not Civakxy would not recognize them as such. All Civakxy are of remarkable beauty, where everything lives in harmony. These forests are magikeal, surrounded by magike of the Civakxy spell weavers. This magike keeps their homes from dying or rotting, camouflages all of their existence, lets them know of any invaders, and impedes their enemies. All who enter their forests without permission suffer a penalty of -5 MP, and a -4 to hit. Civakxys live with the other forest creatures in symbiosis. Civakxys communicate well with their forest neighbors, who will carry their messages and warn their villages of approaching danger or outsiders. In return the animals expect protection and aid in times of need. Rarely are Civakxys seen, for like the animals in the forests they blend into the vegetation and become invisible. Thus, they automatically surprise all others, but other Civakxys or Highland Civakxys; because of their natural alertness they cannot be surprised while in a forest.

Civakxy society is organized into large tribal villages, usually one or two per forest. These villages can hold up to as many as 20,000 people or more, and in certain places, magnificent cities have been built. A council governs each village. The council consists of a Chief (chairman), that is the oldest, wisest and most respected member of the tribe; a Shaman (wizard), Healer (priest), Warlord (wisest and best warrior in the village), and Hearthmaker (representative of the people of the village, acting in nature's authority and that of the animals), this individual has the greatest amount of "say." The council's symbol is a star in pentagram, with each point being one of the offices, and it's spiritual connection to each of the others. This symbol is also a symbol of their religion, and the heart of their rune magike.



Each office heads a faction of the tribe. The Shaman is also the head of the Order of Treo, a conclave of all the wizards in the tribe. In a village that is predominantly good only two orders of wizards are permitted, those of the Red Sun (azure wizards) or those of the Endless Heavens (day wizards). In an evil village only Shadow Magus (night wizards) and those of the Red Sun are permitted. The head mage of each of these orders makes up a council, and the head of this council, or Order of Treo, is the Shaman.

The Healer is the spiritual leader of the tribe. All "mainstream" Civakxys worship Amorus Kregamus. Those who do not worship him keep it to themselves. The priests under the Healer are dispersed among the people to administer to their needs. They also provide all of the formal education for the children. This includes reading, writing, arithmetic, agriculture, basic ecology, animal handling, animal training, history and religion. A Civakxy character receives these skills at a Scholar level of ability. Religion is practiced every morning, azure morning, and night. It is considered a personal or family undertaking, in which prayers and certain rituals are performed. The populace only practices them together when at a tribal event or conclave. All Civakxys are required to perform these prayers and rituals, except during battle or any situation where preservation of the people is in danger.

The warlord commands all of the militia, which are organized into different forces. The Falcon force is for the new or inexperienced soldiers, who are reserves for front lines. The Bear force is for experienced soldiers, whose main purpose is holding front lines and overbearing or routing other armies. The Eagle strike force is for the most experienced skilled and recognized warriors. Their main purpose is to strike important strategic targets. Necromantic magi are also a part of this force. Here Eagle Warriors start learning the illusionist sub-class. The Warlord personally commands the Wolverine force, a secret and elite unit of the greatest warriors in the tribe who are officially "retired." The purpose of this unit is infiltration, and covert operations.

Culture

The official language of the Civakxy nations is Myrmid. Although isolated tribes have formed other dialects they are considered degenerates who are not officially recognized. The Civakxy culture is based on their history so in order to understand it you must know their history.

According to tribal lore, the children of Amorus Kregamus lived in peace for centuries with the other races as creatures of glory and might. Creatures called dragons. In the first age, the age of dragons, they prospered and learned, building worlds of knowledge especially in the areas of lore and magike. The war with the Harjaaz shattered this peace and in this fierce struggle most of their knowledge was lost. Centuries into the war the Civakxy King let his pride and arrogance be the downfall of his nation. Abandoned by Amorus Kregamus, the Civakxy armies took to the forests in hiding and there enveloped the forests in their magike, which has lasted through the ages.

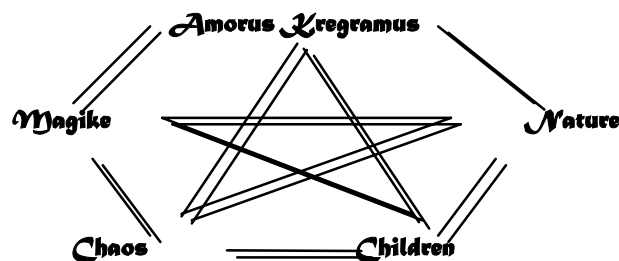
Near the end of the war they were a tired, hopeless, decimated and divided people. At a critical point in their existence the Order of Treo conclave with the order of Amorus Kregamus to try and contact their lost god. After weeks of prayer, fasting and magikeal rituals Amorus Kregamus sent the people a saviour. From the forests Amorus Kregamus created Graiylynn and armed him with what is now known as the Sword of Graiylynn.

Due to history and the seasons of the forest the Civakxys hold a few holidays and festivals annually. On the first day of spring they hold the Natures Rebirth festival that lasts for three days. It includes a tree ceremony where every member of the tribe plants a new tree and pays respects to their soul tree, anointing it with oils, precious metals, charms and decorations. Tournaments, games, plays, crafts, markets and magikeal contests are all part of the festivities. The winner of all the tournaments of strength, dexterity, intelligence, wisdom and combat is rewarded with a magikeal weapon of great strength and value, as well as a promotion in the Warlords army. The summer Solstice is held at the appropriate time, where grains and food are gathered. Here families join in union and thank Amorus Kregamus for their food. Tournaments and games are held as part of the festivities. At the first sign of snow the Natures Sleep festival is held. This festival signifies the end of winter preparation, as a relief festival. It lasts for only one day. Shortly after, the Civakxys' most spiritual ceremonies are held. These events are part of what is called the Redemption Ceremonies of Graiylynn. All the village members converge in a temple to worship Amorus Kregamus and Graiylynn for the redemption of their race. This involves a blood letting of each member of the tribe. The blood is then mixed together and painted on the bodies of each member is a rune signifying their union as a nation. It is also meant to protect them. This gives the Civakxys a +1 to DR when in deadly combat, and makes them practically immune to the effects of the cold.

Civakxys are so attuned to nature and her creations that when a new Civakxy child is born (childbirth takes place in the forest outside of any dwelling) a new tree is planted in the exact time and place that the child was born. The trees first nourishment is blood from the newborn and the mother's after-birth. It is buried beneath the roots so that it will be at the heart of the tree. As both the tree and the child grow, a bond grows between them. It is a spiritual tie, and the tree is treated with a certain amount of affection and love. The trees are alive in an uncanny sense. The tree always reflects the well being of the individual, and also dies if the individual dies. Although the individual will not fall sick if the tree does so, he will feel an amount of discomfort that lets him know of the tree's state.

As a result of the early wars, the Civakxys became one with their magike, every five experience levels Civakxy wizards gain an additional 100 Psychi points, gaining in power and use, but so reliant were they on the ability to change their shape, that the ability became inborn. Civakxys may change their shape into that of any object or animal, no greater than twice his size, which is common to the forest in which they were raised. A Civakxy may also slightly alter the shape or size of the same types of objects and animals. For example a Civakxy may make a plate mail suit two sizes bigger or any size smaller, or he could turn himself into a tree, albeit a small tree, but a perfectly normal looking tree. The Civakxy gains all the natural physical abilities of the object or animal he is imitating save those dependent on intelligence, innate magikeal abilities, and magike resistance. The Civakxy also inherits and physical weaknesses of the animal or object. Such as if a character wished to be turned into a sword, should he be broken the character would definitely die.

Civakxy religion is one that is very aligned with their magike, and the corresponding structure of their society. The most visible example of this is the star in pentagram symbol. For religion it is this:



Through this symbol they show how everything is related. “Children” refers to the races upon the world or more specifically the Civakxy race. They consider themselves the most highly prized race, and the only true children of Amorus Kregamus. Civakxys view the world and life in a very spiritual way. For instance they believe that when they die their souls go to their god, and so they have no fear of death. The meaning of life is to preserve nature and bring glory to Amorus Kregamus (who is the one and only god), by bringing the other races into his army. This view of life is uncommon in these times for many Civakxys have become arrogant and proud, and racial prejudice is commonly directed on at least two or more races at any given time. Ghosts, spirits and other undead are commonly held to be those who were rejected by Amorus Kregamus for unpardonable sins, and are therefore the object of pity, suspicion and fear. Civakxy suspicions are few and varying, coming from the less religious folk. During combat a strong superstition has become a rule. A Civakxy armies first enemy fallen by sword is to be committed to Amorus Kregamus through the death prayer and the drawing of the star-pentagram rune on the victims forehead in the Civakxys own blood. This prevents Amorus from being angered by the slaughter of his children (in the view that all the races are his children) or the fact that he missed the battle. Most of what has been made known here is unknown to all others.

Combat

Commoners of the forest, Civakxys have perfected forest hunting to a fine science. Civakxys can set pits; snares and traps so well concealed that there is a 90% chance that any creature passing by will be caught. These traps are practically undetectable by other beings, and all rogues suffer a -20% to the Locate and Disarm Traps ability when seeking out Civakxy traps. Pit fall traps do 1d4 damage for falling, to three or more body parts, and an additional 1d6 damage for every spike set within. Dead fall traps cause 2d6 damage and a critical hit to whatever area is hit. With natural weapons such as bows, slings and spears, Civakxys get an additional bonus of one to hit.

The Civandzy

Description: Civandzys are in appearance less sturdy of build and more awkward than their cousins the Civakxys. This is in fact the opposite. Civandzys are less numerous and more “rustic” than the Civakxys. Civandzys are more ruddy of complexion, with golden tanned skin in the summer and a pale, milky-white skin in the winter. Although close in size and stature than their cousins, these ancient ancestors of the Civakxys possess striking differences. Quite similar is their height. Males typically reach about 160cm (5’3”) and weigh 480cp’s. Females commonly attain 150cm (4’11”) and weigh 400cp’s. Of the differences the Civandzys have enormous almond shaped eyes, that change color with their moods, and let them see in the night as if it was day. Civandzys possess thick eyebrows and feminine eyelashes. All Civandzys have very long hair (from their heads) that grows down to their waists. The most noticeable difference among Civandzys is that they can grow thin beards. Their hair color ranges from white, silver and gray to ebony black. The Civandzys have even larger and more elegantly pointed ears than the Civakxys. Civandzys appear awkward, because their heads seem slightly too large, and they have a build that can only be described as scrawny. However, like their cousins they mask their natural strength. Civandzys move with startling grace for their awkward appearance, as to appear invisible in the forest to all others except other Civakxys, Beloxes, and Civandzys. Nor do they make any noise while they move; uncannily they are undetectable by the sound of their movements. Like the Civakxys all Civandzys are highly resistant to the extremes of heat and cold. Therefore they do not suffer any effects from the extremes of natural weather.

Defense Rating:	12	Activity:	Any usually nocturnal
Alignments:	Any usually Good	Natural Resistance’s:	+5 vs. Sleep, Hold, Heat, and cold.

Health Point Distribution			
Vital Areas		Limbs	
Head	17	Right Arm	20
Torso	58	Left Arm	20
		Right Leg	30
		Left Leg	30

Society

The chance of ever seeing a Civandzy is extremely small. Because of their relationship to the Civakxy, they are known by other names. Most common is the Highland Civakxy, or High Elf, both of which are considered derogatory and insults. Known to the Civakxys but not admitted is that the Civandzys are the first children and chosen warriors of Amorus Kregamus. They are called Highlanders because they are only found in highland forests, mountains and plateaus. This race is feared and respected even by the Civakxys. They are feared mostly because they are not understood, and they are respected because they are dangerous. However, it is this reason that most often sparks violence towards them. They are hunted and killed, mostly by Humans, but often enough by Dek Varian Arakashas, and Kinn.

Civandzys have never been seen using any form of verbal communication. They are usually seen dirty, wearing badly torn rags and garments, and when approached they react with snarls, shows of teeth, claws and strength. Civandzys react savagely with instincts that come in impulsive bursts, all other races (and some Civakxys too), consider them little more than animals, dangerous and respected animals.

Civandzys are degenerates of a once great culture. They abide in the ruins of cities that were considered most glorious. Occasionally, when all the animal resources are depleted, they move to another set of ruins, sometimes joining with another tribe. Having regressed because of wars and the fight for survival they are now at the top of the animalistic food chain. Being supreme hunters they can set traps and snares like their cousins, with a 95% chance of ensnaring anything that passes by.

When mating season comes the males usually pick their favorite woman and then fight any other contenders, for domination. The gestation period is fifteen months and usually produces two or three offspring, which accounts for the increase in their population. Children are cared for and protected by the father, who is usually larger than the female, to better insure the child's safety, (from the mother as well). This is because Civandzy females are more violent and high-strung than the males. These children are highly valuable, and so the father protects the children ferociously. The father is, however, only the children's second line of defense until adult hood. Until this time the female is the soul provider of food and the families' protection. The Civandzys, like their cousins have a phenomenal resistance against the extremes of heat and cold, because they live so high up, they usually suffer the ravages of nature. As a result these people have become hardy.

The Civandzy are more civilized than people know. They form organized tribes of collective families. Each family is called an *eeachalo* (see-ach-alo) or in human tongue, a hearth. There are often 5-10 *eeachalos* to a tribe. A Chieftain, who is the most able provider of the tribe, leads each tribe: because of his strength he usually has three or four mates. Men or even women sometimes have a few mates each. Below the Chieftain is a Healer (who is always female). The Healer is the mother figure for the whole tribe, and equal to her is the *Eandzy* (see-an-deezy) or medicine man. When a tribe is in danger, all the men and women go to fight. If there are children the women stay to protect them, because both children and women are precious to the tribe. The Civandzys have one military force that can unite all the tribes. This military force educates its soldiers, and turns them into more intelligent and less savage beings. These soldiers are called *Crystalline Warriors*, and are the last remnants of the Order of the Phoenix, who were renowned as a military force to be reckoned with. Although their numbers are small, they still retain most of their powers.

Culture

Verbal language has been a new development for these people, and is only used when communicating with outsiders, usually *Civakxys*. They know only two languages, *Myrmid* and *Human*, but few can read or write. Telepathy remains their main form of communication, but is only effective when communicating with other *Civandzys*. In the first war of the races when they lost their dragon form the *Civandzys* were severely persecuted, and almost driven to extinction because of their long life spans and gestation period. Every loss was devastating to the *Civandzys*. They were always a race with distinct and advanced instincts, but when they were near destruction those instincts evolved because of need. The evolution of these instincts replaced most of their conscious thought processes with impulses and needs. The deductive reasoning processes common to every race were abandoned in a frantic struggle to survive. The superstitious and religious fanatics, who did not understand their alien way of thinking, persecuted them. Again Humankind is largely responsible for their present condition. Men dragged them out by the hundreds and slaughtered entire *eeachalos*, even the babies. *Civandzys* inbred the power to kill; the *Necromantic* aspect became part of their abilities, used by instinct. All *Civandzys* receive 300 *Psychi* points to cast with, and automatically receive the *Necromantic* aspect, with the *Wild* casting genre. (See the *magike* system for details).

The *Civandzys* have only one holiday, and that is after each tribal member has a mate(s). In this nameless festival, the *Civandzys* pay homage to two people: *Amorus Kregramus*, god of nature and chaos and *Graiyllynn* saviour of the *Civakxys* and *Civandzys*.

Civandzys live with primarily one thing in mind, survival. So precarious is the life of a *Civandzy* that every effort is towards this end. Bands of *Humans* and *Dek Varian Arakashas* set upon them and destroy them at every chance, so *Civandzys* only contact *Civakxys* in times of extreme need, for revealing themselves could mean the loss of many lives. From the actions and thoughts of the other races the *Civandzys* consider them arrogant, ignorant and irresponsible children. Upon meeting a *Civandzy*, it is found that a savage air of mystery and ancient history surrounds them, and they treat the other races as if they were spoiled children. The last vestiges of their religion are morning prayers and evening prayers. The rest is lost. One of their superstitions is that to see a *Human* is to foresee a death. The *Civandzys* are a very fatalistic and omenistic people.

Combat

Civandzys can set pits, snares and traps so well concealed in both the forests and their ruined cities that there is a 95% chance that any creature passing by will be caught. These traps are practically undetectable by other beings, and all rogues suffer a -30% to the Locate and Disarm Traps ability when seeking out Civandzy traps. Pit fall traps do 1d4 damage for falling, to three major body parts, and an additional 1d6 damage for every spike set within. Dead fall traps cause 2d6 damage and a critical hit to whatever area is hit. Civandzys rarely use weapons, but when they do they use longbows and kalocks. With these weapons Civandzys get an additional bonus of one to hit.

The CULGAN

Description: Culgans have bat-like heads with scales from their waists up. From the waist down, they possess thin insect looking legs covered by natural shell, heavily muscled but very flexible and agile. Their legs end in small-shelled feet. Each foot has only three toes, and pads, much like most animals. Culgans skin colour is usually composed of different patches of greens, browns, white and black. Females are almost always darker than their male counterparts. Culgans also have no facial hair; their eyebrows are ridges of bone. Culgans have no ears, using fine ridges and a small canal to pick up vibrations in the air. Culgans all possess metallic red, catlike eyes that glow in the dark. Covering the backs of their heads and spines are gleaming silver ridges. Along these silver ridges fine, thin, white or black hair grows. A noticeable feature about female Culgans is that they have long straight bony claws that protrude from bottom of their wrists. In their mouths a thin snake like tongue and fangs grow to support them in their carnivorous diet. Overall they have lithe bodies and soft flowing movements. Culgans also have Bat-like wings supported by thin bone, a stinger tail, and webbed fingers. Males reach a height of 150cm (4'11"), and females reach a height of 130 cm. (4'3"). Both genders are of medium build.

Defence Rating:	10	Activity:	Nocturnal
Alignments:	Any usually Anarchic	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	9	Right Arm	18
		Left Arm	18
Torso	58	Right Leg	22
		Left Leg	22
Appendages			
Right Wing	8		
Left Wing	8		

Society

Culgans are thought by humans to be demons of the forests, or Daemon de Foris. Their appearance, language and strange customs lead most to believe that this true. Legends hold that they are descendants of a great demon. Culgans are organized into random tribes of families. There are usually two or three families in each tribe. There are no marriages, so the family lines are connected through the women. A typical family would consist of the oldest female, her sons and daughters, and her daughters' children. The leader of each tribe is the oldest woman, or if she has a permanent mate the mate can be the leader. In the tribes the women are the dominant hunters and gatherers, and the men are the protectors of the young and elderly. As soon as a girl is physically mature enough to have children, about 10 years old, she is permitted to mate with whomever she likes. When two individuals decide to mate there is no commitment, they may stay as mates if they remain interested in each other, or they may find new mates. If two mates decide to remain together then the male often goes to join the female's family. The gestation period for a Culgan is two years, and the female shows little signs that she is pregnant. The pregnant female does not gain much weight; neither does their torso area show any recognizable signs of pregnancy. Culgan women only change in attitude or disposition is an increased aggressiveness. Culgan young are very venerable. They cannot see until they are 3-5 months old and their wings are not flight ready until they are approximately five years old.

Culgans frequently live in wastelands, warm plateaus and dark tropical areas that may seem

undesirable to any other peoples. In order to survive they have developed a night vision in a 60-meter radius. Not much is known about them by outside races except that they are generally anarchic and value religion highly. It is a grave insult to use their god's name in vain or to mock any god.

Culture

Culgans speak a language called Culgish, their word for the language is not known. There are many legends concerning the origin of Culgans but no one knows for sure where they came from or what they evolved from. The most common explanation is that they are the offspring of a demon, but superstitious people always regard the unknown as evil. The conclusion of sages and chroniclers is that they were a rare type of dragon that evolved when the other dragon races evolved. As far as is known Culgans have no social holidays, only festive occasions when strong and healthy children are born. Culgan religion revolves around the preservation of life. For instance, Culgans eat strictly meats, small vegetables and fruits as they see it as a desecration of nature to eat any plant that does not offer its fruit to people. Cut wood or wooden shields or firewood disgusts them, or anything that is made from nature and is cut, bonded or falsely fashioned. All natural materials they carry are molded with magike by their elementalists, never cut. Culgans also respect the gods of all races and cultures, and will not mock and god because they believe that there are many gods who created the races and therefore all of the gods could have played a part in their creation, mainly Amorus Kregamus, Silvandanus and Cyndathiasis. Culgans are hardly the hideous beasts that superstition makes them out to be, for when approached they will usually run away unless threatened.

Combat

In combat Culgans can employ a deadly stinger that causes confusion in anyone that it hits, and can bite with large fangs for 1d8 points of damage. The confusion results in a loss of all attacks in the next round, or the victim attacking an ally. Before first strike is rolled Culgans can use their powerful wings to knock a smaller opponent to the ground on a one in four chance, then gaining first strike. While in battle Culgans are given to a blood lust that raises their strength by two and gives them a bonus of 5 damage. Culgans are very sensitive to noise and can hear slight noises 50% of the time, so they are only surprised on a 1 out of 6. Culgans can spit fire for 1d6 per HD or level of experience. With their wings they can fly for a flight class of 2. If the claws of the women are used in combat they do only the strength damage bonus in damage.

The Rocc

Description: Roccs are hulking beings that tower well over seven feet tall, males 240 cm (7'10"), and females 250 cm (8'3"). A Roccs head is similar to that of a falcon or a hawk, but with some startling differences. On the top of a Roccs head, along with feathers they seem to have long black organic like tentacles falling around the back of the head, somewhat like Midian hair. For mouths they have thick brown and yellow beaks. Rocc eyes are huge and round with human-like irises and pupils that can be any color common to humans but with a metallic attribute. A Roccs entire body is only lightly covered with feathers in certain spots, like the sides, the shoulders, a line down the back and front and on the outside of the arms. A Roccs skin is most peculiar. It is comprised of minerals that are very densely packed, giving it the feel, effect and appearance of being solid stone. A Roccs tough mineral like skin gives them a variety of skin colors and a rough or even smooth texture. The skin can even consist of parts of crystal, gold, silver, emeralds, and all manners of precious stones and elements. Roccs hands are normal, but the backs of their wrists have bony, almost skeletal, claws and talons protruding. The Roccs ankles have the same "appendage." The wings protruding from their backs may also have a skeletal appearance, they are either the shriveled and crooked remains of what should be the proud and thick wings of an eagle or falcon, or they are the proud wings of an eagle or falcon.

Defense Rating:	8	Activity:	Any
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	20	Right Arm	22
Main Body		Left Arm	22
Torso	95	Right Leg	34
Appendages		Left Leg	34
Right Wing	10/20		
Left Wing	10/20		

Society

The Roccs got their name because their tough mineral like skin resembles, and is partially rock, and because they resemble the giant Rocc bird with their beaks, feathers, and wings. Roccs live in temperate places and try to stay away from tropical climates. Roccs usually reside in large caves high on mountain perches, or in crude wilderness cities built with crude slabs of stone and natural vegetation such as wood, vines, and wild grasses. Roccs use a type of monarchy with which to govern their tribes and clans. The monarchy is hereditary with only the king and his/her oldest son or daughter being regarded and treated as nobility. The Kings oldest child becomes King upon his/her death. The only other outstanding aspect of Rocc social leadership is a hereditary line the same as that of the King, the line of champions. There are two champions, one for the King and one for the Kings successor. Each of the Champions must be of different families; this title is passed from the current Champions to their oldest son or daughter when they are too old to serve. The role of the Champions is to educate, protect and advise the King and his successor, and to educate their own successors.

Roccs choose mates similar to how falcons choose mates. Roccs also sing to attract the attention of females, when mating. Roccs, however, do not molt. Roccs are not born they are hatched. The common incubation period for a Rocc egg is six months, and a typical clutch usually contains about one or

two eggs. Rocc eggs are usually 50 cm long, and are always grey and brown. Rocc children mature slowly, but they are capable of flight one to two years after they are born.

Roccs are reclusive but usually act self-centered, boisterous and arrogant around strangers and people that they do not like so that no one wants to be around them and therefore, may preserve their privacy.

Culture

The name Rocc is also tied to the creation of this race. It is commonly held that the Roccs are the only successful attempt, by Wizards, to change a normal animal into a living, sentient humanoid. Wizards, priests and druids of all walks of life banded together in this project to make creatures that would serve them as companions, messengers, and servants. The project was successful and slowly the Roccs grew more intelligent, and with their intelligence came the will to be free. After 500 years the Roccs revolted and escaped their captivity with the support and power of moral magus who opposed the project. This led to a battle between magus that everyone stayed out of. Roccs speak a language called Arock pronounced (aee-rook). This language consists of a combination of words taken from the Arakasha language, and sounds that are very similar to the sounds that falcons make.

Understandably, Roccs hate magike and anyone who uses it. They have no particular religion of culture, their ways are very similar to the ways of the Arakashas, and above all else a Rocc values freedom and death before being enslaved. The origins of their race and the arising racial tensions in most civilized areas have led the Roccs to become very reclusive. When in his own element, however, a Rocc is very confident and extremely protective of its mate and children.

Combat

The Rocc is immune to the effects of cold up to -40 degrees. The Rocc also has bony spurs protruding from the back of their ankles; these do 1d4 damage when used to attack. Also, 2 long bony claw-like appendages protrude from the top of this Rocc's wrists, used for racking their opponent for 1d8 damage plus their strength bonus. If the wings of a Rocc are skeletal they have a flight class of 1. If the large and graceful wings of a falcon protrude from a Roccs back he can fly with a flight class of 2. An angered Rocc is a deadly foe, for when angered they become completely uncontrollable.

The Vorlex

Description: The Vorlex race still retains most of its original characteristics from their original dragon form. The Vorlexes have a characteristic dragons build, with powerful broad shoulders, and a hulking frame. Vorlexes are generally tall, males 200 cm (6'7"), females 180 cm (6'). They are almost always muscular with golden and silver, or brown and metallic green scales covering their entire bodies. Vorlexes have spikes and spines growing on top, around the ridge, and from the back of their heads. Vorlexes have an impressive array of long sharp fangs in their mouths, with a small spike just behind the front of the top row of teeth. This spike generates a spark that ignites the Vorlexes fiery breath. Vorlex eyes are sharp-ridged and usually blue. The pupils are round or silted. Sprouting from their backs each Vorlex is complemented with full and powerful dragon like wings. Unlike the males, females have much finer dragon-like features and more slanted and silted eyes. The females also possess long horn-like appendages protruding out from the back of their heads either pointing upwards or backwards.

Defense Rating:	10	Activity:	Nocturnal
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	35	Right Arm	34
		Left Arm	34
Torso	115	Right Leg	38
		Left Leg	38
Right Wing	25		
Left Wing	25		

Society

Vorlexes are known for the fact that they wear few clothes. Their skin is so thick and protective, that they rarely feel either extreme cold or extreme heat, and so clothing is unnecessary and too restrictive. Vorlexes wear only a breechcloth, everyone goes topless, and rarely wear armor. Vorlexes like the security of high perches in mountainous country, where they have sanctuary from the hateful eyes of all other beings. If a clan is using separate dwellings Vorlex villages are all centered around the dwelling of the Clan King and the clan mystic. The dwellings are usually spacious and decorated with many trophies and honours. As thought true to some dragons, Vorlexes have a hoarding instinct. A Vorlex usually wishes to keep any valuables or things of interest that he encounters. This hoarding instinct has led Vorlex Mystics into creating a bag that can hold many times its actual volume.

Vorlexes are predators, and almost everything else is prey. Vorlexes fly out of their mountainous homes commonly on hunting and raiding parties in which they search for food, tools, and other necessary materials. The clan or village King always leads these expeditions. A Vorlex monarch is not given any special treatment, and is in fact expected to work much harder than anyone else. Monarchs are chosen by the clan or village citizens by a majority approval, and rules until he dies, is incompetent or killed as a result of the decline of public support. In times of war all able bodied men and women join as a military force, while the young and elderly take care of each other.

Upon reaching physical maturity Vorlexes take mates according to arrangement of the individual's clan or family, the family usually decides the mate, but the clan King has to approve and can veto any arrangement. Three weeks after mating, the female produces one to four rather large eggs, which hatch about five to ten days later. The hatchling tears apart his egg with his claws and already strong jaw. The hatchlings are born without scales, or the spines and spikes that adorn their heads. The hatchlings are also born without wings that do not develop until the young Vorlex is about ten years of age.

Culture

Vorlexes speak the Vhorli tongue, a language that is remarkably soft and flowing, but commanding. Vorlexes seem to have an extraordinary memory that enhances their natural ability to learn languages, and by the time they grow in their wings they can usually speak about three or four languages (roll a d4 to determine the number of languages a Vorlex character starts with).

Vorlexes are descendants of the Naaris Dragon, which the Culgans also derived from. Through out the war of the races the Vorlexes were an extremely strong military force that dominated much of the war. Their physical strength combined with their superior fighting skills gave them many victories. These victories eventually lead many of the races to temporarily join forces in order to crush the Vorlexes, but before the Vorlexes could be exterminated, the Arakasha Synian clan came to their aid. This alliance and the fighting within the enemy allied force kept the Vorlexes strong. Vorlexes still boast the fact that they have never been defeated in battle. Although Vorlexes are cousins to the Culgans, it is not uncommon to see them fight since they have developed different cultures. Culgans are repulsed by the violent natures of their Vorlex cousins, and Vorlexes are angered at the self-righteous and demeaning attitudes that the Culgans show them. Vorlexes have two annual holidays, at both of the equinoxes. During the five day celebrations, the Vorlexes hold many competitions of skill, prowess and might. The last day of the celebration is committed to celebrating life in all of its many forms. During this day all social ties, standings, titles ect. are ignored. Clan Kings become equal to servants and slaves, and on these days all vows of marriage and oaths are also disbanded.

Vorlexes are generally not devoted to any one god or goddess, although there are religious factions and orders among Vorlex society. There are also magikeal factions in Vorlex society. Vorlexes view magike as the divine force of the universe. There are in fact several religious orders that worship magike as the only divine force in existence. The views on life and religion vary greatly among the Vorlexes because they have many different religions, some even practice a religion that originated among a different race. This is looked down on in Vorlex society. Vorlexes, whatever the religion, are strong believers in fate. Once in everyone's lifetime, during a moment of extreme personal danger or hardship, every Vorlex has one vision. The vision gives the Vorlex some knowledge about his death. This knowledge can be anything that is to do with the death, where it will happen, with whom will it happen, how will it happen, with what will the individual be killed or what will be the last thing the person sees. This vision is, to the Vorlex written in stone, a vision has only once been cheated, and that was by a Vorlex King during the War of the Races. Superstition has it though, that to cheat your vision is to cheat your destiny in the otherworld (and be without a destiny, damned to have no status, home, friends, battles, or happiness). This is the most horrible fate a Vorlex could be damned to.

Combat

Vorlexes love violence and always try to start it at every opportunity possible (whenever outside of their homes and villages). Bets are usually made on how much, and how far they can get away with. When Vorlexes attack they use normal weapon attacks and what has become known as a rage attack. In a rage attack the Vorlex winds up for the final blow. They put all their effort into this attack in a last attempt to finish off their opponents for Vorlexes hate to spend time trading blows. This special attack can only be used once every two-attack rounds and costs 10 movement points. This rage attack does double the normal damage, and can usually result in some startling results. In a rage attack it is common to break an opponent's weapon if he tries to parry, or to destroy his shield, or a piece of armor or to completely mutilate an enemy. This attack will also destroy any armored area on a critical hit, but normally causes 1d4 strength points of damage.

As a result of having a dragon's heritage Vorlexes, at adolescence learn how to breathe. The adolescents' breath will be either acid or fire. This fire or acid breath damages for 1d6 damage per HD or level of experience of the Vorlex. This phenomenon is a result of a Vorlex having a diet consisting of strong fiber like bark and leaves, and having a second stomach that stores a by-product of their digestion. This by-product is a highly flammable gas or corrosive acid that is expelled and ignited by a special tooth (that is actually part of the skull) in the front of the Vorlexes mouth. This "tooth" is heated up so high that it glows red and produces a spark that ignites the gas or the acid and sends it hurling in a giant cloud towards its target. Once the breath is expelled it takes at least two to three meals of high fiber, and one day to build up the gas or the acid again.

A Vorlexes wings are full and powerful like that of their ancestors. These powerful and agile wings allow them to fly with a flight class of 3. Accompanying the wings and crowning the brows of Vorlex females are horns that can do considerable 1d12 damage if used in battle. These horns are usually used for goring or catching and throwing a Vorlexes enemies.

THE OTAPI'SIN

The Otapi'sin means "People" (collective) and is the name of a culture common to several aboriginal and native peoples of varying races, who have a similar origin. These peoples are usually referred to as natives. The races who make up this culture are the Chahannawashea, the Humans, the Kinn, the Midian, the Phantasmus, and the Spiri. Although the Culkan and Civakxy cultures are similar to the Otapi'sin, their origins are different, and they do not recognize themselves, as part of the Otapi'sin. However, not every participant of each of these races lives in the Otapi'sin Culture. For example, only a small portion of the Human race still lives in the Otapi'sin culture, many live in cities and villages in a medieval or classical type culture. Also, many participants of every race live in the cultures of other races or with other races. In the city of Jah-Re-Bah, individuals from every race on Khardan live in the same Moorish-Islamic type, culture.

The Otapi'sin races came from one species of dragon called Ar-Ra'd "Thunder Dragon", by Jah-Re-Bahn scholars. The Otapi'sin legend has it that they all came from Sta'ao (great supernatural beings). However, they do not recognize the fact/theory that Sta'ao was a dragon. The Ar-Ra'd dragons at the time of the War of the Races were six similar species of dragons, which had evolved from a common ancestor. The Ar-Ra'd dragons evolved many differences with common goals and interests, such as, Magike, Technology, or just Survival. These pursuits lead them down different paths, though each retained the greater part of their culture. During the First War of the Races each group evolved differently, according to their needs, interests and surroundings, thus the different races.

The Otapi'sin was a developed culture before the evolution of the Ar-Ra'd Dragons. The most complex part of the culture developed with the Humans, whose short life span and need for diversity further divided the culture (which will be discussed under the description of Humans) into the most complex forms. Of the other Otapi'sin peoples the most complex form of the culture developed in the Maiyn Jungle with the Kinn and Midians. From this center, agriculture, metallurgy, metalworking, cloth weaving, painting and pottery were developed and spread to other areas. These arts were also developed among the Humans and Spiri independently. In agriculture the Chahannawashea are credited with the development of many plants and farming techniques.

Commonly, after the evolution of the Ar-Ra'd Dragon, the Otapi'sin peoples used dogs for hunting, built superior canoes and crafts. Metal work gave some of these peoples spear tips, knife blades and armor. Those tribes not proficient in the working of metals are highly skilled in making stone tools and weapons. Some tribes possess great skill in silver, bronze or goldsmithing. Massive architecture only exists with the Kinn and Midians.

This culture varies slightly for the seven different major groups into which it split. These groups are mainly characterized by the differences in geographical regions and climates in which these groups live. These groups, with the specifications and any of the variations listed above are; the arctic peoples, the plains peoples, the forest peoples, the coastal peoples, the mountain peoples, the jungle peoples and the nomadic peoples.

THE ARCTIC PEOPLES

The Arctic peoples live in just south of a huge line of cliffs that scar southern Khardan called the Iquas Shelf, in lower Thyinastyasia. Notably Humans and Arakashas populate this region. The largest tribe in the area is that of the Moaqus, a tribe of mainly Human and Arakashinian half-breeds known as Zitc-Quan-Karh.

The Arctic people, Moaqus aside, have lived along the chill southern fringes of the continent in isolation for centuries. Here, they developed a sophisticated culture geared towards survival.

During the long harsh winters several families gather in a small community where the men hunt seals every morning with stylized harpoons and spears. In the spring, however, these communities split up into their individual families. Some families hunt in kayaks over the seas, some hunt whales or fishes. In the summer, most families hunt the sparse herds of caribou, polar bear and elk in dogsleds with bows and arrows.

Warm clothing is made from the animal skins turning the fur inside to hold the body's warmth. Coats, parkas, shoes, boots made from two animals hides each protect against the bitter winters.

In the winters or harsher climates Arctic peoples make dwellings out of their greatest resource: ice. These dwellings are generally called igloos. Igloos are domed snow-block houses. The blocks are cut with long knives made from bone, ivory or metal brought from afar. In the summers tents made of animals skins are made. Some

peoples make cabins from driftwood and insulated with turf on the outside. These cabins are entered through tunnels to trapdoors in the floor.

Burning animal fat in shallow stone lamps provides heat.

In the Arctic culture men are the hunters and homebuilders and the women cook, and make clothing. Relationships are varied. A man or woman may have 1 or more spouse depending upon the amount of labor required for a family.

The traditional religion of these people is animism. There is a spiritual force in everything. Each of these has "human" or intelligence characteristics. These forces are neither good nor evil (as there is no such concept among these people), but can become dangerous if they are not respected. The souls of the dead join this spiritual realm. There is a complicated system of regulations and rituals regarding every aspect of life in order to keep harmony between these peoples and their environment.

THE PLAINS PEOPLES

The plains culture survives on the vast rolling plains. There is sufficient rain for the thick knee to waist high grass, but usually not enough to grow many trees. Most trees grow along side rivers.

These plains and plateau areas, with their abundance of rich grasses are the ranges of the largest herds of grazing animals, mostly buffalo or bison, and horses. These animals provide for the tribes virtually all of their needs. Their skins make clothes, teepees, tools and even boats.

These native peoples have a wide range of foods, practice horticulture, and make pottery. They have wide migrations and large tribal wealth, with ever growing tribal numbers averaging unto several hundreds. Plains natives are characterized by buffalo hunting; their conical dwellings known as teepees; the use of the dog and horse with the travois; ritual religious dances, which was the integrative institution of Plains Peoples life; and a highly individualistic geometric art. These were marked by dignified and poetic concepts, and are of considerable aesthetic value. These traits are the most typical in the Manloow, Ma'hao, Tom'ahio, Yenneche and Souri tribes. In the Chitasage, Danam, Loseha, Lehionho and Arapa tribes of the plateaus, buffalo, deer, bear and fish constitute their main diet. Vegetable foods also make up a large portion of many of the tribes' diet. Pottery is unknown to these people, but basketry is highly developed. Underground homes are used in the North, and earth-, mat-, or grass-covered houses are used in the South in winter and the Teepee in the summer.

THE FOREST PEOPLES

The forest areas that are home to these tribal peoples are plentiful with rainfall. These regions spread over mountains and valleys rich with lakes and streams. These tribes depend greatly on their one greatest resource, trees. The trees provide their homes, in the forms of long houses, conical dwellings, and treetop villages that are very defensible. Many of their weapons, tools and utensils are also wooden. These allow them to exploit the woodland animals, and fish and shellfish from the streams and rivers. The rivers are traveled in birchbark canoes. They make their clothing from the skins of game.

These people, although hunters are also agriculturists and do not have wander seeking food. They know how to grow various crops such as corn, pumpkin, squash, beans, tobacco, orchard fruits and gourds that flourish in the warm and rainy summers.

The forest peoples make fine pottery, splint baskets, mats of cornhusk, and beaded belts known as wampum. All public records and knowledge are recorded in pictures and symbols on these belts. Each town contains several long, bark covered communal houses. Along the insides of these houses are semi-private compartments where each particular clan lives. The central areas are used for social and political meeting places. The councils in these houses are fairly democratic with a representative of each matrilineal clan and tribe. Each of these representatives are chiefs, and the council has no leader, therefore, each decision the council makes must be a unanimous vote. The stability of this council and the great skill in warfare and subterfuge of these people enables them to keep a position of power. Tribal organization is totemic and matrilineal.

The dwellers in the forest areas south of the Maiyn Jungle are very similar to their northern counterparts. These are basically the Spiri tribes, of Spirit Woods. The culture variation of these people is fairly uniform, but because of their close proximity to the Maiyn Jungle and the advanced technology of the people there, these people have learned to build tools of metal, great temple mounds and shrines. As a result ceremonial cults centered on these temples and new gods have arisen. These cults are threatening the social order of these peoples.

THE COASTAL PEOPLES

The Coastal tribes have a land of heavy rainfall along the coastline that stretches from Manloow to the Maiyn. The ocean and the rivers are rich with fish. Forests grow tall and dense. The giant red cedar provides straight grained wood, which even crude tools can split. So these skilful natives build large houses by tying big slabs of cedar to wooden frames. They make dugout canoes for river travel, as well as seagoing whaleboats.

Hunters add game to the fish supply. The women gather bulbs, berries, and seeds. They wore little clothing fringe skirts and raincoats made from the inner bark of the cedar. The men were skilful wood-carvers. Examples of their craftsmanship have survived, from small dolls to large, painted totem poles.

THE MOUNTAIN PEOPLES

The Phantasmus (and some Spiri) people dominate these remote areas. The isolation of the mountains and the fact that they are greatly misunderstood and feared keeps them from interacting with outside peoples. The agriculture of these people is highly developed towards their mountainous climate and high altitudes. Mountain peoples live in great underground cities within the mountains themselves or in cities and Pueblos carved out of the sides of mountains, cliffs or canyons. These cities are not lighted but are vented through shafts tunneling the mountains. In more arid regions many of the dwellings and utensils of these people are made from stone and adobe (sun-baked clay).

Mountain peoples believe strongly in the supernatural, and have many ceremonial chambers and altars. The vegetable foods are grown, and harvested by the men. The weaving of cloth, the ceremonial snake dances and the makings of weapons are also the province of men. These people adhere strongly to their beliefs and thus have remained strongly individualistic. Their political system, however, remains the same as the Forest people.

THE JUNGLE PEOPLES

Northern Lowlands

In the northern-most tropical lowlands a mixture of all native peoples exist in a fragile state of peace that is kept by the southern Maiyn Empire. These men spend their time hunting, fishing, raiding and occasionally making war. Blowguns with poisoned darts, longbows, and clubs are the most common weapons used in killing the deer, tapirs, monkeys, birds, and rodents that inhabit the area. The females of the tribes spend most of their time tending crops in slash and burned fields and making bread from their principle crop, the cassava.

Houses are made of wooden frames covered with thatch, and boats are built for river travel. Natives of this region have learned to weave and to make useful and ceremonial pottery of exquisite design. Most of their ceremonial pottery is sold or traded in the markets of Maiyn for metal tools or foreign goods.

Maiyn Empire

The inhabitants of the Maiyn Empire, within the Maiyn Jungle, differ little in language or culture from tribe to tribe, and dominate the entire jungle reaches. Most of these people are of Midian and Kinn stock.

The Maiyn people of Otapi'sin culture have a highly developed system of agriculture. They raise beans, potatoes, cassava, peanuts, cotton, peppers, coca, tobacco and beans. The plentiful amounts of food in the Maiyn have allowed its peoples to progress in all areas of life and establish a wealthy empire. They have developed sculpture, metalwork, weaving and picture writing.

The tribes of the southern jungle areas, more specifically the Maiyn jungle, are unified in one nation that is built around a nucleus of the most powerful tribes. The empire proper consists of many diverse stocks. This society is divided into three distinct classes, the nobility, the priesthood, and the military. Governmental systems are very complex, but efficient, with several councils on different levels. All of which must pass any decision by majority vote. Education is widespread, and these people have developed intricate hieroglyphic literatures. These peoples religion, however, is distinguished by barbarism, in that to satisfy the gods an ongoing flow of civilian sacrifices is needed. The rituals of their religion are elaborate in every way, from the robes, to the

ritual weapons and tools, and to the ritual words and phrases.

Civilian homes are built of cut brick, stone and mortar. The people are highly engaged in agriculture and hunting as they are the food sources. The people here produce lavish works of gold, copper and bronze, and they make the best bronze armours. All of these people's everyday tools and items are all decorated, and the common garb is cotton robes decked with ornamental gold and feathers. The greatest triumph of these people is their architecture. Their temples and castles of Aztec and Mayan style are remarkable, spanning great distances with paved streets and marble courtyards.

THE NOMADIC PEOPLES

The Arid Plains and Arid Mountainous areas, also have nomadic natives who do not build villages. These people are hunters and raiders of the settled villages stealing sheep and goats. They usually tend small flocks of these animals, as game animals are scarce, and the men can not supply enough food by hunting. Much of their time is spent moving through the lands seeking grass for their flocks and gathering berries, nuts, seeds, and roots. They grind the seeds into flour for gruel.

Their greatest skill is basketry. They weave baskets so closely that they can hold the finest seeds and even water. Women usually cook the gruel in these baskets. When nomadic peoples of this sort come into peaceful contact with other nomads or cultures their baskets are their main trade resource.

When native nomads settle in an area for the winter season they make homes, called hogans, of stone, logs, and earth.

GENERAL CULTURAL CHARACTERISTICS

To all the tribes, their diet is limited by their environment, but the majority all meats and poultry's are usually dried and pounded for preservation; the end product of the preparation is called pemmican. The smoking of tobacco or other vegetable sources is restricted to social and religious ceremonies. In some tribes slaves are kept, gained only when they are captured in war. They remain in slavery, along with their families or descendants unless set free. Slaves can gain freedom for great acts of bravery, loyalty, or purchasing their freedom by becoming extraordinary workers in an esteemed craft. In nearly all tribes women are subject to their husbands will in most social and religious

ceremonies. Native women do, however, enjoy certain rights, as well as status as the complete mistress of all household affairs, and usually own all property except horses and weapons. The women have custody of children until they gain tribal membership. In some tribes the question of membership and other important decisions have to be passed by a council of women, who also elect the civil chief and alone have the power to declare war. The right of adoption, which involves the disposition of captives, is also the women's' domain. In the division of labor most of the heavy work falls to the women, while all dangerous tasks such as warring, hunting or fishing are performed by men. Polygamy is recognized in many tribes, but a woman may divorce her husband if all the tribe's councils decide that there is reason for divorce. Marriages are not allowed within the same clans even if there is no blood relations.

Among the plains and plateau tribes, social status depends on military exploits. The main weapons of war to all of the northern tribes of the plains, plateaus, forests, and mountains are the knife, club, sword, and the bow. Added to these in the south are the hatchet or tomahawk. The tribes of the plains also use a lance and shield. (In game term all characters are automatically skilled with at least one level in every weapon of their tribe.)

On the plains and plateaus the invitation to fight in a war was given by the smoking of the war pipe, whichever member of the war party was expected to smoke. Scalping of war victims has a religious aspect. The natives believe that the owner of the scalp holds the living spirit of the dead warrior. The warriors taking the scalps spend a large amount of effort in rites and ceremonies to make sure that the spirit is sealed within the scalp. Scalps add the fighting strength of the dead warrior to the warrior possessing the scalp. The scalp dance initiated the spirits of these dead warriors into their family.

The pastimes of these native peoples consist of athletic contests, games, dancing, feasts, and story telling. Playing lacrosse is the favored sport of many of the native tribes. Chiefly agricultural tribes hold foot and horse races to build up the strength and stamina of the youth for when they become men and warriors. The favored pastimes of the plains women, are sports such as shinny (a form of grass hockey), and football. Social dances are usually followed by feasting, and are of great variety. The Otapi'sin peoples have such instruments as the drum, flute, bone-whistle, rattles, and a notched stick that rests on a resonator and is rubbed like a saw. These native people have songs and chants for every occasion.

Most of the Otapi'sin dances and ceremonies are held for religious reasons. By

honouring their spirits, or gods, the Otapi'sin hope to gain help and favor. Medicine men dance to seek aid for the sick. Hunters dance a dance of a certain animal to attract its herds. Farming tribes stage ceremonials to bring rain or to make the corn grow or ripen. Certain dances dramatized stories from the history or mythology of the tribe. Other ceremonies are held when children arrived at manhood or womanhood or to initiate them into the religious secret societies of the tribe.

Singing accompanies every ceremony as well as the important events in an individual's life. Spiritual songs are passed down from generation to generation, as they are an important part of the ceremonies. Women sing songs not only to ease the burden of their own activities, but also to encourage the warrior as he goes forth. Every mother, of course, sings lullabies. Birds or animals, in folk stories, were supposed to sing their own quaint songs, which were imitated by the storyteller. In the Manloow plateau there are fierce song contests between tribes. Certain songs are the sole domains of clans. Individuals in the clan, however, can sell or trade their songs.

A variety of instruments are used to accompany the dances and songs of the Otapi'sin. Some of these are drums, rattles, whistles, flutes, bullroars, and notched sticks rasped on bones. Plains drums have painted horsehide heads. Northeastern tribes use wooden boxes, and their rattles are made like masks from wood or native copper.

GENERAL RELIGIOUS CHARACTERISTICS

To all of the peoples of the Otapi'sin every animal, plant, and object of nature is possesses a spirit that gives it life. Whether it is a good or evil spirit depends on whether it is beneficial or harmful to the people and their way of life. The very powerful and active spirits are the sun, water, fire, the buffalo, the deer, the eagle, the raven, the snake, tobacco, corn, and cottonwood. The number four is also sacred because it represents the four directions of the wind. Colors have symbolic meanings, and religious significance is sometimes attached to sex and the making of a woman through her lose of virginity. Religious meanings are also sometimes attached to local dwellings, and burial places that are under no circumstances violated by anyone. All native tribes recognize this "law". Spirits are implored with prayers, sacrifice, vigil, and fasting. Native mythology is varied among each tribe. Among the plains peoples the myths and stories are complex in intricately poetic and often epic.

Every tribe has its legends. Some are more embellishment than true of the history of the tribe. When the day's work is done, the tribal elders, and occasionally a shaman, tell these tales. There are also many stories of animals and mythical beings that can assume human form. These stories of man-beasts are not always fiction. Children are thrilled

by these stories which are sometimes the highlight of the day. The Otapi'sin stories and myths are passed by word of mouth from one generation to another.



The Chahannawashea

Description: Chahannawashea are a tall, race possessing all the same basic qualities and faculties as Humans. Their frame is generally slight and sparse though there are a few broad people. Their skin is fair to light brown and they have the same hair colors and eye colors as Humans. Male and female Chahannawashea average approximately 180 cm (5'11), but males are slightly heavier than females, (males 750 cp's, females 620 cp's).

Defense Rating:	8	Activity:	Any
Alignments:	Any	Natural Resistance's:	+2 vs. anti-regeneration Devices/spells.

Health Point Distribution			
Vital Areas		Limbs	
Head	12	Right Arm	14
Main Body		Left Arm	14
Torso	65	Right Leg	22
		Left Leg	22

Society

Chahannawashea, (kha-hann-a-washey), is their cultural name, which means “The children of the plains.” These people dwell in light forests or open plains. As one of the races comprising the Otapi'sin the Chahannawashea share many cultural and social similarities with other races, but there are also some differences. The Chahannawashea do not value life as highly as the other Otapi'sin peoples, because of one ability that they possess. The Chahannawashea have the unique ability to regenerate their physical bodies at an almost alarming rate. The Chahannawashea leadership structure is the same as is mentioned in the general description of the Otapi'sin. For more information on the Chahannawashea see the Otapi'sin plains and plateau, and the forest sections depending on where the people are located. The Chahannawashea comprised four major plains, and plateau tribes, but now only make up three they are; The Mahao, The Souri, and The Danam, The Chitasage are now extinct.

Mahao people are very individualistic, and do not like to embrace stereotypical or social norms. Their strong wills, personalities, and opinions mark these people. The Mahao are synonymous with the stereo typical “Indian.” They use teepees as portable shelters, dogs and horses with the travois, have all of the traditional rituals and beliefs and like their people their art is very individualistic. Mahao people have very strong ties with Souri people and consider them cousins, sometimes banding together with them to survive.

Souri people are very close in every way to the Mahao people, but occupy lands more to the northeast, close to the Civakxy lands. The Souri people usually trade heavily with the Civakxys and have adopted the Civakxys strong spiritual love for nature. It is also common to find many interracial marriages on each side, and the resulting offspring are very attractive.

Danam people live in the southwest, very close to the Jah-Re-Bahn border, where they frequently mingle with the Jah-Re-Bahn people, and as a result are being assimilated into the Jah-Re-Bahn culture. These people are still present on the plateau because of other tribes' efforts to preserve their culture.

Culture

The Chahannawashea dialect is Chahanna. The Chahannawashea are, like all Otapi'sin races, a descendant of an ancient race. The war with the Harjaaz separated a portion of this ancient race. According to legend during the first hundred years of this separation a Chahannawashea prophet, named Nammecheealo was sent a vision from the Chahannawashea god, the Great Spirit. In the vision Nammecheealo was shown a saviour, that would come and serve as the gods avatar, and the people were promised that they would be saved if they had faith in the Great Spirit. At the end of the first hundred years of the war, a young man rose up among the people and became known as Naapiwa, (The Great Spirit Himself). After a time he rose up to throw off the chains of Vorlexian slavery and led his people on a great exodus to the Manloow plateau. However, during their rebellion their numbers were so few that not one life could be lost. With godlike powers, calling upon the heavens he gave them the gift of regeneration. With this gift, wounds closed quickly, and the Chahannawashea people prospered. The Chahannawashea people believe the old legends very strongly, they are in fact the backbone of their culture. As a result of their strong faith in their gods, and religion, the most unshakeable, powerful priests in all of Khardan can be found among the Chahannawashea.

Combat

All the Chahannawashea have the regeneration ability. Arms and legs, can both be regrown or reattached. Once the head is removed from the body or the torso is destroyed, the Chahannawashea is dead. All minor wounds, (1-4 Hp of damage), are regenerated in one round. All major wounds heal at a rate of two points every round. Removed body parts are simply regrown, but require a physical shock check. The body part receives two Hp each round until it is at its maximum. When the body area is at its maximum Hp then it is fully regrown and can be used. (Note: The area and any that it might affect cannot be used until the area is fully regenerated. For example, a character that is severed from the upper back down would first have to regenerate his torso, then his legs. If a character's torso is at zero Hp, but not removed then the arm cannot be used until the torso is healed. Also note that only one body part can be healed per round. If it finishes healing half way through the round or there is excess Hp, the health points cannot be transferred to another body part, or the regeneration of that body part cannot begin until the next round.) The Chahannawashea gain a +4 to resist anything that negates the regenerating ability.

The Human

Description: Humans are a race of great variety, with many different cultures and racial divisions among themselves. Humans have two arms and legs and each hand or foot has five appendages (fingers or toes). Humans can have white, light tan, dark tan, and black skin, or any color mixture of the previous list, depending on the person's racial heritage. Humans have a wide range of eye colors, greens, browns, blues, hazels and even rarely certain violet colors. Male human's average in height of about 170 cm (5'7) and females average 167 cm (5'6). These standards are also dependent on the type of human race.

Defense Rating:	8	Activity:	Any
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	8	Right Arm	14
		Left Arm	14
Torso	51	Right Leg	18
		Left Leg	18

Society

Human society is dependent on culture and region. Human cultures in different regions develop differently because of the different environments, the different social or cultural needs or the different social figures that emerge. For example a culture focusing on technology and social enlightenment will have a different way of thinking that will lead to different architecture, different instruments, and different attitudes. Different human societies and cultures are dependent on regions and the cultures of Khardan, and can be found under the area descriptions.

Some humans are still a part of the Otapi'sin peoples. These people share many similarities with the other Otapi'sin races, but there are some differences. Human diversity gives each tribe, family or individual many unique qualities that can change the basic way that these people are defined. Some humans may feel the need to explore, or create, or to destroy, so each tribe should be given a unique mark. The Human aboriginal tribes of the Otapi'sin comprise five main tribes that are listed below;

Loseha people love to travel and integrate many tools and techniques into their tribe. The tribe as a whole travels very little, but in order for a boy to become a man he must go into the world to find out who he is. The boy cannot return until he has found himself and become a man. If he returns before that time he is cast out permanently, or he is killed. Some young men never return, but the tribe is strong in worldly knowledge.

Lehionho people are very similar to the Loseha people in that they send their older boys off until they become men. Lehionho people are however, not originally from this region. The Lehionho people, according to legend, used to inhabit the Necktarucu lands, and were driven out by Arakasha hordes. Through their migration these people gained a taste for buffalo, deer, bear, fish and fowl.

Arapas are the descendants of the Lehionho people and the northern barbarians that now occupy the Necktarucu lands. The Arapas have the same foods and basic culture as the Lehionho but they are more warlike and physically stronger than any of the other human tribes. The Arapas gain a bonus of three to their strength, a penalty of one to their intelligence and a bonus of two health points to all body parts. The Arapas are restricted to only their predefined cultural weapons and the broad sword.

Tomahio and **Yenneche** peoples are practically the same tribe. These extremely warlike tribes have created many enemies so their combined strength is needed for survival. These tribes have a culture and religion centered on war, glory, war rituals, and a war god. One of their most practiced rituals is alot like the Arakashas' Competition of War.

Culture

Humans speak many languages comparable to Earth's languages, and the most common language, known by many of the races is a Human language comparable to English that is referred to as Common. Humans, singly, have independent beliefs, but no distinct culture. For instance a human that is born in say Jah-Re-Bah but spends all his life with the Chahannawashea tribes of Manloow plateau, will most likely retain a large part of the plateau culture even if he researches the culture into which he was born and moves to that region. Now, a lone Kinn raised among humans will, by instinct, have his culture imbedded in him and will eventually seek out his own race and culture. This Kinn may retain a small part of his human culture, whatever it may be, but he has been and always will be Kinn. The human example, if raised with Chahannawashea, may never recognize the fact that he is human. This ability to change and become part of another culture is the biggest advantage that humans have over all the other races. This advantage is that they are not limited to any one Profession, culture, or way of living and thinking, and may always learn and develop. Humans are not as bound by tradition as the other races and are apt to change, taking with them pieces of different cultures that fit into their personality. As versatile as Humans are, they harbor great fears of their versatility, and as a result they are resistant to change until forced to it, and they are the one of the most prejudiced and superstitious races.

Combat

Human Wizards are said to be the best in the world because of their versatility, human wizards also gain a bonus of three on intelligence scores and can use the Magike System. Humans are fast to learn and manipulate, because of their versatility Human Wizards also can learn two aspects of magike simultaneously, at first level. When becoming any type of mage they receive a bonus of 200 Psychi points and one mastered weapon of medium or small size. When becoming a Fighter they can automatically choose one Martial Artist weapon.

The Kinn

The Kinn are the descendants of a species of Ar-Ra'd dragons known as the Dracos Transmutam dragon, which means the transforming dragon. These dragons were said to have been created by Demothcrethious, the god of Wickedness, and that they are his demons whom he has sent to do his work in the mortal world. The Transmutam Ar-Ra'd dragon was very different from other dragons. These dragons could alter their shape into a demon-like form unique to each member of its species. This demon form is said to be their true identity, and that these dragons were in fact demons in their pre-mortal existence. They had two bodies and appearances; they had one form that was common among its species, a body that it dwelled in the majority of the time to hide their true appearances. However, when desired or angered, the dragon could change its shape into a different form- its Kcrux guise, a demonic forms that it could metamorphosis into at any time. Each of these dragons had a different "Kcrux guise." As well these dragons had certain powers and weaknesses: they were extremely vulnerable to iron weapons, but they were highly resistant to Magike.

Over the centuries, the Dracos Transmutam dragons evolved until eventually five sub-species were created. Their appearances changed, as well as their once common attributes, powers and weaknesses. During the war of the races when the dragons changed into humanoid forms, the five types of Transmutam dragons separated into tribes according to their sub-species. The humanoid forms of Dracos Transmutam dragons became known as the Kinn. Over centuries of evolution, each tribe slowly developed and spread out to inhabit different areas of Khardan. Many of those from the Kar-Jun tribe went north to the Black Dunes and other members of its tribe immigrated south to the Iquas ice shelf. Some tribes split up to form their own civilizations and others stayed huddled together around one large area.

There are five tribes of Kinn on Khardan. Each tribe has a different appearance, but a similar way of life, and society. Each Kinn, however, has his own Kcrux guise or 'demon form.' The tribes have different abilities, weakness, and powers. The statistics listed below are common for all tribes of Kinn and will be modified by the tribe that the player chooses for his character. These modifiers will be included in the description of each tribe. Players making Kinn characters will use the health point distribution table listed below.

Kinns may not, as a result of their nature become Holy Avengers, Crystalline Warriors, or Virtuous Slayers.

Defense Rating:	10 (Base)	Activity:	Any
Alignments:	Any, usually Wicked	Natural Resistance's:	Special

Health Point Distribution			
Vital Areas		Limbs	
Head	14	Right Arm	28
	Main Body	Left Arm	28
Torso	75	Right Leg	30
		Left Leg	30

Kinn Tribes

Kar-Jun Horde: The Kar-Jun Horde is one of the biggest and most dominant Kinn tribes on Khardan. There are three factions of this tribe: the Kar-Juns of the Black Dunes, Maiyn Jungle and the Iquas Ice Shelf. During the War of the Races the tribe split up and many migrated to the south, while others move to the northern Black Dunes. Both groups are similar except for in culture and skin color. The Kar-Juns are known among the Kinn as the nobles and warriors of the Kinn tribes.

Appearance: Kar-Juns are a broad, sturdy people of humanoid appearance with an average height of 5 foot 11 inches for males and 5 foot 10 inches for females. Male Kar-Juns have no body hair, and females have hair only on their heads. As well Kar-Juns eyes are completely white, for they have no pupils, this however does not result in any hindrance of vision. Kar-Juns from the Black Dunes have a bronze skin color, and those from the Iquas ice shelf have a white almost gray skin color.

Racial Modifiers: Kar-Juns receive a minus one to defense rating, but a bonus of one health point to all body areas and a bonus of 3 health points to their front and rear torsos.

Society: Kar-Juns are known for their large fortified cities in the Black Dunes, Maiyn Jungle and Iquas shelf. They are skillful architects and engineers (+10% to engineering) and are well noted for their dark ornate cities and demonic statutes that surround them.

Kar-Juns have a complex social hierarchy that involves the use of slaves as money. Slaves are extremely common in Kar-Jun society; they will frequently raid small villages and take women, children and young men captive for slavery. A rich man in their society has lots of slaves. It is common that slaves are stolen from others in Kar-Jun society.

Women play an important role in Kar-Jun society, for they are dominant in both religion and magike. Only the women can be priests or high level wizards. But only men can command armies and hold ruling positions. However, both men and women can take part in the military force of Kar-Jun society. The tribe is ruled by a high level female wizard, a priestess, and one male war leader. These three make the decisions of the tribe with the advice of their advisors from each section of their society- military, religion, and magike.

Culture: Kar-Juns are very ritualistic and superstitious people who live life in worship supernatural forces. In the Black Dunes the Kar-Juns live in great stone cities and live very harsh desert lives. They are very war-like, waging war at every chance that they get. They are always at war with the Dek-Var Arakashas. They are known to commit atrocities of murder and torture, worshipping pagan gods and constantly at war. They are, however, wholly part of the Otapi'sin culture in their way of life and beliefs.

Combat and Abilities: Kar-Juns like other Kinn can change their form into their Kcrux guise, unique to each individual. While in this form they receive the advantages, powers and weakness of their form. Kar-Juns can breathe acid for 1d4 point of damage for every experience level, and they are immune to extremes of hot and cold climatic conditions. However, crystalline weapons do double damage when used against a Kar-Jun. Kar-Juns also receive a **plus one**-damage bonus when using edged weapons. Kar-Juns can also see well in low light and in total darkness.

Kaa-bal Tribe: The Kaa-bals are said to be the guardians of the Kinn leaders and society. Members of this tribe are said to dwell all over Khardan, and are not confined to just certain regions. Some groups have even been found as far as the northeastern Nektarucu lands. And it is said the large tribal area is in the islands of the Sea of Dreams. Manon wastelands are also a known area inhabited by members of the tribe.

Appearance: Kaa-bals are a tall, slim, but muscular people of humanoid appearance, and a height known to reach almost 7 feet tall. They have a light blue skin colour with deep blue patches all over their bodies. Kaa-bals may change the colour of their skin in order to chameleon into their surrounds, however, it is an enduring process which costs 3 points of endurance for every round the chameleon ability is maintained. As well Kaa-bals have sharp facial features and an eye color that varies like that of Humans. Kaa-bals have a purple-black hair color that is usually kept long as a sign of the days that they have lived.

Racial Modifiers: Kaa-bals receive no modifiers on defense rating or health point distribution. They are, however, resistant to extreme cold and get a +1 to strength and dexterity.

Society: Kaa-bal society is completely sub-terrianian. Their homes are built in underground caverns, which are all linked together by large tunnels. This networking of these tunnels allows the tribal members to have an extremely defensive society, for in danger they can travel to safety through their underground tunnels and give early warning to others. Kaa-bals also live in little light, they can see in complete darkness and, therefore, make little use of it; it is usually used for religious purposes only.

Kaa-bal society is ruled by magike, and the tribe is lead by a single leader, proficient in magike, who is usually a sorcerer. The tribal leader rules in all aspects of the society, including military, and religion. Under the leader are his advisors, most of whom are women (usually his wives), skilled in either military tactics or in the art of magike. Women play an important role, however, they are considered to be less important than men. Males may take one or more wives, and may treat them as they desire, but the women raise their children and advise their husbands. It is really the women who have the majority of the power: they are their husband's advisors, the mothers of their children, and have much more influence than given credit for.

Culture: Kaa-bals are very honourable and fatalistic people. They live life by a strict code of honour, which governs all their social laws. Kaa-bals code of honour is as follows:

- complete allegiance and homage to their leaders and to lord Demothcrethious
- death before dishonour
- never disrespect other peoples holy ground
- one must never mock another
- all men's wives must be honoured

All members of the tribe follow this code of honour, and when the code is broken it is punishable by death, and/or torture. If someone is wronged they have the duty to meet the other in mortal combat. Otherwise, the Kaa-bals live by the Otapi'sin culture.

Combat and Abilities: Kaa-bals have a complete resistance to extreme cold, but are very vulnerable to fire which causes double the damage to them. Ka-baals have been blessed with some excellent defensive and offensive abilities. They have poisonous retractable claws on their hands which cause 1d10 damage (-2 to save vs. poison 1d6 dmg per round and effects of nausea and impaired vision). Kaa-bals have another devastating attack, once every 3 rounds they can scream which causes deafness and confusion to everyone within a 60 foot radius unless a successful save vs. paraliziation is made. To defend themselves they may also turn themselves into stone, making them invulnerable from all attacks, except for those that are magikeal.

Deblon Tribe: The people of this tribe are known as the prophets and seers. They are spiritual leaders, who are highly respected by all of the other tribes. The Deblon tribe largely inhabits the Maiyn Jungle with other factions of the Kinn nation and its Midian allies.

Appearance: Deblonians are a humanoid people of medium height and build, with an average height ranging from 5'4"-5'8" in both male and females. Their ears are slightly pointed and their pupiless eyes are slightly slanted. They also have a dark brown, almost black skin color. Down the center of their foreheads of Deblonians they have three bone ridges and a pair of 4-inch horns which adorn their heads.

Racial Modifiers: Deblonians receive a +1 to Intelligence, Wit, and Willpower and an extra die roll for Personality. They may not become Warriors, Rogues, or Thieves. If they are Magic-wielders they receive a +1 to their Arcane Art, and they may not become Incanters.

Society: After the Holy Crusades the Deblon tribe was scattered and dispersed. Members of the tribe took refuge with other tribes, and as a result members of this race of Kinn are found living with other tribes since their tribe was scattered. Therefore, there is no longer a tribe composed of only Deblonians. In other tribes, Deblonians are highly respected and almost always hold positions of spiritual authority and leadership. As soon as 200 years ago members of the Deblon tribe began to dwell in the Maiyn Empire and direct the Kinn nation. This has since become a Kinn and Midian capital.

Culture: Deblonians are a very spiritual minded and superstitious people. At infancy they are indoctrinated with spiritual principles, philosophies, and beliefs. And upon reaching adolescence they begin to teach, advise, and hold positions of authority. Deblonians live a very strict ritualistic religion that involves the use of priestcraft, and sorcery. Their religion is based on Democrethism or pagan worship of idols. They do not live by the laws and morals of the mundane world, for they consider everyone else lost children who have forgotten the ways of the gods, and it is, therefore, very common that they treat everyone like they are children. Deblonians have a *neutral tendency* and only wage war or fight if it is in their best interests, they believe that they are above any law or authority and that war is the ways of foolish people who fail to use their wits. Thus, it is common that a Deblonian resorts to combat only after his wits have failed him or the alternatives are not in his favor.

Combat and Abilities: Deblonians are telepathic, and can communicate through telepathy with anyone in sight. However, as Civandzys have exceptional skill in this area Deblonians will not attempt telepathy with Civandzys and will attempt to hide this ability if one is present. Deblonians may also cause fear by gazing at an individual; the victim must resist paralysis (if under 3rd level failure results in paralyzation by fear for 1d4 rounds, above 3rd level they will flee in panic, after 8th level the victim only suffers a -1 penalty to all combat or magike rolls, and a -5% penalty to perform any skills). However, Deblonians are highly sensitive to blessed or silver weapons, which do double the damage if used against them, and music will cause them to panic and shift into their heart-shape.

As seers and prophets Deblonians receive the ability to forecast the near future, the result of which may or may not be true. Any forecasting of the distant future or past by a Deblonian is pure deception, which they will feed willingly to the naive.

In combat Deblonians use their wits before they will face their enemy in mortal combat. A Deblonian will attempt to backstab there opponent or use some other cowardly or strategic way to defeat their adversary. When in battle they prefer to use nasty, and viscous weapons to maim their opponent, and they may also headbutt with their horns which can damage their opponent for 3d4 damage plus their strength bonus.

Kerguns: The Kerguns are the smallest, but deadliest and most feared out of all other Kinn tribes. They are known as the berzerkers, and are said to go into battle without armour and drink the blood of the dead. They are the deadliest Kinn warriors and are also the most savage. The Kerguns typically inhabit the Mayin Jungle along its waterways and along the coast of the Sea of Dreams.

Appearance: Kerguns appear as largely built aquatic, humanoid lizard men. Kerguns have an average height of 5'-5'5", and weight up to 200 pounds. Kerguns have a lizard-like face with a frill around their neck, and a set of gills, which allows them to breathe under water for up to 3 hours. Down their back and on the crest of their head they have a long row of spines, which stop at the end of a 6-foot long whip-like tail. As well they are equipt with webbed hands and feet which allow them to swim exceptionally well at one and a half times their movement rate.

Racial Modifiers: Kerguns receive a bonus one-die roll to all attributes, except for Intelligence, and Wit. They also receive a bonus of 2 to health points on all body areas. Kerguns may not become a Druid profession. Kerguns are always of a chaotic tendency, and are never of a moral alignment.

Society: Kerguns are completely of the Otapi'sin culture. They live savage lives of orderless chaos, where the strongest becomes the leader and rules the tribe in a dictatorship. Violence and war is all that matters in their society, they frequently have contests of war and challenge each other to duels and fights to the death to prove manhood or remedy insults.

Kerguns are usually found to live in caves near water bodies. Their society and social structure is very crude and almost primitive. Kerguns always establish near water bodies, since they are a semi-aquatic race of people. Most members of the tribe are illiterate and poorly educated; however, they are all very educated in the arts of warfare. Therefore, Kerguns receive a Martial Artist weapon skill in one chosen weapon, but scholarly skills cost them double the experience points to buy and upgrade.

Culture: Kerguns live like savages, with a culture that portrays the Otapi'sin. Their culture is based of war, as is their religious beliefs and values. Kerguns believe that war is glory and is the best thing that the gods have created. They also live very fatalistic lives, and believe that it is their destiny to fight.

Combat and Abilities: Kerguns are very much like predators, they hunt their victims and make trophies from their remains. They make a deadly warrior, and are naturally equip with some devastating attack forms. Kerguns may use their tails like whips, which does 3d4 damage. A Kergun may also spit poison like a cobra up to 4 feet in distance; this poison requires the victim to roll a resistance check versus poison at a penalty of 1 to their target number, and if they fail they receive 1d12 points of damage and an additional 1d4 damage every round for 1d10 rounds, a successful resistance roll results in only 1d6 damage and 1 point of damage each round for 3 rounds. Kerguns may also incite a berserk at a cost of 5 points of endurance per round of his berserking rage, which lasts for as long as desired. This deadly attack form enables the Kergun to inflict +5 damage, +2 impact damage, and the opportunity to execute a critical attack on an attack roll of 25-30. With the strengths come the weaknesses. Kerguns have a weakness to magike, and thus have a penalty of 3 to all resistance target numbers when resisting. magike. As well moral holy items will cause a Kergun to shift form into his heart-shape and panic.

Kailleah: The members of the Kailleah tribe can be found living among any high society. Their place in the Kinn society is that of spies and shape changers. The Kailleahs purpose is to place members of their tribe into high-ranking positions within all societies. Thus their shape changing abilities serve them well. However, while they may occupy high positions within other societies they still answer to the Kar-Jun leaders of their race.

Appearance: The Kailleah bodies have an average height of 5'10"-6', and weight between 160-190 pounds. Kailleah have a human-like face with a geometrical patterns linked around their necks and bodies. On either side of their heads, behind their ears they have a vertical "bumps" which stop at their hairline. Contained in these "bumps" are retractable horns, which are used for ramming. The Kailleah hair is typically long because of religious purposes. However, if a situation demands it be cut the Kailleah will do so? Kailleah hair is usually brown but may vary in shades such that the individual has sandy blond, red, or gray hair. Kailleah eye color is predominantly blue, brown or hazel.

Racial Modifiers: Kailleah receive a bonus one die roll to dexterity, wit, appearance, willpower and personality. They also receive a bonus of 2 to health points on all body areas and 4 health points to the head and neck areas. Kailleah may not become berserkers. Kailleah are always of a seemingly neutral tendency, and are never of a moral alignment.

Society & Culture: Kailleah exist and live by the statues and norms of the societies and cultures in which they live. However, an underground network of communication always exists if more than one Kailleah dwells in the same general vicinity. Kailleah communicate with each other in a secret language that is so high pitched that other racial groups cannot hear it. However, those with acute hearing can hear pieces of their speech. Animals with exceptional hearing such as dogs and cats can hear their speech.

Kailleah children learn the skills of deception, persuasion and espionage early in their lives. Loyalty is ingrained in what it means to be a Kailleah and all will feel such.

Combat and Abilities: The Kailleah retractable horns do 2d4 damage if used for ramming or head butting.

The Kailleah are spies and Assassins. They hunt their victims in social games and use political maneuvering to achieve their aims. The single greatest asset in their lives as such is their shape changing ability. However, this ability is not without limitations. Kailleah can only change their form into one of the existing races of Khardan. Their new form must be of approximately the same height and size as their Kailleah form, so becoming something so small as a Belox is some what useless to these Kinn. The amount of energy it takes to maintain this transformation is taxing. It takes 3 endurance points every hour to keep a transformation. The transformation process itself is not instantaneous. It requires 15 rounds (15 minutes) to change ones shape.

Once a transformation is complete the Kailleah gains the only physical abilities of that race. The mental, emotional, spiritual, cultural, or social abilities, skills and knowledge are not gained from a shape change.

The physical weakness of the Kailleah is extreme cold. If subjected to extreme cold it takes 8 endurance points and a resistance vs. cold to maintain a shape change or their Kailleah form. Otherwise the Kailleah reverts to his Kcrux guise.

Society

The language of these mysterious creatures is not known to, and is simply called “The Kinn Language” by other peoples. The Kinn can, however, speak other languages so that they can be heard, but it takes them twice the normal time to learn a language, and as a result their voices are soprano. When heard their voices can charm any first time listeners at a 60% probability. Historically the Kinn did not travel or move around, but built permanent structures that usually ranged underground. Their cities were apparently grand and rich on the inside, with few different social groups. Social etiquette remains strict, particularly in the area of marriage. For a marriage to be allowed, the two individuals must first be physically compatible. Second, the individuals must be of similar rank in society, and third the individuals must have the consent of the ruling council of their city or tribe.

Within each tribe is a clan system based on ancestral relationships. The oldest and most traditional ancestral family is the head of the tribe. Each clan within a tribe is considered allied if the princess of one clan is married to the prince of another. Thus if two clans are allied they cannot war with each other while either of the couple remain alive. The society of each tribe is modular with respect to their function in the overall Kinn society. For example, within the Kinn structure only Kailleah Kinns can be employed for spying, assassinations or other types of intelligence services; as well only Deblonian Kinns can provide spiritual guidance for the entire Kinn nation.

The tribes must follow a strict hierarchy within the Kinn nation, even if the tribes reside separately throughout Khardan. Deblonians have legal autonomy within Kinn society and are not subject to the laws of the Kar-Juns. The Ka-baals serve as guardians of the Kar-Juns and the Deblonians, and will follow their orders without question. If possible every Kar-Jun and Deblonian will be assigned one Ka-baal guardian. Below the tribes in the hierarchy are the Kailleah who perform the political wishes of the Kar-Juns. Kailleah, however are not subject to the orders of the Deblonians. Below all of them are the Kergun, who if at all possible reside apart from all of the other tribes because of their unpredictable nature. However, individuals may be kept at the residences of the Kar-Juns, locked in dungeons for secondary protection.

Culture, Generally

Historically the Kinn were part of the Otapi'sin, in the Jungle area. Modernly and generally Kinn are skillful architects receiving a +10% to all engineering or architecture skills. Kinn impulsively build large temples and structures to glorify their nation and gods. Tales abound, mostly in human society of evil Kinn rituals where they drink blood commit atrocities of murder and torture, worshipping the evil Demothcrethious. Some may be superstition, but most is apparently not.

Kcrux Guise Generation

All Kinn are forced to shift into their real forms, or Kcrux Guise, during times of stress, while in immediate danger, or when the smell or sight of blood is present, other than their own. A Kinn can also initiate this transformation at will. To stop the transformation, a Kinn must roll a Will Power check each round they must shift. Each round the check is successful the shifting does not occur, however, when one roll is failed the Kinn has five rounds before his transformation is complete.

The Kcrux Guise of each Kinn is different and they may have different strengths and weaknesses. A system is provided below in which you can create your own, unique Kcrux Guise. Under each heading there are a certain number of listings, each of which is numbered. This is so that you can roll an appropriate die to randomly select a choice. The RM must clear any modifications that the player feels must be made to the character because of any appendage.

Appearance

Head	Head Adornment	Ears	Visage
1. Bat-like	1. Bald	1. Dog-like	1. Gibbering
2. Bird-like	2. Mane	2. Elephant-like	2. Menacing
3. Reptile/Serpent	3. Frills	3. Human	3. Normal
4. Horse-like	4. Lumps	4. Pointed, small	4. Demonic
5. Bull-like	5. Spikes (1-12)\$\$	5. Pointed, large	5. Rotting
6. Primate	6. Quills(1-100)\$\$	6. Fan-like	6. Skeletal
7. Wolf-like	7. Horns(1-4)\$\$	7. Trumpet-like	7. Charming
8. Rodent-like	8. Crest	8. None*	8. Seductive
9. Demon-like	9. Hair	9. Bat, sonar ability	
10. Players Creation	10. Animate Organic	10. Players Creation	

Appearance Table Clarification Rules: In the Head column, with “Reptile/Serpent” the player can choose a reptile or serpent type head. “Players Creation” in any column indicates that the player may make up his own selection or choose one already listed in that column. In the Ears column an astrix shows that the character with selection has poor hearing, and therefore, opponents gain a bonus of 1 to surprise you. Characters with extra large ears may be allowed larger hearing ranges, but opponents do not gain penalties to their surprise. In the Head Adornments column a range in brackets followed by \$\$ shows the number of adornments that that Kinn possesses. Spikes do 2 points damage each, Quills do 1 point of damage each (quills and spikes can be thrown, and will regenerate in 24 hours), and Horns do 1d4 points of damage each.

Size Modifications

1. minus 0 to 100 cm	2. minus 100 to 200 cm
3. Average	4. plus 0 to 100 cm
5. plus 100 to 200 cm	6. plus 200+ cm

Size Modification Clarification Rules For every 100 cm lost or gained there is one HP added or removed from each of the characters body parts.

Facial Characteristics

Nose	Mouth	Eyes	Eye Color	Eye Color
1. Human	1. Fanged	1. Small	1. Amber	7. White
2. Wide, protruding*	2. Tusked	2. Faceted &	2. Red	8. Black
3. Slitted	3. Saw Toothed	3. Slitted	3. Yellow	
4. Snout **	4. Mandibles	4. Swiveled	4. Blue	
5. Beaked	5. Human	5. Almond	5. Green	
6. Trunk-like	6. Canine	6. Human	6. Metallic	

Facial Characteristics Table Clarification Rules In the Nose column, a single astrix denotes exceptional smell, and a double astrix denotes a smelling ability similar to canines or felines. In the Mouth column “Fanged” mouths do 1d4 damage, “Tusked”, “Saw Toothed” and “Canine” mouths do 1d6 damage and “Mandibled” mouths do 1d8 damage. The shape of the mouth if not defined by a forth-coming table is up to the player. In the Eyes column a “&” signifies exceptional vision. Kinn with exceptional vision are able to see at twice normal range. A “@” denotes the ability to see in low-light conditions.

Body Attributes

Skin	Skin Color	Torso Type	Tail Type	Leg Type	Tail Appendage
1. Bald	1. Black	1. Monopode (1)	1. None	1. Insect-like	1. Clubbed *
2. Furred	2. Blue	2. Biped (2-3)	2. Short	2. Human-like	2. Barbed *
3. Bristled	3. Green	3. Quadruped (4)	3. Long	3. Serpent-like	3. Stingered **
4. Leathery	4. Brown		4. Prehensile	4. Spider-like	4. Speared **
5. Scaled	5. Gray			5. Canine-like	5. Rattled
6. Mineral/Rock	6. Red			6. Goat-like	6. None
7. Normal	7. Purple				
8. Players Creation	8. Metallic				
	9. Yellow				
	10. Tan				

Body Attributes Rules Clarification The RM may wish to give DR bonuses to the different Skin types, if so: “Leathery” skin gains a bonus of 1 to DR, “Scaled” skin gains a bonus of 2 to DR. “Mineral” or “Rock” skin gains a bonus 2 to D.R. These are considered natural armours (see natural armour) and Kinn with these skin types may not wear armour. In the Torso Type column the numbers in brackets are the numbers that must be rolled on 1d4 in order to “score” a selection. “Monopode” and “Bipedal” torsos move at a rate of 12. “Quadruped” torsos move at the following rates; “Insect” and “Spider” Torsos have a 20 Movement, “Canine” and “Goat” torsos move at a 15 Movement. For the Tail Appendage column an astrix represents 1d6 damage, two astrixes represent 1d8 damage, and 1 point per round do to poison. Save vs. Paralyzation, or paralyzation occurs for 2 rounds. What the tail looks like can be the same as the torso appearance of the player can roll in the Leg Type column. The tail will get 1d6 HP.

Torso and Limbs

Upper Torso Type	Arms	Feet	Hands	Wings
1. Bigeminal (2 Arms)	1. Reptilian	1. Clawed\$	1. Clawed\$	1. None
2. Quadripartite (4 Arms)	2. Insect-like	2. Hoofed	2. Human-nailed	2. Bird-like (1)
	3. Styted\$	3. Human-like	3. Pinchered\$	3. Insect-like (1)
	4. Humanoid	4. Insect like	4. Taloned	4. Bat-like (2)
	5. Ape-like	5. Snake-like	5. Tentacled	5. Dragon-like (2)
	6. Bat-like	6. Webbed	6. Webbed#	6. Arakasha-like (3)
	7. Crab-like			
	8. Character Choice			

Torso and Limbs Rules Clarification: A character with four arms does not gain two extra attacks or ten extra movement points. If the Bat-like arm is rolled the character has wings that are attached to his arms like that of a bat. For the Hands and the Feet column the \$ symbol denotes that the part can do 1d4 damage if clawed, 1d6 damage if Pinchered, and 1d12 damage if Styted. The # symbol shows that the character gains +5 movement points while swimming. In the Wings column the number in brackets indicates the flight class associated with each type of wing.

Special Attacks	
2. Incite Berserk	+1 to hit, +2 dmg, +5 Movement Points
3. Surprise	+2 to surprise rolls
4. Charm	90% chance to charm a person, only one person may be charmed at once
5. Breath Weapon	Damage is 1d4 health points per level
6. Acid Saliva	1d8 damage
7. Bonus PP if Mage	+100 Psychi Points
8. Heal	1d6 HP each body part, once per day
9. Max. 1 Attribute	Increase one attribute to 30 once per day, for two rounds
10. Gaze	Gaze of blinding, once per level, per day
11. Gaze	Gaze of confusion, once per level, per day
12. Gaze	Gaze of fear, once per level, per day
13. Gaze	Gaze of paralysis, once per level, per day
14. Flaming Sphere	1d12 damage, once per day
15. Call Creature	Call one type of animal, medium or small size, type must always be the same
16. Players Creation	Must be "okayed" with RM

Special Defenses	
1. Become Smoke	For 1 round, per level
2. Immune	To cold or heat, only valid in Kcrux Guise
3. Immune	To poisons or disease, only valid in Kcrux Guise
4. Become Ethereal	Once per day, for one round per level
5. Telepathy	Only in Kcrux Guise
6. Become a Statue	Of Crystalline for one round, per level

Dangers To Kinn	
2. Natural appearance,	Sight of themselves blinds them for 1 round.
3. Music,	Music causes the Kinn to panic, and shift to his natural form.
4. Moral Holy Items,	Moral Holy Items cause the Kinn to panic and shift to his natural form.
5. Sensitive to magike,	-5 on resistance to magike rolls
6. Wood,	If hit with a wooden weapon it causes paralysis for one round.
7. Iron,	Weapons do +1 dmg. Cold Iron items do 1 dmg for every round touched.
8. Silver,	Weapons do + 2 dmg. Silver items do 2 dmg every round touched.
9. Crystalline,	Weapons do +3 dmg. Crystalline Items do 3 dmg every round touched.
10. Sunlight,	Sunlight causes 2 HP of burning damage for every round exposed.
11. Fire,	Fire does +4 points of damage per round.
12. Extreme Cold,	Does +3 damage, and freezes Kinn for two rounds.
13. Moral Weapons,	Causes double the normal damage.
14. Vulnerable to magike,	-8 on resistance to magike rolls, double all spells effects.
15. Herb or Plant,	One herb or plant burns the Kinn for five HP and forces him to shift.
16. Characters Choice,	Of those listed above.

Rules Clarification for Special Attacks, Defenses and Dangers: *All special attacks, defenses and dangers are only valid when a Kinn is in Kcrux Guise. None of these apply when the Kinn is in a tribal form unless stated otherwise under the appropriate section.*

The MIDIAN

Description: The Midian is a tall and generally slim race. Midians have broad shoulders, but slim limbs which fail to show their natural strength. The Midian stands around 200 cm (6'7") for males and females. They have a peach skin color and bright green eyes. Around all the sides of their head, but not on top, they have a series of dull-red and black, long, thick organic hair-like appendages. These appendages are used to pick up vibrations from up to 20 meters around the Midian and act like a sonar device, letting the Midian sense all those within range. The top of the Midian head has a ridge running along the center with short clear bristles growing on the top of the entire head. Midian mouths are small, square, and made of bone. On each side of the mouth are large and very sharp fangs on the top and bottom of the jaw. These mouths are used for ripping and shredding. Like their cousins the Kinn, the Midians also have a two different appearances. The Midians only have two different faces, one is their natural face, seen when they are calm. The other is their Kar-Parr, or Face of The Heart.

Defense Rating:	13	Activity:	Any
Alignments:	Any, usually Anarchic	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	14	Right Arm	14
Main Body		Left Arm	14
Torso	60	Right Leg	22
		Left Leg	22

Society

The Midian race usually lives in filthy conditions within dark, damp and ancient buildings. As a result Midians are completely immune to the effects of natural occurring diseases and sickness because these conditions have given them disease preventing immune systems. Although the Midians are immune to disease, the Midian race is a serious carrier of many diseases, and any natural disease that they encounter they may carry. Midians are able to transfer many dangerous diseases through saliva, blood, and body fluids. During combat anyone who is cut and exposed to any Midian or his body fluids is 80% likely to contract a disease.

Midian society differs little from its description in the Otapi'sin section. Midian women are mated to a man at the early age of forty. The women are mated for life while still barely physically mature. However, as they mature Midian women come to realize that, as they are equally as strong as the men and have control over the bedchamber, they have their own influence and that of their mates as well. The Middish women say, the real power behind a man is his mate, and with or without her, he is powerless. Midian children are born strong and silent, they cannot make any sounds until they are half a year old. They are taught the middish ways before they can talk.

There is one prominent tribe among the Midians. The tribe's name is Haaw-Kack-Eo-Chouw-Chee (How-tack-Eoo-Chow-Cheey). It means "The Bringers of Demothcrethious." The members of this tribe are little more than animals, which terrorize all races including their own. This tribe is the ultimate in degeneration, cannibalism, and barbarism. The tribe eats the victims of their raids, keeping them captive until they are to become "dinner." All of the members of the tribe have slightly withered, and green toned skin, with red glowing eyes. The Haaw-Kack-Eo-Chouw-Chee tribe openly worships Demothcrethious, trying to convert all, and kill any whom resist. They are all psychotic animals, in mind and body.

Culture

The Midian culture uses a harsh form of language, consisting of abrupt words and metaphorical phrases. Others know this language only as Middish. Midians are a part of the Otapi'sin, living in the jungles with the Kinn, whom they view as their brothers. Midians are considered to be crude and violent by all those who come in contact with them. It is adverse to the Otapi'sin, but Midians typically have absolutely no care for the life of other beings or creatures. They are said to be the only truly evil race. This, however, is not exactly true. Many Midians have fled their homelands and live in peace. These Midians are generally benevolent and law abiding, a testament to the force of good.

Kar-Parr is the Face of The Heart, a face that every Midian hides from the outside world. This face can be of any appearance including the addition of horns, mystic symbols in the skin, fangs, different type eyes, and different skin coloration's or color patterns. The Kar-Parr is up to the player, but it must be similar to the characters normal face. This face appears under a number of different occasions:

In the presence of the blood, extreme evil, or extreme good; In situations of stress, strong emotions, or fear; In combat or previous to combat; When under the influence of any drug or alcohol.

Combat

The bristles on the head and the tube like hair act as a vibration sensor and sonar. With this the Midian is able to detect his surroundings in the dark within 10 meters, and he is also unable to be surprised by anyone within this range. Another ability of the Midian, their most unique, is their ability to chameleon the colors of their bodies into their surroundings. Anything that they are carrying on their body will not chameleon. Chameleoned Midians cannot see other chameleoned Midians, but can recognize them if they have the Detect Concealment skill, with a +30% bonus on this ability. This ability, like that of the Spiris is held in the skin permanently. However, unlike the Spiris, the Midians may return to their normal appearance and chameleon at will. The chameleon ability lets the character fight as if he were invisible, (see combat section for fighting invisible creature). The chameleon ability of the Midian makes middish skin incredibly valuable. Armor and clothes made of Middish skin can be found on the black market.

The Phantasmus

Description: Phantasmuses resemble tall and thin oriental humans in appearance, but rarely appear to strangers in their original form. Phantasmuses mask their appearance with illusions into other animals or races, because like the Kinns and Midians, Phantasmuses are persecuted heavily in any other society other than their own. Phantasmuses are tall, males 200 cm. (6'7), and females 160 cm. (5'3). Phantasmuses have pitch-black skin, long black hair and large bright glowing eyes. Phantasmuses usually have multi-colored eyes with one color always being emerald green. Female Phantasmuses have lighter brown or tan skin with the typical long black hair, but it is normal for their eyes to be of one color or two. Phantasmus skin is covered with geometrical patterns and runes that reflect their religion and life path. Those Phantasmuses who are runic wizards cover their bodies with these runes, permanently imbedding the power of the runes into their skin.

Defense Rating:	7	Activity:	Nocturnal
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
	Vital Areas		Limbs
Head	8	Right Arm	14
	Main Body	Left Arm	14
Torso	46	Right Leg	18
		Left Leg	18

Society

Phantasmuses are part of the Otapi'sin culture of the mountains, living in dark secluded underground dwellings, caves, or hidden cities. Their favorite times to be active are in the night and early morning. As they are darkness orientated they can only see things as a blurred distortion while in the light. However, while in the dark they can see, twice the normal distance with twice the perception, and clearness, than any other race may while in the light. When in darkness or shade, Phantasmuses move undetected and silent, surprising anyone 5 out of 6 times. Phantasmuses have the same views on life, love and marriage that the Otapi'sin culture explains for mountain people, and like all of the native peoples Phantasmuses speak and think with the same constant reference to nature. Of all known Phantasmus organizations, the order of Manoica-Lankma (False-Eyes) is the most powerful and respected. This order is an order that is devoted to the arts of illusion. Their abilities, enhanced by their natural aptitudes, make the member of this order very powerful. This power has kept the Phantasmus people safe for generations, as commoners weave all manner of superstitions, many of which are close to the truth, and they effectively keep all but the foolhardy at bay.

Being natural to the dark makes a Phantasmuses skill in illusions to all the light-seeing races legendary. One common manifestation is their ability to create darkness around them in a fifteen-meter radius. Another of their abilities is to disguise themselves as any other race, masking their natural appearance. This can be done as many as three times a day. People who are suspicious or looking for things that are not as they might seem may see through these illusions if they make a successful resistance versus magike. The real power of the Phantasmuses lies in their enhanced control of illusions. Every Phantasmus is born with these abilities inbred, and no matter what path in life the individual may take, this ability will remain. (More on the illusion ability in the combat section).

Culture

The main Phantasmus dialect is known as Gaotheis, though there are many more dialects; most Phantasmuses know this dialect. The language consists of soft sounds that flow together not unlike music, or the sounds of a meandering brook. Foreigners to the language would not recognize it as such.

Phantasmuses are very superstitious towards things that we take as normal. For instance, mirrors, are affronts to their naturalness with illusions, because it copies an image without the use of an illusion, and Phantasmuses have no mirrors. How could a mirror work in the dark? Phantasmuses commonly worship no god, or gods, but instead treat beauty, the beauty of the darkness, magike, illusions, and much other subterranean normality's with a reverence many of us associate with divinity. Phantasmuses, for example, believe that to cut the hair is shameful and is a mark of an outlaw, bad luck, and disgrace.

Phantasmuses take one day, in every ten, to rest, learn, practice their skill with illusions, and to revel in the security of the darkness and to explore it with all six of the senses. No Phantasmus anywhere will do anything else on this day especially spend it in the light. Darkness and illusions are the key points in Phantasmus spirituality and philosophy. It is their way of thinking and their exploration of darkness with all of the senses that enables them to "see" and feel in the darkness.

Phantasmus history is taught to their children through their illusions. From the splitting of their original race Phantasmuses took to the caves and homes carved into high mountainsides. The initial reason for this was strategic and military. Over the years as generations were born and died, the mountains were the roofs of their homes, and the darkness their companions. The magike of nature, the magike of darkness, led them to their legendary abilities. In an old child's story, an ancient man named Gaotheis explains, "With no fox, or wolf or bird to see upon the tongue of the wind, we learned to look not outward, but inward. There we found the pictures and images that our eyes could not draw, and for us the wolf howls whenever we need him to. Look there in the shadows of the curtain of shadows, and all will see the wolf, the fox or the bird, or anything else you eyes cannot draw, but your soul can." This phrase is well known, and memorized by all Phantasmuses as being true to the soul. The ritual Phantasmus greeting and part is taken from this quote. The greeting is "Against the curtain the wolf is seen," one part of the ritual parting message is said by one person "Let your soul find the shadows' play," the other responds with "Inward the bird rides free."

Combat

A Phantasmuses illusion may be anything that the individual can imagine. This illusion can only be as large as the caster. The illusion cannot harm anything or perform any other function other than to create the appearance of some object, or to mask or change an appearance. If the caster is attempting to create something he has not seen before it must be studied, and observed before hand. The required study time is two turns. For every round less than the required time, the victim of the illusions resistance target number is lowered by two. For every round over the required study time the victims resistance target number is raised by two. The illusion is to be treated as real as long as the victims believe it by rolling a resistance check versus illusions. When an illusion of a hideous creature is cast, for example, the victim could potentially die from the very terror and shock of believing the illusion. The chance of success for the illusion is 70%. Female Phantasmuses are lovers of magike and illusions becoming, a generally powerful user of this art, they therefore gaining a bonus of 100 Psyche points.

The SPIRI

Description: Spiris are a people of average height, 170 cm (5'5), with a slim, but not skinny, build. Spiris have sharp features, like their ears that are elegant and pointed, their eyes that taper to sharp ends, their high cheeks and foreheads, and angular jaws. The Spiri brow ridges are, however, a very characteristic mark. The brow ridges are long and sharp, but not pointed. Just underneath the brow ridges and above the eyes Spiris have a row of retractable barbed needles (ten needles under each brow). Female Spiris also have 10 razor sharp, non-retractable needles in a row up each arm. These needles are different in that they are flat and double edged, used for slicing, not piercing. The most noticeable and characteristic feature of the Spiri lies in their skin. Spiris are completely transparent, except for the shimmering outline that surrounds them. The transparent property lies only in a Spiri skin, remove it and all that lies beneath is strongly visible. The ability of the skin does not stop there, anything that the individual touches that is inanimate and small also becomes transparent. This ability cannot be deactivated, as it is a physical quality of the skin. Another characteristic feature of the Spiri is that their pupils are slitted, similar to a cat. The eye colour can be anything, although blue and brown eyes are the most common. Spiris pupils are also slitted horizontally, because it allows Spiris to see other Spiris, through the transparentness of the skin.

Defence Rating:	13	Activity:	Any
Alignments:	Any	Natural Resistance's:	Standard

Health Point Distribution			
Vital Areas		Limbs	
Head	14	Right Arm	22
		Left Arm	22
Torso	67	Right Leg	30
		Left Leg	30

Society

Spiri have an ancestral name that was forgotten centuries ago. Spiri got the name "Spiri" because of their resemblance to spirits, and that at the time they got this name the majority of them lived in Spirit Woods. For many, Spirit Woods was a woodland of evil and of the supernatural, which isn't far from the truth. Spiris live in communities and towns in typical forest area Root Cultural dwellings, underground homes, or dark damp caves, in the high mountains or southern forest regions. Spiri heritage is matrilineal, so that male children are still very desirable, but female children are also essential to carry on the family line. Spiris have a difficult place in "civilized" society's towns and cities. Spiris especially have a hard time finding any type of job or permanent residence out of their own society because of superstitions and racial prejudices. Spiris are never hired in any towns that value honesty, simply because people don't trust what they cannot see. Therefore, in superstitious or prejudiced societies, it is common to find that most Spiris have turned to Roguing.

This has led to the establishment of a secret, and very powerful organization called the Rogues Gallery. The Rogues Gallery is comprised of mainly Spiris, but many other members are of different races. Anyone can join, provided that they are proficient at certain skills. The Rogues Gallery practices, thieving, begging, smuggling, drug dealing, assassinations, gladiatorial sports, etceteras, the list is endless. The Rogues Gallery is the largest network in Khardan that has its center in Jah-Re-Bah, and ties to every town and city.

Culture

The common Spiri language is called Spiritic. Spiritic is a soft language that has many sounds closely resembling those of forest animals. The Spiris, have another language, a silent language consisting of small hardly noticeable signs made with the hands and arms. Only Spiris and those persons who have lived or affiliate closely and frequently may ever learn this language. Most of the Spiri race is a part of the Otapi'sin culture of the forests, some Spiri shares the mountains with the Phantasmuses. Spiris commonly celebrate the equinoxes and the solstices as their regular holidays. At the end of each of these festivals Spiris take part in a ritual that releases magike from their bodies into the trees and forests. This ritual utilizes what the Spiris call coupling magike. Only adult Spiri may take part, for obvious reasons. Each Spiri takes the partner of his choice, regardless of ties or marriage obligations, for one night.

To become an adult Spiri men and women must be proficient in all of their sacred weapons, (daggers, dirks, darts, katana swords, and long bows). Males must also pass tests of strength, courage, dexterity, hunting, and guile. Females must pass tests of courage, dexterity, gathering, guile and charm.

Combat

Spiris have a power which enables them to walk out of their shimmering outlines for one turn. All opponents have a -3 to hit a Spiri while he is inside of his shimmering outline, and a -5 to hit a Spiri when he is out of his outline. Magike that is centered at detecting invisibility, will not reveal the Spiri, because his transparent skin is not magikeal, and transparent is not the same as invisible. The needles under a Spiris can fire at victims up to twenty meters away, either all at once or ten at a time for a damage of 1d10 (or 1hp of damage per needle, a to hit roll is required). The needles regenerate in twenty-four hours. The Spiri females have ten razor-needles on each arm, that can fire up to ten meters away. These razor-needles do two points of damage each and regenerate in forty-eight hours.

In combat, Spiris gain a bonus of 1 to hit, with a dagger, a dirk, a dart, a long sword or a long bow as these are considered sacred weapons. In the dark Spiris are practically invisible and because of their unique eyes can see other Spiri and can see in low-light conditions at a range of 20 meters.

Chapter v The Nine Attributes

You should have already started to record some items on your character sheet, such as your physical appearance, attributes, and racial abilities. You are now onto the second step where you will roll your attributes using the number of six-sided die noted under your race, and determine their purposes.

On the first chart below the numbers indicate the number of six-sided dice that are to be rolled to determine the score of the attribute. As shown below, the attributes are determined by die roll according to the race of the character. The number behind the slash is for female characters. Also each attribute score is restricted by the race of the character since the physical make up of each race will affect the maximum scores for a character's attributes.

A character is composed of eight basic attributes, as seen below with their abbreviations in brackets, Will Power is listed first because it can modify your other attributes. Each of these attributes is designed to sketch out the physical and mental traits of the character. The details are up to you!

Will Power (WP)	Indicates a character's ambition and will power.
Strength (Str)	Indicates the raw physical power of the individual.
Intelligence (Int)	Indicates the IQ and magikeal ability of the character.
Wit (Wit)	Indicates the characters wisdom and perceptiveness.
Dexterity (Dex)	Indicates the characters agility and co-ordination.
Constitution (Con)	Indicates the characters physique and health.
Appearance (App)	Indicates the characters physical attractiveness.
Personality (Per)	Indicates the characters personal charisma.
Movement (Mv or Mp)	Indicates the characters speed and quickness.

Race	WP	Str	Int	Wit	Dex	Con	App	Per	Mv
Arakasha	3/4	5/4	2+4	3+2	3	4/3	2/3	3	3/4
Belox	4	2/1	4/5	3	5	2	5	4	6
Chahannawashea	3+4	3	3+4	4	2	5	3	3	3
Civakxy	4	3+2	5	3+2	3+2	2+2	4+2	3	3
Civandzy	4/5	4/3	4	4	5	3	5/6	4	3
Culgan	4	5	4	2+3	4	3	2	2	3/4
Human	5	4/3	5	4	3	3	4/5	3	3
Kinn	3+4	4	4	3	5	4	3	4	3
Midian	4	4	3	4	5	4	2	3	3
Phantasmus	5	2	5	4	3	2	5/6	4	3
Rocc	3	6	2	2+2	3	4	2	3	3/3
Spiri	4	3	3+2	4	5/5+2	3	3	4	3
Vorlex	3	5	4	3	3	4	3	3	3/4

Racial Maximum Chart									
Race	WP	Str	Int	Wit	Dex	Con	App	Per	Mv*
Arakasha/Vorlex	25	30	25	30	25	30	30	30	18/24
Belox	30	25	25	30	25	25	30	30	48
Chahannawashea/Spiri	25	25	25	30	30	30	30	30	12
Civakxy/Civandzy	30	25	30	30	25	25	30	30	18 (24)
Culgan	25	30	25	30	25	25	30	30	18/24
Human	30	30	30	30	30	30	30	30	12
Kinn/ Midian	30	30	25	30	30	30	30	30	12
Phantasmus	30	25	30	30	25	25	30	30	12
Rocc	25	30	25	30	25	30	30	30	6/18

EXPLANATION OF CHARACTER ATTRIBUTES

WILL POWER

Will Power indicates a character's ambition, cunning and ability to prevail over physical and mental drawbacks. A high will power can influence and improve a character's strength, intelligence, dexterity, wit and constitution. Will power can also aid a character to heal faster, control his heart and metabolic rates and push him to the limit. A three WP would indicate that the character is a fat lazy slob, who does not care about anything, has no goals and will not even lift a finger to feed himself. A 30 on the other hand would indicate a character that has enough personal drive to attain godly status and will advance rapidly in any profession that interests him. Usually most professions interest them. A Realm Master may rule that a character who is striving very hard and who has accomplished a feat that would take great will power can be awarded a higher Will Power score. All scores over 25 are initially attainable only to Humans, Beloxes, and Phantasmuses.

Ability Score	Experience Bonus	HP Adj.	Resist Adj.	Str	Int	Dex	Wit	Con
3	-10%	-2	+3	-3	-2	-1	-3	-2
4	-8%	-1	+2	-2	-1	0	-2	-1
5-9	-5%	-1	+1	-1	0	0	-1	0
10-19	None	None	None	0	0	0	0	0
20	None	+1	None	0	0	0	0	0
21	None	+1	None	0	0	0	0	0
22	+1%	+1	None	0	0	0	0	0
23	+1%	+1	None	0	0	0	0	0
24	+2%	+1	None	0	+1	0	0	0
25	+2%	+1	-1	+1	+1	0	0	0
26	+3%	+1	-1	+1	+1	0	0	0
27	+3%	+2	-2	+1	+1	0	+1	+1
28	+4%	+2	-2	+2	+2	+1	+2	+2
29	+4%	+2	-3	+2	+3	+1	+3	+2
30	+5%	+2	-3	+3	+4	+2	+4	+3

Definitions

Experience Adjustment: The adjustment made to every bit of experience that a character earns through willful diligence.

Health Point Adjustment: The adjustment made to every die rolled to determine the HP of the character.

Resistance Adjustment: The bonus adjustment made to every target number to determine a resistance check vs. Magic, Mind, Paralysis because of a character's mental will power not to be subdued by these forces. The adjustment is made to the resistance target number.

Str, Int, Dex, Wit, Con: The adjustment made to the Strength, Intelligence, Dexterity, Wit and Constitution ability scores of the character.

STRENGTH

Strength is the measure of muscle, endurance and stamina. Strength is the forte of fighters for they must be powerful enough to wield heavy weapons and wear armor. Fighters with strength of 19 or higher are considered having exceptional strength. This is usually only common to Roccs and Arakashas but other races within four points of their maximum possible strength can roll one extra d4 and add it to their strength. Strength scores higher than 25 are attainable only to Arakashas, Civandzys, Kinn, Midians, Culgans, Vorlexes, Humans and Roccs. Any warrior with strength of over 23 gains a bonus of five percent to any experience he earns. The following applies to all characters.

Score	Damage Bonus	Weight Bonus	Impact Damage
1-3	-2	Normal	-1
4-5	-1	Normal	-1
6-7	-1	Normal	-1
8-9	None	Normal	-1
10-11	None	Normal	0
12-13	None	+50	0
14-15	None	+100	0
16	None	+150	0
17	None	+200	0
18	None	+250	0
19	+1	+300	0
20	+1	+350	1
21	+1	+400	1
22	+2	+450	1
23	+2	+500	1
24	+2	+550	2
25	+3	+600	2
26	+3	+650	2
27	+3	+700	2
28	+4	+800	3
29	+4	+900	3
30	+5	+900	3

Definitions

Damage Bonus: The adjustment to any damage done by the character as a direct result of his strength. This is applicable to weapons such as swords and bows, but not weapons that are mechanically powered such as crossbows or catapults.

Weight Bonus: The amounts of weight added to the characters own body weight that he can carry without being encumbered. (See encumbrance).

Impact Damage: Impact damage is the damage given to an opponent, who is protected with armor as a result of the extra impact of the attack by the attacker's strength forcing the armor into its wearer. The main damage of the attack is taken off the armor but the impact damage is always taken off the character. If the character is not wearing armor then he still receives the damage along with the normal damage of the blow.

INTELLIGENCE

Intelligence represents a character's memory, reasoning and learning ability, including other areas. Intelligence also dictates how many languages a person may learn. Intelligence is the forte of Magike-Wielders. They must have sharp, quick, and developed minds to be able to comprehend the workings of magike. Intelligence also reflects their ability to memorise their long and complicated spells to every detail or the spell will malfunction. Any mage with an Intelligence of 16 or higher receives a bonus of 5% on all earned experience. An Intelligence of 13 is considered above average. A 15-16 intelligence marks one as exceptionally intelligent, one who can solve problems without even trying. An Intelligence of 25-30 is considered beyond genius, more brilliant than can possibly be imagined, and an intelligence of anything above is considered to be divine. Only Humans, Civakxys and Phantasmuses can normally attain these scores without divine aid.

Score	# of Languages	Skill Percentage Bonus	Psyche Point Adjustment
2	1	-15%	-45
3-8	I	-10%	-35
9	2	-5%	-25
10	2	-2%	-15
11	2	-1%	None
12	3	None	None
13	II	None	None
14	3	None	None
15	4	None	None
16	4	+1%	None
17	4	+2%	None
18	II	+3%	None
19	5	+4%	None
20	III	+5%	+15
21	5	+5%	+25
22	IV	+6%	+35
23	6	+7%	+45
24	6	+8%	+55
25	6	+9%	+65
26	7	+10%	+75
27	V	+10%	+85
28	7	+10%	+90
29	7	+10%	+95
30	VI	+10%	+100

Definitions

Number Of Languages: The number of languages a character is capable of learning including his own native language. This however does not include reading and writing. The numerals indicate the number of the characters known languages that he can read and write.

Skill Percentage Bonus: This is the percentage bonus given to each skill. This bonus reflects the characters Intelligence and extra studying time.

Psyche Point Adjustment: The bonus or penalty to magi's Psyche points according to the intelligence and magikeal prowess of the character.

Dexterity

Dexterity encompasses hand-eye co-ordination, agility, reflexes, precision, reaction speed, balance and the speed of movement, and even the bonus to hit in melee combat. Dexterity is the forte of Rogues and it effects their professional Professions' abilities. All rogues with a dexterity of 16 or higher gain a bonus of 5 percent experience. The following columns, except for the Evasion, Reaction, Defence and Hit columns, apply to Rogues only. Scores of 25 and over are divine and are only available to Spirits, Civandzys, Humans, Midians and Beloxes.

Score	Steal	Jimmy Lock	L&D Trap	Light Touch	Blend Shadow	Evasion	Reaction Adj.	Defense Adj.	Hit
2-3	-12%	-10%	-20%	-20%	-15%	0	-3	-6	-7
4-6	-10%	-8%	-15%	-15%	-10%	0	-2	-4	-6
7-8	-8%	-6%	-10%	-10%	-5%	0	-1	-2	-5
9	-6%	-4%	-5%	-5%	0	0	0	0	-4
10	-4%	-2%	0	0	0	0	0	0	-2
11	-2%	0	0	0	0	0	0	0	-1
12-15	-1%	0	0	0	0	1%	0	0	0
16	0	0	0	+2%	0	2%	0	+1	+1
17	0	0	0	+4%	+2%	3%	0	+1	+1
18	0	0	0	+6%	+3%	4%	0	+1	+1
19	0	0	0	+8%	+4%	5%	0	+1	+1
20	+5%	0	0	+10%	+5%	6%	+1	+1	+1
21	+6%	0	0	+11%	+6%	8%	+1	+2	+2
22	+7%	0	0	+12%	+7%	10%	+1	+2	+2
23	+8%	0	+2%	+13%	+8%	12%	+1	+2	+2
24	+9%	0	+2%	+14%	+9%	13%	+1	+3	+2
25	+10%	+5%	+3%	+15%	+10%	14%	+2	+3	+2
26	+11%	+6%	+3%	+16%	+11%	15%	+2	+3	+3
27	+12%	+7%	+4%	+17%	+12%	16%	+2	+4	+3
28	+13%	+8%	+4%	+18%	+13%	17%	+2	+4	+3
29	+14%	+9%	+5%	+19%	+14%	18%	+2	+4	+3
30	+15%	+10%	+5%	+20%	+15%	20%	+3	+5	+3

Definitions

Steal to Blend Shadow: This refers to the bonus or penalty to the percentage chance of performing these abilities, (for Rogues only).

Evasion: The percentage a character has to dodge any missile attack. In The Case Of Rogues, this is an added bonus for only dodging missile weapons.

Reaction Adjustment: The adjustments to a player's die roll when rolling to strike an opponent with missile weapons or roll for rolling to parry an attack.

Defense Adjustment: Applies to the natural defense rating and defense rating of a character with or without armor.

Hit Bonus: The character's bonus to hit in melee combat, using hand held weapons such as swords and daggers.

WIT

Wit encompasses wile, intuition, perceptiveness, resourcefulness and wisdom. Because this attribute includes wisdom and resourcefulness it is the main characteristic required of Priests. Priests must be able to commune with their gods, and understand the answers that they receive. All Priests with a Wit of 16 or higher gain a plus 5% bonus on all earned experience. The Chance of failure column applies to Priests only. Any scores over 24 are considered divine, but may be attained by and of the races.

Ability Score	Chance of Failure	Mind Attack	Extra Perception	First Strike Adjustment
3	45	+3	2%	-5
4	40	+2	4%	-4
5	35	+2	6%	-3
6	30	+1	8%	-2
7	25	+1	10%	-1
8-9	20	None	12	None
10-11	15	None	14	None
12-13	10	None	16	None
14-15	5	-1	18	None
16-17	3	-1	20	+1
18-19	1	-2	22	+1
20	0	-2	24	+1
21	0	-3	26	+1
22	0	-3	28	+1
23	0	-3	30	+2
24	0	-4	31	+2
25	0	-4	32	+2
26	0	-4	33	+2
27	0	-4	34	+2
28	0	-5	35	+3
29	0	-5	36	+3
30	0	-5	40	+3

Definitions

Chance of Failure: The numbers shown indicates the chance that the caster has to misfire a spell.

Mind Attack: This is the bonus or penalty to a resistance target number check vs. mind attacks.

Extra Perception: This column refers to a character's ability to use his intuition and perceptive senses (including his sixth sense), to try evaluate whether there is danger near by. The character must be within 10 meters of the areas he wishes to sense. The RM usually makes this roll before the characters enter a dangerous area. A successful roll results in the RM saying something like, "You think you see something just at the edge of your vision, but when you look there isn't anything there," or "The hairs on the back of your neck stand on end and give you a prickling sensation."

First Strike Adjustment: The number in this column indicates the bonus or penalty to first strike and surprise situations. It also lets the player get a feel of how fast his character reacts to the intent of his opponent (Perceptiveness).

CONSTITUTION

Constitution is a term that rates a character's physique, fit fitness, health and physical resistance to disease and injury. As a result, this attribute affects the characters Health Points and in turn affects a character's Life Points. Constitution affects how the character reacts to tremendous physical shocks. This makes constitution an important statistic for all Professions. Any score over 25 is only normally attainable to Arakashas, Vorlexes, Roccs, Kinn, Humans and Civandzys. For other races a score over 25 can only be reached through divine or nearly divine magike.

Ability Score	Health Point Adjustment	Physical Shock	Poison Resistance	Regenerate Ability
2-4	-2	10%	+3	None
5-6	-1	15	+2	1 per Day
7-10	0	20	+1	2
11-15	+1	25	0	3
16-20	+2	30	0	4
21	+2	40	-1	5
22	+2	45	-1	1/5
23	+3	50	-2	1/4
24	+3	60	-2	1/3
25	+3	65	-3	1/2
26	+4	70	-3	1/1
27	+4	75	-4	1/1
28	+5	80	-4	1/1 Round
29	+5	85	-5	2/1
30	+6	90	-5	3/1

Definitions

Health Point Adjustment: Indicates a bonus or penalty to the health points of each body area.

Physical Shock: Indicates the percentage chances that a character has to withstand extreme physical damage without going into physical shock. This percentage, however, will be affected by difficulty modifiers depending on the severity of the situation (*see combat section of details*).

Poison Resistance: The bonus or penalty to a resistance checks vs. poison. The modifier adjusts the resistance's target number.

Regeneration Ability: The number in front of the slash indicates how many HPs are regained. The number behind the slash indicates how many days; turns or rounds must pass before the HPs are regained.

APPEARANCE

Appearance is the measure of physical attractiveness but also encompasses physical magnetism. A character with a high appearance score is captivating in physical beauty and always has people flocking around him to see such a stunning person. Players who have characters with high appearance scores have the chance to take the extremely rare features of each race. Someone with a low appearance score is repulsive and scares people. Any appearance scores over twenty-four are divine and are achievable by all of the races.

Ability Score	Charm Percent	Resistance Adjustment
1	-30% / -50%	+- 6
2	-25 / -45	+- 5
3	-20 / -40	+- 4
4	-15 / -35	+- 3
5	-10 / -30	+- 2
6	-5 / -25	+- 1
7-15	None	None
16	+2%	+- 1
17	+4	+- 2
18	+6	+- 2
19	+8	+- 2
20	+10	+- 3
21	+15	+- 3
22	+20	+- 3
23	+25	+- 4
24	+30	+- 4
25	+35	+- 4
26	+40	+- 5
27	+43	+- 5
28	+46	+- 5
29	+49	+- 6
30	+50	+- 6

Definitions

Charm Percent: The percentages chance that a character can charm other people with lower Appearances than he has. A negative indicator shows that the character is repulsive and scares people. Example Keith the warrior has a -20 / -40 percent that means that he repulses people (the - indicates this) to repulse or charm someone he must roll 20 / 40 or lower. He can only charm a person with a lower appearance than his, and repulse someone with a higher appearance. The number before the slash (20) is the number to charm. The number after the slash (40) is the chance to repulse.

Resistance Adj.: The adjustment to resist charms and the charming abilities other characters or persons. The number after the slash is the adjustment to resist repulsion. This affects the target number.

PERSONALITY

Personality indicates a character's degree of charisma, persuasiveness, radicalness, and personal magnetism. If a character has, for instance, a high personality score with a malevolent alignment, his personality is unstable and he may have violent and erratic mood swings. For example in the play "The Phantom of the Opera," the Phantom is very repulsive (low appearance score) so he wears a mask. The Phantom does very violent and extreme things such as dropping the chandelier on the audience. This would indicate a high personality score because he is very charismatic, but also very unstable. A low or average personality score means that the character is calm or controlled but may also still have a large degree of charisma or impulsiveness. A high personality score means that the person is a radical or extremist in some way that is determined by the player and the character's alignment.

Score	Magnetism	Persuasiveness	Emotion
3-5	-10%	-20%	-80%
6-10	-5%	-10%	-30%
11-15	None	None	None
16	+5%	None	None
17	+8%	None	None
18	+10%	+5%	+5%
19	+13%	+8%	+10%
20	+15%	+10%	+15%
21	+18%	+13%	+20%
22	+20%	+15%	+25%
23	+23%	+18%	+30%
24	+25%	+20%	+35%
25	+28%	+23%	+40%
26	+30%	+25%	+50%
27	+40%	+28%	+60%
28	+50%	+30%	+70%
29	+60%	+33%	+80%
30	+70%	+35%	+90%

Definitions

Magnetism: This column represents the chance that a character has to attract other individuals to him and his "cause." The number of individuals that will be drawn to the character is equal to his percentage number, but also depends on the other individuals' race and personal priorities, as well as will power.

Persuasiveness: Persuasiveness represents how successfully persuasive a character is or can be. Others persuaded by the character will carry out the wishes of the character unless strongly motivated otherwise. The plus in this column represents persuasiveness instilled through love. The minus represents persuasiveness instilled through fear.

Emotion: How easily a character can make anyone fear him, or (for members of the opposite sex, ect.) love him.

Movement

The movement attribute defines a character's speed and quickness not only in combat situations, but in non-combat situations as well. This attribute also modifies the defence rating of characters. The score that a character has in this attribute is the amount of Movement Points that a character has in total. In a non-combat situation a character may use all of these points in regular movement, but in a combat situation it becomes a little more complicated. In combat Movement points represent the limit of action that a character may take. Using Items, casting Spells and Attacking, all cost movement points. You will also notice that different weapons have different movement point requirements. This is because it obviously takes longer to swing a pole arm around than it does to fire a crossbow. MP bonuses gained due to specialisation in specific weapons are not added to the MP total of a character, but are added to the MP Bonus listed by that specific weapon on the character sheet. These bonus points can only be used to complete some kind of action with that weapon. As far as MPs for Ariel or flight manoeuvres goes, it is exactly the same as the regular ground based system. With the exception that the number of MPs limits a character while in flight because of his flight class. A flight class of one limits the character to five movement points maximum, with one attack regardless of left over points. A flight class of two limits a character to ten movement points, with at least two attacks regardless of the MP point total. Both flight classes cannot gain more points due to level advancement or skills). Flight class three is unlimited in its potential. The character can use all of his MP and fight to his capacity. A character's defence rating is also modified by a character's movement attribute. The quicker the character, the harder it is for an opponent to hit him.

Ability Score	Defense Rating Modifier
2-4	-2
5-6	-1
7-10	0
11-12	+1
13-14	+1
15-16	+1
17-18	+1
19-20	+1
21-22	+2
23-25	+2
26-28	+2
29-30	+2
31+	+3

Definitions

Defense Rating Modifier: This is the modification to a character's defense rating. These modifiers are not accumulative.

Movement and Attack: These are movement points that are required for the use of a specific weapon. An attack qualifies as a direct action or maneuver against a target such as firing a bow or other missile weapon, slashing, crushing, battering or physically hitting a target in any way. Warrior procedures like trained actions, or Ariel Diving also qualifies for this category as does a Vorlexes breath attacks. Spells that specifically are meant to harm a target in any way (through primary or secondary means) also belong in this section. Movement and Action: Movement points used for any action in a combat or other emergency that does not qualify as an attack. The following are actions that fit into this category: drawing or readying a weapon, drawing or readying a projectile (such as an arrow), setting a crossbow, aiming for a specific hit, changing weapons, using an item, speaking, moving, standing up, tumbling, and casting spells that do not directly attack a target such as conjuring spells.

Movement not in Combat: The movement of a character apart from combat is converted into kilometers and meters. If a character has, for instance a rating of ten, that translates to a moving speed of ten kilometers per hour, walking. Running multiplies this figure by five. Swimming halves this figure, as does crawling. A character may only move at this speed for as many rounds as his endurance.

Notes:

Attribute Bonuses: Attribute bonuses given through the characters Race, Will Power or Profession. These bonuses are accumulative and are to be added through the original score. Note that no attribute bonuses are to reach superior and divine status unless otherwise stated.

Health Point Bonuses: These bonuses are given to the characters' health points through either the Constitution or the Will Power of the character. These bonuses are accumulative and are to be added to the health point score of the character.

A STANDARD CHARACTER

What do the ability scores mean? How do they fit together, and what is the outline of a normal character? The above scores are just numbers that we fit together to try to "flesh out" a character's physical attributes, and mental state (what comes naturally to him and in what areas are he limited). This also gives a basic outline of the character's personality. The scores fit together and depend on each other. A normal character's attributes are as follows: WP 10-14, Str 10-15, Int 12-14, Dex 13-15, Wit 9-15, Con 10-20, App 7-15, Per 11-17, and MV 8-10. As an example let us take a character named Lor. Lor is a Civalaxy warrior; he has a twenty-four strength, nine intelligence, twelve dexterity, eight wit, seven will power, twenty appearance, eight personality, and eighteen movement. Lor is for his race exceptionally strong so must have been into many physical activities such as sports when he was young, which also explains his exceptional movement rating. Because his intelligence is below average Lor probably didn't pay any attention to any studies or any form of schooling. Instead Lor goofed off in school, failed all academic studies but passed in the physical education area. Given his strength, and low intelligence, Lor is probably somewhat of a bully. Lor's will power is also low meaning that he is probably very lazy, which also accounts for his low intelligence, because he doesn't like to do much of anything. Lor is also lazy, which ties into his low dexterity and means that he never cared for activities in which precision was needed, only brute strength. Not paying attention to studying, leaves his mind blank of any imagination, so as a result he has a low wit. Generally to sum it up also as a result of his low will power Lor has a very low appearance score. This means that he may be very handsome but he is a slob and doesn't groom himself very well or not at all. Finally to sum it up, his laziness is probably a result of his low personality score, which means that he is a mellow, and normal type of guy.

Example:

Jason has chosen to become an Arakasha. He has already recorded the races' abilities and skills on his character record sheet. So, now most of the items dealing with his race are already recorded. Now he must roll his attributes. Since he is an Arakasha he is able to roll 5 die sixes for his strength. He rolls-5, 6,6,4,3 giving him a score of 24. Jason now rolls the rest of the attributes of his character according to the Racial Attribute Chart. Jason had rolled an 18 for his character's will power, not bad for an Arakasha. Unfortunately this score will not give his character any bonuses to his attributes. Jason will now record the attribute the attribute statistics, or capabilities on his character sheet. Now he is able to determine his endurance and move on to the next step.

PLAYER CHARACTERS IN Khardan

In the harsh world of Khardan, the land is cruel and barbaric. Strange men and beasts rule with an iron fist over their regions, and crude fortified cities and towns are scattered and intermixed with great spires of learning, humanity and thought. Each one damns the other and in the struggle for dominance they groan and strain to pull each other down. The real power, however, lies not within councils or laws, for each is constantly usurped. The real power lies with forces that work behind carefully woven veils, the veils of the adventurers that forever remain beyond sight.

The adventurers of Beyond are travellers and adventurers seeking out new quests and challenges. The land is a constant challenge, for it is here that man and women alike seek out fame and fortune, but most of all, survival. Even civilised Khardan has no room for the weak, and so all wait grimly for their chance to cheat death and are thrown into battles where influence, politics and subterfuge become both weapons and enemies. These people are not common folk. They are the heroes that songs and legends were created for. They are heroes by their own hands. Sadly, death claims most heroes, and their tales die with them. To die unsung becomes both their prison and their grave.

At this time you should have your characters racial and attribute statistics defined and written down on a character sheet. Now, as your characters' mind and body take shape we will add a major ingredient to this recipe, your characters Profession. The skills and abilities you are about to add to your character should reflect his personality and abilities. They should also give us an idea of what he has been doing for most of his young life, as well as what interests him. You should have your character's profession be of the type that you want to play, or of the type that your character is most suited for. If you feel that you would like your character to be a wizard, but he may be better suited for a warrior, it could be that your character feels the same way. Making this assumption can give us an idea of your characters' past. It could be

that your character and his twin brother are the heirs to the throne of a small and distant border keep. Now, your father, the king, must choose who will be the heir between your character and his brother. Your character, having many attributes of a good warrior has surpassed his brother in most of their formal training. The king has noted this and planned to make your character the heir. However, your characters spare time was spent studying the arcane arts and secretly wishing to be a great and powerful wizard. If you decided that your character is going to be a wizard anyway, your character may have made that same decision and fled from his home in pursuit of his goal. Therefore, he was banished forever by his now self-righteous and jealous brother, the king. If you decide otherwise then it might be that your character rebelled against his father and consequently was forced to join his father's army as punishment. Your character may have been stuck in that position for a few years, and finally got the opportunity to escape. As a result your character was banished from his homeland and now roams the lands in an effort to build up his own kingdom and one day crush what is now his brother's kingdom. The possibilities for characters are endless.

The characters Profession descriptions that follow give you a complete and detailed look at each Profession and contains the information you need to use each Profession. They are organised into 3 categories according to their type. Fighters, Elites, and Magike-Wielders. Some professions are already created, such as Warriors, Rogues and Wizards. However, each character will be unique because of a system where the players buy the abilities of their characters and advancements from those that are readily available. Think of the system as a university program, at first you learn basic skills common to the field you are entering, but later you learn skills that take you into a specialisation. In this system you first get your basic skills and then use your character's development points to buy new skills and abilities or powers, or build up existing ones.

Experience Points (XP) Experience Points are points used to measure a character's study, experience, practice and training. A character starts of with a number of points equal to the sum of his Wit, Will Power, Personality, and twice his Intelligence.

$$\text{Spending XP} = ((2 * \text{WP}) + \text{Str} + (2 * \text{Int}) + \text{Wit} + \text{Dex} + \text{App} + \text{Per}))$$

A character can use these points to purchase things in three categories: Powers, Abilities and Skills. Any initial XP's that the new character does not spend during character creation are lost. New XP's can only be awarded by the RM for completing adventures and performing tasks directly related to their Profession. A character spends these points to further develop his character. Increasing the level of an ability, skill or power by one costs the initial cost multiplied by the level you are upgrading to. For example, if the initial cost of an ability is 40 then the cost to upgrade it to the second level is 80. The third level would cost 120 more experience (level 3 * 40 = 120) Therefore, the character has spent a cumulative total of 240 XP's to get this skill to the third level.

Level Is a term used to classify a the power and measure of abilities and skills. Levels are of significance mainly only to the RM. A RM uses this system of levels chiefly to judge a characters degree of ability so that the he can create adventures that are neither too easy nor too hard.

Prime Requisites Are the statistics that are most important to a particular Profession. In this system, the Prime Requisites listed by each professions' description are the Attributes and their minimum scores that a character must have to be of that Profession.

Unique Character Abilities & Powers Are abilities and powers that the player creates specifically for his character. That ability or power can never be used by another character once it has been created because it is unique. The cost for each unique character power must be determined by the R.M. alone.

ICost and RCost The ICost and RCost listed in the profession catalogues represent the cost of buying a skill, ability or power initially, during the character creation process (ICost, initial cost) or as a new proficiency later during a characters already established career (RCost, regular cost). The RCost is usually 50 times that of the ICost for abilities and powers and 3 times the ICost for skills.

Each professions catalogue will list the cost of buying the abilities, and powers of other professions. This is always a multiple. Items that are listed with an RCost being "Not Available" must be purchased when the character is created. Items listed with an ICost being "***" are automatically given to a character at no cost.

Generating a Character The steps to generating a character are as listed below. First calculate your characters spending XP for buying your skills, abilities and powers. The formula again is $\text{XP} = ((2 * \text{WP}) + \text{Str} + (2 * \text{Int}) + \text{Wit} + \text{Dex} + \text{App} + \text{Per})$. Second select a Profession category and base type for your character. The categories and types are:

Fighters- The category of fighters represents any character profession that specialises in or frequently relies on physical force and endurance during combat to reach their objectives. Listed in this category are:

Warriors	Slayers
Kensai	Samurai
Berserkers	Holy Avengers
Unholy Avengers	Crystalline Warriors

Elites - are a different side to this category. They are the assassins, woodsmen and trackers, or spies. Elites rely on their senses, ingenuity, skill and concentration. Usually many Elites have questionable pasts and shady backgrounds. They are the few determined ones that the world has tried to pull down but failed. However, because the world has been hard on them they have become hardened, usually with the belief that the only one they can trust is themselves. Listed in this category are:

Rogues	Woodsmen
Thieves	Assassin
Ninjas	

Magike-Wielders - Encompasses all spell or magike-wielding Professions. They are devoted to study and the pursuing of advancement. Magike-Wielders spend most of their time reading, researching or working magike. They have conformed to schools and are extremely educated. Therefore they have little time for physical endeavours. Magike-Wielders may use any magikeal items. Magike is the tool, the weapon and the armour of a Magike-Wielder. They are, however, limited in use of weapons and may not use most armours. The category of Magike-Wielders contains these Professions:

Wizards	Priests
Druids	

Next select a specific type, for the profession of your characters and purchase your skills, abilities and powers, specialising in areas that coincide with the theme of your character. You should note and record the extent of these skills, abilities and powers. You may choose abilities, skills and powers that are specific to your profession type. You may also choose ones from a general listing for your profession category or a general listing for skills that are available to all professions. If a player wishes to choose an ability, skill or power belonging to another profession category or type he must pay a modified amount, that is listed in the profession descriptions.

Professional Sub-classes: Professional Sub-classes are specific variations, or sub-classes, of a certain profession that are practised by a specific culture. The professions above are very general professional types that are practised by most cultures, except the Crystalline Warrior that is a very specialised and unique profession. Sub-classes are specialised. Specific variations of these professions have abilities, and skills that are not covered in the listed profession. For instance, an Assassin can be found in almost any culture, but in Quan-Ti there is a very specialised variation of the assassin. This variation has different skills and abilities and is known as the Ninja. In order for a player to choose a sub-class, their character must belong to the culture from where the profession was derived from or has lived in an area where the profession is practised.

FIGHTERS

“The Fighters section introduces nearly all of the professions of Men at Arms to appear in Khardan. This consists of: Warriors, Slayers, Kensai, Samurai, Berserkers, Holy Avengers, Unholy Avengers and Crystalline Warriors. These men and women have fought most of the battles and struggles that have defined the empires and regions throughout Khardan. Without them the world would not be what it is today. Whether that’s good or bad, you’ll have to find out for yourself.”

- Author.

THE WARRIOR

The major attribute of a warrior is strength, but a high Will Power, Dexterity and Constitution are desirable, for the skills of an adept warrior go far deeper than just physical combat. A warrior must master quite a number of weapons knowing their advantages and disadvantages, what situations they are the most useful in and how to service them. A warrior must know tactics and strategy. The mighty Arakasha warrior Necohmak once said, “The advantage of terrain is worth half an army, and the difference in strategy is the difference between victory and defeat.” The warrior profession encompasses all common types of fighters, from guards and common mercenaries to generals and warlords. These common fighting folk are the greatest factor in the rise and fall of nations.

Warriors rely heavily on the strength of their arms, the stoutness of their shields and the sharpness of their blades. They are direct in their measures and you will find most of them to be direct individuals. Strike them and they strike back. Simple. Most warriors have little use for the more complicated arts of magike or faith. Although, some can and have searched out the arts when they realise that they can’t change the world with their blades.

Who and what a warrior is depends upon his skills, abilities and powers. The options open to a warrior are vast. A player can choose what a warrior can learn and what one can’t learn. There are mighty powers and mundane skills. For example, a warrior can choose to get such powers as automatically doing one point of damage in every attack for every level he attains. Therefore, a 6th level Warrior will automatically hit for six points of damage with a non-mechanical weapon (such as a catapult or crossbow, whose missiles are propelled by the strength of a machine). In addition, such abilities will allow the character to master any weapon at first level. The player can also decide the limitations of his character when using weapons and armour. Does the character have the potential to master any weapon he wishes or is he confined to a certain group? Can your warrior use magike, or only use magikeal weapons, armours and other items? The choice is yours.

Prerequisites	Any Race	Strength	Constitution
Ability Requirements		Strength 8	Constitution 7

WARRIOR CATALOGUE

Warriors may purchase abilities and powers listed under the Elite Category at twice the regular cost (RCost). Warriors may purchase the skills, abilities and powers listed under the Magike-Wielding Category at five times the regular cost. A player can choose a selection, or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat & Warrior Skills	9	27
2	Domestic Skills	8	24
3	Magikeal Skills	15	45
4	Outdoor Skills	4	12
5	Physical Skills	8	24
6	Religious Skills	14	42
7	Roguish Skills	15	45
8	Secondary Skills	6	18
9	Scholarly Skills	15	45
10	Weapon or Armour Skills	8	24

Warriors Abilities (1d12 + 1d10-1)

Number	Ability	ICost	RCost
2	Access to one Weapon group	**	Not Available
3	Access to one Armour Group	**	Not Available
4	Access to all Weapon groups	15	750
5	Access to all Armour Groups	15	750
6	Ariel Diving	38	1900
7	Hand To Hand, Light	10	500
8	Hand To Hand, Moderate	30	1500
9	Hand To Hand, Lethal	80	4000
10	Head Butting	25	1250
11	Mastered Weapon, One	30	1500
12	Mastered Weapon, Two	40	Not Available
13	Mastered Weapon, Three	65	Not Available
17	Use Magikeal Item, Potions	5	Not Available
18	Use Magikeal Item, Items	7	Not Available
19	Use Magikeal Item, Armours	5	Not Available
20	Use Magikeal Item, Weapons	5	Not Available
21	Unique Character Ability	Variable	*50

Descriptions				
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* Symbolises a character's Strength damage bonus. The damage of overbearing attacks apply to everyone who is hit. All locks can be held until the character is exerted, and damage is done each round. The Movement (MP) category shows the movement points required to execute a manoeuvre. The term "level" in this section refers only to the level of these abilities, if applicable.

Hand to Hand, Light				
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	Punching	MP	Damage	Effect
1	Glancing Blow	3	1	None
2	Blow	4	*	None
3	Solid Impact	5	4	Stunned

	Kicking	MP	Damage	Effect
1	Front Kick	5	*	Knocked back one meter
2	Side Kick	5	1d4	Knocked back two meters
3	Back Kick	5	1d4 + *	Knocked back three meters

	Locks	MP	Damage	Effect
1	Bear Hug	10	1 + *	Damage each round
2	Knee Lock	10	2 + *	Damage each round

	Overbearing	MP	Damage	Effect
1	Swayed	ALL	*	You gain First Strike
2	Glancing	ALL	2 + *	Knocked one meter aside

Hand to Hand, Moderate				
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	Punching	MP	Damage	Effect
1	Impact	5	1d6	None
2	Solid Blow	6	1d6+*	Stunned
3	Crushing Blow	8	1d8	25% knock out, Strike Again

	Kicking	MP	Damage	Effect
1	Sweep Kick	5	1d6 + *	Knocked down
2	Crescent Kick	5	1d8	Stunned, Strike Again
3	Round House Kick	10	1d8 + *	Knocked to ground, Stunned

	Locks	MP	Damage	Effect
1	Limb Lock	10	3 + *	Damage done until release
2	Limb Twist	10	4 + *	Damage done until release

	Overbearing	MP	Damage	Effect
1	Staggered	ALL	1d4	Opponent gets only half attacks
2	Knock to Knees	ALL	1d4 + *	Opponent gets only half attacks

Hand to Hand, Lethal

	Punching	MP	Damage	Effect
1	Backhand	5	1d10	Knocked down
2	Solid Bash	6	1d10 + *	Stunned, Strike Again
3	Crushing Bash	10	2d8 + *	30% Knock Out, Critical Hit on 28-30

	Kicking	MP	Damage	Effect
1	Flying Side Kick	10	1d8	10% chance Critical Hit
2	Flying Crescent Kick	10	1d10	20% chance Critical Hit
3	Flying Spin Kick	10	1d10 + *	30% chance Critical Hit

	Locks	MP	Damage	Effect
1	Head Lock	10	5 + *	20% KO + 10% each round
2	Strangle Hold	10	6 + *	30% KO + 10% each round

	Overbearing	MP	Damage	Effect
1	Severe Stagger	ALL	1d6	Opponents suffer First Strike penalty of four
2	Bowled Over	ALL	1d6 + *	Opponent loses First Strike

Head Butting (Roll 1d10)

	Result	MP	KO%	Damage	Effect
1	Light Blow	5	--	1 + *	Headache
2	Glancing Blow	5	--	2 + *	Dizziness
3	Bridge Bash	5	--	3 + *	Major Headache
4	Side Smash	5	--	4 + *	Stunned for one round
5	Forehead Butt	5	5	1d4 + *	Stunned 1 round Strike Again
6	Bash	5	10	1d4 + *	Stunned 2 rounds Strike Twice
7	Skull Crash	6	15	1d6 + *	Opponent may not continue
8	Crushing Blow	8	20	1d6 + *	Successful system shock roll or 10% death within 5 rounds
9	Temple Bash	10	25	1d8 + *	Cracked skull 10% death
10	Abominable Belt	10	30	1d10 + *	Cracked skull, loose one point intelligence (save vs.). 45% Death.
All attacks from 5-10 must be healed by a priest within two days. Concussion is present and if not treated death will occur within a week. Ten health points will be lost per turn after two days.					

Ariel Diving

Ariel Diving gives a character an automatic bonus of two to hit and is a form of a critical hit. Therefore a critical hit must be rolled in order to use this table. This Attack uses all of a characters MP for a round.

Roll	Result	Damage and Effect
1	Slashed Legs	-1 Dexterity, -2 Movement Points
2	Slashed Shoulder	-2 to Hit or Shield
3	Stomach Jab	Double Damage -2 Dexterity
4	Slashed Chest	+3 damage -2 Strength
5	Back Slash	+5 damage -1 Dexterity, -1 Strength
6	Critical Chest Jab	-50% of HP on Front Torso, -1 Dexterity, -2 Strength
7	Punctured Chest	-50% of HP on Front Torso, Death occurs if not treated
8	Punctured Abdomen	-50% of HP on Front Torso, Death occurs if not treated
9	Removed Leg (Left)	-9 Dexterity, -50% of total MP
10	Removed Leg (Right)	-9 Dexterity, -50% of total MP
11	Removed Hand*(Left)	-9 Dexterity, -50% of total MP
12	Removed Hand*(Right)	-9 Dexterity, -50% of total MP
13	Removed Arm* (Left)	-9 Dexterity, -50% of total MP
14	Removed Arm* (Right)	-9 Dexterity, -50% of total MP
15	Removed Eye (Left)	-3 Dexterity, Blinded
16	Removed Eye (Right)	-3 Dexterity, Blinded
17	Slashed Spinal Cord	Area reduced to 1 HP, 100% Movement loss
18	Severed Spinal Cord	Area reduced to 0 HP, 100% Movement loss
19	Punctured Heart	Death in two rounds
20	Decapitation	Death immediately

* In these hits if the character was left or right handed and the left or right hand was lost them all those character's weapon attacks are lost or shielding is lost.

Powers (1d4)

Number	Power	ICost	RCost
1	+1 Automatic Damage * Lvl, each attack	90	4,500
2	Quan-Ti Martial Art Style	75	3,750
3	Start with 5000 GP	80	N/A
4	Unique Character Power	Variable	*50

Descriptions

+1 Automatic Damage

If this power is chosen, then the character does one point of damage for every level he attains, on every attack. For example a sixth level warrior would automatically do six points of damage on each attack. This power can be extremely potent especially when the character reaches higher levels of power.

THE KENSAI (WARRIORS OF QUAN-TI)

The Kensai are a warrior caste from Quan-Ti. The Kensai are most recognised by the fact that they specialise, master, and perfect use in one single weapon. The word Kensai means “sword master” and is usually applied to characters who have perfected the art of sword fighting. However, this does not mean that a Kensai character is restricted to using just swords. There may be Kensai who use naginatas or halberds. There are a broad variety of weapons that a Kensai may choose. The player may choose the weapon that his Kensai character specialises in. It is a Kensai’s duty to become the perfect master of his weapon. Eventually, the man and the weapon must become one.

To achieve this goal the Kensai must master his weapon and himself: physically, mentally and spiritually. He must focus on learning others’ arts as well, and must practice daily with his weapon, while strengthening his body and purifying his spirit through trials and intense meditation.

Honour plays an important role in the life of a Kensai. One’s honour is a measure of his character and family, of his worth in society, his dependability, his personal character, his honesty and even his decency. With honour comes respect, power, influence, and position. A Kensai can gain honour through good deeds or success or to lose it by failure or misconduct. A Kensai can either gain or lose honour from any of the following.

Losing Honour

Losing a fair duel
Refusing a duel
Using a Ninja’s preferred weapon
Overindulgence in food or alcohol
Breaking an Oath
Losing his specialised Weapon

Gaining Honour

Winning a duel
Victorious against overwhelming odds
Winning a contest
Fulfilling an oath
Serving a lord

When a Kensai becomes known for his greatness in honour, the Realm Master may decide to provide the character with a reward after attaining a certain level of honour. This reward may be big or small, a title to land given by a Lord or a weapon of magikeal quality given to the character by a noble.

A Kensai character automatically gains a mastered weapon skill in one weapon of the player’s choice. The Kensai is then only able to acquire 3 more weapon skills at the normal experience cost. For a Kensai character to gain more than three extra weapon skills, he must purchase them at three times the normal cost. The Kensai may also purchase an ability that while using his preferred weapon the Kensai may do maximum damage once per day equal to his level. To use this ability the Kensai must announce that he is using the power and roll a successful hit. If a successful hit is made, the Kensai inflicts his maximum damage in a single attack.

A Kensai will not use heavy armour, for they believe that it is restrictive and does not allow them, the freedom of movement that they need to use their weapon with perfect skill. Although a Kensai can use any type of armour, they refuse to use armour that is heavy or restrictive. Therefore, a Kensai will only use lighter, more flexible types of armour that does not exceed the weight of chain mail. They are known, however, to wear some of the lighter armour worn by Samurais.

Prerequisites	No Kinn, or Midians	Strength	
Ability Requirements		Strength 13	Constitution 12

KENSŌI CATALOGUE

Kensai may purchase abilities and powers listed under the Elite Category, at twice the normal cost. Kensai may purchase only the skills and abilities listed under the Magike-Wielding Category at four times the normal cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	7	21
3	Magikeal Skills	15	45
4	Outdoor Skills	10	30
5	Physical Skills	9	27
6	Religious Skills	6	18
7	Roguish Skills	15	45
8	Secondary Skills	6	18
9	Scholarly Skills	15	45
10	Weapon and Armour Skills	7	21

Kensai Abilities (1d12 + 1d10-1)

Number	Ability	ICost	RCost
2	Access to one Weapon group	**	Not Available
3	Access to one Armour Group	**	Not Available
4	Access to all Weapon groups	15	750
5	Access to limited Armour Groups	17	850
6	Ariel Diving	38	1900
7	Hand To Hand, Light	15	750
8	Hand To Hand, Moderate	18	900
9	Hand To Hand, Lethal	20	1000
10	Quan-Ti Martial Art (no Ninjitsu)	20	1000
11	Mastered Weapon One	**	Not Available
12	Marksman in Long Bow	15	Not Available
13	Maximum Damage Attack	20	Not Available
14	Surprise Resistance	30	1500
15	Use two weapons Simultaneously	25	1250
16	Meditation	15	750
17	Use Magikeal Item, Potions	5	Not Available
18	Use Magikeal Item, Items	7	Not Available
19	Use Magikeal Item, Armours	5	Not Available
20	Use Magikeal Item, Weapons	5	Not Available
21	Unique Character Ability	Variable	*50

Descriptions

* Symbolizes a character's Strength damage bonus. The damage of overbearing attacks apply to everyone who is hit. All locks can be held until the character is exerted, and damage is done each round. The Movement (MP) category shows the movement points required to execute a maneuver. The term "level" in this section refers only to the level of these abilities, if applicable.

Ariel Diving

Ariel Diving gives a character an automatic bonus of two to hit and is a form of a critical hit. Therefore a critical hit must be rolled in order to use this table. This Attack uses all of a characters MP for a round.

	Result	Damage and Effect
1	Slashed Legs	-1 Dexterity, -2 Movement Points
2	Slashed Shoulder	-2 to Hit or Shield
3	Stomach Jab	Double Damage -2 Dexterity
4	Slashed Chest	+3 damage -2 Strength
5	Back Slash	+5 damage -1 Dexterity, -1 Strength
6	Critical Chest Jab	-50% of HP on Front Torso, -1 Dexterity, -2 Strength
7	Punctured Chest	-50% of HP on Front Torso, Death occurs if not treated
8	Punctured Abdomen	-50% of HP on Front Torso, Death occurs if not treated
9	Removed Leg (Left)	-9 Dexterity, -50% of total MP
10	Removed Leg (Right)	-9 Dexterity, -50% of total MP
11	Removed Hand*(Left)	-9 Dexterity, -50% of total MP
12	Removed Hand*(Right)	-9 Dexterity, -50% of total MP
13	Removed Arm* (Left)	-9 Dexterity, -50% of total MP
14	Removed Arm* (Right)	-9 Dexterity, -50% of total MP
15	Removed Eye (Left)	-3 Dexterity, Blinded
16	Removed Eye (Right)	-3 Dexterity, Blinded
17	Slashed Spinal Cord	Area reduced to 1 HP, 100% Movement loss
18	Severed Spinal Cord	Area reduced to 0 HP, 100% Movement loss
19	Punctured Heart	Death in two rounds
20	Decapitation	Death immediately

* In these hits if the character was left or right handed and the left or right hand was lost them all those character's weapon attacks are lost or shielding is lost.

Hand to Hand, Light

	Punching	MP	Damage	Effect
1	Glancing Blow	3	1	None
2	Blow	4	*	None
3	Solid Impact	5	4	Stunned

	Kicking	MP	Damage	Effect
1	Front Kick	5	*	Knocked back one meter
2	Side Kick	5	1d4	Knocked back two meters
3	Back Kick	5	1d4 + *	Knocked back three meters

	Locks	MP	Damage	Effect
1	Bear Hug	10	1 + *	Damage each round
2	Knee Lock	10	2 + *	Damage each round

	Overbearing	MP	Damage	Effect
1	Swayed	ALL	*	You gain First Strike
2	Glancing	ALL	2 + *	Knocked one meter aside

Hand to Hand, Moderate

	Punching	MP	Damage	Effect
1	Impact	5	1d6	None
2	Solid Blow	6	1d6 + *	Stunned
3	Crushing Blow	8	1d8	25% knock out, Strike Again

	Kicking	MP	Damage	Effect
1	Sweep Kick	5	1d6 + *	Knocked down
2	Crescent Kick	5	1d8	Stunned, Strike Again
3	Round House Kick	10	1d8 + *	Knocked to ground, Stunned

	Locks	MP	Damage	Effect
1	Limb Lock	10	3 + *	Damage done until release
2	Limb Twist	10	4 + *	Damage done until release

	Overbearing	MP	Damage	Effect
1	Staggered	ALL	1d4	Opponent gets only half attacks
2	Knock to Knees	ALL	1d4 + *	Opponent gets only half attacks

Hand to Hand, Lethal

	Punching	MP	Damage	Effect
1	Backhand	5	1d10	Knocked down
2	Solid Bash	6	1d10 + *	Stunned, Strike Again
3	Crushing Bash	10	2d8 + *	30% Knock Out, Critical Hit on 28-30

	Kicking	MP	Damage	Effect
1	Flying Side Kick	10	1d8	10% chance Critical Hit
2	Flying Crescent Kick	10	1d10	20% chance Critical Hit
3	Flying Spin Kick	10	1d10 + *	30% chance Critical Hit

	Locks	MP	Damage	Effect
1	Head Lock	10	5 + *	20% KO + 10% each round
2	Strangle Hold	10	6 + *	30% KO + 10% each round

	Overbearing	MP	Damage	Effect
1	Severe Stagger	ALL	1d6	Opponents suffer First Strike penalty of 4
2	Bowled Over	ALL	1d6 + *	Opponent loses First Strike

Quan-Ti Martial Art

A Kensai character who purchases this ability has acquired a martial art fighting style from the land of Quan-Ti. The Kensai can learn any one martial art style at skill level one, except for ninjitsu. The fighting form of ninjitsu is dishonourable to a Kensai and he will never learn the Ninja's fighting style. The Kensai can advance to higher skill levels in his martial art by upgrading this ability onto higher levels with experience points.

Marksmen in Long Bow

See skill level Marksman (in skill section).

Maximum Damage Attack

While using his preferred weapon, the Kensai may do the maximum damage possible in one attack, once per day. To use this ability the Kensai must announce that he is using the power and roll a successful hit. If a successful hit is made, the Kensai inflicts his maximum damage in a single attack.

Surprise Resistance

The adept alertness of a Kensai makes him difficult prey for those who rely on surprise to win a fight. Upon purchasing this ability the Kensai can only be surprised on a roll of a 1 on a d6.

Use Two Weapons Simultaneously

This ability allows the Kensai to be able to fight with one weapon in each hand simultaneously with no penalty.

Meditation

Meditation is the state of deep concentration, to allow the Kensai to focus and regain his physical, spiritual, and mental energies. One hour of uninterrupted meditation is equivalent to two hours of uninterrupted sleep -- while in a state of meditation the Kensai is oblivious to thirst, hunger, heat, cold and pain. However, the Kensai is still aware of his surroundings and thus does not suffer from any penalties to surprise or initiative rolls.



Kensai Powers (1d6)

Number	Power	ICost	RCost
1	+1 Automatic Damage * Lvl, each attack	90	4,500
2	Whirlwind Attack	100	5,000
3	Start with 5000 GP	75	N/A
4	Cause Fear	50	2,500
5	Fear Immunity	50	2,500
6	Unique Character Power	Variable	*50

Descriptions

+1 Automatic Damage

If power number one is chosen, then the character does one point of damage for every level he attains, on every attack. For example a sixth level Kensai would automatically do six points of damage on each attack. This power can be extremely potent especially when the character reaches higher levels of power.

Whirlwind Attack

With this powerful attack form the Kensai users his energy to burst forth into a whirlwind attack form that can be used once per day. With the Whirlwind Attack a Kensai can make a single attack on every opponent within 2 meters of himself, in a single round. Both sides must first make initiative rolls, and it is on the Kensai's turn that he can execute this extraordinary attack form. All to hit and damage bonuses apply.

Cause Fear

At any time, by gazing at an opponent a Kensai can instill panic and cause fear in his enemies. The Kensai's victims must make a successful resistance check at a plus two to their resistance target number if victims of fear fail their resistance check they suffer a -2 modifier to all combat rolls. However, if the victim is three or more levels lower than the Kensai, they will cower in fear, panic, or run.

Fear Immunity

The Kensai is immune to all forms of fear, including magikeally-induced fear. However, the Kensai is still subject to fear caused by dragons, but he receives a -5 to his target number to resist the fear generated by the presence of dragons.

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THE SLAYER

Slayers are characters who have dedicated their lives to the destruction of either good or evil. Because of their contact with evil or their actual wickedness most people shun Slayers and take them for all being wicked. A Slayers code of ethics is to be followed to the death. A Slayers can be of only two alignments, Virtuous or Malignant. A Virtuous Slayer may only have the lawful sub-tendency. A Malignant Slayer can have any sub-tendency. Because of their alignments of only the most good or the most evil Slayers are a tool for the gods and therefore have access to special powers that are considered divine. Each type of Slayer has a particular code of ethics and beliefs, depending on his type of alignment.

Virtuous Slayers believe strongly in righteous honour. A Slayer will accept death before he will accept dishonour, and he will extend honour to every person he meets, until that person has proved evil or unworthy or respect and honour. Virtuous Slayers also extend honour to the battlefield, which they believe is a glorious place. All apprentices must become a Slayer by proof on a battlefield. Virtuous Slayers are sworn to the defense of any charge, (post, person under their protection, ect) unto the death. A holy Slayer also believes strongly in Chivalry, and the pureness of his body as a gift and tool of his god. Any contamination of his body through his lack of self-control (particularly chastity, although sex is acceptable if the Slayer is married). Most, importantly, Virtuous Slayers believe in the utter extermination of all things that are evil.

Malignant Slayers believe do not have the exhaled thoughts of honour and glory that their virtuous brothers have. Malignant Slayers believe that dishonour, combat, and people are all just means to an end. Where Virtuous Slayers would retreat only in the most severe situations, (though not when they are fighting Virtuous Slayers), Malignant Slayers will gladly retreat if they can live to get revenge. Similar to Virtuous Slayers, however, Malignant Slayers believe in the utter and merciless extermination of good.

Prerequisites	Any Race	Personality	Will Power
Ability Requirements		Personality 10	Will Power 12

SLAYERS CATALOGUE

Slayers, because of their devotion to their training automatically receive one skill and ability free. A Slayer also receives a dedicated steed or animal companion of his choice, as well as a Slayers Weapon. Slayers may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Slayers may purchase abilities and powers listed under the Elite Category, at a +20 to the normal cost. Slayers may purchase the skills and abilities listed under the Magike-Wielding Category at two times the normal cost, unless listed otherwise in this section. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	12	36
3	Magikeal Skills	12	36
4	Outdoor Skills	9	27
5	Physical Skills	8	24
6	Religious Skills	10	30
7	Roguish Skills	10	30
8	Secondary Skills	11	33
9	Scholarly Skills	9	27
10	Weapon and Armour Skills	7	21

Slayer Abilities (1d20)

Number	Ability	ICost	RCost
1	Access to all Weapon groups	15	Not Available
2	Access to all Armour Groups	15	Not Available
3	Acute Sense	20	Not Available
4	Animal Empathy	20	Not Available
5	Hand To Hand, Light	15	750
6	Hand To Hand, Moderate	18	900
7	Hand To Hand, Lethal	20	1000
8	Mastered Weapon One	10	Not Available
9	Orientation	10	500
10	Presence Sense	25	1250
11	Repel	35	1750
12	Slayer Bonus	10	Not Available
13	Slayer Critical	12	Not Available
14	Slayer Immunity	35	Not Available
15	Strong Will	15	750
16	Use Magikeal Item, Potions	5	Not Available
17	Use Magikeal Item, Items	7	Not Available
18	Use Magikeal Item, Armours	5	Not Available
19	Use Magikeal Item, Weapons	5	Not Available
20	Unique Character Ability	Variable	*50

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Access to One Weapon / Armour Group

A Slayer is limited to one group in the weapons and armours that he can wear. The weapon group must be either slashing or piercing.

Acute Sense

The character has one incredibly heightened sense or a heightened state of awareness. The choices are Acute Hearing, Acute Taste, Acute Smell, Acute Vision or Alertness. If this ability is chosen the sense of the character is doubled. A character with acute hearing or alertness can rarely, or never be surprised, or can only be surprised under extreme conditions (RM’s choice). A character with acute taste or smell can notice odors many meters or even farther away! An acute vision would let a character see minute details far beyond even the best normal vision limits, and he would even have a limited night vision (at half the normal daytime ranges). This ability can be chosen more than once but the same sense (Acute Hearing, Vision ect.) cannot.

Animal Empathy

You understand and love animals, and they love you. Your reactions and their reactions to you are never worse than wary unless the circumstances are very extreme. Although you may be in a situation where you or one of your companions is threatened by an animal you would loathe to kill one unless it is absolutely necessary. Killing for food is an acceptable reason to kill an animal, though you probably have some type of personal tradition that thanks the animal for its sacrifice. If this ability is chosen again, not only do you understand animals but also you can communicate simple to even moderately complicated commands to an animal that is very close to you. This communication is telepathic.

Hand to Hand

See the warrior's section for the types of hand to hand moves and their costs. The cost for a Slayer purchasing one of these abilities is +5 for light and +10 for moderate and lethal.

Orientation

You always know what direction is north. You always remember a trail or path that you have traveled, so you can retrace your steps, even if they were taken months ago, no matter how confusing.

Presence Sense

You can, at will, project your natural awareness to distances of a fifteen-meter (45-foot) radius. This awareness senses the presence of all evil and good being within its area. The cost of using this ability is one health point (10 LP) from your chest area.

Repel

You repel all oppositely aligned creatures (costs 30 LP from front torso). Virtuous Slayers have a great affect on wicked creatures. The repelling table below shows the affects of this ability. The numbers on this table represent a percentile roll that is required to repel a creature and send them running away. An R shows that all creatures automatically run away and hide, a P shows that all the creatures automatically perish. Important Non-player characters player characters or other very powerful beings will not perish but merely be turned.

Virtuous Slayers' Table

Virtuous Level	Repelling Level													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
1	40	55	70	85	95	99	R	R	R	R	P	P	P	P
2	25	40	55	70	85	95	99	R	R	R	R	P	P	P
3	10	25	40	55	70	85	95	99	R	R	R	R	P	P
4	1	10	25	40	55	70	85	95	99	R	R	R	R	P
5	--	1	10	25	40	55	70	85	95	99	R	R	R	P
6	--	--	1	10	25	40	55	70	85	95	99	R	R	P
7	--	--	--	1	10	25	40	55	70	85	95	99	R	R
8	--	--	--	--	1	10	25	40	55	70	85	95	99	R
9	--	--	--	--	--	1	10	25	40	55	70	85	95	99
10	--	--	--	--	--	--	1	10	25	40	55	70	85	95
Special	--	--	--	--	--	--	--	1	10	25	40	55	70	85

Malignant Slayers' Table

Wicked Level	Repelling Level													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
1	50	65	80	95	99	R	R	R	P	P	P	P	P	P
2	35	50	65	80	95	99	R	R	R	P	P	P	P	P
3	20	35	50	65	80	95	99	R	R	R	P	P	P	P
4	5	20	35	50	65	80	95	99	R	R	R	P	P	P
5	1	5	20	35	50	65	80	95	99	R	R	R	P	P
6	--	1	5	20	35	50	65	80	95	99	R	R	R	P
7	--	--	1	5	20	35	50	65	80	95	99	R	R	R
8	--	--	--	1	5	20	35	50	65	80	95	99	R	R
9	--	--	--	--	1	5	20	35	50	65	80	95	99	R
10	--	--	--	--	--	1	5	20	35	50	65	80	95	99
Special	--	--	--	--	--	--	1	5	20	35	50	65	80	95

Slayer Bonus

The Slayer, because of his attunement to those oppositely aligned to him, has developed his combat skills specifically to combat vs. the wicked or the good. The Slayer gains a +1 to strike and damage every four levels of this ability.

Slayers Critical

This is a specialization of the ability described above. In this specialization, the character is so attuned to fighting the oppositely aligned that he does double damage to all oppositely aligned creatures.

Slayers Immunity

The Slayer is automatically immune to the effects of disease. This is especially useful against the disease causing abilities of Malignant Slayers. Virtuous Slayers can buy this ability at a -5 to the cost.

Strong Will

This ability is of particular use to Virtuous Slayers who may be tempted to sin and lose their abilities consequently. This ability makes the Virtuous Slayer a pillar of holy strength. The Slayer can only be tempted by the most powerful of creatures, or in the most immense conditions. It costs 5 HP from the chest area.

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Virtuous Slayer Powers (1d6)

Number	Power	ICost	RCost
1	Cure	50	2500
2	Create Light	50	2500
3	Healing Touch	50	2500
4	Necromantic Aspect	80	4000
5	Resurrection	60	N/A
6	Unique Character Power	Variable	*50

Malignant Slayer Powers (1d6)

Number	Power	ICost	RCost
1	Create Darkness	50	2500
2	Healing Touch	50	2500
3	Inflict Disease	50	N/A
4	Inflict Wounds	25	N/A
5	Necromantic Aspect	80	4000
6	Unique Character Power	Variable	*50

Descriptions

Cure

This power allows the Slayer to cure the effects of all diseases, potions, blindness and deafness. He may cure himself and others, depending on the level of the power. It costs 5 HP from the chest.

Create Light / Darkness

This power enables a Virtuous Slayer to weave strands of light around him for a maximum 20-meter radius. Everything within this radius is lighted as bright as noon on a cloudless day. This light is in fact considered true sunlight and has all of the effects of regular sunlight. This power is reversed for the Malignant Slayer for he can turn back the light for a maximum 20-meter radius. The darkness is considered the same as night. Cost is 5 HP.

Healing Touch

The Slayer who possesses this power can, a limited number of times a day, heal himself, or others, for two Hp per level of this ability. A Virtuous Slayer may do this four times a day. A Malignant Slayer may do this only twice a day.

Inflict Disease

This is a most hideous power that only Malignant Slayers will possess. Inflicting disease costs two HP's from the head, face or neck area of the character. The loss of this HP's and the use of this ability combined give the Slayer a small but permanent deformity in the area that the one Hp is taken from. This deformity could be a small scar, mole, wart, warp in the skin, or something as major as pointing the ears, sharpening the eyebrows, narrowing the eyes, changing the Slayers eye color to red or white. A list of major diseases is listed below; inflicting such diseases as vampirism or lukos-anthropos would give the Slayer a major deformity such as listed. The base chance of success is 20%. It increases by 5% for each level of this power.

Diseases
Gut Worm is caused by worms and other parasites in the stomach, kidneys and intestines. Fatigue and weakness are the symptoms. It causes Dex -3, Str -3 and skin discoloration. Death in three weeks.
Bellefon is caused by parasites in the brain. Drowsiness, lack of memory and dizziness are the symptoms. It causes Int -6, Wit -5, Dex -2, Str -2, every day until death. Death occurs in 1-6 days.
Mummy Rot is of unknown cause. This disease causes body parts to rot off, first the fingers, then arms, legs, face. The lose of each part takes away the parts HP until death. Constant blood loss rate is 1Hp per turn to all low risk areas until eliminated. Then the med. risk areas are affected, then the high-risk areas.
Lukos Anthropos better known as Were-wolfs' disease is caused by a curse from a demon, devil, Slayer or injury from a carrier of the disease. The inflicted individual shows fatigue paleness a poor complexion and short seizures of extreme pain. It takes a full seventy-two hours to complete the change. The change only becomes apparent whenever the moon is out or in moments of great stress, anger or frustration. This new being will be the same person mentally with the same physical abilities and those of his Profession. The creature's alignment may change, however, depending on the alignment of the creature who transmitted it to the character. The character will assume the transmitter's alignment for the first week and then will assume his own alignment and the other alignment 50% of the time. After another week the character may assume his own alignment and will then begin to control his changing. At first the character starts with a 20% chance he gains 5% for every time he changes into the creature and 10% for every time he successfully controls his change.

Lukos Anthropos

Type	Conditions									
	Str	Int	Dex	Wit	Con	WP	App	MP	HP	Special
Rat	--	--	+5	+5	+4	--	-5	+10	--	Summon 1-50 rats
Wolf	+6	-2	+10	-3	+10	+3	-5	+20	+3	Harmed only by Silver
Bear	+8	-2	--	-1	+5	--	-3	+30	+4	Harmed only by Silver
Panther	+5	+2	+4	+2	+5	--	--	+35	+3	Charm,+5 damage
Bat	--	+3	+5	+3	-3	+5	--	+40	--	Enabled flight class 3
Vampire	30	+5	+5	+5	+10	+5	+10	+10	+6	Must be Malignant

The Vampire

The vampire is a special case. The alignment of the inflicted character is shifted to Lawful Malignant. The vampire is not affected by the moon but is repulsed by mirrors, garlic and crosses. Holy or blessed water burns vampires for 1-4 HP for each vial. Vampires are not affected by normal weapons and if they are injured near death by magikeal means they will become a gaseous vapor and retreat to their coffin where they will assume their natural form. They're are two types of vampires, one that will shift its form to that of a vampire like a werewolf and one that is permanently a vampire. It also only takes seven days to complete the change into a vampire. The only known way to kill a vampire is with holy water, a stake through the heart or sunlight (that will destroy it within two rounds). No matter what the strength of a vampire his being is so dominating and overbearing that people will grovel at his feet or run away until the vampire is out of sight. More frightening is that vampires cast no reflections or shadows and move without sound, leaving no footprints. The gaze of a vampire will charm anyone who meets it with a -20% on resistance rolls vs. Mind. Vampires are not harmed by weapons under a +2 enchantment, are unaffected by any type of holding or restraining spells, and may walk on any surface with ease.

Inflict Wounds

This is a less serious power, possessed by the Malignant Slayers. These Slayers can cause wounds to appear on victims they are touching. The damage is one HP per level of this skill.

Necromantic Aspect

Necromantic Slayers start with 300 Psychi points with which to cast their spells. Slayers gain one to one hundred points more for each level of this ability. These Slayers can only get the Necromantic skills of Spawn, and Destruction.

Resurrection

These incredibly blessed Slayers are twice granted resurrection by their gods upon their deaths. The Slayer is raised fully healed but must make a Physical Shock roll as listed under Constitution. If the roll fails the character loses two points of constitution and will view resurrection because of having seen paradise and being cruelly thrust back into a mortal hell.

The Slayers Weapon

The Slayers weapon can be of any type of weapon that the Slayer has mastered. It has a +3 to strike against creatures that are oppositely aligned to the Slayer (virtuous or malignant) and one against normal creatures. Upon touching a creature of opposing alignment the weapon burns for 10 Hp of damage. Upon hitting an oppositely creature the weapon inflicts double damage (triple damage if the character has the Slayers Critical ability). This weapon has the repel ability treated as a Slayer of fourth level.

THE SAMURAI (SLAYERS OF QUAN-TI)

The Samurai is an ancient Quan-Ti warrior who lives and dies by his sword. His one prime duty is to live and serve his lord (Diamyo), and in doing so he receives the benefits of honour, experience and status. The Samurai, however, live by a harsh and unmerciful code called Bushido. The Samurai must be willing to sacrifice his life at any time. There is no margin for failure when serving his Diamyo. He must succeed or die attempting to do so. In accepting this fate, a Samurai can never fail. Death is not failure, it is honourable.

A Samurai warrior must be skilled in a great many things. He must be skilled in horsemanship, archer, and proficient in using a katana. He must also be skillful in the arts, such as painting or poetry. A Samurai character must devote at least 3 skills to the domestic skill category. His mastery reflects upon his honour, as well as the honour of his family and his Diamyo.

A Samurai must follow a strict code of ethics, centered upon the principles of honour, courage, and loyalty. The basic beliefs of Bushido are:

The Samurais' obedience to his Diamyo is worth more than his life.

The Samurai must be prepared to die at any time.

Dishonour cannot be unavenged.

No mercy to the enemy.

Failure does not exist.

The Samurai can protest bad judgments or orders from his lord, and death can be his final protest.

All debts are repaid.

Cowardice is dishonourable.

If this code of ethics is broken by the Samurai, he is subject to a great loss of honour and can be executed or stripped of his Samurai status. Once a Samurai is stripped of his status he can still advance as a Samurai, but at double the experience cost. As well the Samurai will become known as an outcast, and in many cases be shunned by members of his house. The Samurai can also lose or gain honour from any of the following:

Lose honour

Entering into debt

Using a Ninja weapon

Fleeing a fight

Disobeying his Diamyo

Losing a battle

Gain Honour

Forming an alliance

Leading a victorious battle

Gaining honour for his Diamyo

Doing a great service for his Diamyo

Killing the enemies of his "house."

In all respects to cross cultural differences, and with the mystical nature of the Khardinian world the Samurai are considered a more mundane sub-class of the slayer. As such he does not possess all of the powers and abilities available to the classic Slayer.

Prerequisites	Any Race	Strength	Wit
Ability Requirements		Strength 12	Wit 10

SAMURAI CATALOGUE

Samurai, because of their highly disciplined lives automatically receive one skill, and ability free. A Samurai also receives a dedicated steed or animal companion of his choice, as well as a Samurais' Weapon. Samurais may purchase abilities and powers listed under the Elite Category, at double the normal cost. However, most of the abilities and powers available to Elites are considered dishonourable by Samurais. The purchasing of elite abilities, skills and powers will result in a decrease of status, honour, and respect. Samurais may purchase only the abilities listed under the Magike-Wielding Category at twice the normal cost, unless listed otherwise in this section. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	7	21
3	Magikeal Skills	11	33
4	Outdoor Skills	7	21
5	Physical Skills	8	24
6	Religious Skills	10	30
7	Roguish Skills	11	33
8	Secondary Skills	10	30
9	Scholarly Skills	7	21
10	Weapon and Armour Skills	5	15

Samurai Abilities (1d10 + 1d12)

Number	Ability	ICost	RCost
2	Access to all Weapon groups	15	Not Available
3	Access to all Armour Groups	15	Not Available
4	Acute Sense	8	Not Available
5	Horsemanship	10	500
6	Marksman in Long Bow	20	Not Available
7	Surprise Resistance	15	750
8	Use Two Weapons Simultaneously	20	1000
9	Meditation	15	750
10	Animal Empathy	10	500
11	Quan-Ti Martial Art (no ninjitsu)	8	Not Available
12	Orientation	9	450
13	Presence Sense	6	300
14	Repel	8	400
15	Samurai Bonus	10	Not Available
16	Samurai Critical	12	Not Available
17	Mastered in Katana	15	Not Available
18	Use Magikeal Item, Potions	5	Not Available
19	Use Magikeal Item, Items	7	Not Available
20	Use Magikeal Item, Armours	5	Not Available
21	Use Magikeal Item, Weapons	5	Not Available
22	Unique Character Ability	Variable	*50

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Access to One Weapon / Armour Group

A Slayer is limited to one group in the weapons and armours that he can wear. The weapon group must be either slashing or piercing.

Acute Sense

The character has one incredibly heightened sense or a heightened state of awareness. The choices are: Acute Hearing, Acute Taste, Acute Smell, Acute Vision, or Alertness. If this ability is chosen the characters' sense is doubled. A character with acute hearing or alertness can rarely, unless only under extreme conditions (RM's choice). A character with acute taste or smell can notice odors many meters or even farther away! An acute vision would let a character see minute details far beyond even the best normal visions' limits, and he would also have a limited night vision (at half the day time ranges). This ability can be chosen more than once but the same sense (Acute Hearing, Vision ect.) cannot.

Horsemanship

This ability enables a character to mount, bard, saddle, and ride any type of horse with expert ability. A Horseman may also attack and defend while mounted without penalty. Horsemanship allows a character to perform other feats, such as jumping from a horse to some other mount may also be performed without a dexterity check.

Marksman in Long Bow

Refer to the Weapon and Armour Skills section (see skill's section).

Surprise Resistance

The adept alertness of a Samurai makes him difficult prey for those who rely on surprise to win a fight. Upon purchasing this ability the Samurai can only be surprised on a roll of a 1 on a d6.

Use Two Weapons Simultaneously

This ability allows the Samurai to be able to fight with one weapon in each hand simultaneously with absolutely no penalty.

Meditation

Meditation is the state of deep concentration, to allow the Samurai to focus and regain his physical, spiritual, and mental energies. One hour of uninterrupted meditation is equivalent to two hours of uninterrupted sleep. While in a state of meditation the Samurai is oblivious to thirst, hunger, heat, cold, and pain. However, the Samurai is still aware of his surroundings and thus does not suffer from any penalties to surprise or initiative rolls.

Animal Empathy

You understand and love animals, and they love you. Your reactions, and their reactions to you are never worse than wary unless the circumstances are very extreme. Even though you may be in a situation where you or one of your companions is threatened by an animal you would loathe to kill one unless it is absolutely necessary. Killing for food is an acceptable reason to kill an animal, though you probably have some type of personal tradition that thanks the animal for its sacrifice. If this ability is chosen again, not only do you understand animals but you can communicate simple to even moderately complicated commands to an animal that is very close to you. This communication is telepathic.

Quan-Ti Martial Art

A Samurai character who purchases this ability has acquired a martial art fighting style from the land of Quan-Ti. The Samurai can learn any one martial art style at skill level one, except for ninjitsu. The fighting form of ninjitsu is dishonourable to a Samurai and he will never learn the Ninja's fighting style. The Samurai can advance to higher skill levels in his martial art by upgrading this ability onto higher levels with experience points.

Orientation

You always know what direction is north. You always remember and trail or path that you have traveled so that you can retrace your steps, even if they were taken months ago, no matter how confusing.

Presence Sense

You can, at will, project your natural awareness to distances of a fifteen meter (45 foot) radius. This awareness senses the presence of all evil and good being within its area. The cost of using this ability is one health point (10 LP) from your chest area.

Repel

You repel all oppositely aligned creatures (costs 3 HP from chest area). Samurais have a greater affect on wicked creatures. The repelling table below shows the affects of this ability. The numbers on this table represent a percentile roll that is required to repel a creature and send them running away. An R shows that all creatures automatically run away and hide, a P shows that all the creatures automatically perish. Important Non-player characters, player characters or other very powerful will not perish but merely be turned.

Samurais Repelling Table

Level	Repelling Level													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
1	50	65	80	95	99	R	R	R	P	P	P	P	P	P
2	35	50	65	80	95	99	R	R	R	P	P	P	P	P
3	20	35	50	65	80	95	99	R	R	R	P	P	P	P
4	5	20	35	50	65	80	95	99	R	R	R	P	P	P
5	1	5	20	35	50	65	80	95	99	R	R	R	P	P
6	--	1	5	20	35	50	65	80	95	99	R	R	R	P
7	--	--	1	5	20	35	50	65	80	95	99	R	R	R
8	--	--	--	1	5	20	35	50	65	80	95	99	R	R
9	--	--	--	--	1	5	20	35	50	65	80	95	99	R
10	--	--	--	--	--	1	5	20	35	50	65	80	95	99
Special	--	--	--	--	--	--	1	5	20	35	50	65	80	95

Samurais Bonus

The Samurai, because of his attunement to those oppositely aligned to him, has developed his combat skills specifically to combat vs. the wicked or the good. The Samurai gains a +1 to strike and damage every four levels of this ability.

Samurais Critical

This is a specialization of the ability described above. In this specialization, the character is so attuned to fighting the oppositely aligned that he does double damage to all oppositely aligned creatures.

Mastered in Katana

The katana is the sacred and most preferred weapon used by the Samurai. The purchasing of this skill provides the Samurai with a mastered level weapon skill with the katana and Wakazashi weapons (*see skill section*).

Samurai Powers (1d6)

Number	Power	ICost	RCost
1	Cure	25	1250
2	Increase Strength	40	2000
3	Cause Fear	25	1250
4	Fear Immunity	25	1250
5	+1 Automatic Damage* Lvl, each attack	40	N/A
6	Unique Character Power	Variable	*10,000

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Cure

This power allows the Samurai to cure the effects of all diseases, potions, blindness and deafness. He may cure himself and others, depending on the level of the power. It costs 5 HP from the chest.

Increase Strength

With this power, the Samurai can temporarily raise his strength by focusing his body energies, once per day per level of this ability, to a score of 30 for a duration of 2 rounds.

Cause Fear

At any time, by gazing at an opponent a Samurai can instill panic and cause fear in his enemies. The Samurais victims must make a successful resistance check at a plus two to their resistance target number. If the victims fail their resistance check they suffer a -2 modifier to all combat rolls. However, if the victim is three or more levels lower than the Samurai they will cower in fear, panic, or run.

Fear Immunity

The Samurai is immune to all forms of fear, including magikeally induced fear. However, the Samurai is still subject to fear caused by dragons, but he receives a -5 to his target number to resist the fear generated by the presence of dragons.

+1 Automatic Damage

If power number one is chosen, then the character does one point of damage for every level he attains, on every attack. For example a sixth level Samurai would automatically do six points of damage on each attack. This power can be extremely potent especially when the character reaches higher levels of power.

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Samurai's Weapon

The Samurai's Weapons

The Samurai's weapons are an exceptionally forged Katana and Wakazashi, that are automatically received by the Samurai upon initiation. The Katana and Wakazashi are worth approximately five to ten times the cost of a good quality Katana and Wakazashi. These weapons are extremely precious to the Samurai, for no one else may touch them and if they are lost the Samurai would go through great means to recover them. Once one of these weapons is lost, the Samurai losses honour within his society.

The Katana inflicts 1d20 damage and has a +1 to hit, and the Wakazashi inflicts 1d12 damage and has a +1 to hit. The lightness of these weapons provide the wielder with +1 first strike bonus as well.

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THE BERSERKER

The Berserker is a warrior that uses incredible displays of savage fighting ability to cause panic and chaos in the ranks of their enemy. Berserking enables the warrior to enter an ecstatic state of mind that allows him to fight harder and more savagely. Not only are Berserkers fierce, but they also have unsettling personalities and a complete disregard for their own personal safety and that of others. All Berserkers must have the Anarchic sub-tendency listed under alignments. Berserkers require the same qualifications as a warrior but, may master only one weapon and do not gain the damage bonuses from weapon mastering.

Berserking is a power in which the fighter goes into a stage of extreme rage and is completely careless of other people. There are two types of berserking powers, normal, and critical. Berserkers normally only exist in tribal or clan like organisations where they worship and sacrifice to totems or animal spirits. City raised Berserkers, however, do exist. These Berserkers are either descended from a line of Berserkers, and therefore have learned the tribal traditions, or are just mentally unstable. Berserkers automatically gain the respect of any person that belongs to a tribe or clan or the same race, even if they are at war.

Because of centuries of animal and totem worship, the souls of the animals their ancestors worshipped eventually came to dwell within them. Thus, their descendants, too have the souls of their totems dwelling within them. This produces an effect, known more commonly as Lukos-Anthropos. This function is inherent in any Berserker. Unlike the disease inflicted by Slayers, the Berserker and the animals' souls are one, as are their bodies. The Berserker has three forms, his humanoid form, an animal form, and a form that is partial of both. This ability is listed under the Powers section and described below.

Prerequisites	Any Race	Strength	
Ability Requirements		Strength 8	Personality 12

BERSERKERS CATALOGUE

Berserkers may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Berserkers may purchase skills, abilities and powers listed under the Elite Category, at three times the normal cost. Berserkers may not purchase any skills and abilities listed under the Magike-Wielding Category. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	9	27
3	Magikeal Skills	20	60
4	Outdoor Skills	6	18
5	Physical Skills	9	27
6	Religious Skills	12	36
7	Roguish Skills	11	33
8	Secondary Skills	8	24
9	Scholarly Skills	10	30
10	Weapon and Armour Skills	8	24

Berserker Abilities (1d10 + 1d6)			
Number	Ability	ICost	RCost
2	Access to one Weapon group	6	Not Available
3	Access to one Armour group	6	Not Available
4	Access to two Weapon groups	12	600
5	Access to all Armour Groups	14	700
6	Destruction	25	1250
7	Hand to Hand, Light	7	350
8	Hand to Hand, Moderate	10	500
9	Head Butting	15	750
10	Instill Panic	20	1000
11	Mastered Weapon, One	10	Not Available
12	Partial Emergence	18	900
13	Regeneration	25	Not Available
14	Use Magikeal Item, Armours	7	350
15	Use Magikeal Item, Weapons	8	400
16	Unique Character Ability	Variable	*50

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Access -- Weapon Groups

A Berserker cannot have access to more than two weapon groups and if the piercing group is taken, a Berserker cannot use missile weapons.

Destruction

If in a berserking rage a Berserker can crush or destroy otherwise, indestructible items on the roll of a 25-30 hit. Magikeal items are an example of indestructible items.

Instill Panic

If in a berserking rage a Berserker, automatically (if possessing this ability), instills fear, panic and chaos into the ranks of his enemies. Victims get a resistance roll vs. fear at a penalty of three. For the results of this fear see below (roll on 1d4).

Roll	Result
1	Victim at -5 penalty for all combat moves
2	Victim flees
3	Victim attacks anyone blocking his retreat
4	Victim attacks all of his surrounding allies

Partial Emergence

With this ability the Berserker character can at any time change any specific part of his body into that of his lukos-anthropos animal form. For instance a lukos-panther character could change just his fingers into claws, and his teeth into fangs, ect.

Regeneration

Berserkers possessing this ability are so tough and hardy they recover quickly from damage to heal at a rate of one HP (not per body part) per round.

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Berserker Powers (1d4)

Number	Power	ICost	RCost
1	Berserking	40	2,000
2	Berserking, Critical	100	5,000
3	Lukos - Anthropos	**	N/A
4	Unique Character Power	Variable	*50

Descriptions

Berserking

Berserking is central to this profession. While berserking a Berserkers defense rating is drops by three, they get a bonus of five HP per body part. The might and power of a berserking rage temporarily improves a character's MP by five and gives them a bonus of four points of damage per hit. The concentration involved is such that the character cannot be surprised, or affected by magikeal spells that affect the characters mind of attempt to control his body. Because this is such an exhausting skill a Berserker may only maintain this rage for three rounds, and use it once per day for every level of this power. The Berserker becomes his Lukos Anthropos creature when they use the berserking skill.

Berserking, Critical

Critical Berserking is mightier that the regular berserking power. A Critical Berserkers defense rating drops by five, but they get a bonus of ten HP to each body part. The might and power of a berserking rage temporarily improves a character's MP by ten and gives them a bonus of five points of damage, and a bonus of two to hit. The concentration involved is such that the character cannot be surprised, or affected by magikeal spells that affect the characters mind or attempt to control his body. Because this is such an exhausting skill a Berserker may only maintain this rage for two rounds, and use it once per day, for every level of this power. The Berserker becomes his the half animal version of his Lukos-Anthropos creature when the berserking skill is initiated.

Lukos - Anthropos

Unlike the Lukos-Anthropos specified under Slayers, this is not truthfully Lukos - Anthropos. A Berserker gets this animal form as a result of having half an animal spirit. Occasionally this side of the character can manifest itself. Unlike the Lukos - Anthropos disease changing forms is not painful and takes one round during combat. Although when a character is extremely frightened, under extreme stress, or savagely angry, this side can and will manifest itself. It is not because of a lack of control over the animal form. It is because the animal side is tied into the persons more basic emotions and urges, such as fear, savagery or panic. Other than this the character can assume his animal form at will. The character can also assume not only a full animal form, but also a half humanoid, half animal form. In this form the character has his full array of natural weapons, as well as most of his human abilities. On the following table G signifies ground, F signifies flying, L means large, and S means small. Hp is the bonus per body part of the main body.

Lukos Anthropos

Type	Conditions										Special
	Str	Int	Dex	Wit	Con	WP	App	MP	HP	Per	
Rodent, G	--	--	+5	+5	-2	--	-5	+10	--	--	Night Vision
Canine, S	+6	-2	--	--	--	+3	-5	+5	+5	+10	Track by scent
Canine, L	+8	+2	+5	--	+4	+5	-10	+10	+10	+15	Track by scent
Feline, S	--	+2	+5	--	+2	--	+3	+5	--	+5	Night Vision
Feline, L	+8	+4	+10	+2	+5	--	--	+10	+10	+10	Night Vision
Bat, F	--	--	+5	+3	-3	+2	--	+15	--	+5	Flight Class 3
This table assumes bonuses for the half form or full form animal. Night vision means that the character can see the same in the night as in the day. Track by scent, the character can as the skill tracking.											

THE HOLY AVENGER

These chaotic warriors (Holy Avengers must be anarchic), fight in the name of justice and their god. The Holy Avenger obtains his skills through divine right and intense study and practice for entrance into the holy order of their gods' avengers. Holy Avengers are warriors against sin, and though they all are anarchic to all societies but their own they enforce divine law. A Holy Avenger will not obey any mortal laws in his quest for divine order, and is quite relentless. Integrity, combined with a strong organisation has earned this brotherhood a strong respect. Even kingdoms fear their intervention, for to be an enemy to them, is to be an enemy to god. All Holy Avengers follow a powerful code of ethics that is composed of divine laws of conduct in life and duty. Any violations of these codes usually result in severe punishment, death or a loss of profession and powers. Here is their covenant.

Holy Avengers Covenant of Conduct

All Holy Avengers must abstain from drunkenness, smoking, and drugs. It is the duty of a Holy Avenger to remain clean and healthy at all times. Remove any trace disease wherever you pass, for such is the mark of the infernal. Honour your word and all things of innocence. Eat meat sparingly, for temptation lies in things of the flesh. Do not be lazy, for such impedes the work of your god. Holy Avengers are, moreover commanded to worship no other god but god of the covenant, follow and counsel sinners in repentance for god is a merciful god. Criminals and suspected criminals are to be brought in alive for trial or punishment. Convicted criminals of great sin must be killed if capture is impossible, for these criminals have forfeited honour and will be handled as such. Destroy evil and its manifestations wherever they are found. Do not kill, steal, lie or cheat without just cause or unless these things hamper the capture or destruction of sin and evil.

Prerequisites	No Roccs, or Kinn	Strength	Personality
Ability Requirements		Strength 15	Personality 20

HOLY AVENGERS CATALOGUE

Holy Avengers may not own more than a sum of 10 magikeal items, potions, or weapons, that must be of extremely high quality. Holy Avengers must also pay a 20% tithe on all that they earn. Holy Avengers may choose the same selection as many times as they wish. Choosing the same selection more than once increases its level (if it uses levels), by one. Holy Avengers may purchase skills, abilities and powers listed under the Elite Category, at two times the normal cost. Holy Avengers may purchase any skills and abilities listed under the Magike-Wielding Category at three times the listed costs. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	7	21
2	Domestic Skills	8	24
3	Magikeal Skills	11	33
4	Outdoor Skills	8	24
5	Physical Skills	6	18
6	Religious Skills	5	15
7	Roguish Skills	13	39
8	Secondary Skills	8	24
9	Scholarly Skills	12	36
10	Weapon and Armour Skills	6	18

Holy Avenger Abilities (1d10 + 1d8)
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Number	Ability	ICost	RCost
2	Access to one Weapon group	4	200
3	Access to all Armour Groups	4	Not Available
4	Avenger's Immunity	16	Not Available
5	Critical Blow	18	900
6	Cure	15	Not Available
7	Evasion	20	1000
8	Hands Of Healing	18	Not Available
9	Location	15	750
10	Mastered Weapon, One	10	Not Available
11	Protective Aura	25	1250
12	Pursue Victim	15	750
13	See Aura Of Evil	20	Not Available
14	Use Magikeal Item, Armours	8	400
15	Use Magikeal Item, Weapons	6	300
16	Unique Character Ability	Variable	*50
17	Vibrating Palm	25	1250
18	Whisper Mount	30	1500

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Avengers Immunity

With the purchase of this ability the character is immune to all the “Manifestations of Evil” such as Fear, and Disease (except for the Lukos-Anthropos disease). Holy Avengers are also protected further by the gods, gaining a -5 to resistance target numbers versus death, and a 25% resistance to the effects of necromantic, or illusion type magike.

Critical Blow

On the roll of a twenty or a thirty a character may destroy one object of his wish, as well as achieving the regular effect when a critical attack is rolled. The object is destroyed by the characters mind, as long as it, or a portion of it is visible to the Holy Avenger. The object must be inanimate and cannot be larger than the character, or posses strong magikeal powers.

Cure

With this ability, a pure Holy Avenger may speak with the authority of his god and in his gods name remove, disease, the effects of poison and deformity. One per month a character may also attempt to raise a person who is near death or has not been dead more than one turn. The attempt of this ability, regardless of its effect, uses two hundred experience points, of the character who is attempting this ability. Through the use of this ability it is possible for a character to lose an experience level and all of the benefits that come with it.

Evasion

With the use of this ability a character can attempt to evade missile weapon attacks, and the melee attacks of characters or creature five levels lower than himself. The base percentage that a character has in this ability is 10%. For every level that this ability increases the percentage increases by 5%.

Hands Of Healing

Like the Cure ability, this ability grants the character to act in the name of his god, and bestow certain blessings. To use this ability the character possessing Hands of Healing must place his hands on the desired person's head. Stating his authority to act in his gods name he then must pronounce him healed, in the name of his god. The recipient of this blessing will receive one Hp to each injured body part, for each level in this ability that the character possesses.

Location

The training and life long search for the destruction of evil has lent Holy Avengers young and old the ability to know which direction an intended victim is from himself. The chance of success with this ability is 20%, plus 5% for each level a character has in this ability.

Protective Aura

Intense concentration and holy power grants Holy Avengers with this ability, the power to turn his own natural aura into an aura capable of aiding him combat evil. With this aura in place those who attack the Holy Avenger do so with a -2 to hit.

Pursue Victim

A Holy Avengers sheer determination while following those of evil allows him to attack those evil beings he is pursuing with a bonus of one to his, to hit roll.

See Aura Of Evil

The refining and projecting of the senses allow these disciplined Avengers to see the auras of all those who are evil within thirty meters. This allows these Holy Avengers to discern where evil abodes and in which form it guises itself.

Vibrating Palm

The force of will, directed into the Avengers palm creates this lethal effect. Anyone touched by the Avengers palm while this ability is invoked, loses 1-2 Hp to every body part as well as the ability to cast any magikeal spells or effects. If a magike-wielder is touched he loses all of his Psychi points for one turn. This is because the weave of magike is shaken so hard, that it temporarily unravels around the victim. This ability can only be invoked once every three days.

Whisper Mount

With this ability, when an Avenger is without a steed, he has but to whisper to the wind. The wind will stir to a dense fog, that will form itself into the shape of a horse. This mount will present itself to the Holy Avenger, and carry him unerringly to one destination that the character has previously been to. The horse can jump chasms and cliffs as far as fifty meters across and twenty meters high. This can only be brought to bear once every day.



Holy Avenger Powers (1d4)			
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Number	Power	ICost	RCost
1	Divine Weapon	80	N/A
2	Inner Strength Prowess	120	N/A
3	Quan-Ti Martial Art	50	2500
4	Rage	50	N/A
5	Unique Character Power	Variable	*50

Descriptions

Divine Weapon

This Holy sword functions at a plus one to hit, against all evil beings. This sword repels all evil within a 5 meter radius as if it were a second level Slayer. This holy sword also creates an aura of protection within 2 meters of the wielder with a 20% resistance to magike. This sword inflicts 2d12 damage versus evil or criminals and 1d12 normally. Because this weapon is divine it also possesses a certain amount of divine will power that allows this sword to wield itself for 1 turn per level of the Holy Avenger. If wielded by someone who is not a Holy Avenger, the sword turns black with rust and will do no damage to anything it hits (at a -5 to hit). Upon the return to its wielder, this weapon will return to its normal condition. At all times the sword cannot normally be destroyed, chipped or dulled.

Inner Strength Prowess

Using Inner Strength is not a magikeal ability, but an ability using a character's Will Power to overcome obstructions of the mind. To determine a character's ISP add up all of the character's attributes. This number will be the amount of ISP that the character has available to him. By overcoming the limits of the mind through the force of will, a character can accomplish many things. In order to regain ISP a character is required to rest for one full night. Below is a list of some of the wonders of ISP. The RM is encouraged to create his own list.

ISP Cost	Result
30	Roll a resistance roll vs. physical damage.
40	Attack everyone within a three meter radius once.
4	Hold your breath for 10 rounds.
5	Walk on Water for one round.
10	Become Invisible for one round.
15	Walk through walls.
25	Shield all missile attacks for one round.
30	Teleport to a well known place.
50	Word of death (1d30 damage)
20	Levitate for one round
15	Create a sword of lightning 5d6 damage.
All	Force attack doing 5d10 damage to 20 meter radius. The damage is divided among its victims equally.

Rage

With this power, whenever a character is enraged (by succeeding in a personality check), all of his health point total, per body part doubles. This allows him to sustain more damage -- when the battle is over you divide the remaining Hp in half to see how many remain, (drop all fractions.)

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THE UNHOLY AVENGER

Unholy Avengers were given birth when a section of the holy order fell to the temptations of evil slayers. Damned by their gods they quickly made pacts with infernal powers in order that they might keep the powers they once had. Thinking now that they could use their powers for their own ends, the Infernicum decided to exact payment. Soon these corrupt men were the tools of evil, with a foreign passion to deal death to all who opposed them and to claim the world for their demonic masters. These twisted warriors, fight in the name of chaos, evil and death. The Unholy Avenger obtains his skills through his hatred and the support of infernal powers. Unholy Avengers are warriors promoting sin, and anarchy to all societies. The quest of an Unholy avenger is the destruction of law, order and good. An Unholy Avenger will not obey any laws in his quest for chaos and is quite relentless in his murderous deeds. This combination, combined with a strong organization and alliance with Malignant Slayer and powerful demons have earned these murderers a fearful respect. Luckily Unholy Avengers are not yet powerful enough to threaten kingdoms as their holy counterparts. The low number of Unholy Avengers, is due to Holy Avengers who, feeling responsible for their creation, do their best to exterminate them. Unholy Avengers can only germinate in places where most foul powers abide, and must be originally Holy Avengers who have been corrupted. *For characters wishing to be Unholy Avengers, the RM may wish them to first become Holy Avengers and later be corrupted in an adventure or campaign.*

Unholy Avengers Infernal Pacts

All Unholy Avengers must make pacts with either a strong supernatural being, or a being of infernal origins. These pacts must contain the skills, abilities and powers that the character is to receive (these are listed in the Unholy avenger's catalogue), as well as the price he is to pay for them. The document must be signed, written and sealed in the Unholy Avengers blood.

Prerequisites	No Roccs	Strength	Personality
Ability Requirements		Strength 15	Personality 20

UNHOLY AVENGERS CATALOGUE

Unholy Avengers have certain restrictions that they must obey regardless of their skills, abilities, or powers. Unholy Avengers must pay 10% of all that they earn to any evil organization that they belong to. Unholy Avengers may choose the same selection as many times as they wish. Choosing the same selection more than once increases its level, (if applicable), by one. Unholy Avengers may purchase abilities and powers listed under the Elite Category, at twice the normal cost. Holy Avengers may purchase any abilities listed under the Magike-Wielding Category at 3 times the listed cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	9	27
3	Magikeal Skills	12	36
4	Outdoor Skills	8	24
5	Physical Skills	8	24
6	Religious Skills	5	15
7	Roguish Skills	6	18
8	Secondary Skills	8	24
9	Scholarly Skills	6	18
10	Weapon and Armour Skills	8	24

Unholy Avenger Abilities (1d10 + 1d8)
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Number	Ability	ICost	RCost
2	Access to one Weapon group	2	100
3	Access to all Armour Groups	5	Not Available
4	Aura Of Fear	20	Not Available
5	Avenger's Immunity	15	Not Available
6	Critical Blow	20	1000
7	Evasion	15	750
8	Hands Of Pain	25	Not Available
9	Location	15	750
10	Mastered Weapon, One	18	Not Available
11	Plague	18	Not Available
12	Pursue Victim	10	500
13	See Aura Of Good	10	Not Available
14	Use Magikeal Item, Armours	8	400
15	Use Magikeal Item, Weapons	5	250
16	Unique Character Ability	Variable	*50
17	Vibrating Palm	20	1000
18	Wailing Mount	30	150

Descriptions

The term "level" in this section refers only to the level of these abilities, if applicable.

Aura Of Fear

Intense concentration and infernal power grants Unholy Avengers, with this ability, the power to turn their own natural auras into auras capable of attacking all things good. With this aura in place those who attack the Unholy Avenger, or are within a two meter radius, must make a resistance roll versus fear at a +5 target number. If the resistance roll is failed the victim becomes paralyzed with fear and automatically take one point of damage to the chest area each round. If the resistance succeeds the victim suffers a -1 to hit and feels the urge to flee.

Avengers Immunity

With the purchase of this ability the character, by infernal pact is immune to all hindrances such as Fear, and Disease (except for the Lukos-Anthropos disease). Unholy Avengers are also protected further by evil, gaining a -5 to resistance target numbers versus illusions, and a 25% resistance to the effects of necromantic, or priestly type magike. This also makes Unholy Avengers Immune to the effects of Repulsing, such as the Slayers Repulse ability.

Critical Blow

On the roll of a twenty or a thirty a character may destroy one object of his wish, as well as achieving the regular effect when a critical attack is rolled. The object is destroyed by the characters mind, as long as it, or a portion of it is visible to the Unholy Avenger. The object must be inanimate, moral in origin, and cannot be larger than the character, or posses strong magikeal powers.

Evasion

With the use of this ability a character can attempt to evade missile weapon attacks, and the melee attacks of characters or creature five levels lower than himself. The base percentage that a character has in this ability is 10%. For every level that this ability increases the percentage increases by five percent.

Hands Of Pain

This ability, caused by the Unholy Avengers hate alone grants him the ability to cause wounds or pain. To use this ability the character possessing Hands of Pain must place his hands on the desired person's body and damn him to eternal torment. The recipient of this blight will receive one Hp of damage to one body part, for each level in this ability that the character possesses.

Location

The training and life long search for the contamination and eradication of good, has lent Unholy Avengers young and old the ability to know which direction an intended victim is from himself. The chance of success with this ability is 20%, plus 5% for each level a character has in this ability.

Plague

With this ability, a most wicked Unholy Avenger speaks with his own authority and in the name of his pact to cause, disease, the effects of poisons and deformity. Once per month a character may also attempt to raise a person who is near death or has been dead more than one turn to serve him as an undead servant. This new undead servant will serve the Unholy Avenger until it is destroyed. The undead will be of the same level, with the same skills, abilities and powers that he had unto death. If the undead is more than two levels higher than the Unholy Avenger it may attempt a resistance roll vs. death and if successful, free itself. The Unholy Avenger may also grant the undead its freedom. The attempt of this ability, regardless of its effect, drains fifty experience points from the Unholy Avenger.

Pursue Victim

An Unholy Avengers sheer hate while following those of good allows him to attack any beings of moral alignment he is pursuing with a bonus of three to his to hit roll.

See Aura Of Good

A pact with wicked powers, allow these Avengers to see the auras of all those who are good within thirty meters. This allows these Unholy Avengers to discern where good abodes and in which form it guises itself so that they might destroy good.

Vibrating Palm

The force of will, directed into the Avengers palm creates this lethal effect. Anyone touched by the Avengers palm while this ability is invoked, loses 1 Hp to every body part as well as the ability to cast any magikeal spells or effects. If a magike-wielder is touched he loses all of his Psychi points for one turn. This is because the weave of magike is shaken so hard, that it temporarily unravels around the victim. This ability can only be invoked once every three days.

Wailing Mount

With this ability, when an Avenger is without a steed, he has but to cry his pain into the shadows. The darkness will stir, and form into the shape of a most hideous steed. This mount will present itself to the Unholy Avenger, and carry him unerringly to one destination that the character has previously been to. The horse can jump chasms and cliffs as far as fifty meters across and twenty meters high. This talent can only be brought to bear once every day. The base chance of success is 80%.



Unholy Avenger Powers (1d6-1)

Number	Power	ICost	RCost
2	Infernal Weapon	80	N/A
3	Inner Strength Prowess	120	N/A
4	Quan-Ti Martial Art	50	2500
5	Rage	50	N/A
6	Unique Character Power	Variable	* 50

Descriptions

Infernal Weapon

These Unholy swords function at a plus one to hit against all things moral. This sword repels all moral within a 5 meter radius as if it were a second level Slayer. This wicked sword also creates an aura of protection within 2 meters of the wielder. This aura is 20% resistance to magike. This sword inflicts 2d12 damage versus moral beings and a normally does 1d12 damage. Because this weapon is infernal it also possesses a certain amount of demonic will power that allows this sword to wield itself for 1 turn per level of the Unholy Avenger. If wielded by someone who is not an Unholy avenger, the sword bursts into flame and creates a small explosion that does 1d10 damage to everyone within three meters. The flame lasts until the sword is returned to the wielder. The flame does 1d4 points of damage each round. Upon the return to its wielder, this weapon will return to its normal condition. At all times the sword cannot normally be destroyed, chipped or dulled.

Inner Strength Prowess

Using Inner Strength is not a magikeal ability, but an ability using a character's Will Power to overcome obstructions of the mind. To determine a character's ISP add up all of the character's attributes. This number will be the amount of ISP that the character has available to him. By overcoming the limits of the mind through the force of will, a character can accomplish many things. In order to regain ISP a character is required to rest for one full night. Below is a list of some of the wonders of ISP. The RM is encouraged to create his own list.

ISP Cost	Result
30	Roll a resistance roll vs. physical damage.
40	Attack everyone within a three meter radius once.
4	Hold your breath for 10 rounds.
5	Walk on Water for one round.
10	Become Invisible for one round.
15	Walk through walls.
25	Shield all missile attacks for one round.
30	Teleport to a well known place.
50	Word of death (1d30 damage)
20	Levitate for one round
15	Create a sword of lightning 5d6 damage.
All	Force attack doing 1d100 damage to 20 meter radius. The damage is divided equally among its victims.

Rage

With this power, whenever a character is enraged (by succeeding in a personality check), all of his health point total, per body part doubles, allowing him to sustain more damage. When the battle is over you divide the remaining Hp in half to see how many remain, (drop all fractions).

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THE CRYSTALLINE WARRIOR

Crystalline Warriors are the society of the Phoenix in the land of Khardan. Crystalline Warriors are known through out the world for their strength, stoicism and prowess. Their skill is their honour. This society consists exclusively of Civandzys that are the direct descendants of ancient warrior dragons created by Amorus-Kregramus to protect the original ancient race. As this race evolved into humanoids, so have its warriors, but their traditions continue to be the original commands given to them personally by their god. It is said that he gives the final testing to all of his warriors personally. Honour and loyalty are their only bindings. This profession works on Honour and Loyalty points, not Experience.

Crystalline Warriors Commandments

Commandment of Preservation

Thou shalt preserve all of my (Amorus-Kregramus) children safe from potentially lethal situations and threats.

Any action, large or small towards this end is extremely honourable. Honour awards range from 20 honour to 50,000 honour and 5 loyalty to 50 loyalty points depending on the enormity of the task.

Commandment of Conduct

Thou shalt treat all contacts with other races, cautiously, honourably and formally. Thou shalt use the wisdom of ages in matters of the heart, for it is allowed. However, no issue shall, in wisdom, be brought forth. To do so would produce one who is not wholly of me, but spawned also of the soul of another god.

Intimate contact between individuals requires the approval of the Crystalline Warriors Elders Council, and is accepted, not encouraged as long as no issue is produced. This is to preserve all beings of Amorus-Kregramus from disgrace, dishonour and sorrow. All actions towards this end are rewardable with 10 honour to 500 honour and 1 to 20 loyalty points.

Commandment Of Justice

All traitors, current or potential, to my (Amorus-Kregramus) name be they of my soul or not are to be dealt a dishonourable death.

The honour award is equivalent to the XP award for any individual captured or killed.

Commandment Of Conflict

All battle in the presence of those not of my (Amorus-Kregramus) soul is to honourable and fierce. If the commandment of preservation holds preference then you are freed from this commandment and you may use any means to keep the commandment of preservation.

Honour award is 20 honour to 100 honour per battle.

Common Rules

All Civaxxys or Civandzys themselves hold certain common principles. They believe that the laws of countries are not the laws of their race, but must normally be obeyed. Stealing is not permissible but, allowing any child of Amorus-Kregramus to fall into poverty is a great sin and punishable by death. At the end of every honourable battle every kill is to be sacrificed to Amorus-Kregramus by the killer so that he and the slain may receive spiritual harmony.

Crystalline Warriors develop as a result of gaining honour, and loyalty. Honour can be gained through the enforcing and keeping of Amorus - Kregramuses commandments. The RM may award honour for other chivalrous, or honourable deeds, or in the same instances that experience is awarded in.

Prerequisites	Civandzys only	Strength	Intelligence
Ability Requirements		Strength 14	Intelligence 8

CRYSTALLINE WARRIORS CATALOGUE

Crystalline Warriors may choose the same selection as many times as they wish. Choosing the same selection more than once increases its level (if it works in levels), by one. Crystalline Warriors may purchase abilities listed under the Elite Category, at the normal cost. Crystalline may purchase any abilities listed under the Magike-Wielding Category at two times the listed costs. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat & Warrior Skills	8	24
2	Domestic Skills	5	15
3	Magikeal Skills	9	27
4	Outdoor Skills	8	24
5	Physical Skills	8	24
6	Religious Skills	5	15
7	Roguish Skills	12	36
8	Secondary Skills	8	24
9	Scholarly Skills	6	18
10	Weapon and Armour Skills	8	24

Crystalline Warrior Abilities (1d10 + 1d8)

Number	Ability	ICost	RCost
2	Access to one Weapon group	5	Not Available
3	Access to one Armour group	6	Not Available
4	Access to all Weapon Groups	8	1,500
5	Access to all Armour Groups	9	3,500
6	Combat Bonus	10	1,500
7	Hand to Hand, Light	8	3,000
8	Hand to Hand, Moderate	9	3,500
9	Hand to Hand, Severe	12	4,500
10	Head Butting	10	4,000
11	Magike Bonus	20	3,500
12	Mastered Weapon, One	15	Not Available
13	Mastered Weapon, Two	25	Not Available
14	Physical Bonus	16	Not Available
15	Use Magikeal Item, Items	11	4,500
16	Use Magikeal Item, Armours	8	3,500
17	Use Magikeal Item, Weapons	6	2,500
18	Unique Character Ability	Variable	*1,000

Descriptions

Combat Bonus

With this ability the Crystalline Warrior gets a bonus of five to his Movement Point total.

Hand to Hand, Light

	Punching	MP	Damage	Effect
1	Glancing Blow	3	1	None
2	Blow	4	*	None
3	Solid Impact	5	4	Stunned

	Kicking	MP	Damage	Effect
1	Front Kick	5	*	Knocked back one meter
2	Side Kick	5	1d4	Knocked back two meters
3	Back Kick	5	1d4 + *	Knocked back three meters

	Locks	MP	Damage	Effect
1	Bear Hug	10	1 + *	Damage each round
2	Knee Lock	10	2 + *	Damage each round

	Overbearing	MP	Damage	Effect
1	Swayed	ALL	*	You gain First Strike
2	Glancing	ALL	2 + *	Knocked one meter aside

Hand to Hand, Moderate

	Punching	MP	Damage	Effect
1	Impact	5	1d6	None
2	Solid Blow	6	1d6 + *	Stunned
3	Crushing Blow	8	1d8	25% knock out, Strike Again

	Kicking	MP	Damage	Effect
1	Sweep Kick	5	1d6 + *	Knocked down
2	Crescent Kick	5	1d8	Stunned, Strike Again
3	Round House Kick	10	1d8 + *	Knocked to ground, Stunned

	Locks	MP	Damage	Effect
1	Limb Lock	10	3 + *	Damage done until release
2	Limb Twist	10	4 + *	Damage done until release

	Overbearing	MP	Damage	Effect
1	Staggered	ALL	1d4	Opponent gets only half attacks
2	Knock to Knees	ALL	1d4 + *	Opponent gets only half attacks

Hand to Hand, Lethal

	Punching	MP	Damage	Effect
1	Backhand	5	1d10	Knocked down
2	Solid Bash	6	1d10 + *	Stunned, Strike Again
3	Crushing Bash	10	2d8 + *	30% Knock Out, Critical Hit on 28-30

	Kicking	MP	Damage	Effect
1	Flying Side Kick	10	1d8	10% chance Critical Hit
2	Flying Crescent Kick	10	1d10	20% chance Critical Hit
3	Flying Spin Kick	10	1d10 + *	30% chance Critical Hit

	Locks	MP	Damage	Effect
1	Head Lock	10	5 + *	20% KO + 10% each round
2	Strangle Hold	10	6 + *	30% KO + 10% each round

	Overbearing	MP	Damage	Effect
1	Severe Stagger	ALL	1d6	Opponents suffer a First Strike penalty of 4
2	Bowled Over	ALL	1d6 + *	Opponent loses First Strike

Head Butting (Roll 1d10)

	Result	MP	KO%	Damage	Effect
1	Light Blow	5	--	1 + *	Headache
2	Glancing Blow	5	--	2 + *	Dizziness
3	Bridge Bash	5	--	3 + *	Major Headache
4	Side Smash	5	--	4 + *	Stunned for one round
5	Forehead Butt	5	5	1d4 + *	Stunned 1 round Strike Again
6	Bash	5	10	1d4 + *	Stunned 2 rounds Strike Twice
7	Skull Crash	6	15	1d6 + *	Opponent may not continue
8	Crushing Blow	8	20	1d6 + *	Successful system shock roll or 10% death within 5 rounds
9	Temple Bash	10	25	1d8 + *	Cracked skull 10% death
10	Abominable Belt	10	30	1d10 + *	Cracked skull, loose one point intelligence (save vs.). 45% Death.
All attacks from 5-10 must be healed by a priest within two days. Concussion is present and if not treated death will occur within a week. Ten health points will be lost per turn after two days.					

Magike Bonus

With this ability the Crystalline Warrior has a natural aptitude for necromantic magike, getting a bonus of 100 Psychi points.

Physical Bonus

Crystalline Warriors with this ability have built up their strength through rigorous training and many extra hours of practice. These Warriors get to roll an extra 1d6 for their strength and constitution scores.

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Crystalline Warrior Powers (1d4)

Number	Power	ICost	RCost
1	Crystalline Armour	140	N/A
2	Crystalline Weapon	100	N/A
3	Quan-Ti Martial Art	50	2500
4	Unique Character Power	Variable	*50

Descriptions

Crystalline Armour

This character owns a full set of Crystalline Armour. This set is complete with gauntlets, a small crystalline shield, a crystalline helm and five crystalline pieces. The crystalline shield cannot be destroyed by conventional means. Because this set of armour is holy, the armour cannot be blood stained. For example, blood beads and runs right off of it.

Crystalline Weapon

This unique and powerful weapon is shaped like a discus. This weapon is thrown like a boomerang and will return after it has hit its mark. It does 1d10 damage and on a roll of a 30 will sever whatever it hits.

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ELITES

“The Elites are, strongly put, the rejects of society. These men and women lead lives that are not subject to the public eye and all of them are adept, at maintaining this type of invisibility. The Elites group consists of: Rogues, Woodsmen, Thieves, Assassins and the Ninja. These professions, however spurned, are heavily depended upon by most empires, guilds, and organizations for tasks they would not, or could not, do themselves. Just one such individual can bring down an entire nation. This is the definition of power.”

- Author.

The Rogue

The Rogue is both, like a warrior and a thief, and this combination makes them one of the deadliest sorts of the underground. Make no mistake that they only dwell in questionable places, for their skills and abilities make them masters of disguise and deception, and they dwell in every cornerstone of the world. Rogues use skill, and stealth to achieve their goals rather than the use of brute strength. They are a cunning, stealthy sort, relying heavily on their wit and intellect to out maneuver their opponents.

The name Rogue is synonymous with deceit and mistrust, therefore, they are seldom trusted among others. At the lowest level Rogues are spies, liars, scam artists, and informants with their ears open for salable information. At higher levels, an experienced spy is a necessity for any organization who has formidable competition. Of most spies in the service of any organization a small amount may be double, even triple agents, but the life span in that department is very short.

The life of a Rogue is challenging, and dangerous. For they are constantly deceiving and being deceived. A Rogue is always seeking information to sell, or someone to fraud with his intellectual scams, and therefore preys upon the weak minded individuals of Khardan.

Prerequisites	Intelligence	Dexterity	Wit
Ability Requirements	Intelligence 18	Dexterity 15	Wit 12

Rogues Catalogue

Rogues may purchase abilities and powers listed under the Fighter Category, at four times the normal cost. Rogues may purchase only the abilities listed under the Magike-Wielding Category at three times the normal cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	10	30
2	Domestic Skills	5	15
3	Magikeal Skills	13	39
4	Outdoor Skills	8	24
5	Physical Skills	9	27
6	Religious Skills	15	45
7	Roguish Skills	7	21
8	Secondary Skills	8	24
9	Scholarly Skills	13	39
10	Weapon and Armour Skills	9	27

Rogue Abilities (1d20)			
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Number	Ability	ICost	RCost
1	Access to one Armour group	5	Not Available
2	Access to All Weapon groups	8	Not Available
3	Attack	15	Not Available
4	Blending	15	750
5	Climbing	12	600
6	Disguise	8	400
7	Double Handedness	10	Not Available
8	Evasion	14	700
9	Jimmy Locks	8	400
10	Jumping	8	400
11	Light Touch	12	600
12	Locate and Disarm Traps	8	400
13	Mastered Weapon, One	8	Not Available
14	Pole Vaulting	6	300
15	Tightrope Walking	6	300
16	Use Magikeal Item, Potions	5	Not Available
17	Use Magikeal Item, Items	5	Not Available
18	Use Magikeal Item, Armours	5	Not Available
19	Use Magikeal Item, Weapons	5	Not Available
20	Unique Character Ability	Variable	* 50

Descriptions

Rogue abilities such as Blending, Jimmy Locks, Light Touch, and Locate and Disarm Traps, increase at a rate of one percent for every 40 experience points that are spent on them. The term “level” in this section refers only to the level of these abilities, if applicable.

Access to -- Weapon Group(s) / Armour Group(s)

Although you may purchase the Access to all Weapon Groups, ability, Rogues cannot take weapon skills in any swords bigger than short swords, or in any missile weapons other than bows, daggers, darts or slings. With the purchase of this ability the Rogue may use weapons such as broad swords, or javelins but may not take skills in them. If a Rogue uses a weapon that he does not have a skill in he does so with a -5 penalty to all actions. The same is for armour, although the Access to all Armour Groups ability was taken Rogues cannot use armours that are greater than leather. A Rogue may wear armour greater than leather (for spying, or disguise reasons), but he does so with a -10 to his defense rating, and a -5 to his movement points.

Attack

Is the percentage chance a character has of evading an attack and immediately responding by making a counterattack on the enemy. Example, a Rogue is attacked by a Arakasha that has five attacks, the Arakasha strikes at the Rogue, now the player of the Rogue rolls the percentile dice. Supposing that he succeeds means that the Rogue has evaded the Arakashas first attack and now gets to respond by taking a free attack on the Arakasha. If he hits the Arakasha, the Arakasha loses all the rest of his attacks against the Rogue and the Rogue now gets to use the rest of his attacks against the Arakasha. If the Rogue missed the Arakasha, the Arakasha will continue the rest of his attacks on the Rogue. The Rogue cannot try to use this ability again the same round once it has failed. The base percentage in this ability is 6%. Each level the character increases this ability the percentage chance for success increases 3%. The maximum percentage attainable in this ability is 35%.

Blending

Blending is the ability of a character to blend into his environment and remain undetected by not attracting attention. The most efficient way not to attract attention is to remain motionless. This ability starts off at a base 10% chance for success.

Climbing

This ability allows a Rogue to climb sheer surfaces, using virtually no hand holds or equipment other than Shanak; gloves, knee pads and shoes. Shanaks are a special material made from a very rare spider silk known only to Spirits. The Shanaks however are common among rogues. This ability will not work without the Shanaks unless other equipment such as climbing claws are used. These claws are, however, much less efficient than Shanaks and the chance of success is decreased by -15. Success is determined by a dexterity check.

Disguise

By means of this ability if a Rogue has the proper equipment he can change the appearance of his sex, age, weight, height and skin color. The character can also try and change his appearance into that of a similar race, (Human to Chahannawashea). A Rogue can become at most, only 50 cm taller or shorter, and about 100 lbs heavier or lighter. The base chance for success is 15% and it increases by one for each successful attempt.

Double Handedness

With this ability, the Rogue has either been born, or has become, ambidextrous. This ability allows the Rogue to fight with one weapon in each hand. This will give the Rogue a + 5 to his movement points.

Evasion

This is only a defensive skill and can only be used for this purpose. If the Rogue attacks anything the same round he is evading, the evasion is broken and the Rogue can only reattempt after one round. However, there is one exception, and that is that when the Rogue has failed to strike the opponent after successfully rolling his attack percentage. Once the evasion percentage is made a character will continue to evade all oncoming attacks. Evasion will not work in spaces or circumstances where a Rogues maneuverability is restricted. The base chance for success in this ability is 10%. This ability increases by 3% each level (of the ability), to maximum of 40%.

Jimmy Locks

Jimmying Locks includes solving puzzle locks, common locks and magikeal locks using special picking tools. Jimmying Locks also includes breaking a lock open, or so that it cannot be opened again without the total destruction of the lock. The base chance of success for this ability is 8%.

Jumping

The jumping ability includes high jumping and broad jumping. High jumping requires a 3 meter running start. The high jumper clears the obstacle letting the character land on his feet. It also allows the character to land on a surface 3 meters higher or lower than the jumping point. The high jump will extend a maximum of 5 meters horizontally and up to 10 meters vertically. A character starts with a base of 3 meters vertically and 2 meters horizontally. The character gains one meter for every two experience levels gained. Broad jumping is self explanatory. A Broad Jump takes one half of a segment to complete. A running broad jump requires a running space of five meters. In a standing jump the character can jump backwards or forwards the maximum distance. The character starts out with a base of 3 meters jumping distance and gains one more meter every two experience levels gained, running adds two extra meters distance. Success for both types of jumping is determined by a Dex check.

Light Touch

A Rogue with this ability can move across surfaces, and touch things without making noise, leaving impressions or leaving any clues that he was there. This ability starts at a base percentage of 15%.

Locate and Disarm Traps

This ability pertains to small devices such as poisoned needles, darts, springs, and levers ect. A success in this ability lets the character safely find all sorts of traps (not just those listed above), or disarm the traps listed above. This includes alarm systems as well. This ability starts at a base percentage of 20%.

Pole Vaulting

Pole Vaulting includes using a pole, spring board or leverage device to gain height and momentum. A successful vault requires at least a 10 meter running start and a pole the same height as the character. The character can only gain a distance of 5m to begin with (using a pole) and the chance for success starts at 5%. The distance increases by one meter for every ten percent that is earned. One percent is gained for every time the vault is successfully performed. The maximum percentage that one can reach in this ability is 80%

Tightrope Walking

Tight rope walking is a means of crossing from one place to another on a rope or thin beam. They may ascend or descend only a maximum of 55 degrees. The movement rate is halved and they have a base chance of 15% this increases by one percent for each time this skill is successfully performed. In winds or storms this skill is reduced by 30%, or the GM may rule that it is automatically failed.

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Rogue Powers (1d4)

Number	Power	ICost	RCost
1	Quan-Ti Martial Art	40	200
2	Rogue Ring	80	N/A
3	Start with 5000 GP	50	N/A
4	Unique Character Power	Variable	*50

Descriptions

Rogue Ring

With this power the character has inherited, or earned for some special task, a Rogue Ring. This ring will change the Rogues appearance into that of another race. This effect will last for four hours a day. This item has 10 - 30 charges, and can be recharged.

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The Woodsman

It is important for a Woodsman to have dexterity, wit, and a good movement rating. As Elites, Woodsmen resort to stealth and speed in combat, not brute force. Runners of forests and woodlands, Woodsmen have very close ties to nature, and are usually hermits and loners, resorting to the animals for companions. To Woodsmen animals often seem much more interesting and real than people do. To this end, animals and Woodsmen bond very quickly, maybe it's because the wild creates its own breed of life. Having such close ties to animals, and not interacting very well with people, Woodsmen shun all civilizations and organizations. Woodsmen, do however, see themselves as keepers of the areas in which they dwell and will patrol it searching for poachers, and thieves. The ones who are caught by Woodsmen are never seen again.

Revering nature Woodsmen, prefer weapons that are natural in style and form, such as Kapeks, Kalocks, Katanas, and Long Bows. It is assumed that the Woodsman character is one who has been a hermit for a long time and has lived by mother natures' laws, having just recently leave the forest for some drastic reason. The chaos of forest survival results in most Woodsmen having become Anarchic. Though Woodsmen have a rugged but honest quality about them, their unstable life in nature gives them a cruel streak that can be dangerously unpredictable.

Prerequisites	Any Race	Dexterity	Wit
Ability Requirements		Dexterity 15	Wit 15

WOODSMEN'S CATALOGUE

Woodsmen may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Woodsmen may purchase abilities and powers listed under the Fighter Category, at four times the normal cost. Woodsmen may purchase only the abilities listed under the Magike-Wielding Category, at three times the normal cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	9	27
2	Domestic Skills	6	18
3	Magikeal Skills	10	30
4	Outdoor Skills	5	15
5	Physical Skills	8	24
6	Religious Skills	14	42
7	Roguish Skills	9	27
8	Secondary Skills	8	24
9	Scholarly Skills	14	42
10	Weapon and Armour Skills	9	27

Woodsmen's Abilities (1d10 + 1d8)			
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Number	Ability	ICost	RCost
2	Access to One Armour group	5	Not Available
3	Access to Weapon group, Limited	5	Not Available
4	Backbiter	18	900
5	Blending	8	400
6	Double Handedness	5	Not Available
7	Evasion	25	1250
8	Light Touch	9	450
9	Locate and Disarm Traps	8	400
10	Mastered Weapon, One	10	Not Available
11	Mastered Weapon, Two	18	Not Available
12	Targeting	8	400
13	Tightrope Walking	6	300
14	Use Magikeal Item, Potions	5	Not Available
15	Use Magikeal Item, Items	5	Not Available
16	Use Magikeal Item, Armours	5	Not Available
17	Use Magikeal Item, Weapons	6	Not Available
18	Unique Character Ability	Variable	* 50

Descriptions

Woodsmen's abilities such as Blending, Light Touch, and Locate and Disarm Traps, increase at a rate of one percent for every 50 experience points that are spent on them. For descriptions see the Rogue. The term "level" in this section refers only to the level of these abilities, if applicable.

Access, Limited Weapon Group / Armour Group(s)

Although you may purchase the Access to all Weapon Groups, ability, Woodsmen cannot use weapons that are not natural in style and form. For example, natural weapons are, Bows (not crossbows), Katanas, Kapeks, and Kalocks. Woodsmen also cannot use armour that is heavier or greater than chain mail. Still Woodsmen much prefer just to wear their clothes, not armour. Any Woodsman who wears armour suffers a -5 to his movement points.

Backbiter

The Backbiter is an assault that is made from behind a victim, while he is unaware. In order to attack with a Backbiter attack the character must successfully surprise an opponent or be behind him while he is unaware of your presence. You may only back bite with a melee weapon that is medium or smaller in size. The damage depends on the level of this ability. From levels' one to five the damage is doubled and from levels' six to and up the damage is tripled.

Blending

Blending is the ability of a character to blend into his environment and remain undetected by not attracting attention. The most efficient way not to attract attention is to remain motionless. This ability starts off at a base 30% chance for success.

Double Handedness

With this ability, the Woodsman has either been born, or has become, ambidextrous. This ability allows the Woodsman to fight with one weapon in each hand. This will give the Rogue a + 5 to his movement rating in combat.

Evasion

This is only a defensive skill and can only be used for this purpose. If the Woodsman attacks anything the same round he is evading, the evasion is broken and the Woodsman can only reattempt after one round. However, there is one exception, and that is that when the Woodsman has failed to strike the opponent after successfully rolling his attack percentage. Once the evasion percentage is made a character will continue to evade all oncoming attacks. Evasion will not work in spaces or circumstances where a Woodsman's maneuverability is restricted. The base chance for success in this ability is 10%. This ability increases by 2% each level (of the ability), to maximum of 35%.

Light Touch

A Woodsman with this ability can move across surfaces, and touch things without making noise, leaving impressions or leaving any clues that he was there. This ability starts at a base percentage of 25%.

Locate and Disarm Traps

This ability pertains to small devices such as poisoned needles, darts, springs, and levers ect. A success in this ability lets the character safely find all sorts of traps (not just those listed above), or disarm the traps listed above. This includes alarm systems as well. This ability starts at a base percentage of 20%.

Targeting

With this ability a Woodsman is superior with one type of missile weapon, commonly the long bow. This ability gives the Woodsman a bonus of +2 to hit normal targets, +3 to hit large targets. An automatic hit is rewarded on targets that are not moving, and are directly in the Woodsman's line of sight.

Tightrope Walking

Tight rope walking is a means of crossing from one place to another on a rope or thin beam. They may ascend or descend only a maximum of 55 degrees. The movement rate is halved and they have a base chance of 10% this increases by one percent for each time this skill is successfully performed. In winds or storms this skill is reduced by 30%, or the GM may rule that it is automatically failed.

Woodsmen Powers (1d4)

Number	Power	ICost	RCost
1	Animal Telepathy	100	N/A
2	Quan-Ti Martial Art	50	1,000
3	Start with 2000 GP	100	N/A
4	Unique Character Power	Variable	*2,000

Descriptions

Animal Telepathy

The Woodsman with this power, was probably born and raised with the animals of the forest. Thus, he has learned to project his mind to communicate with a certain group of animals (i.e., canines, felines, ect.) of distance's upto a kilometer away. With this power the character actually speaks the animals' language physically and mentally.

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The Thief

It is important for a Thief to have both dexterity and wit. As an Elite, Thieves resort to stealth and speed in all situations. The most common picture of a thief is that of a dark skulking robbing houses, and pilfering in the night. While that, in large cities, is the most common picture, it isn't the only scene thieves work. Thieves, are muggers, robbers, extortionists, hired hands, bandits, beggars and burglars.

The consummate Thief is a master of movement and freedom. He is not bound by wall, locks, or bars. A Thief's life is that of subterfuge, and this is his weapon. Without it a thief is exposed to the world, something definitely scary for a thief. Thieves certainly do not like armour, or anything that restricts their movements, and will not wear any armour that is heavier or more restrictive than soft leather clothing. Thieves usually just wear very light black clothing on night jobs, and torn rags, or normal clothing for street work. Just as armour is cumbersome, so are weapons. Heavy weaponry is slow, inaccurate and ill-suited to the close quarters that Thieves are forced to fight in. Weapons also pose another problem if taken on the job, they mean more serious penalties if one is caught. Thieves that specialize in burglaries are the thieves who usually reap the most rewards, but take the most risks. These thieves are, however, the most ingenious and adventurous.

Prerequisites	Any Race	Dexterity	Wit
Ability Requirements		Dexterity 15	Wit 15

Thieves Catalogue

Thieves may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Thieves may purchase abilities listed under the Fighter Category, at five times the normal cost. Thieves may purchase only the abilities listed under the Magike-Wielding Category at twice the normal cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	12	36
2	Domestic Skills	5	15
3	Magikeal Skills	12	36
4	Outdoor Skills	8	24
5	Physical Skills	10	30
6	Religious Skills	12	36
7	Roguish Skills	8	24
8	Secondary Skills	10	30
9	Scholarly Skills	9	27
10	Weapon and Armour Skills	10	30

Thieves Abilities (1d10 + 1d8)			
Number	Ability	ICost	RCost
2	Access to Armour group, Limited	**	Not Available
3	Access to Weapon group, Limited	**	Not Available
4	Backbiter	25	1250
5	Blending	20	1000
6	Climbing	20	1000
7	Evasion	6	300
8	Jimmy Locks	20	1000
9	Light Touch	20	1000
10	Locate and Disarm Traps	20	1000
11	Mastered Weapon, One	28	Not Available
12	Stealing	20	1000
13	Surprise	25	1250
14	Tightrope Walking	25	1250
15	Use Magikeal Item, Potions	4	200
16	Use Magikeal Item, Items	5	250
17	Use Magikeal Item, Armours	8	400
18	Use Magikeal Item, Weapons	10	500
19	Unique Character Ability	Variable	* 50

Descriptions

Thieves' abilities such as Blending, Jimmy Locks, Light Touch, Locate and Disarm Traps, and Stealing increase at a rate of one percent for every 25 experience points that are spent on them. The term "level" in this section refers only to the level of these abilities, if applicable.

Access, Limited Weapon Group / Armour Group(s)

With the purchase of the Limited Armour ability, a thief may wear one type of armour other than soft leather, or leather clothing. This armour must be very flexible, (i.e., chain mail), and fairly light -- no plate armours are allowed.

With the purchase of the Limited Weapon ability the character can use one size small weapon.

Backbiter

The Backbiter is an assault that is made from behind a victim, while he is unaware. In order to attack with a Backbiter attack the character must successfully surprise an opponent or be behind him while he is unaware of your presence. You may only back bite with a melee weapon that is medium or smaller in size. The damage depends on the level of this ability. From levels' one to three the damage is doubled, from levels' four to six the damage is tripled and for levels' seven and up the damage is times four.

Blending

Blending is the ability of a character to blend into his environment and remain undetected by not attracting attention. The most efficient way not to attract attention is to remain motionless. This ability starts off at a base 10% chance for success.

Climbing

This ability allows a Thief to climb sheer surfaces, using virtually no hand holds or equipment other than Shanaks; gloves, knee pads and shoes. Shanaks are a special material made from a very rare spider silk known only to Spirits. The Shanaks, however, are common among thieves. This ability will not work without the Shanaks unless other equipment such as climbing claws are used. These claws are, however, much less efficient than Shanaks and the chance of success is decreased by -10. Success is determined by a dexterity check.

Evasion

This is only a defensive skill and can only be used for this purpose. If the Thief attacks anything the same round he is evading, the evasion is broken and the Thief can only reattempt after one round. Once the evasion percentage is made a character will continue to evade all oncoming attacks. Evasion will not work in spaces or circumstances where a Thieves maneuverability is restricted. The base chance for success in this ability is 10%. This ability increases by 2% each level (of the ability), to maximum of 35%.

Jimmy Locks

Jimmying Locks includes solving puzzle locks, common locks and magikeal locks using special picking tools. Jimmying Locks also includes breaking a lock open, or so that it cannot be opened again without the total destruction of the lock. The base chance of success for this ability is 20%.

Light Touch

A Thief with this ability can move across surfaces, and touch things without making noise, leaving impressions or leaving any clues that he was there. This ability starts at a base percentage of 15%.

Locate and Disarm Traps

This ability pertains to small devices such as poisoned needles, darts, springs, and levers ect. A success in this ability lets the character safely find all sorts of traps (not just those listed above), or disarm the traps listed above. This includes alarm systems as well. This ability starts at a base percentage of 15%.

Stealing

This is the ability in which most thieves excel. Stealing includes pilfering and flinching small items by sleight of hand, and picking pockets. Base 10%

Surprise

Surprising is the ability to surprise your opponent. In order to do so you must not be seen, and in the case of the backbiter you must also be behind the victim. The surprise chance is exceptionally high for rogues for they use 1d6 to roll for surprise. The base chance is 1-2. The victim still suffers from the regular effects. The chance is increased to 1-3 at fifth level and is increased by one for every five levels' they gain. The maximum chance is 1-5 at fifteenth level.

Tightrope Walking

Tight rope walking is a means of crossing from one place to another on a rope or thin beam. They may ascend or descend only a maximum of 55 degrees. The movement rate is halved and they have a base chance of 10% this increases by one percent for each time this skill is successfully performed. In winds or storms this skill is reduced by 30%, or the RM may rule that it is automatically failed.



Thief Powers (1d4)			
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Number	Power	ICost	RCost
1	Quan-Ti Martial Art	50	2500
2	Shadow Walk	200	N/A
3	Superior Sense	80	N/A
4	Unique Character Power	Variable	*50

Descriptions

Shadow Walk

Those possessing this ability are known as Shadow Walkers, or Shades by the general populace in which they live. Because of the extents of this power Shadow Walkers are never or rarely seen but they are known because of the mark that they leave. The presence of this power usually turns common street thieves into burglars or other miscreants that do not wish to show themselves. The effect of using Shadow Walking makes a thief completely silent in all actions and movements, causes him (and any inanimate object smaller than him that he is holding) to automatically blend with his surroundings. These powers do not end there. One to four times a day, (the RM secretly generates this number), the character may gather the shadows around him and use them as a portal. This allows him to “Teleport” to any other large shadow within ten meters of himself. To successfully execute this ability the player must complete a Wit check. A failed attempt leaves the Thief without the ability to defend himself for two rounds.

Superior Sense

This power allows a character to have one sense that is considered superior. The effect will be the same as the Acute Sense power of the Slayers in that the sense the power of the sense is three to four times as powerful as normal. A character with superior hearing can rarely be surprised, or only surprised under extreme conditions. A character with superior taste or smell could notice odors or flavors many meters away or farther. Superior vision would let a character see minute details far away, and he would have limited low-light vision.

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The ASSASSIN

Assassins are men and women of dark terror, and are commonly the subjects of stories meant to scare youths into obedience, and tales of dark political intrigue. For what is more terrifying, a mythical threat, or one that is very real and at any time could be very near. Assassins hold cities, countries, and empires in fear. Assassins are also sects of these empires, bred for enforcement and the destruction of political opponents. Assassins are very versatile, and pick up skills easily because of their unusual Wit. This allows Assassins to learn and adapt easily (thus the low cost of buying abilities belonging to other profession categories). Usually Assassins have a profession like a merchant, store keeper, carpenter, ect., that they practice during the day or when they are not working. This serves to conceal their true identities.

Like Thieves, Assassins certainly do not like armour, or anything that restricts their movements, and will not wear any armour that is heavier or more restrictive than clothing. Assassins usually just wear very light black clothing on night jobs, and torn rags, or normal clothing for street work. Just as armour is cumbersome, so are weapons. Heavy weaponry is slow, inaccurate and ill-suited to the close quarters that Assassins may be forced to fight in if they botch a job. Unlike Thieves, Assassins, are more versatile and may use many types of small or medium sized weapons.

Prerequisites	Any Race	Personality	Dexterity	Wit
Ability Requirements		Personality 15	Dexterity 12	Wit 15

ASSASSIN'S CATALOGUE

Assassins may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Assassins may purchase skills or abilities listed under the Fighter Category, at the normal cost plus twenty. Assassins may purchase only the skills and abilities listed under the Magike-Wielding Category at twice the normal cost. Assassins also may purchase any ability or power listed in the elite section (from any other profession) at the regular cost plus twenty. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	10	30
2	Domestic Skills	5	15
3	Magikeal Skills	12	36
4	Outdoor Skills	8	24
5	Physical Skills	6	18
6	Religious Skills	14	42
7	Roguish Skills	8	24
8	Secondary Skills	5	15
9	Scholarly Skills	9	27
10	Weapon and Armour Skills	10	30

Assassin's Abilities (1d20 + 1d8)			
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Number	Ability	ICost	RCost
2	Access to Armour group, Limited	5	Not Available
3	Access to All Weapon groups	7	Not Available
4	Assassination	35	1750
5	Attack	25	1250
6	Blending	10	500
7	Climbing	10	500
8	Disguise	10	500
9	Evasion	8	400
10	Jimmy Locks	8	400
11	Jumping	6	300
12	Light Touch	5	250
13	Mastered Weapon, One	14	Not Available
14	Poison Mastery	12	Not Available
15	Surprise	10	500
16	Tightrope Walking	12	600
17	Tracking	8	400
18	Use Magikeal Item, Potions	5	Not Available
19	Use Magikeal Item, Items	5	Not Available
20	Use Magikeal Item, Armours	8	Not Available
21	Use Magikeal Item, Weapons	8	Not Available
22	Unique Character Ability	Variable	* 50

Descriptions

Assassin abilities such as Blending, Light Touch, and Disguise increase at a rate of one percent for every 50 experience points that are spent on them. The term "level" in this section refers only to the level of these abilities, if applicable.

Access, Limited Weapon Group / Armour Group(s)

With the purchase of the Limited Armour ability, an Assassin may wear soft leather clothing. With the purchase of the Limited Weapon ability the character can use one large sized weapon (no two handed swords).

Assassination

Assassination is the ability to kill a victim in a single powerful, deadly blow, or attack. In order to assassinate a victim the attacker must first roll a surprise. Once the victim is surprised, they must roll to hit with a penalty of 2, and if successful they may attempt an assassination. This gives, roughly, a 10% chance of instantly killing a victim. For every size larger than the attacker the victim is, there is a 4% penalty to the assassination roll. Therefore, there is also a 4% bonus for every size small of the victim lower than the attacker. The base percentage for assassination increases by 2% for every level of the ability. The maximum percentage attainable in this ability is 35%.

Attack

Is the percentage chance a character has of evading an attack and immediately responding by making a counterattack on the enemy. Example, an Assassin is attacked by a Arakasha that has five attacks, the Arakasha strikes at the Assassin, now the player of the Assassin rolls the percentile dice. Supposing that he succeeds means that the Assassin has evaded the Arakashas first attack and now gets to respond by taking a free attack on the Arakasha. If he hits the Arakasha, the Arakasha loses all the rest of his attacks against the Assassin and the Assassin now gets to use the rest of his attacks against the Arakasha. If the Assassin missed the Arakasha, the Arakasha will continue the rest of his attacks on the Assassin. The Assassin cannot try to use this ability again the same round once it has failed. The base percentage in this ability is 6%. Each level the character increases this ability the percentage chance for success increases 3%. The maximum percentage attainable in this ability is 35%.

Blending

Blending is the ability of a character to blend into his environment and remain undetected by not attracting attention. The most efficient way not to attract attention is to remain motionless. This ability starts off at a base 10% chance for success.

Climbing

This ability allows an Assassin to climb sheer surfaces, using virtually no hand holds or equipment other than Shanaks; gloves, knee pads and shoes. Shanaks are a special material made from a very rare spider silk known only to Spiris. This ability will not work without the Shanaks unless other equipment such as climbing claws are used. Success is determined by a dexterity check.

Disguise

By means of this ability if an Assassin has the proper equipment he can change the appearance of his sex, age, weight, height and skin color. The character can also try and change his appearance into that of a similar race, (Human to Chahannawashea). An Assassin can become at most, only 50 cm taller or shorter, and about 100 lbs heavier or lighter. The base chance for success is 15%.

Evasion

This is only a defensive skill and can only be used for this purpose. If the Assassin attacks anything the same round he is evading, the evasion is broken and the Assassin can only reattempt after one round. Once the evasion percentage is made a character will continue to evade all oncoming attacks. Evasion will not work in spaces or circumstances where an Assassins maneuverability is restricted. The base chance for success in this ability is 10%. This ability increases by 2% each level (of the ability), to maximum of 35%.

Jimmy Locks

Jimmying Locks includes solving puzzle locks, common locks and magical locks using special picking tools. Jimmying Locks also includes breaking a lock open, or so that it cannot be opened again without the total destruction of the lock. The base chance of success for this ability is 20%.

Jumping

The jumping ability includes high jumping and broad jumping. High jumping requires a 3 meter running start. The high jumper clears the obstacle letting the character land on his feet. It also allows the character to land on a surface 3 meters higher or lower than the jumping point. The high jump will extend a maximum of 5 meters horizontally and up to 6 meters vertically. A character starts with a base of 2 meters vertically and 2 meters horizontally. The character gains one meter for every two experience levels gained. Broad jumping is self explanatory. It takes one half of a segment to complete. A running broad jump requires a running space of five meters. In a standing jump the character can jump backwards or forwards the maximum distance. The character starts out with a base of 3 meters jumping distance and gains one more meter every two experience levels gained, running adds 1 extra meters distance. Success for both types of jumping is determined by a Dex check.

Light Touch

An Assassin with this ability can move across surfaces, and touch things without making noise, leaving impressions or leaving any clues that he was there. This ability starts at a base percentage of 15%.

Poison Mastery

The Assassin profession is talented indeed. One of their many talents is the use of strong poisons for their assassinations. The Assassin has learned the art of slipping poisons into drinks, or attempting to use them on their weapons. With this ability An Assassin has studied and understands the use of concocting, making, and administering poisons as well as making their antidotes. This ability starts at a base of 30% and increases by a rate of 5% per level of this ability. This percentage is used for all of the aforementioned as well as knowing a certain poison from its affects, odor, colour and residue, ect. The poisons found in Khardan are made from poisonous plants or the venom of creatures.

Kits of poison or poisons themselves are rarely sold in the market. To find most poisons you first must be an Elite, and purchase them from secret societies or black markets. These poisons usually cost a lot. Below is a short list showing the most common types of poison, their effects and their value as a kit or individually when bought. The R.M. may alter the price depending on whom the merchant.

Lich's Web costs 20 cp. per vial. Taken from the blood of a powerful undead lich, the effects of this poison are severe hallucinations of dark horrors, and death in two hours. Once dead the character will rise as a zombie or other minor type of undead in 3-4 days depending on the concentration of the poison. If the victim was a Magike-Wielder he will rise as a lich. This poison is available as a liquid or powder. The liquid must be ingested. The powder costs 30 cp. per vial and may be ingested, absorbed through the skin or inhaled.

Sleep Poison costs 1 gp per vial. This poison causes a deep sleep within 2 segments and wears off in five hours. Sleep poison is available in a powder or liquid. The liquid and powder may be ingested or absorbed through the skin.

Tiger Glass costs 10 gp per vial. This poison causes delusions, temporary paralysis that incapacitates for the duration of the poison. Tiger Glass comes from the eyes of giant tigers, and is available in a liquid that must be ingested, or a powder that can be ingested or absorbed through the skin. This poison damages for one damage to every body area every round for five rounds or until the victim is dead.

Tiger Poison costs 15 gp per vial. This poison instantly causes nausea, and sickness. Tiger poison comes from infected wounds of giant tigers, and must be ingested. The poison does two points of damage to every body area, every round for five rounds, or four points of damage to every body area if the character persists in any physical activity.

Black Shadow costs 1 cp. per vial. This poison causes an amount of five hp per round to each body area until death occurs. Black Shadow comes from the webs of Black Shadow spiders, known for their deadliness. Comes as powder and must be inhaled or ingested.

Snake's Venom costs 1 cp. per vial. Snake's venom causes sickness and slight paralyzation on the legs. This poison does four points of damage to each body part every round. Snake's Venom must be ingested.

Dust of Death costs 50 cp. per vial. The Dust of Death is a powder and causes instant death if inhaled. One vial will fill a small two meter by two meter sized room. The Dust of Death is made from the crushed spores of the Jhannqu cactus found only in the Jah-Re-Bah desert.

Deaths' Master costs 60 cp. per vial. Deaths' Master is a super concentration of the Dust of Death poison that causes death in five seconds upon touching the skin's surface.

Black Death costs 20 cp. per vial. This powder causes a slow but painful death. Upon touching skin, it acts as a hallucinogen tearing the mind into insanity. A day later the victim breaks out in a strange disease that raises boils on the flesh. Six hours later these boils and huge chunks of skin start to rot and fall off. This makes many think that the disease is leprosy. On the eve on the third day the victim is racked by a searing pain for an hour and then he dies.

Phyran's Plant costs 1 cp. per dose. This liquid poison derived from the Phyran plant must be ingested and causes a sickness that lasts for a day. It results in brain damage reducing the victim's intelligence to three.

Plant Poison costs 2 cp. per dose. Plant Poison is a powder that must be ingested. Plant Poison causes severe sickness that results in a 25 percent chance of death, a 5 percent chance of total paralysis, a 10 percent chance of brain damage, and a 30 percent chance of a coma.

Surprise

The ability to surprise your opponent. In order to do so you must not be seen. The surprise chance is exceptionally high for assassins for they use 1d6 to roll for surprise. The base chance is 1-2. If surprised the assassin may attempt an assassination or the victim loses his opportunity at first strike. The chance is increased to 1-3 at fifth level and is increased by one for every five levels they gain. The maximum chance is 1-5 at fifteenth level.

Tightrope Walking

Tight rope walking is a means of crossing from one place to another on a rope or thin beam. They may ascend or descend only a maximum of 55 degrees. The movement rate is halved and they have a base chance of 10% this increases by one percent for each time this skill is successfully performed. In winds or storms this skill is reduced by 30%, or the RM may rule that it is automatically failed.

Tracking

Is the ability to pursue an individual by the tracks, or signs of disruption that a passing person leaves. A character starts with a 15% percent chance of success that increases by two percent for every level that the character gains in this ability. For tracking to succeed the creature tracked must leave some kind of trail. It is impossible to track a flying or swimming creature. The percentage for success must be rolled every time the conditions change. The tracker however gains a bonus of 10% to these rolls. If the tracker fails he may roll again after searching the area for at least one hour. If he fails again all further attempts are futile.

Terrain and Conditions	Modifier
Every day since the trail was made	-5%
Every hour of rain, snow	-5%
Tracked party attempts to hide trail	-5%
Poor lighting	-6%
Rocky ground or shallow water	-10%
Normal ground, wood floor	0
Every other creature in the group	+2%
Occasional signs of passage, dust	+5%
Thick bush, vines and reeds	+6%
Soft or muddy ground	+10%



Assassin Powers (1d6)

Number	Power	ICost	RCost
1	Quan-Ti Martial Art	100	1,000
2	Open Hand Attack	50	3,000
3	Shadow Walk	300	N/A
4	Superior Sense	200	N/A
5	Unique Character Power	Variable	*2,000
6	Whirlwind Attack	150	4,500

Descriptions

Open Hand Attack

This attack injures for 1 HP of damage for each level that the character has in this power. If a 28 to 30 is rolled on the to hit die this attack will automatically kill your opponent by crushing a vital organ.

Shadow Walk

Those possessing this ability are known as Shadow Walkers, or Shades by the general populace in which they live. Because of the extents of this power Shadow Walkers are never or rarely seen but they are known because of the mark that they leave. The presence of this power usually turns common street thieves into burglars. The effect of using Shadow Walking makes a thief completely silent in all actions and movements, causes him (and any inanimate object smaller than him that he is holding) to automatically blend with his surroundings. These powers do not end there. Once a day for every level of this ability, for one round, the character may gather the shadows around him and use them as a portal. This allows him to “Teleport” to any other large shadow within ten meters of himself. To successfully use this ability the player must complete a successful Wit check.

Superior Sense

This power allows a character to have one sense that is considered superior. The effect will be the same as the Acute Sense power of the Slayers in that the sense the power of the sense is three to four times as powerful as normal. A character with superior hearing can rarely be surprised, or only surprised under extreme conditions. A character with superior taste or smell could notice odors or flavors many meters away or farther. Superior vision would let a character see minute details far away, and he would have a limited low-light vision.

Whirlwind Attack

An assassin can use this power to move with the speed of a whirlwind. Attacking in a flurry of rage the whirlwind assassin can attack 1d8 of his closest opponents. All victims of this attack are automatically taken by surprise. This assault does 1d4 Hp of damage + one point for every level of this power. On a roll of 25 to 30 the attack does double damage. During this attack an assassin cannot use his damage bonus. The whirlwind assault can be used only once a round and takes up all of the Assassins movement points.



THE NINJA (QUAN-TI ASSASSIN)

The oriental clans of professional assassins are organised into Tongs. Tongs frequently have a training camp, compound or other centralised facility in which to train new members. The Tongs always keep the locations of their compounds, and the identities of their members a strict secret. The popular and fear inspiring name for the members of these Tongs is the Ninja. Ninja assassins are men and women who possess terrifying, almost mythical skills and abilities. The service of the Tongs can and has influenced the very political and social history of many countries and empires. The Tongs are sects of these empires, nurtured by rulers for enforcement and the destruction of political opponents. Ninja assassins like their counterparts are very versatile, and pick up skills easily because of their unusual Wit. This allows Ninjas to learn and adapt easily (thus the low cost of buying abilities belonging to other profession categories). Ninjas can have professions like merchants, and store keepers, but they usually train or hire professional informants or other assassins to gather information vital to their operations.

Like Thieves, Ninjas certainly do not like armour, or anything that restricts their movements, and will not wear any armour that is heavier or more restrictive than clothing. Ninjas usually wear black outfits made up of several smaller components. These outfits are tailor made to provide their wearers with maximum flexibility, stability and comfort. Ninja outfits can come in other colours to suit the environment in which a Ninja is working. All Ninja characters start with two of these outfits.

Just as armour is cumbersome so are weapons. Heavy weaponry is slow, inaccurate and ill-suited to the close quarters that Ninjas may be forced to fight in. Unlike Assassins, however, Ninjas have some favourite and original weapons. Shurikens (1dmg each), Caltrops (1 dmg), Throwing Stars (1d6), Special long range darts (1d4 per dart), are just a few examples of their arsenals. Also familiar to the Ninja is the infamous Smoke Screen.

Prerequisites	Any Race	Personality	Dexterity	Wit
Ability Requirements		Personality 15	Dexterity 14	Wit 15

NINJA'S CATALOGUE

Choosing the same skill, ability or power more than once increases its level by one if applicable. Ninjas may purchase abilities listed under the Fighter Category, at the normal initial or regular cost plus twenty. Ninjas may purchase abilities listed under the Magike-Wielding Category at twice the initial or regular cost. Ninjas also may purchase any ability or power listed in the elite section (from any other profession) at the initial or regular cost plus fifty. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)			
Number	Skill	ICost	RCost
1	Combat & Warrior Skills	10	30
2	Domestic Skills	5	15
3	Magikeal Skills	12	36
4	Outdoor Skills	8	24
5	Physical Skills	5	15
6	Religious Skills	10	30
7	Roguish Skills	8	24
8	Secondary Skills	5	15
9	Scholarly Skills	6	18
10	Weapon and Armour Skills	5	15

Ninja Abilities (1d20 + 1d8)			
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Number	Ability	ICost	RCost
2	Access to Armour group, Limited	5	Not Available
3	Access to All Weapon groups	6	Not Available
4	Assassination	30	1500
5	Attack	20	1000
6	Back Bite	25	1250
7	Blending	8	400
8	Climbing	12	600
9	Disguise	10	500
10	Escape	8	400
11	Evasion	8	400
12	Fall	10	500
13	Find/ Remove Traps	10	500
14	Jimmy Locks	8	400
15	Jumping	5	250
16	Light Touch	5	250
17	Mastered Weapon, One	14	Not Available
18	Poison Mastery	12	Not Available
19	Pole Vault	8	400
20	Running	8	400
21	Surprise	10	500
22	Tightrope Walking	12	600
23	Tracking	8	400
24	Use Magikeal Item, Potions	5	Not Available
25	Use Magikeal Item, Items	5	Not Available
26	Use Magikeal Item, Armours	6	Not Available
27	Use Magikeal Item, Weapons	6	Not Available
28	Unique Character Ability	Variable	* 50

Descriptions

Ninja abilities such as Jimmy Locks, Find/Remove Locks, Blending, Light Touch, and Disguise increase at a rate of one percent for every 50 experience points that are spent on them. The term “level” in this section refers only to the level of these abilities, if applicable.

Access, Limited Weapon Group / Armour Group(s)

With the purchase of the Limited Armour ability, a Ninja may wear soft leather under his Gui with a penalty of -1 to all combat procedures. With the purchase of the Limited Weapon ability the character can use one large sized weapon (no two handed swords).

Assassination

Assassination is the ability to kill a victim in a single powerful, deadly blow, or attack. In order to assassinate a victim the attacker must first roll a surprise. Once the victim is surprised, they must roll to hit with a penalty of 2, and if successful they may attempt an assassination. This gives roughly a 20% chance of instantly killing the victim. For every size larger the victim is than the attacker there is a 4% penalty to the assassination roll. Therefore, there is also a 4% bonus for every size smaller the victim is than the attacker. The base percentage for assassination increases by 2% for every level of the ability.

Attack

Is the percentage chance a character has of evading an attack and immediately responding by making a counterattack on the enemy. Example, a Ninja is attacked by a Arakasha that has five attacks, the Arakasha strikes at the Ninja, now the player of the Ninja rolls the percentile dice. Supposing that he succeeds means that the Ninja has evaded the Arakashas first attack and now gets to respond by taking a free attack on the Arakasha. If he hits the Arakasha, the Arakasha loses all the rest of his attacks against the Ninja and the Ninja now gets to use the rest of his attacks against the Arakasha. If the Ninja missed the Arakasha, the Arakasha will continue the rest of his attacks on the Ninja. The Ninja cannot try to use this ability again the same round once it has failed. The base percentage in this ability is 6%. Each level the character increases this ability the percentage chance for success increases 3%. The maximum percentage attainable in this ability is 35%.

Back Biter

The Backbiter is an assault that is made from behind a victim, while he is unaware. In order to attack with a Backbiter attack the character must successfully surprise an opponent or be behind him while he is unaware of your presence. You may only back bite a with melee weapon that is medium or smaller in size. The damage depends on the level of this ability. From levels' one to three the damage is doubled, from levels' four to six the damage is tripled and for levels' seven and up the damage is times four.

Blending

Blending is the ability of a character to blend into his environment and remain undetected by not attracting attention. The most efficient way not to attract attention is to remain motionless. This ability starts off at a base 20% chance for success.

Climbing

This ability allows a Ninja to climb sheer surfaces, using virtually no hand holds or equipment other than Shanak; gloves, knee pads and shoes. Shanaks are a special material made from a very rare spider silk known only to Spiris. This ability will not work without the Shanaks unless other equipment such as climbing claws are used. Success is determined by a dexterity check.

Disguise

By means of this ability if a Ninja has the proper equipment he can change the appearance of his sex, age, weight, height and skin color. The character can also try and change his appearance into that of a similar race, (Human to Chahannawashea). A Ninja can become at most, only 50 cm taller or shorter, and about 100 lbs heavier or lighter. The base chance for success is 15%.

Escape

Ninjas, by professional need, are adept at escaping the confines of ropes, chains and other binding equipment. The Ninja accomplishes this by contorting his body and often slipping his bones out of their joints. The base percentage chance a Ninja has to use this ability successfully is 15% with a bonus of 5% for every level of this ability afterwards.

Evasion

This is only a defensive skill and can only be used for this purpose. If the Ninja attacks anything the same round he is evading, the evasion is broken and the Ninja can only reattempt after one round. Once the evasion percentage is made a character will continue to evade all oncoming attacks. Evasion will not work in spaces or circumstances where a Ninjas maneuverability is restricted. The base chance for success in this ability is 10%. This ability increases by 2% each level (of the ability), to maximum of 35%.

Fall

As Ninjas are adept at contorting their bodies for the purposes of escaping bonds, they also use this ability, combined with special landing techniques, to absorb the impact of their falls. However, the Ninja cannot be wearing any metal armour or tight constrictive clothing. If a Ninja falls any distances greater than 6 meters he must be near a vertical surface in order to slow his fall. If a Ninja falls farther than the maximum height he can fall (without receiving damage), then he receives full damage. The base height a Ninja can fall is 3 meters. This increases by one meter for every level of this ability.

Find and Remove Traps

This ability pertains to small devices such as poisoned needles, darts, springs, and levers ect. A success in this ability lets the character safely find all sorts of traps (not just those listed above), or disarm the traps listed above. This includes alarm systems as well. This ability starts at a base percentage of 15%.

Jimmy Locks

Jimmying Locks includes solving puzzle locks, common locks and magikeal locks using special picking tools. Jimmying Locks also includes breaking a lock open, or so that it cannot be opened again without the total destruction of the lock. The base chance of success for this ability is 20%.

Jumping

The jumping ability includes high jumping and broad jumping. High jumping requires a 3 meter running start. The high jumper clears the obstacle letting the character land on his feet. It also allows the character to land on a surface 3 meters higher or lower than the jumping point. The high jump will extend a maximum of 5 meters horizontally and up to 6 meters vertically. A character starts with a base of 3 meters vertically and 2 meters horizontally. The character gains one meter for every two experience levels gained. Broad jumping is self explanatory. It takes one half of a segment to complete. A running broad jump requires a running space of five meters. In a standing jump the character can jump backwards or forwards the maximum distance. The character starts out with a base of 3 meters jumping distance and gains one more meter every two experience levels gained, running adds one extra meters distance. Success for both types of jumping is determined by a Dex check.

Light Touch

A Ninja with this ability can move across surfaces, and touch things without making noise, leaving impressions or leaving any clues that he was there. This ability starts at a base percentage of 35%.

Poison Mastery

The Ninja profession is talented indeed. One of their many talents is the use of strong poisons for their assassinations. The Ninja has learned the art of slipping poisons into drinks, drugs, food, or attempting to use them on their weapons. With this ability a Ninja has studied and understands the use of concocting, making, and administering poisons as well as making their antidotes. This ability starts at a base of 30% and increases by a rate of 5% per level of this ability. This percentage is used for all of the aforementioned as well as knowing a certain poison from its affects, odor, colour and residue, ect. The poisons found in Khardan are made from poisonous plants or the venom of creatures.

Kits of poison or poisons themselves are rarely sold in the common market. To get a hold of most poisons you first must be of an Elite profession, and purchase them from secret societies or black markets. These poisons usually cost a lot. Below is a short list showing the most common types of poison, their effects and their value as a kit or individually when bought. The R.M. may higher or lower the price depending on whom the character buys it from.

Lich's Web costs 20 cp. per vial. Taken from the blood of a powerful undead lich the effects of this poison are severe hallucinations of dark horrors, and death in two hours. Once dead the character will rise as a zombie or other minor type of undead in 3-4 days depending on the concentration of the poison. If the victim was a Magike-Wielder he will rise as a lich. This poison is available as a liquid or powder. The liquid must be ingested. The powder costs 30 cp. per vial and may be ingested, absorbed through the skin or inhaled.

Sleep Poison costs 1 gp per vial. This poison causes a deep sleep within 2 segments and wears off in five hours. Sleep poison is available in a powder or liquid. The liquid and powder may be ingested or absorbed through the skin.

Tiger Glass costs 10 gp per vial. This poison causes delusions, temporary paralysis that incapacitates for the duration of the poison. Tiger Glass comes from the eyes of giant tigers, and is available in a liquid that must be ingested, or a powder that can be ingested or absorbed through the skin. This poison damages for one point of damage to every body area every round for five rounds or until the victim is dead.

Tiger Poison costs 15 gp per vial. This poison instantly causes nausea, and sickness. Tiger poison comes from infected wounds of giant tigers, and must be ingested. The poison does two points of damage to every body area, every round for five rounds, or four points of damage to every body area if the character persists in any physical activity.

Black Shadow costs 1 cp. per vial. This poison causes an amount of five hp per round to each body area until death occurs. Black Shadow comes from the webs of Black Shadow spiders, known for their deadliness. Comes as powder and must be inhaled or ingested.

Snake's Venom costs 1 cp. per vial. Snake's venom causes sickness and slight paralyzation on the legs. This poison does four points of damage to each body part every round. Snake's Venom must be ingested.

Dust of Death costs 50 cp. per vial. The Dust of Death is a powder and causes instant death if inhaled. One vial will fill a small two meter by two meter sized room. The Dust of Death is made from the crushed spores of the Jhannqu cactus found only in the Jah-Re-Bah desert.

Death's Master costs 60 cp. per vial. Death's Master is a super concentration of the Dust of Death poison that causes death in five seconds upon touching the skin's surface.

Black Death costs 20 cp. per vial. This powder causes a slow but painful death. Upon touching skin, it acts as a hallucinogen tearing the mind into insanity. A day later the victim breaks out in a strange disease that raises boils on the flesh. Six hours later these boils and huge chunks of skin start to rot and fall off. This makes many think that the disease is leprosy. On the eve on the third day the victim is racked by a searing pain for an hour and then he dies.

Phyran's Plant costs 1 cp. per dose. This liquid poison derived from the Phyran plant must be ingested and causes a sickness that lasts for a day. It results in brain damage reducing the victim's intelligence to three.

Plant Poison costs 2 cp. per dose. Plant Poison is a powder that must be ingested. Plant Poison causes severe sickness that results in a 25 percent chance of death, a 5 percent chance of total paralysis, a 10 percent chance of brain damage, and a 30 percent chance of a coma.

Serum of Deaths Blood is home made by the Ninja with a concoction of his own blood, plants, herbs and aged animal dung. The poison causes a painful and immediate poisoning of the blood of its victim when absorbed through the skin. Within a few hours of contact the victim will be unable to control his body and will appear as if dead. However, his mind will remain alive for another hour and then perish in horrid pain.

Pole Vault

Pole Vaulting includes using a pole, spring board or leverage device to gain height and momentum. A successful vault requires at least a 5 meter running start and a pole the same height as the character. The character can only gain a distance of 5m to begin with (using a pole) and the chance for success is 35%. The distance increases by one meter for every ten percent that is earned. One percent is gained for every time the vault is successfully performed. The maximum percentage that this ability can reach is 80%.

Running

To escape their pursuers, which is a frequent occurrence, Ninjas must build up phenomenal amounts of endurance. Through rigorous training Ninjas with this ability have built up the capacity to run for long amounts of time. The base amount of time a Ninja with this ability can run at their maximum movement is two hours without becoming endured. This time increases by 15 minutes for every level of the ability. After this time has expired the Ninja becomes endured as normal.

Surprise

The ability to surprise your opponent. In order to do so you must not be seen. The surprise chance is exceptionally high for rogues for they use 1d6 to roll for surprise. The base chance is 1-2. If surprised the Ninja may attempt an assassination or the victim loses first strike. The chance is increased to 1-3 at fifth level and is increased by one for every five levels they gain. The maximum chance is 1-5 at fifteenth level.

Tightrope Walking

Tight rope walking is a means of crossing from one place to another on a rope or thin beam. They may ascend or descend only a maximum of 55 degrees. The movement rate is halved and they have a base chance of 10% this increases by one percent for each time this skill is successfully performed. In winds or storms this skill is reduced by 30%, or the RM may rule that it is automatically failed.

Tracking

Is the ability to pursue an individual by the tracks, or signs of disruption that a passing person leaves. A character starts with a 20 percent chance of success that increases by two percent for every level that the character gains in this ability. For tracking to succeed the creature tracked must leave some kind of trail. It is impossible to track a flying or swimming creature. The percentage for success must be rolled every time the conditions change. The tracker however gains a bonus of 10% to these rolls. If the tracker fails he may roll again after searching the area for at least one hour. If he fails again all further attempts are futile.

Terrain and Conditions	Modifier
Every day since the trail was made	-5%
Every hour of rain, snow	-5%
Tracked party attempts to hide trail	-5%
Poor lighting	-6%
Rocky ground or shallow water	-10%
Normal ground, wood floor	0
Every other creature in the group	+2%
Occasional signs of passage, dust	+5%
Thick bush, vines and reeds	+6%
Soft or muddy ground	+10%



Ninja Powers (1d6+1d4)			
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Number	Power	ICost	RCost
1	Quan-Ti Martial Art, Ninjitsu	25	1250
2	Fear Immunity	75	3750
3	Fake Death	45	2250
4	Hold Breath	20	1000
5	Ninja Arsenal	20	N/A
6	Shadow Walk	100	N/A
7	Superior Sense	80	N/A
8	Wall of Spiritual Dust	100	N/A
9	Unique Character Power	Variable	*50

Descriptions

Fake Death

Ninjas may employ this power to appear as dead even under close scrutiny. A character with this power has spent many hours learning how to slow his heart beat so that his pulse is undetectable, and relax his body to make it totally limp. This power also enables the Ninja to make his skin color pale rapidly, and cause his pupils to dilate.

Fear Immunity

This Ninja is immune to the effects of natural fear and may make a resistance roll at a bonus of five to resist magically induced fears.

Hold Breath

The Ninja with this ability can hold his breath for at least 15 to 20 rounds. Every round after the player is required to make an endurance check. If the check fails the character must breathe. If he succeeds then he loses two endurance points. Once the character's endurance is reached the character must breathe or fall into unconsciousness.

Ninja Arsenal

The Ninja gains the following equipment and weapons at an apprentice skill level:

Bo Staff: Basic quarter staff.

Ninja-To: The Ninjas short sword. The Ninja gains a bonus of +1 to hit while using the Ninja-To.

Sagoe: A long cord used to wear the sword scabbard. This can also be used as a rope.

Nage teppo(10): Small grenades of poison or flash powder made by filling empty egg shells.

Sode tsutsu: A crude shotgun like device that fires a triangular cone of projectiles upto 30 feet away and ten feet in width. It causes 3d8 damage to everyone within its radius. After one shot it must be reloaded with special needle like projectiles.

Sode tsutsu projectiles (2 loads): Two reloads for the Sode tsutsu. Each reload can be purchased on the Jah-Re-Bahn or Quan-Ti black market for 10 gold pieces.

Hankyu: A Ninjas short bow. *see short bow in weapons section.*

Metsubushi: This is a silent blow pipe. *see blow pipe in weapon section.*

Tetsu-bishi: Caltrops that may be poisoned. *see weapon section.*

Kusarigama: This weapon is in all purposes a scythe with a chain attached to the base. The chain is used as a flail. The weapon may be used as a scythe, a flail, or in a combination. In a combination the weapon is two handed and requires 10 movement for the combination attack. One attack is with the scythe (3d4) and one is as a flail (3d6). The chain of this weapon may be used to entangle a victim at a -4 to attack.

Fukumi-Bari: Ninjas with a *specialization* in this weapon can spit poison needles out of their mouths at their enemies without injury to themselves, causing 1-2 damage each. They can shoot two needles per round a distance of 5 meters. A Ninja can hold upto 5 needles in his mouth at one time.

Shuriken(9): This is a Ninjas main throwing weapon that has a range of ten meters. There are three types of shuriken: Star and square, shurikens are sharpened metal discs that can be thrown. The whistler shuriken is the same as the ones above but have a hole in the center. When thrown these shurikens make a loud whistling sound (victims must resist fear). whistler shurikens are lighter and have a range of 13 meters. The dart shuriken resemble long nails and attack as a +1 dagger. When used against chain mail the dart shuriken can slip between the links of the chain that offers no protection against these weapons.

Osaku: A Ninjas' lock picks.

Shikoro: A pointed saw that cuts through wood and metal.

Saya: Scabbard of the Ninja-To that is longer than the sword. The extra space in the scabbard is used to hide poisons, powders and other small items. The bottom the scabbard can also be removed and the scabbard may be used as a snorkel.

Nekade: These are also called cat claws. They are simple metal bands for the hands that have protruding "claws" on the palm side. These add a +2 to damage while used in hand to hand combat. They add a +10% to climbing skills.

Reinforced Ninja Gui(2): One black and one white; these guis have woven laminated strips of leather and metal scales sewn to the inside of the gui. They are sewn as such to make no noise and add little to a Ninjas encumbrance. When worn as armour it has the effectiveness of hard leather. Soft leather or Civakxy silent chain can be worn under the gui but may hamper movement.

Shadow Walk

Those possessing this ability are known as Shadow Walkers, or Shades by the general populace in which they live. Because of the extents of this power Shadow Walkers are never or rarely seen but they are known because of the mark that they leave. This power turns ninjas into extremely formidable enemies. The effect of using Shadow Walking makes a thief completely silent in all actions and movements, causes him (and any inanimate object smaller than him that he is holding) to automatically blend with his surroundings. These powers do not end there. Once a day for every level of this ability, for one round, the character may gather the shadows around himself and use them as a portal. This allows him to "Teleport" to any other large shadow within fifteen meters of himself. A ninja can use this ability once per day. To successfully use this ability the player must complete a successful Wit check. A failed check causes the ninja to stumble about stunned for two rounds. Any within sight or hearing automatically detect the ninja.

Superior Sense

This power allows a character to have one sense that is considered superior. The effect will be the same as the Acute Sense power of the Slayers in that the sense the power of the sense is three to four times as powerful as normal. A character with superior hearing can rarely be surprised, or only surprised under extreme conditions. A character with superior taste or smell could notice odors or flavors many meters away or farther. Superior vision would let a character see minute details far away, and he would have a low-light vision.

Wall of Spiritual Dust

With this power the Ninja has learned to charge the air around him to attract dust and smoke, providing in effect a smoke screen of approximately ten square meters. This ability requires a will power check and six movement points to succeed. The dust then remains for only two rounds before clearing.



MAGIKE WIELDERS

“Magike Wielders control the very fabric of life. Their whims are the whims of gods, for power as such can only be the province of the Supernatural. The group Magike Wielders are made up of; Wizards, Priests and Druids. These individuals represent a society unto themselves. They hold unto their own laws, and customs. Their battles are not fought with warriors or fighters of any kind; in fact most people eagerly avoid their confrontations. The realm of magike and the realm of men are a world apart.”

- Author.

MAGIKEAL ASPECT LEVELS

Wizards, Priests and Druids use the Aspect Level system to rate the accumulation of their magikeal powers. The Aspect Level system works solely upon magike related skills and abilities which can only be enhanced through the use of power experience. This system of experience is separate from the use of experience in which characters increase the skills, abilities and powers. Aspect Level experience can only be gained through magikeal related activities such as the casting or researching of spells. For a more in depth treatise on Magikeal Aspect Levels see the chapter on *Casting Magic* or *Character Advancement*.

Magikeal Aspect Level Awards

Wizard & Druid	Successfully Cast Magikes: Pertain to any spell or other magikeal endeavor that is successful. The reward is 10 aspect level experience points for every difficulty level of the enchantment.
Druid Only	Successfully Handled Element: Pertains to the manipulating, controlling or creation of an element, or element related magike that is successful. The reward is fifteen aspect level experience points for every difficulty level, or its equivalent.
Druid Only	Successful Petitioning of the Spirits: This category heads anything that is the result of successfully petitioning to the spirits of the element(s) by the Druid, through sacrificial means. The reward is the experience value of the sacrifice, in addition to any amount of experience that the RM feels is appropriate. An approximate range is between 15 to 20 Points
Wizard & Druid	Defeating an Enemy by Magikeal Means: Is an award for successfully subduing or killing an opponent with magike while in a combat situation. The Reward is 15 points per level of the creature defeated.
Wizard & Druid	Creation of a Magikeal Item or Enchantment: Pertains to the successful creation of any new magikeal item, or spell. The award is 100 aspect level experience points or more (as decided by the RM). For new magikeal items the wizard also gets the awards for any enchantments that are stored in the item.
Wizard & Druid	Spell or Ritual Learned: Is an award for any enchantment or magike that is learned from a teacher or fellow mage. The reward is 10 experience points per difficulty level of spell.
Wizard & Druid	Successfully Researched Magike: Covers any magike Incantation, Ritual, or Runic configuration, that is successfully researched. The reward is 10 experience for every difficulty level of the spell.
Wizard & Druid	Other: This category is for specific awards due to the characters casting genre and magikeal aspect. The reward is decided by the RM but should not exceed a total of 25-150 points.

CLASSES OF MAGIKE WIELDERS

Partial Magike Wielders

Partial Magike Wielders are those characters whose professions are either that of the Fighter or Elite types who have the ability of casting magike in a limited degree. First of all the character in question must be allowed to purchase Magike Wielding abilities or powers of the Magikeal Profession he wishes to join as a partial practitioner. Secondly, the cost of becoming a Partial Practitioner is 150 character development points. Thirdly, characters as such must follow the magikeal development of their magikeal profession and only receive half of the Psychi points and renewal rates of a regular mage of that type. Fourth, characters who are partial Magike Wielders must progress in the Aspect levels of their Magike Wielding type and gain the Experience of their own profession separately. Experience that is earned can be applied to one or the other, not both at once. Lastly, a Partial caster is limited to one Arcane Art and one Aspect of Magike; the cost of upgrading ones Magikeal States, Forms, Casting Art, and Magikeal Laws is a factor of the ICost or RCost of the abilities that were purchased.

Dedicated Magike Wielders

No ability or power is listed in the Catalogues concerning the innate ability of Magike Wielders to cast. This ability is inherent in Magike Wielding characters but can only be fully realized by utter devotion to Arts. (hence Partial Magike Wielding characters who may possess the ability to cast cannot attain the full power of casting magike unless they become full Magike Wielders.)

The skills associated, and necessary for casting magike are detailed in the Magike Section along with how to increase, learn and generate these skills. For more condensed rules of character development in magic see the character on character advancement The particulars of casting magike and the theories behind each Arcane Art and Aspect are also listed in the Magike Section.

The Wizard

Wizards, called Sorcerers by the superstitious and ignorant, can through many years of intense study and training tap into the fabric of life and the mystic energies that surround us. Wizards weave it into a useful, focused force. The conjuring ignites these mystic energies, while the wizards force of will and commanding concentration mould and direct it. In order to concentrate and mould this energy the wizards ignore their environment and go into a trance like state. If this trance is broken before the magike can be moulded and directed the magike will “backfire.” It will then take on a random form that is usually destructive, and could result in the death of the wizard. Because the ancient secrets of magike are potentially dangerous, Wizards go through great troubles to hide them. For incanters, it is the repetition of certain words that ignite the magike in a different way for each different context and combination that the words are used in. So the words usually blended in with the other words of the incantation. In turn the words of the incantation are also disguised with the words spoken in many different languages. For Wild magike casters, their magike is created purely through the force of their own will, so there are no secrets to hide. To master the mystic arts one must spend many years of study with a master. During those years he learns to concentrate and focus through relaxation. He learns about a weave of energy that binds everything together, and that it is called magike. He learns of the great responsibility that he must accept when he becomes in tuned with the weave.

It is only after he fully comprehends and has mastered these ideals that the Master decides upon which aspect of magike that the novice is most naturally attuned to. The aspects of magike are: Sorcery, Liabeu-Darthych, Enchanting, Necromancy, Mustikos, Corpus Chanelling and Shadow. The way in which the novice will cast his magike is determined by his race, intelligence and natural aptitude. There are four different casting Arts: Incantation, Ritualism, Wild, Runic.

A Wizards prime requisite is Intelligence. The Wizards usually have a tendency to be neutral but may be of any alignment. The primary abilities of wizards are the magikeal aspect that they are aligned to. For as they gain experience with using magike they increase their power. This is reflected in the game as aspect levels and Wizards will be measured by such, and not by experience points as Fighters and Elites are. Aspect levels are calculated by experience in a certain aspect of magike. Experience for aspect levels is gained only by casting spells of that aspect, researching magike, creating spells, creating magikeal items and gaining in knowledge from other wizards. For more on aspect levels, the functioning of magike and character advancement see the chapters on *Determining Magike*, *Casting Magike* and *Character Advancement*.

Prerequisites	Any Race	Intelligence
Ability Requirements		Intelligence 12

Wizards begin with one hundred psychi points with which to cast magike. For every aspect level they attain they gain one hundred plus 4d10 more psychi points.

WIZARDS CATALOGUE

Wizards may choose the same selection in the skills section as many times as they wish. Choosing the same ability or power more than once increases its level by one. Wizards may not purchase abilities or powers listed under the Fighter Category. Wizards may purchase only the abilities listed under the Elite Category at five times the normal cost. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat Skills	12	36
2	Domestic Skills	5	15
3	Magikeal Skills	5	15
4	Outdoor Skills	10	30
5	Physical Skills	12	36
6	Religious Skills	9	18
7	Roguish Skills	15	45
8	Secondary Skills	8	24
9	Scholarly Skills	5	15
10	Weapon and Armour Skills	16	48

Wizard Abilities (1d10+1d6)

Number	Ability	ICost	RCost
2	Access to Weapons, Limited	15	Not Available
3	Aptitude in a Magikeal Form	V	Not Available
4	Aptitude in a Magikeal State	V	Not Available
5	Corridors	15	750
6	Cyclic Magike	18	Not Available
7	Drain	16	800
8	Heal	10	500
9	Invisibility	24	Not Available
10	Mastered Weapon, One	15	Not Available
11	Use Magikeal Item, Potions	2	100
12	Use Magikeal Item, Items	5	250
13	Use Magikeal Item, Armours	8	400
14	Use Magikeal Item, Weapons	10	500
15	Unique Character Ability	Variable	*50
16	Wizards Assault	30	Not Available

Descriptions

Access to Weapon Group, Limited

With the purchase of this ability a Wizards may use one small or medium melee weapon, or one small or medium missile weapon. For details on armour, see the magike Genres in the magike system. The term “level” in this section refers only to the level of these abilities, if applicable.

Aptitude in a Magikeal Form / State

This ability signifies that the character is naturally gifted in on magikeal State or Form. This aptitude is not only reflected in his castings (as a bonus of one to a State or Form) but is also reflected in his personality. For instance, a character with a natural aptitude in the State Creation, would like to create things through one or more media's. The cost is 15 XP per point.

Corridors

When this ability is invoked, the caster opens a magikeal corridor that is approximately two feet long. The corridor will lead to one destination that the character knows extremely well, such as his home. The destination need not be the same, as long as the character knows the area very well. Upon entering the corridor the character(s), will feel enveloped, and suffocated. The cost of using this ability is 80 Psychi points.

Cyclic Magike

A Cyclic Magike Wielder, is one who is influenced by either the sun or the moon. The reason for this effect has been widely disputed. Some say that it is some kind of disease related to the Lukos-Anthropos disease. Others say that it is because they are just sensitive to the strong magikeal effects of the moon or the sun. There are three types of Cyclic Magus: Shadow Magus (night), Blood Magus (azure), and Radiance Magus.

Shadow Magus are magi who work their magike by the light of the stars and depths of the shadows that they create. These shadows cloak them even in the day, as a black aura. Thus they usually clothe themselves in black robes. Because they are weavers of darkness or starlight, Shadow Magus cannot cast any magike unless they are in or touching some form of darkness. After they cast, say in a shadow of a tree that shadow is gone, its magikeal essence drained to fuel magike. The shadow will reform in hours. Shadow Magi are usually feared because of their association with the dark, whom most symbolise as evil. During the night their sensitivity to the darkness augments their natural Psychi points and flow of magike, giving him a bonus 50 Psychi points for each aspect level that he holds. No matter what casting Art the Wizard practices, at night he will automatically move silently. The mage will also be able to see in the dark perfectly, get a bonus of 5 to all of his resistance rolls and get a +5 to his movement rating. However, while in the day, Shadow magus loose 50 Psychi points per aspect level, can see normally, but suffer a penalty of 5 to their resistance's and loose 5 MP. During the night all Shadow Magus castings are doubled in effect, but halved during the day. During Azure, they function normally.

Blood Magus are magi who work their magike solely in the long hours of azure that are present on Khardan. Blood magi distinguish themselves by donning red, or light red robes. In the day or night Blood magus project very noticeable auras of soft azure light. Their attunement to azure, the joining of the day and the night, leaves them with no adverse effects in the day or the night. However, in the day Blood Magus are basically invisible to all onlookers because of their aura. Blood magus also gain 25 Psychi points for every aspect level that they possess, as well as a bonus of 10 to their resistance rolls, and a +5 to their movement points.

Radiance Magus are those who weave the fabric of light. This light clings to these and radiates from them leaving all Radiance Magus with a strong aura of light. Radiance Magus wear white robes, to be in harmony with their auras. Because Radiance Magus weave light, they cannot cast any magike without being in the presence of some form of light. For instance, if a mage was to cast by the light of a torch, after the casting the torch would go out. This is because its energy was expended. However, it would re-ignite itself in a couple of hours, as the weave of magike rushes to fill in a void, or tear in the fabric. During the day, Radiance Magus can see into shadows. They also get a bonus of 5 to their movement, get a bonus of 5 to all of their resistance's rolls, and gain 60 Psychi points for each aspect level that they have earned. During the night, Radiance magus loose 5 movement, 5 to all of their resistance's and 60 Psychi points for every aspect level that they have attained. Radiance Magus are also completely blind during the night, regardless of any racial abilities to see in the dark.

Drain

This ability allows a Wizard to regain any Psychi points that he has expended, once per day. This ability draws all of the life from the Wizards surroundings into the aura of magike that surrounds him, and is his reservoir. As a result everything (within one meter for every 20 Psychi points drawn) except animal and intelligent life dies and crumbles to dust, and the earth is scorched. Within a few hours, the earth will return to its normal colour and the dust, if the remains of plant life, will sprout into new shoots and continue to grow. This ability can only be used once per day for every two levels.

Heal

This ability reflects the caster's adeptness at manipulating the flow of magike. The mage has but to flood the injured area with Psychi points, replacing what was lost when the person was injured. The person will regain 1d6 Hp, and the Psychi point cost is 35.

Invisibility

With this ability, a Wizard can manipulate the weave of magike, and gather it around him like a cloak. This bend all of the fabric of reality around him as well, rendering him hidden from the world. In effect he is invisible. This gives anyone trying to attack him a penalty of 5 on their to hit roll. This ability lasts one round per level.

Wizards Assault

The Wizards Assault, is the only self defense spell taught to most novices. This ability is another tribute to the adeptness at which magi can manipulate the flow of the weave that is both life and magike. The Wizards Assault draws off a victim's life force, so potently that it can be seen as a mist rising off of the victim. The Wizards Assault does 1 point of damage to the head, and torso each round, for each aspect level that the Wizard possesses.

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Wizard Powers (1d4)

Number	Power	ICost	RCost
1	Quah'kah'ti Weapon	50	N/A
2	Quan-Ti Martial Art	80	4000
3	Spirit Magike	100	N/A
4	Unique Character Power	Variable	*50

Descriptions

Quah'kah'ti Weapon

The Quah'kah'ti is the Wizards weapon. The Quah'kah'ti is a magikeal weapon that is given to very promising students by their mentors. This weapon is a symbol of the Wizards beliefs, status, and power. The wizards believe that magike is life and life is the fabric of the universe. The Quah'kah'ti weapon gets a bonus of one to hit. A Quah'kah'ti can only be used and activated by its proper owner, with a "secret password". The Quah'kah'ti is a hexagonal shaped disc of magikeal sharpness that is mounted on a glove worn by the mage. The Quah'kah'ti weapon uses three movement points to attack. The weapon attacks by flying off of the glove in a rapid spinning motion to hit any target it is pointed at. The weapon then returns to its mount on the glove. The weapon is in fact controlled by the wizard and has a range of about fifty meters. The weapon does 1d8 points of damage.

Spirit Magike

A Wizard with this power can drain the life force of animal or intelligent life surrounding him to fuel his magike. Wizards who practice this power, or even just possess it are usually shunned by other wizards of goodly or unaligned alignments. This power is considered demonic by most. Just the possession of it cloaks the Wizard in a thick green and black aura that constantly feeds itself off the life force of those around it. Anyone around the Wizards for longer than two rounds will feel fatigued, and loose one Hp every round from his torso or head area. When fully activated this power will fill the Wizard with five Psychi points every round, for every living person or creature within ten meters of him. Those beings will lose one Hp every round directly from their torso areas. Once out of range these Hp will be restored at the rate of one every hour.



The Priest

Priests are the faithful followers of deities, gods, or a particular philosophy or mythos. From years of faithful servitude, and divine covenants, these Priests are granted the ability to manipulate the weave of magike that is life. This divine gift allows Priests to control its flow rather than any fabrications such as those made by wizards. The Priest is always doing his gods work or carrying out religious duties to progress in their faith and keep in favour with his god or gods.

All Priests will have one type of holy symbol as a standard for their god, and the seal of the covenant in which they have made. What the symbol looks like will depend of their faith. The Priests' holy symbol acts as a medium between the god and the Priest. Priests' abilities come through and can be stored in their holy symbols, because these symbols are so important it is vital that they cannot be lost or destroyed. To the end of protecting these symbols in most faiths they are magikeally endowed, so that they graft themselves to the priest's body, and can only be released by the Priest. In some faiths when the Priest dies the symbol crumbles to dust, in other faiths the symbols are passed onto new acolytes.

Priests can manipulate the life energies around them. They may also use the life energy of another living being, or his own life energy. A Priest can use this life to heal others, or harm them. This energy is manipulated by the heightened strength of their soul or by direct intervention of their god. Priests refer to this energy as spiritual life. The amount of life force their physical bodies contain is referred to as life energy (life points). When a thing's life energy is gone it's physical structure is destroyed.

When a Priest runs out of spiritual life, he must draw on his own life. The center place in which this life energy springs is called the Waato'si. The Waato'si is the center of one's being where his concentration and energies focus.

A character has life points that govern his physical body and soul strength that governs his soul (see magike system for a working of soul strength). When a character's spiritual life points are drained his body is rendered dead, at which time the soul may escape but the body may live on. When a character's soul strength is gone his soul is either destroyed or may become what is known as an undead.

Prerequisites	Any Race	Wit
Ability Requirements		Wit 12

The Priest starts off with a number of spiritual life points according to 1d100. Add 10 points for every point of Wit. With the attainment of each aspect level a character gain's 1d100 more spiritual life points.

PRIESTS CATALOGUE

Choosing the same skill, ability or power more than once increases its level by one. Priests may purchase skills, abilities and powers listed under the Fighter Category, at two times the normal cost. Priests may not purchase the skills abilities or powers listed under the Elite Category. A player can choose a selection or may roll one randomly. The die number is indicated beside each title.

Skills (2d4)

Number	Skill	ICost	RCost
1	Combat Skills	13	39
2	Domestic Skills	5	15
3	Magikeal Skills	8	24
4	Outdoor Skills	9	27
5	Physical Skills	9	27
6	Religious Skills	6	18
7	Roguish Skills	12	36
8	Secondary Skills	13	39
9	Scholarly Skills	8	24
10	Weapon and Armour Skills	16	48

Priest Abilities (1d20)

Number	Ability	ICost	RCost
1	Access to Armour group, Limited	8	400
2	Access to Weapon group, Limited	12	Not Available
3	Access to Armour group, Limited	6	300
4	Access to Weapon group, Limited	14	700
5	Accuracy	18	900
6	Corridors	25	1250
7	Drain	25	1250
8	Energize	30	1500
9	Hands of Healing	35	Not Available
10	Infusion	25	1250
11	Infuzize	20	1000
12	Lightning	25	1250
13	Purify	20	1000
14	Restoration	25	1250
15	Spirit Grasp	20	Not Available
16	Tunnel	20	1000
17	Use Magikeal Item, Items	10	500
18	Use Magikeal Item, Armours	8	400
19	Use Magikeal Item, Weapons	10	500
20	Unique Character Ability	Variable	* 50

Descriptions

The term “level” in this section refers only to the level of these abilities, if applicable.

Access to -- Weapon Group(s) / Armour Group(s)

With the purchase of the Armour Group, Limited ability the Priest may wear all armours allowed by his faith. With the purchase of the Weapon Group, Limited ability the Priest, if so allowed by his faith, may use any type of weapon, other than two handed swords.

Accuracy

With this ability the Priest can manipulate the weave of life, and direct its flow, so that anything travelling through it in a specific area will be directed down a certain path. This lets the priest control such things as the direction an arrow takes, or the swing of a sword. This gives one person chosen by the caster perfect accuracy when using his skilled weapons. It gives a +1 bonus on melee (to hit) attacks and an automatic hit with all missile weapon attacks. The Priest must stay and control the direction of the weapons for each attack. They are controlled by the movements of the Priests hands and arms. The cost of using this ability is 5 per guided attack.

Corridors

When this ability is invoked, the caster opens a magikeal corridor that is approximately two feet long. The corridor will lead to one destination that the character knows extremely well, within ten Kilometers. The destination need not be the same, as long as the character knows the area very well. Upon entering the corridor the character(s), will feel enveloped, and suffocated. The cost of using this ability is 150 spiritual life points, and a successful Wit check.

Drain

By controlling the flow of life, this ability allows a priest to drain a creature or person until they have no life points left. The Drain ability will drain a victim of 10 life points per level of this ability. (For every ten life points drained one Health point will be drained. The life points will be drained until there are no life points left in that particular body area. They will be drained in the following order: Torso then Head.) This ability cost 40 spiritual life points to use, and requires a successful Will Power check. Priests who have attained fifth level proficiency in this ability may attempt to drain a person's soul strength at the rate of five points per round, for every level of this ability beyond the fifth. This costs 60 spiritual life points to use and requires a will power check with a penalty of five.

Energize

This ability allows a Priest to take enough life energy from the environment to fill his Waato'si. Any health points that are lost as a result of using life points are also regained. This ability can only be used once per day for every level of this ability.

Hands Of Healing

With the use of this ability, the Priest transfers his life points into the body of an injured person. When invoked, the Priests' hands glow blue for the duration of the healing. The recipient of the healing will regain one health point (and thus 10 health points) for every ten life points the Priest gives to him, or one soul strength point for every hundred.

Infusion

The infusion ability allows a Priest to give someone all of his spiritual life points, while filling his spiritual Waato'si from the surrounding environment. While using this ability the Priest does not lose any health points, or life points as they are immediately refilled. The Priest can do this once per day for every level of this ability. The side effect is that all plants and small animals in the immediate vicinity die.

Infuzize

Infuzizing allows a Priest to drain several people at once and send the life points into several or 1 party member. (Infuzize drains one health point for every ten life points.) See Drain for details. Infuzize will drain 50 life points (or spiritual life points or Psychi points, as they are all the same) for every level of this ability, every round, from each person being drained. The Priest may then distribute the life points ect. among any persons he wishes. All non magike wielding recipients of these life points ect. will receive one health point for every ten life points, spiritual life points or Psychi points they receive. These health points may be allocated to any part of the body the players wish. Magike wielding beings can receive this energy as spiritual life points, life points or Psychi points. This ability cost 150 life points to use and takes one turn to prepare.

Lightning

When invoked, two lightning bolts, per round, will be released from the Priests hands. The Priest must roll to hit, with a +4 on the roll. Each bolt will do 2 points of damage to everything in 10 meters of the victim +1 per level of this ability. The damage is done to the chest areas of each of the victims that are hit. If the bolts miss the persons in the area get one half damage. The cost of this ability is 100 spiritual life points.

Purify

This ability allows a Priest to purge food, water, creatures or persons of any foreign matter, or uncleanness. This ability, if used on a person will remove infections, diseases, and parasites. If uses on food or water, this ability will remove dirt, parasites, funguses and molds, harmful bacteria ect. This ability costs twenty spiritual life points for use on each person, bag or table of food, or pond of water.

Restoration

This ability is very close to a divine power, in that it will restore experience, levels, Psychi points, and physical youth that are lost as the result of contact with the undead. This ability will also return normal mortal life to a soul or body that has become undead by the loss of its life and soul strength points. This ability costs two hundred spiritual life points and one hundred life points and one soul point. This ability is not available for use until a Priests fifth level.

Spirit Grasp

Spirit Grasp, allows the Priest to manipulate the life energy around him so that he can use it to grab, hold, or move objects for him. This ability costs ten spiritual life points to use each round.

Tunnel

Tunneling allows a Priest to take life from the environment and tunnel it through his body and into someone else or into two or more people (regulating the different amounts between them). Note the priest can only transfer the maximum amount of energy as his spiritual Waato'si can hold each per round. This ability costs 30 spiritual life points.

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Priest Powers (1d6)

Number	Power	ICost	RCost
1	Loosed Spirit	120	30,000
2	Raise the Dead	150	40,000
3	Regeneration	50	12,500
4	Soul Kill	120	100,000
5	Speak With the Dead	50	15,000
6	Unique Character Power	Variable	*10,000

Loosed Spirit

This is the result of letting loose all of ones spiritual life and personal life points (except one that is required for a character to remain alive). This spiritual energy is then free to take any form it wishes. This energy can be seen as a light glowing blue essence radiating from the caster. Usually half of this energy takes the form of a spherical shield that surrounds the Priest. This shield can take the equivalent of ten points of damage for each spiritual life point the character has, and will reflect magikeal spells that use fewer than one hundred Psychi points. Other common effects are that all traps, magikeal and mechanical are disarmed when the Priest comes near them. All those who touch the Priest are burned for two points of damage and cannot look at him. For every twenty soul strength points a priest possesses, one ball of spiritual energy may attack any who threaten the Priest. This energy will steal twenty life points from anyone who is touched by it, rending them unconscious for one full turn and damaging their torso for 1d8 health points. This power can only be used when the Priest faces certain death, or is at the moment of his death by violent means. The cost of using this ability is all but one of the Priests soul strength and life points. This ability lasts for a number of rounds equal to the characters will power. After the duration of this power, within two rounds the Priest will fall unconscious and not wake for two days in which time the Priest's spiritual life will regenerate to its maximum. With the use of this ability the priests will power and soul strength well is reduced by one permanently.

Raise the Dead

This is clearly a divine power. To use this ability the Priest must spend a considerable amount of time in prayer, and meditation. The use of this ability must also have the consent on the Priests god. With the requirements fulfilled the dead individual must be bound in holy cloths and adorned with prayers written on his flesh. This preparation time takes approximately twelve hours. In a few hours from the time this ability is invoked life will return to the body. The character's health points (in the areas that were reduced to zero) will be set at one. The cost of this ability is four hundred spiritual life points, one soul strength point and a Will Power check.

Regeneration

The Regeneration power will cause severed limbs to be regrown, or reattached. It takes approximately one day to regrow a minor appendage such as a finger or toe. Two days are required to regrow a major appendage such as a hand or foot, and one week to regrow a limb, or part of a limb. The cost of using this ability is one hundred and fifty spiritual life points and a Wit check.

Soul Kill

When invoked, this power manifests itself as a dense sickly green mist, creeping out to cover about fifty square meters. Any being caught within it will begin to lose all of his life points, and then all of his soul strength rendering him dead. These individuals cannot be brought back to life through any means as their souls are destroyed. This power requires one full day of preparation and the use of five vials of the Holiest or Unholiest waters and oils. The cost of using this ability is five hundred spiritual life points and twenty five soul strength points. It is only available to high priests or groups of priests who pool their spiritual life points.

Speak With the Dead

This power allows a priest to raise the spirit of one who is dead, and speak with it. The spirit may or may not reveal anything. However, it will be in such torment at being torn from its eternal rest, that it will usually do anything it can to be released from the Priest's hold. The cost of this ability is sixty spiritual life points.

The DRUID

Druids are those men and women who are naturally attuned to the spirits making up and controlling the elements. Druids believe that everything in nature, even that of mans nature, is formed and somewhat controlled by the spirits of the elements. Druids, are like the priests in that their powers come from divine, or other sources. Druids pray to, sing to, and sacrifice to these spirits in exchange for certain power, abilities, good fortune, knowledge, excreta. Khardan has all the types of Druids, unlike earth who's' last surviving Druids were the Druids of the earth. There are four elements, and therefore there are four types of Druids. Listed below are the four primal elements.

Earth	Earth encompasses stone, dirt, plants, and all earth bound creatures.
Air	Air encompasses the winds, sky, storms, and all air born creatures and occurrences.
Fire	Fire concerns combustion's, explosions, heat, and flame.
Water	Water concerns all bodies of water and their inhabitants and vegetation.

Druids start out as apprentices who begin by learning about the stars, constellations, astronomy, and astrology. They learn about stars and planets because Druids believe that the celestial orbs are sources of the great power that links Khardan and the other world together. This power is the essence of the spirits and the spirits are the essence of life. In order to reach this life force Druids believe that they must communicate with it in a form it understands, the weave of LIFE. The chief way that Druids do this is through both living and non living sacrifices. The reasoning behind this is that the life essence of the sacrifice will journey to the other world to plead with the spirits on behalf of the Druid. This sacrifices' soul will also be a vessel of power with which the spirits will work to accomplish the requested task. Because using any powers requires appeasing spirits, and rituals of sacrifice (as they hold life very dear), Druids will first do everything they can to accomplish their tasks and meet their objectives. If they do not they may anger the spirits and be the object of their wrath. As the apprentice Druid grows in power he learns about each element, its properties, use and pantheon of spirits. After a Druid learns all he can about each element, then he must make his choice, to follow one of the elements. Once an apprentice has chosen his element he is trained in its rituals, secrets and also the art of using the flow of life to manipulate his chosen element. This allows the Druid to work in the Liabeu-Darthyck aspect of magike. There is, however, the restriction that the Druid must be of the Ritualism genre.

Druids, through training and practice call upon the souls of their sacrificial victims to petition the spirits of nature to aid them in a particular way. A Druids Waato'si is the amount of soul energy a Druid can enlist to his aid. The Druids only sources of Souls are from the souls of his sacrifices.

Druids realise that to use the strength of souls for working mundane and day to day magike is not only sacreligious but is also disrespectful to life itself. Therefore, it is with some reluctance that Druids can also utilise spiritual life energy, the same as Priests do. This allows them to rely upon their abilities more frequently and with more convenience. The usage of Druidic Powers and Magikes, however, do require the energy taken from souls.

For an in depth treatise on aspect levels, the functioning of magike and character advancement see the chapters on *Determining Magike*, *Casting Magike* and *Character Advancement*.

Prerequisites	Any Race	Wit
Ability Requirements		Wit 12

Druids begin with 1d100 spiritual life points at the first aspect level and increase their capacity by 1d12 X 10 with each successive aspect level.

DRUIDS CATALOGUE

Choosing the same skill, ability or power more than once increases its level by one. Druids may purchase abilities and powers listed under the Fighter Category, at the normal cost plus 20. Druidists may not purchase the abilities or powers listed under the Elite Category. A player can choose a selection or may roll one randomly. The die number is indicated beside each title. Druids must purchase the Identify Plants & Animals, Mapping & Cartography, Survival, Weather Estimation, Constellation Knowledge, Read Ruins, Ceremonies, Meditation, Purification and Religions skills. Earth Druids must also purchase Animal/Creature Lore, and Herbalism.

Skills (1d10)

Number	Skill	ICost	RCost
1	Combat Skills	16	48
2	Domestic Skills	8	24
3	Magikeal Skills	9	27
4	Outdoor Skills	5	15
5	Physical Skills	10	30
6	Religious Skills	5	15
7	Roguish Skills	13	26
8	Secondary Skills	8	24
9	Scholarly Skills	10	30
10	Weapon and Armour Skills	16	48

Abilities (1d12 + 1d10)

Number	Ability	ICost	RCost
2	Access to Armour group, Limited	10	Not Available
3	Access to Weapon group, Limited	12	Not Available
4	Access to Armour group, Unlimited	15	Not Available
5	Access to Weapon group, Unlimited	18	Not Available
6	Animal Empathy	12	600
7	Animal Telepathy	16	800
8	Animal Senses	17	850
9	Aura of the Elements	8	400
10	Elemental Control, Minor	12	Not Available
11	Elemental Empathy	18	900
12	Elemental Telepathy	25	Not Available
13	Elemental Senses	38	1900
14	Energize	12	600
15	Force, Travel	16	800
16	Sealing	38	Not Available
17	Mastered Weapon, One	10	Not Available
18	Use Magikeal Item, Potions	2	100
19	Use Magikeal Item, Items	6	300
20	Use Magikeal Item, Armours	8	400
21	Use Magikeal Item, Weapons	10	500
22	Unique Character Ability	Variable	* 50

Animal Empathy

The Druid, through many years of attuning himself to those animals and creatures existing in his element, can sense their emotions, feelings and intentions. In turn they can also feel his emotions and intentions. The range of this ability is one hundred meters.

Animal Telepathy

The Druid possessing this ability is almost completely attuned to those creatures and animals existing within his element. These Druids can speak to, and understand the creatures and animals of his elements. The range of this ability is one hundred meters.

Animal Senses

Druids of this type are completely attuned to those animals and creatures within their element. These Druids can see through the eyes, hear through the ears, and smell through the nose of any creature existing within his element. The Druid can only contact one creature at a time in this way. The range is two kilometers.

Aura of the Elements

The Aura of the elements, surrounds the Druid with his chosen element. This aura serves to repel any attacks against him by that chosen element, by absorbing the elemental force of the attack. The result is a penalty of five to the target number to resist all elemental attacks of that type. The aura must be invoked, and will last until it absorbs one attack. This aura can only be used once per day for every level of this ability.

Elemental Control, Minor

This is, for an ability, extremely potent. With the use of this ability the Druid is able to half, or double the effects of any naturally occurring elemental force, that relates to his element or doubles that effect. For an Abqaiq of fire, he could encourage a spark into a full blown flame, coerce wood to burn, extinguish medium sized fires, but could not create sparks as that is creation not control. This ability costs, dependent on the magnitude of the task, and the RM's decision, between 25 to 100 Spiritual Life Points.

Elemental Empathy

Druids possessing this ability can sense the emotions and feelings of the spirit of his element. For example an Earth related Druid possessing this ability could have empathy with the spirit of a tree, or a rock. An Air related Druid could have empathy with a cloud, or a wind or storm.

Elemental Telepathy

Elemental Telepathy is the ability to communicate with the spirits of a Druids Element in an intelligent way. A Fire related Druid could talk to a fire. An Air related Druid could talk to the wind or storm or rain. An Earth related Druid could talk to a tree, a rock or a plant. A Druid can only use this ability once per day for every level of this ability. The element must be in sight.

Elemental Senses

Elemental Sense allows a Druid to use any of the senses of any part of his element. For example an earth related Druid could see through the eyes of a tree, or hear through its leaves, or taste through its roots. This ability can only be used once per day and the target must be within one hundred meters.

Energize

Druids, with this ability are imbued with the gift to draw energy (Soul Strength points) from a spirit of their chosen element. The amount of points that a Druid can collect depends on the amount of his element that is available to him. The Druid must be in contact, or close proximity to his element to draw the soul from it. The quantity of soul strength one can draw from a small quantity of an element is from 2 to twenty points. From a medium quantity it is from ten to 100 points, and from large quantities (such as a forest), the limits are in excess to approximately five hundred. Caution, however, must be used because when the soul is drawn from the element it dies.

Force Travel

The power of this ability allows a Druid to travel upon his element, in any direction that it may take. An air Druid can travel the winds. An earth Druid can walk up a wall of stone or a cliff face or a tree, as if it were the ground beneath him. Fire Druids can leap to the tops of flames. The cost of using this ability is one spiritual life point for every 1/2 kilometer of travel.

Sealing

One who is truly merged with his element gains the ability to restore it if it is damaged. The cost of this ability is one hundred spiritual life points for every hundred cubic meters that is restored. For small or singular items such as one fire, plant or small animals, the cost is but twenty points. There is, however, a large reward if the cost is paid. The damaged or destroyed area will completely regenerate to its full beauty in a matter of minutes. In the case of a burnt out forest, this power would restore it in minutes. In the case of animals it will heal an animal for 2d20 health points.

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Druid Powers (1d6)

Number	Power	ICost	RCost
1	Animal Guardian	25	10,000
2	Elemental Control, Major	75	15,000
3	Elemental Guardian	50	10,000
4	Elemental Generation	75	10,000
5	Elemental Transformation	150	N / A
6	Unique Character Power	Variable	* 10,000

Descriptions

Animal Guardian

An animal guardian is a Druids constant animal companion. However, the guardian is rarely with the Druid or even seen by the Druid. The animal guardian will come to the Druid in times of extreme need or danger to serve and protect the Druid. When present, or in need, the Druid automatically has empathy, telepathy and senses with this animal companion. The animal must be a type of animal within the Druids element. An animal guardian can also summon to its aid one to twenty other animals of the element. An animal guardian is treated as a mythical and magikeal creature and is controlled exclusively by the Realm Master.

Elemental Control, Major

With this power a Druid exerts a great amount of control over his one element. It is a more powerful form of the Elemental Control, Minor ability. The effects of this power can be devastating. Instead of turning a spark into a flame, a spark can be turned into a raging inferno, a wave into a tidal wave, a breeze into a monsoon or small hurricane. The cost of this power is three hundred soul strength points.

Elemental Guardian

An elemental guardian is, like the animal companion, a constant companion of the Druid but is rarely seen by the Druid. In times of need and danger the Elemental guardian may appear to aid the Druid at which times the Druid may possess Elemental Empathy, Telepathy and Senses. The elemental guardian can be any part of the Druids elements and is also controlled exclusively by the Realm Master. In life or death situations the elemental guardian can heal the druid by any means the RM chooses.

Elemental Generation

This power allows the Druid to create small amounts of his element. For instance a spark, or small pebble or flower, a breeze or a small electrical charge. Once generated these new elements cannot be magikeally enhanced or reduced. The cost of this is one small soul or one thirty spiritual life points.

Elemental Transformation

Elemental transformation is a coveted power. With this power a Druid can transform himself into a living elemental being. This process takes four rounds. When in an elemental form the elemental remains in a humanoid type form but is composed of his element. This costs thirty soul strength to initiate and will last five turns. Any natural effects from this element will occur, e.g., fire will burn and give off heat. Below are the different abilities imbued with this power according to the element.

AIR

Wind Gust The character hurls himself into a gust of powerful wind. This wind is so powerful that it will completely extinguish lights and knock people down. At this speed the wind will blow anything weighing less than 120 pounds and will break glass and windows. At this speed any objects under this weight may be picked up and carried away by the wind character. The wind has an 60% chance to knock down people or anything else weighing up to 500 pounds, if not they are staggered and stunned. Those caught in this wind lose first strike. Movement is hazardous with a 55% chance of being knock down if moving. When hit with full force 1d10 of bashing damage is rolled.

Whirl Wind The air character becomes a rotating wind storm, moving in and upwards with a spiral motion. This tornado will suck, hurl and bash anyone within its range. Anyone caught in this may not speak or move for 1 round after. They will be hurled for up to 20 meters taking 1d12 Impact damage.

Current A mode of transportation propelling the character and up to an extra 300 Cps forward, at 200 movement. The cost is one small soul.

Create Air The character may change the wind direction and speeds, adding up to 500 movement into wind factors. The character may also create or recycle air enough for five people, per round.

WATER

Manipulate Shape The character can squish, mold and puddle his physical form. He can pour himself through cracks, etc.

Limited invulnerability The body is able to separate and reform. Weapons, gases and physical attacks do not damage. Heat, fire and electricity do full damage.

Size Change The character is able to draw on an existing body of water to increase his size. Twenty health points are added every time the size doubles. The cost of this power is one small animal soul.

Condense to Ice With this ability the character condenses himself into ice and may then perform the following feats.

Hurl Ice Shards The character creates and hurls shards of ice of up to 1 meter long. Each shard does 1d8 piercing damage.

Ice Shield The character is able to create a shield. The shield can sustain 200 points of damage.

Encase in Ice The character can encase himself or others in ice. The character generates ice then freezes his victim with it. With this the character must roll to hit. If successful he freezes his victim in ice until melted or broken.

Freeze Water May freeze up to 100 square meters of water per turn.

Generate Ice The character can generate ice and throw it to cover floors, walls or ceilings. This freezes his target into a thin layer of ice.

EARTH

Physical Change + Minor invulnerability The character becomes in effect a living giant stone. This size doubles and his weight quadruples. He only takes 1 health point of damage from normal weapons. The character is immune to the effects of temperature change.

Wall of Earth The character controls any surrounding stone or earth to become a wall with maximum attributes of 18 meters long, 12 meters high, and 5 meters thick. This may take up to 1000 Health points of damage before crumbling.

Weapons Of Stone The character can form stone of earth into weapons. These may be moulded into a sword, mace or even an axe. This costs one small sized soul.

Earth Quake The character is able to cause a minor earthquake. The damages depend on the power of the earthquake. Damages are up to the R.M. This costs one medium soul.

Earth Missiles The character moulds earth and raises them to hurl at a victim. He may make 1 missile every round. The missiles do 1d20 bashing damage.

Encase into Earth See Encase into ice.

FIRE

Limited Invulnerability Normal weapons and combustible materials burst into flames or melt within a foot radius of the character. All those within 1 foot of the druid take 1d6 damage. Immune to heat and fire. Cold based attacks do full damage. Physical attacks do no damage.

Ray of Flame The character shoots a ray of flame from his hands or fingers. This ray does 1d12 fire damage.

Fire Ball The character hurls a ball of flame from his hand every round. The fire balls do 1d20 bashing and fire damage.

Wall Of Fire The character creates a wall of flame in any shape or size within 100 meters. Any near it take 1d6 Hp of fire damage every round.

Spontaneous Combustion Causes any combustible material to burst into flames. The damage is 1d4 fire damage, every round.

Extinguish Fires The character is able to extinguish all fire within a 120 meter range.



“What are we other than a sum of what we know?”

- Falbreth the Muser

Player Characters in Khardan

In the harsh, cruel world of Khardan, races rule their regions in crude fortified cities and towns, scattered throughout the land. While supernatural beasts' reign in unexplored regions which dare not be explored by even the toughest of men. The land is mysterious with untold secrets, and evil that not even the gods dare to seek out.

You, the characters of Lycadican are heroes, heroines, travelers and adventurers seeking out new quests and challenging the land in search of your destinies. You wait for the chance to cheat death and face the ultimate demands of the realm, burdened with your own problems, and aspirations. You think that you're prepared to travel the world in seek of the thrill of new adventures. Are you? In the brutal untamed parts of world you will be faced with confrontations greater than you can imagine, where your experiences and skills will be your most valuable allies. For in such a cold world whom else can you trust, but yourself?

Skill Development

A character has more than just his Profession, Ability Scores and Alignment to define him. One of the most important parts of a character are his skills. Skills are areas of knowledge and general trades that the character has picked up throughout his life and are essential in helping him through the rest of his adventuring career. Under each Profession description, it states the types of skills that a player may purchase for his character.

Each skill provides a base percentage that reflects the characters' chance of performing a task successfully. To perform a skill successfully a player must roll the percentile die and score lower than his percentile score. When skills are purchased each character will begin with the skill at the 1st grade level, being apprentice. The Base Percentage will be upgraded at every new grade level, or from one-time attribute or profession bonuses.

To learn skills you must be taught, it would not be realistic for a character to just automatically gain a skill which he never even

knew a few minutes previously. We suggest that when a character purchases a skill that he spends at least 50 gold pieces on a mentor. This pays for the learning of new techniques, and theories. Remember each individual skill must develop separately by continuous practice. Training is important when dealing with skill advancement but need not be used all of the time. At the initial character creation stage, a character buys his initial skills through his Profession. When training the individual must be able to devote time any energy to study and practice. If he has used that skill the skills grade level may be increased by purchasing that skill again for the initial cost he paid in addition to the cost he paid to upgrade the skill at its present level. This new grade level will provide yet another skill bonus, increasing his skill percentage and upgrading the proficiency title. For example, Rath an Arakasha Warrior has bought the skill Survival, with a base percentage of 21 at the Apprentice level, for an initial cost of 40 points.

Rath does not have a high enough Intelligence to give him a percentage bonus, therefore he only has his base percentage To advance to the High Apprentice grade level he must spend 80 points on this skill. To later advance to the novice level he must spend 120 points, (80 + 40). Below is a listing of the grade levels for Professional and Secondary skills.

Grade	Title	Bonus
1	Apprentice	0
2	High Apprentice	10%
3	Novice	5%
4	Journey Man	5%
5	Tradesman	5%
6	Intermediate	10%
7	Voyager	5%
8	Scholar	10%
9	Expert	10%
10	Professional	5%
11	Master Skillsman	5%
12	Grand Master	5%

Weapon Skills

Weapon Skills measure the characters knowledge and training with a specific weapon. The number of weapon skills that a character can have is limited only by amount of weapon skills that he purchases. Unlike Professional skills and Secondary skills, weapon skills have their own system altogether. When you purchase a weapon skill you choose what weapon in which you want to be skilled. A character receives a -5 to strike and damage penalty when using any weapon with which he is not skilled. These skills also have grade levels, determining how well the character is able to use the weapon. When purchased, the weapon skill is considered to be at the first grade level, each skill grade after provides extra bonuses to combat statistics. Weapon skills are upgraded exactly like Professional skills, however their grade levels are as follows.

Weapon Grade	Specialisation Level	Melee Attack	Weapons TH/Dmg	Missile Attack	Weapons TH/Dmg
1	Apprentice	---	---	---	---
2	Amateur	---	+1	---	+1
3	(Weapon)-man	---	+1	+2	+1
4	Marksmen	+5	+1	---	+1
5	Master	---	+1	+3	+1
6	Martial Artist	+5	+1	+5	+2

Attack Is the bonus given to the character by weapon specialisation, to be added to the characters MP with that weapon. These bonuses are accumulative.

TH/Dmg Is the bonus to hit and damage when using that particular weapon. These are not accumulative.

Armour Skills

Armour Skills measure the characters knowledge and training with a specific armour type. The number of armour skills that a character can have is limited only by amount of armour skills that he purchases. Unlike Professional skills and Secondary skills, armour skills have their own system altogether. When you purchase an armour skill you choose what armour in which you want to be skilled. A character receives a -5 to his defence and movement ratings when using any armour with which he is not skilled. These skills also have grade levels, determining how well the character is able to use the armour. When purchased, the armour skill is considered to be at the first grade level, each skill grade after provides extra bonuses to combat statistics. Armour skills are upgraded exactly like Professional skills, however their grade levels are as follows.

Armour Grade Level	Defence Rating	Slashing Absorption	Bashing Absorption	Piercing Absorption
1	---	---	---	+1
2	+1	---	+1	---
3	---	+1	---	+1
4	+1	---	---	---
5	+1	+1	+1	+1

Note All of the modifiers given are cumulative

Defence Rating This column marks the bonus to defence rating when wearing a certain type of armour.

Absorption Added to the absorption rates of the armour.

Professional Abilities as Skills [Optional Rule]

At this point the RM may feel it necessary to impose some limits on, or specify some of the implications of a characters profession abilities. It is suggested that this is done according to the grade level of the ability or skill. In this way the RM may safely limit the amount of opportunity an ability or skill gives a character and reserve it until he has advanced significantly. However, remember that this method will require the characters to earn more experience and thus slow their advancement. Below are some examples of abilities taken from the Slayer, Holy Avenger and Unholy Avenger and the Exorcism skill.

Slayer

Animal Empathy

Level 1 - Understanding the basic feelings of animals and their causes.

Level 2 - Near telepathic communication with animals.

Level 3 - May calm, or induce frenzy in animals with a 10% chance of success +1% for each point of appearance the character has.

Cure

Level 1 - Cure Blindness

Level 2 - Cure Deafness

Level 3 - Cure Muteness

Level 4 - Cure Disease and the effects of poison

Level 5 - Cure the effects of magical attacks.

Level 6 - Cure deformities and birth defects.

Holy Avengers

Cure

Level 1 - Cure the effects of poison

Level 2 - Cure Disease

Level 3 - Cure Deformity

Level 4 - Raise Dead

Unholy Avengers

Plague

Level 1 - Cause the effects of poison

Level 2 - Cause Disease

Level 3 - Cause Deformity

Level 4 - Raise Undead Servant

Religious Skills

Exorcism

Level 1 - Exorcise Skeletons, Zombies and Mummies.

Level 2 - Exorcise Spirits and Wights.

Level 3 - Exorcise Wraiths, and Ghosts.

Level 4 - Exorcise Specters.

Level 5 - Exorcise Vampires.

Level 6 - Exorcise Liches

SKILL LISTS

Domestic Skills	Base Percent	Scholarly Skills	Base Percent
Acting	20%	Ancient History	
Agriculture	17%	General	15%
Carpentry	20%	Specific Area	10%
Cooking	20%	Specific Race	10%
Dancing	25%	Appraising	15%
Detect Spirits	5%	Architecture	10%
Detect Mithras	5%	Artist	20%
Etiquette		Chemistry	10%
Royal	10%	Culture Lore	20%
Street	10%	Current Events	20%
Courtier	17%	Engineering	15%
Common	30%	Gem Cutting	10%
Farming	20%	Languages	10%
Gambling	25%	Laws of the Land	25%
Heraldry	17%	Legend Lore	20%
Mining	15%	Literature	10%
Pottery	15%	Local History	15%
Singing	20%	Mathematics	
Stone Carving	10%	Basic	15%
Tailoring	15%	Advanced	10%
Trading	15%	Military Strategy	10%
Bartering	20%	Public Speaking	15%
Smithing	15%	Reading/Writing	15%
		Religion Lore	20%

Roguish Skills	Base Percent	Outdoor Skills	Base Percent
Conceal	15%	Animal/Beast Lore	20%
Detect Ambush	10%	Animal Doctery	15%
Detect Conceal	10%	Animal Handling	15%
Disguising	15%	Animal Riding	25%
Escape Mastery	10%	Animal Tracking	15%
Forgery	15%	Animal Training	10%
Impersonation	10%	Boat Construction	20%
Interrogation	17%	Cavery	20%
Jumping/Tumbling	2 meters	Herbalism	20%
Lip Reading	15%	Herding	20%
Mental Deception	11%	Hunting	15%
Persuasion	22%	Identify Plants/Animals	15%
Poison Lore	15%	Leather Working	25%
Signaling	20%	Mapping & Cartography	10%
Sign Language	15%	Mountaineering	25%
Spy Mastery	10%	Orienteering	15%
Subduing	15%	Prepare Snares	20%
Street Wise	20%	Prepare Animal Hides	10%
		Preserve Food	15%
		Rope Mastery	15%
		Seamanship	20%
		Shelter Building	25%
		Survival	20%
		Tracking	15%
		Weather Prediction	10%

Magikeal Skills	Base Percent	Religious Skills	Base Percent
Astrology	20%	Deity Lore	15%
Astronomy	20%	Exorcism	10%
Fortune	15%	Meditation	10%
Magike Item Lore	10%	Occultism	20%
Potion Lore	15%	Occult Lore	20%
Read Runes	15%	Purification	25%
Spell Lore	20%	Realm Lore	14%
Spell Mastery	10%	Religion Lore	30%
Witchcraft	25%	Religious Ceremonies	15%
Write Runes	10%	Religious Hierarchy	15%

Physical Skills	Base Percent	Combat and Warrior Skills	Base Percent
Acrobatics	22%	Jousting	+1 FS, +1 Hit/Dmg
Body Building	+1 Str	Parrying	+1/2 lvls
Climbing	20%	Shielding	*
Endurance	+10	Sightless Fighting	12%
Game Lore	21%	Targeting	+1 Hit
Healing	45%	Two Handed Fighting	+5 MP
Health Building	1 HP	Wrestling	+1 FS, +1 Hit
Pain Tolerance	-4		
Running	+3/+5		
Swimming/Diving	15%		

Secondary Occupations	Base Percent
Armorer	50%
Blacksmith	45%
Businessman	35%
Breeder	70%
Fisherman	60%
Leadership	40%
Miner	65%
Musician	50%
Storytelling	60%

SKILL MODIFIERS

In most situations it is necessary to modify a characters skill percentage according to the difficulty of the act to be performed keeping in mind the skills grade level. This is a simple modification of the base percentage depending of the difficulty the character would have performing the feat. Below is a chart consisting of different levels of difficulty ranging from simple to Awful. Listed underneath are the modifications to the characters percent chance to succeed.

Difficulty	Simple	Routine	Average	Challenging	Difficult
Level	+30	+20	+10	0	-10
Difficulty	Strenuous	Arduous	Extreme	Imposing	Aweful
Level	-20	-30	-40	-50	-60

PROFESSIONAL SKILL DESCRIPTIONS

DOMESTIC SKILLS

Acting: The training in impersonating others, and devising new identities.

Agriculture: The science of soil cultivation, crop production and the raising of livestock.

Bartering: This skill is much the same as trading and involves the same techniques and abilities. The difference is that the character is using other goods, not money to make his transactions.

Carpentry: The working of wood. The character has the ability to produce, finish and repair wooden objects and structures. He is also able to recognize quality in other craftsmanship.

Cooking: The skill of selecting, planning and preparing meals. Failed rolls means that the food is not properly prepared.

Dancing: This provides the character with the basic knowledge of dances, including moves and techniques, and the ability to dance with rhythm.

Detect Spirits / Detect Midians: With this skill the character has spent a considerable amount of time around and watching Spirits/Midians. Therefore, the character has learned to either recognize the Spirits shimmering outline or the slight displacement of light that Midians produce with their chameleon ability.

Etiquette: This gives the character the knowledge of customs and mannerisms when formally addressing people. The type of people he can properly address depend on the type of etiquette the player has chosen for his character.

Farming: The character has the skills required to take care of a plot of land for agricultural purposes. If the character has the agriculture skill with this skill then he may add a +10% bonus onto his base percent.

Gambling: This skill includes the basic knowledge of gambling games and their rules. The skill also includes the ability to cheat.

Heraldry: With this skill the character is able to identify certain crests and symbols that denote nobility and/or certain groups. These are most likely shield symbols or those on banners and castles.

Mining: With this skill the character has the basic knowledge of building an in ground excavation and extracting minerals, ores and other substances from it.

Pottery: This skill includes the knowledge and ability to mold and shape clay into pots, bowls and vases.

Singing: This includes the ability to recall songs and hold a musical tune. The quality of the songs improves with the increase of this skill.

Stone Carving: This skill involves the ability to work with stone, creating sculptures, writings, or any other form of relief or design.

Tailoring: This skill includes the basic knowledge of sewing and weaving materials into clothing, recognizing material types, mending clothing and doing minor alterations, as well as making simple patterns and designs.

Trading: This skill involves the training in exchanging money or goods, bargaining and haggling with other people. When using this skill the character is able to persuade others to purchase goods at a higher price, or sell them for a lower price.

SCHOLARLY SKILLS

Ancient History: The general portion of this skill includes studies of the ancient past. The character has learned the noted events in the history of various parts of the world. The Specific Area version of this skill includes the study of ancient history of one country or physical region. The Specific Race version of this skill includes the study of the history of one race of people until the first war of the races. Any farther back than that and including most of the war is pure mythology.

Appraising: With this skill the character has become trained in the appraisal of various items and gems. This skill has enabled the character to estimate accurately the appropriate value of an object. A failed roll means that the object was inaccurately appraised about 15% to 20% above or below the actual value.

Architecture: The science or art of erecting structures. The complexity increases with the skills grade level.

Artist: The character has learned one of many different forms of art including the natural ability to draw.

Chemistry: This skill includes a limited knowledge of the principles, structure, composition and reactions of matter. The individual knows basic alchemic procedures when dealing with chemicals, and the ability to identify different chemicals.

Culture Lore: With this skill the character has studied and continues to study the history, mythology and religious beliefs of one particular culture. Culture depends more on a geographical area than on racial stock.

Current Events: With this skill a character has a few connections that keep him updated on the current status of one region, country or kingdom.

Engineering: The character has learned the knowledge of building structures. The character has learned (and must have the architecture and mathematics basic and advanced skills) forms of architecture and designing, being able to draw and design building structures. If the character has the Military Strategy skill or is one of the Fighting professions he has the ability to build siege engines.

Gem Cutting: The character has learned the trade of cutting and filing gems to increase their value by appearance. This can increase the value of the cut gem by 20 to 40 percent depending on the cut of the gem (R.M.'s decision based on the margin of success).

Languages: The character may choose any other language to learn. With this skill the character is learning to speak the language according to his grade level as shown below. The base percentage is only used when trying to speak or convey ideas at a level higher than your own.

Apprentice The individual has made a small study of this language. Thus far he is only able to understand simple words and sentences.

Novice Those of this level are able to speak simple and easy sentences. They can also ask and understand simple and/or common phrases in a very rough and halted form.

Tradesman Those of tradesman level know and understand basic grammar, but still speak slowly and with difficulty.

Voyager Those of this level are able to speak well, but still have large problems with grammar and have a limited vocabulary.

Expert The individual is able to talk about common subjects and has a much larger vocabulary and a near mastery of grammar. He still has, however, an outrageous accent.

Master Skillsman The character is a fluent speaker in this language and can speak fluently without any trouble with accents and slang terms.

Language List

Myrmid (Civakxy)	Arakashitic (Arakashan)	Spiritic (Spiri)	Chahanna (Chahannawashea)
Beloxii (Belox)	Gaotheis (Phantasmus)	Common (a slang known to most peoples)	
Arooc (Rocc)	Culgish (Culgan)	Vhorli (Vorlex)	Human (Human)
Middish (Midian)	Kinn (Kinn)		

Laws of The Land: With this skill the Character is familiar with the moral and spiritual laws of nature. One example of those laws would be thanking an animal's spirit for its sacrifice when hunting. Another law would be killing only what you can eat, and using all the parts of an animal and wasting nothing.

Legend Lore: The character possessing this lore has studied many of the legends and myths prevalent in the land.

Literature: A character studied in literature gets a bonus of one grade level to his reading and writing skill and is familiar with the popular literature and poetry.

Local History: The character has studied the history of his homeland from hearing local stories and possibly from some formal schooling.

Mathematics, Basic: This skill includes basic addition and subtraction, division and multiplication of numbers and fractions.

Mathematics, Advanced: This skill can only be purchased after the Mathematics Basic skills base percentage is above 50%. This skill includes the knowledge of angling, trigonometry, geometry, calculus and some physics.

Military Strategy: A character in this skill has studied military strategies of old and recent times, including the sieging of castles and other fortresses.

Public Speaking: This skill involves the ability to entertain, impress, persuade and manipulate your audience into feeling the feelings and passions that you wish for them to feel.

Reading and Writing: The character has gained the ability to read and write one of his known languages at his grade level. Low-grade levels mean that the character can only read simple sentences, while higher levels can read and write fluently. Note that the characters native tongue can be read and written fluently. The Base percent is used only when trying to read or write higher than your grade level.

Apprentice The individual has made a small study of this writing system. Thus far he is only able to understand simple words and sentences.

Novice Those of this level are able to read or write simple and easy sentences. They can also ask and understand simple and/or common phrases.

Tradesman Those of tradesman level know and understand basic grammar, but still read or write slowly and with difficulty.

Voyager Those of this level are able to read or write well, but still have large problems with grammar and have a limited vocabulary.

Expert The individual is able to read or write about common subjects and has a much larger vocabulary and a near mastery of grammar.

Master Skillsman The character is fluent in this writing system and can read or write fluently without any trouble with slang terms, similes or metaphors.

Religion Lore: This character has some knowledge of the religions prevalent in his homeland or society.

Smithing: This includes the basic knowledge and skill of making and designing weapons and armor. The character must also have the Blacksmith secondary profession in order to forge metal weapons. The construction time depends on the size of the weapon- small weapons 3-5 days, medium 13-20 days, Large 16-20 days. Missile weapons, such as arrows and javelins can be made at a rate of 10 - 20 a day. The costs of materials depends on the materials used, see equipment section. This also includes smithing weapons and armor.

ROGUSH SKILLS

Conceal: The character has experience in the art of concealing small weapons and objects on his body so that they are unable to be seen by others. He may also at grade level 3 build-concealed places and dwellings.

Detect Ambush: Training which enables one to spot locations and terrain suitable for ambushes and being ambushed. This skill provides a rudimentary knowledge of ambush tactics.

Detect Concealment: This skill enables an individual to spot and recognize concealed objects, places and camouflage. A character also possessing the Detect Spiris and/or Detect Midians gets an extra grade level added to this skill.

Disguising: The character has experience in ways and techniques of disguising either yourself or another. This includes using dyes, paints, and clothing.

Escape Mastery: The character has learned the knowledge and methods of escape. Through practice the character has learned how to escape binding objects and tools by relaxing and tensing his muscles, flexing and “popping” his joints, to slip out of holding objects and tools.

Forgery: This includes the ability to make false copies of documents, and signatures. With the artist skill the character can forge art pieces equal to his grade level.

Impersonation: This enables one to impersonate another person. First the individual must have a basic knowledge of the person in which they wish to impersonate. This means the character must convincingly impersonate the individual by dress, language, accents, proper actions, proper disguises.

Interrogation: This skill is ability to extract information from prisoners, captives, informers and witnesses.

Jumping And Tumbling: The character has trained in the skills of jumping, tumbling, somersaults and flips. The character has learned how to fall properly to reduce injury (by 1/2) along with different techniques and styles of tumbling. With this the character can jump 2 meters forward and 1 meter up. For every grade level enhancement the distance improves by half a meter.

Lip Reading: This skill enables the character to understand what a person is saying by watching his lips. A failed roll means that the character was unable to understand what was spoken.

Mental Deception: Characters with this skill have learned to alter their thoughts when being telepathically “spied on,” or probed.

Persuasion: This skill involves trying to attempt to persuade someone using emotional, intellectual, or sexual means to take a certain course of action. Characters with an appearance and/or personality above twenty get a 1% bonus for every point over 20. Females get a 10 percent bonus when using this skill on males.

Poison Lore: This training deals with the identification of different poisons, by their odor, color, fluidity and effects.

Signaling: This skill includes the knowledge of different types of military and covert signal communication.

Sign Language: Sign Language is the form of communication through hand, face and body gestures.

Spy Mastery: This is training in analyzing and recognizing sources of information as well as gathering information from those sources by observation.

Subduing: This skill involves the ability to immobilize someone through applying a sharp blow to a precise point on the body, or by using locks and holds.

StreetWise: A character with skill is “Street Smart” and can recognize signs and locations of trouble while in the city. This character can also effectively communicate with members of underground factions or societies without producing hostile repercussions.

OUT DOOR SKILLS

Animal/Beast Lore: This skill enables the character to recognize different animals and beasts from his home region. This does not include ones outside of his original home territory, but will include ones that he has come across during his past.

Animal Doctery: This skill involves the basic knowledge and understanding of different animals' anatomy. It also included the techniques of basic first aid and the applications of emergency aid and treatment when dealing with animals.

Animal Handling: This skill includes the basic knowledge and understanding of handling animals, caring for them, properly feeding them, and giving them commands. With this the character is able to properly handle and care for mounts, and animals with a considerable amount of skill.

Animal Riding: This skill is the knowledge and basic skill in riding both land base and air borne animals. Including mounting, barding, saddling and riding techniques.

Animal Tracking: The skill in which the character may track an animal by its scent, tracks, and habits. The character may estimate the freshness of the tracks, age of the animal, health of the animal, and the direction that it is heading.

Animal Training: This enables the character to train a domesticated animal (or wild animal at grade levels beyond 4). With this the character has the knowledge of the steps of training, and the effective training techniques of many different species of animals.

Boat Construction: This skill includes the basic knowledge and understanding of water based transportation. The character has studied the practices and techniques in building and designing boats.

Cavery: This skill includes the chance to determine the natural course and lay outs of caves, and the chance to determine what may be or has resided there.

Herbalism: This is the ability to use herbs to heal wounds, or other common afflictions. The herbalist can recognize many different herbs and their uses, as well as create mixtures, potions and salves.

Herding: This skill deals with the gathering and directing of herd type animals.

Hunting: The skill of killing, skinning and preparing an animal for cooking, baking or preservation.

Identify Plants And Animals: The training or experience in the recognition of different types of plants and animals. The emphasis of this skill is placed on different edible, herbal, and poisonous plants, as well as the different common animals. A character with this skill and Animal/Beast lore can determine the properties, medicinal and other of different parts of animals.

Leather Working: This skill includes the ability to work with hides and create leather goods such as clothes, bag, belts and sheaths ect.

Mapping and Cartography: This skill includes the basic knowledge of making maps of the surrounding environment.

Mountaineering: The character has gained the knowledge and become proficient in mountain climbing. He is also competent with the use of mountaineering tools, and has a knowledge of safe passages and mountainous structures. A character with the skill Rope Mastery skill gets a bonus grade level to this skill.

Orienteering: Orienteering is the ability to use landmarks, stars, the sun and a crude device such as a compass to keep one on a proper direction or course.

Prepare Snares: With this the character has the knowledge in setting and preparing animal snares to catch game. Wire snares as well as dead fall and pit fall traps are known to the character.

Skinning And Preparing Animal Hides: The training in the methods and techniques in skinning, tanning and stretching, animal hides as furs or as leather.

Preserve Food: The knowledge of preparing food for consumption later. Includes methods of canning, drying, smoking and salting. **Rope Mastery:** The proficiency in the recognition of and tying of knots, and braids. The character can also splice ropes and make ropes from various materials.

Seamanship: Character who are seamen are versed in the operation of and maintenance of ships, from working sails and jigs to mending planks and sealing leaks.

Shelter Building: The skill of designing and constructing outside shelters. With this skill the character can identify good campgrounds and areas that give natural shelter.

Survival: The character has the knowledge of basic wilderness survival. The character is able to identify edible plants, good camping areas, techniques to ward off animals, how to survive off the land, safety when traveling and how to survive in poor weather conditions.

Tracking: Tracking is the ability to pursue an individual by the trail, tracks or signs of disruption that his passing leaves. It is impossible to track a flying or swimming creature. The percentage chance for success must be roll every time the surrounding conditions change (i.e. moving over grass onto rock). The tracker does, however, get a +10% bonus to these rolls. If the tracker fails he may try again after two turns. If he fails again he has lost the trail.

Weather Estimation: The characters study and observation of weather has given him the skill to identify incoming weather by the clouds, moons and sky. He can also attempt to use the wind, temperature and other signs to predict the weather for up to two week.

MAGICAL SKILLS

Astrology: This is the study of the influences of stars and constellations on the lives of individuals. With this knowledge the character may interpret the position of stars, planets and constellations and use this knowledge to prophesy of and predict events, and to give moral and spiritual guidance.

Astronomy: This is the scientific study of planets, moons and other celestial bodies, and their movements.

Fortune Telling: This skill includes the use of many tools and abilities such as Palmistry, Tarot cards, Crystal Balls, Rune Stones, Crystals and Pyramids. Using these various tools and techniques the character can attempt to give a very generalized prophecy of one event in the immediate future. This can be given in short metaphorical phrases, and is always given by the RM. This can be a useful tool for the RM to give the players hints, or riddles.

Magical Item Lore: A character with this lore possesses a knowledge of some of the magical items and their functions that have been known to people through the history of this world.

Potion Lore: This skill is the study of potions. With this skill the character is able to identify different potions by their taste, odor color and texture.

Read Runes: This individual has studied in the language of Runic wizards. This character is versed in the reading of runic codes and can identify simple magical runes and then try to guess their functions.

Spell Lore: The character has schooled in the descriptions of spells and their effects. With this the character can identify a spell that is being cast before it is invoked and try and determine the effects of the spell, along with its material components. A character versed in Spell Lore may also (at a -10 to his base percent) try and determine what type of spell was cast from and spell component remains that he can find.

Spell Mastery: A character versed in Spell Mastery has trained intensely in spell use. With this skill the individual has trained in concentration, preparation, and the ability to improve his spells by superior control. The characters improved concentration has made his spells more potent, and has improved control over its effects. With a successful percentile roll this skill gives any magic wielding character a bonus of two to his magical genre skill. Another successful percentile roll of this skill will half the psychi point cost of this skill.

Witchcraft: One may have a general knowledge of this subject, however any individual practicing this art is of vile malignance solely dedicated to evil. Female practitioners of this art are known as Witches, and their male counterparts are Warlocks.

One who just studies this art without practicing it only merely gains the knowledge of the art and its forms, rituals, sacrifices ceremonies, pacts and familiars. As well the general knowledge of any other factors directly related to this art.

In order to practice this vile art, one must first make an agreement or Pact with infernal evil (the pact may be with an evil deity, greater demon, or devil, or any primal evil power) in return for power. The amount of power given to the witch depends on the seriousness of the conditions involved in the pact. Thus there are two kinds of pacts: a minor pact, and a major pact. In order to gain power the witch must first make sacrifices and the greater the sacrifice, the greater the power.

Minor Pact: A minor pact includes that the witch must vow a pledge of service, faithfulness, and devotion to whomever he has made the pact. Three of the following conditions (which are chosen by the RM) must also apply in return for several minor powers:

1. Must accomplish an agreed to mission
2. Must make annual sacrifices
3. Must accomplish a series of goals and objectives
4. Must perform periodic acts of evil
5. Must devote himself entirely to the spreading of masters faith
6. Must retrieve something of power

The minor pact will last as long as the character is in his service, performing one of these tasks. If the task is not completed before the character dies than the characters soul is taken into the possession of the evil power. The powers gained from this type of pact are as follows (the RM must choose 3):

1. Detect Moral/Wicked individuals
2. Mediumship- this allows the witch to summon neutral or same aligned spirits. The medium may not force the spirit to do anything which the spirit does not want to, but may only invite it to do so. The medium may speak with the spiritual entity and may ask it to perform actions, but may not force them to do so.
3. Detect spiritual presence
4. Minor Hex- with this ability the witch has the power to bring some minor affliction or ruin to his enemies. To perform this action the witch must wish a certain calamity or curse upon their opponent out loud, and the RM must distinguish how much of the curse is true. The hex will strike with the next month if a successful roll is made. Base chance: 20% +4% for every level of witchcraft skill.
5. Second Sight- allows the witch to see ghosts, spirits, demons and other supernatural beings which are invisible to most mortals.
6. Familiar- the witch gains the companionship of an animal companion with several supernatural traits. This companion may be of any animal form (chosen by RM to suit the character best). The companion has the following abilities: shape shift into any animal of smaller size, presence sense, detect moral/wicked, any one aspect of magic of 3rd aspect level, and can speak one language.

Major Pact: In a major pact the witch must also pledge complete faithfulness and devotion to whomever he has covenanted with. The term of this pact lasts until the death of the character. The character also loses 20 soul strength points. The conditions of the pact are as follows (RM chooses 3):

1. Selling of soul- upon the death of the character, he becomes the servant of his master for eternity. In addition, if the master wishes he may take the soul of the witch at any time. If this is chosen he may choose two extra powers.
2. Must accomplish a major mission and act of service
3. Must perform weekly sacrifices of one person of the witch's own race. The witch may choose one extra power.
4. Must perform a sweeping, historic act of evil
5. Must raise an army to fight for evil
6. Must greatly oppose and defile one monument or individual of good once per day
7. Must retrieve a chosen item of great power.

If this pact is broken by the character then all his abilities and powers are withdrawn and the character is subject to instant destruction or to be hunted down by primal avengers. Powers gained from this pact are as follows (RM chooses 3):

1. Detect Moral/Wicked within a 5m radius
2. Mediumship- this allows the witch to summon neutral or same aligned spirits. The medium may not force the spirit to do anything which the spirit does not want to, but may only invite it to do so. The medium may speak with the spiritual entity and may ask it to perform actions, but may not force them to do so.
3. Detect a spiritual presence within a 10m radius
4. Major Hex- with this ability the witch has the power to bring some major affliction or ruin to his enemies. To perform this action the witch must wish a certain calamity or curse upon their opponent out loud, and the RM must distinguish how much of the curse is true. Some major hexes can include- causing a major illness, causing a child to be born greatly deformed, causing one's death in a strange accident, etc. The hex will strike with the next month if a successful roll is made. Base chance: 20% +4% for every level of witchcraft skill.

5. Second Sight- allows the witch to see ghosts, spirits, demons and other supernatural beings which are invisible to most mortals.

6. Familiar- the witch gains the companionship of an animal companion with several supernatural traits. This companion may be of any animal or beast form (chosen by RM to suit the character best). The companion has the following abilities: shape shift into any animal of smaller or equal size, presence sense, detect moral/wicked, any one aspect of magic of 5th aspect level, telepathy, and can speak 1d6 languages.

7. Prophecy- the character gains some method of divining the future. The method may be any one of the following: astrology, card reading, prophetic dreams, examining cracks in bones, or crystal gazing. In order to successfully prophesy one must make a perfect success. Base chance: 15% +4% for every level of witchcraft.

The Devil's Mark: When a character becomes a witch he gains a mark, known as "The Devil's Mark." This mark is given by the infernal power to mark his servant as his. This mark appears as a nipple and can be placed anywhere on the body of the witch. If the witch has a familiar then the familiar feeds off of this nipple in order to gain nourishment from the witch's blood.

Ceremonies, Rituals and Religion: When a character becomes a witch he is in fact taking up a religion. He is therefore subject to all of the rules and benefits of the religion and must partake of any of the religious ceremonies which are performed. Since witchcraft is very ritualistic, he must also perform any required rituals along with his annual sacrifices or holy days, thus showing his devotion and faithfulness.

Whenever a pact is broken of any kind the character is stripped of all of his powers and is subject to the vengeance of his former master. All of the conditions of the pacts must be met in order to sustain the abilities granted. If a magic-wielding class chooses this skill, he therefore gains a bonus of 50 psychi or 20 spiritual points. If he is of the ritual casting genre then he gains a +1 bonus to his genre skill. Anyone who chooses practices this art must be of either an Unaligned or Wicked alignment with an Anarchic tendency.

Write Runes: For a character versed in the skill of Writing Runes he must first have the Read Runes skill. This skill allows the character to write simple runes and rune structures of a nonmagical nature. If this character is a Runic Caster he can also write magical runes and rune structures. With both the Read and Write Runes skills a Runic Caster gets a bonus of one to his magical genre skill.

RELIGIOUS SKILLS

Deity Lore: This provides the character with a rudimentary knowledge of one of the gods as well as a very limited knowledge and understanding of his realm, purpose, lore, and domain.

Exorcism: This skill gives a character the basic knowledge of spiritual possession and the types of creatures that possess individuals. A character with this skill must also have the Religion Lore skill in order to perform an exorcism. If the character is a Priest then he automatically can start this skill at the Novice grade level. It takes one hour per health die of the entity involved to complete the exorcism. The character must also be equipped with religious symbols and talismans of a moral religion. A Wicked priest may also attempt to possess a person using this skill at one half the base percent.

Meditation: This skill involves entering, leaving and exploiting meditation trances. With this skill the character is able to place himself into a meditation trance and identify different meditation techniques, as well as being able to use them. Every hour of uninterrupted meditation is equal to 2 hours of sleep. Those in the trance are still aware of surrounding activity. A successful roll means that the character has entered the trance successfully.

Occultism: Occultism is the study spirits, demons, devils and other preternatural beings. This skill provides the character with the knowledge of various supernatural beings including their names, strengths, a limited knowledge of strengths, weaknesses and abilities. Characters skilled in occultism also have the knowledge of any rituals needed to speak with these beings or to summon them. If they dare.

Occult Lore: This skill provides the character with the knowledge of occult and cult societies. This knowledge includes different types of cults, and a limited knowledge of cult and occult purposes and ritual ceremonies. Occult lore also provides the character with the knowledge of occult, and cult hierarchy, artifacts, and deities that they worship.

Purification: The character has schooled in the religious art of purification. This includes purification by prayer, holy water and cleanliness. This provides knowledge of purification ceremonies and different ways to purify others and oneself.

Realm Lore: This skill provides the character with a rudimentary knowledge of the government, prevalent religion(s), and economic system of one country or realm.

Religion Lore: The character has made a study of different religions. This includes the recognition of god symbols, heathen religions, religious orders, Holy Avengers, Unholy Avengers and good and evil religious groups. The character has done in depth study of the different religions and is able to identify them by their rituals, symbols and crests.

Religious Ceremonies: Training in this skill deals with religious ceremonies. The individual has schooled in this religious skill to learn the preparation, and purpose of the different ceremonies, as well as the ability and knowledge to perform them. This includes marriages, prayers, blessing water, baptisms, confirmations, communion and many other rites.

Religious Hierarchy: A character schooled in religious hierarchies knows the internal structures of one religion for each level of this skill. He also knows the duties and responsibilities of each station in the order.

PHYSICAL SKILLS

Acrobatics: This includes ariel feats of agility and strength, walking a tight rope, high wire, trapeze, and performing above the ground stunts. Also includes somersaults, leaps and falls. This skill provides the character with a +1 to Strength, Dexterity and Endurance.

Body Building: The building of muscle tone and mass through weight lifting and exercising. This skill gives a bonus of one to Strength.

Climbing: The character has trained in the art of climbing, not only for the raw skill, but to up his strength during the raw aspect of climbing. This includes the knowledge of climbing techniques, tools and balance.

Endurance: This skill deals with cardiovascular training in which the character has trained intensely in running. When using this skill the character ups his endurance by 10 minutes. With this skill you do not need to up grade.

Game Lore: This skill covers physical contests between individuals involving tests of strength and endurance. This skill includes the knowledge of how to play these games as well as the rules involved.

Healing: This skill covers the rudimentary knowledge associated with first aid style techniques. These include stopping blood loss, setting and splinting broken bones, and mouth to mouth resuscitation.

Health Building: This skill gives a character one bonus health point per body per level.

Pain Tolerance: This skills training involves the ability to withstand pain by will power. The character is able to withstand pain on a constitution check with a -4 to his roll.

Running: The routine of running and exercise to build speed and endurance.

+2 endurance points

+2 Movement Points

Swimming/Diving: Swimming measures the character ability to swim in any form of water body. Diving refers to the skill of the character while diving into water. This skill enables the character to swim or dive at the level of his skill, and provides the character with the knowledge of safety precautions which should be used while swimming or diving.

COMBAT AND WARRIOR SKILLS

Jousting: Utilizing this skill a character is adept at the techniques involved with the popular medieval sport jousting. When jousting another character the character with the higher percentile score wins. When jousting an NPC or creature the character need only succeed in his roll to dismount the opponent. Jousting base percent is 20%. Jousting also increases a characters attributes in certain areas. Characters with this skill get a +1 to first strike, to hit and damage.

Parrying: This skill includes the ability to parry an opponent's attack by using either his weapon or shield. The bonus to parry is +1 for every two levels of this skill.

Shielding: Shielding is a tactic that a character may use if he is struck in an area that is covered by a shield. Utilizing this skill allows a character to block one such blow every round using his shield. This is done by rolling 1d8 and rolling under a certain number, which depends on your characters shield and size. Defense shielding allows a character to shield every attack that is aimed at him for a whole round. To defense shield a character need only roll a successful score once a round, but cannot make any other actions. Shielding fire or other such attacks protects you from one half the damage.

Shield Size	Target	Small	Medium	Large	Tower
Score	2	3	4	5	6

Sightless-Fighting: The character has trained in the art of fighting blind folded or in the dark by using his senses to locate and attack his opponents. When using this skill there is a -3 penalty to hit.

Targeting: The character has been trained in the use of missile weapons, wherein he has learned to make quickly aimed shots. When using this skill successfully the character adds a +1 bonus to hit his opponent.

Two Handed Fighting: This skill enables an individual to use one weapon in each hand. With this the individual gains 5 movement points, meaning one attack. Does not need to be upgraded.

SECONDARY SKILLS

The second profession is an optional system that a player may use. This system is where the player chooses a non-adventuring profession for his character, which defines what the character does outside of his adventuring career. This helps to define the character in more detail. To do this, simply choose a non-adventuring profession, within the characters range of skills.

Armorer: An Armorer is one who specializes in creating and assembling different types of armor. One proficient in this area is able to forge and construct armor, as well as identify different armor types. This skill includes both the knowledge and ability to judge, maintain and construct armor. If the character already has the smithing skill, then reduce the time construction time by 1d12 days. The time that it takes for construction is as listed below.

Armor Type Difficulty	Time	Example
Very Simple	1-3 days	Clothing, Cloth or Padded
Simple	4-5 days	Robe, Complex Clothing
Average	1-2 weeks	Soft, Hard Leather
Difficult	2-3 weeks	Most Mail Armors
Complex	2-3 weeks	Plate Mail, Chain Mail
Very Complex	3-4 weeks	Ceremonial Armors
Extreme	1 year	Crystalline Plate Mail

Blacksmith: A Blacksmith specializes in the forging of weapons and tools. This skill provides the blacksmith with the knowledge and ability to forge such objects. If the blacksmith has the smithing skill, then add a bonus of 10% to this skill and reduce the time by 1d12 days. The times can be considered equivalent to those under the Armorer.

Business Man: A businessman is character who has a business or store that he runs while he is not adventuring. For every grade level of this skill a character makes 20-40 Gp a month.

Livestock Breeder: A Breeder earns a living by breeding different animals and selling the livestock. A character may continue a business while adventuring and would make an average of 5-50 Gp a month depending on the quality of stock.

Fisherman: Includes the ways and techniques of fishing, knowledge of good fishing weather and when to fish, basic swimming and using nets.

Leadership: A leader is a character that did participate in a local governmental or feudal system.

Miner: This skill is the basic knowledge of mining and safety, stone cutting and assaying.

Musician: An individual who makes a living entertaining people by playing an instrument and/or singing. A good evening of singing can earn the character 1-10 pieces of gold.

Storyteller: An individual who makes his living telling or singing stories and ballads as a form of entertainment. A good Storyteller can earn between 1-10 pieces of gold an evening.

Chapter VIII The ALIGNMENT

After the basic steps of creating a player character have been accomplished, a player must choose one alignment and one tendency for his character. In some cases a character's choices will be limited, depending upon his Profession. Alignments are a general guide line towards the

character's basic pattern of actions and are divided into three categories; Wicked Alignments, Moral Alignments and the Unaligned. Tendencies define whether or not a character gravitates towards Lawful, Anarchic, or Neutral behaviour.

The Basic Behaviour of Temporal Beings

Sylvanus Detary Lazar

"In my research on the basic behavioural patterns inherent in temporal creatures I have come to the conclusion that there are three basic classifications, two of which can be divided into sub-groups of two. These categories are by no means specific and ruling relative to one's behavioural patterns, but instead are general

categories that only list the most common and predominant trends within each group."

"Attached to each casting art of behaviour among all peoples is a trend towards one of four things: Anarchy, Lawfulness, and Neutrality. Below are summaries of each group, sub-group and tendency."

The Wicked

Malignance

"Goodness only wants to rape you. That goodness dies... is justified."

- Khechxizar the Despiser

"Malignant individuals generally favour most of the following precepts: personal gain and enjoyment, strength and power, destruction or oppression of the weak, woe and freedom. It was most interesting, yet hardly surprising to find that, kindness and love are despised and viewed as weaknesses. Yet these individuals occasionally seem to have become malignant as a direct result of a lack of kindness and/or love.

Characteristically the lives of others holds little or no value for malignant persons. By promoting evil and perversion those of this alignment hope to bring themselves into positions of power and glory. Intense malice is perhaps the most defining attribute of this alignment and malignant persons are: frequently inhospitable to others, strong willed, ruthless and ambitious. The

pleasures of such people are usually found in killing, causing others to suffer (as they suffer), and stripping others of dignity, pride, happiness and loved ones before suffering a slow painful death. However, the elite of the malignant are usually very disciplined and successful. It is my belief that they have chosen to use this behaviour as nothing more than a means to an end. It is also my experience that such individuals frequently are or become emotionally and/or mentally unstable. This condition of Malignancy of Behaviour is most probably the result of some past traumatic experience. Some examples of historical Malignant personalities are: Checkmnanar of the Dek Varian Arakashas and Emperor Kiannah'apowan of Quan-Ti."

Maliciousness

“What has the world ever given me? Let it burn.”

- Krethious the Vandal

Malicious persons can best be characterised by the emotions that seem to rule them: contempt, cynicism, sarcasm and bitterness. People of this type also derive amusement and satisfaction from the sufferings of the weak, ill will and spite. It is my opinion that maliciousness is also caused by some past traumatic event where the individual lost or was made to sacrifice

something of exceeding personal value, such as a loved one. This usually drives such persons to see others suffer equally so that the individual in question can have someone to share his or her pain with. Most Civandzys exhibit this type of behaviour towards those of other races, especially Humans, as a result of their severe persecution at their hands.

The MORAL

BENEVOLENCE

“All people embrace life with a Benevolent heart. It is life that warms or chills that embrace.”

- Ivaj the Thinker

Benevolence usually describes the common person. It is again my belief that people are generally good at heart, or at least begin that way. Benevolent people hold a common good will, however, they are far from what can be called virtuous. They do although, tend towards

performing acts of charity no matter how small and they wish most people well.

However, people that are benevolent at heart are subject to many flaws, mistakes, sins and grievances. They will fight, kill, and engage in sins and pleasures considered abhorred by the virtuous.

VIRTUOSITY

“Look upon the wicked and their abominations, which upon them their wars and their destruction. Only goodness will prevail.”

- Sakar, Priest of Bendor

Virtuous individuals hold moral purity above all other precepts. Most truly virtuous individuals are extremely pious where religion is concerned and will strive to follow its precepts utterly. Although most virtuous individuals hold an attitude of righteousness and responsibility their rigidity and religious fervour often leads them to try and force their ideals upon others. This can often lead to wicked acts and a people loosing their virtuous status for a wicked one. As a result this alignment is the hardest to maintain because pride,

dignity, self-righteousness and inflexibility concerning their righteous precepts can quickly cause virtuous persons to neglect mercy, compassion and understanding.

The Virtuous renounce killing, but if they do engage in killing they will only do so against the most vile of creatures (people included), in self defense, in defense of their purity and ideology (which can be a lot of things) and if commanded to do so by a religious or political leader that they consider to be under divine guidance.

UNALIGNED

"All things are intertwined. Without good evil destroys itself, and without evil, good becomes stagnant."

- Jared, Philosopher of Neutrality.

Unaligned persons look upon other alignments as facets of the system of the universe. Thus each aspect, Law, Anarchy, Morality, Wickedness, and the Unaligned must be retained in a balance.

The unaligned believe that no one force may become more powerful than another. Without good, evil corrupts and destroys itself. Without evil good becomes stagnant and weak, frail and hypocritical. The unaligned hold that all

things can be improved upon and that nature will prevail and keep things as they were meant to be, providing that the "wheel" surrounding the hub of nature does not become unbalanced due to unnatural forces. Exactly what is "meant to be" depends upon a character's religion or philosophy. However for the unaligned that primarily encompasses the ideals that nature provides for all of its creatures and that Lawfulness, Anarchy and Neutrality should be equally exercised.

TENDENCIES

ANARCHY

"No man rules me. My destiny is my own, my laws are my own. This is what freedom is."

- Narat the Wanderer

"Finders keepers, Losers weepers."

- Holsat the Thief

Anarchists are found among all of the alignment groups. Anarchists believe in freedom and randomness. As a result anarchists feel "ensnared" by laws and become paranoid when restrained. Anarchists are also afraid of permanency.

It has been shown that usually anarchists are individuals who are unsatisfied with their governments and their laws. Anarchists are frequently reckless, and are considered dangerous and unpredictable by others.

LAWFULNESS

"All good things come from the laws on which they are predicated."

- Llabmik the Prophet

"Armies fail in chaos but prevail in order."

- Warlord Wah Lay Tsung

Lawfulness is a tendency found among all of the other alignment groups. However, it is rare when a character of the wicked alignments possesses this tendency as most wicked pleasures and "sports" are usually illegal. However, wicked individuals could adhere to laws or codes of other

groups of underground factions. If it is the case that a wicked person is also lawful then usually that individual practices a highly disciplined skill, such as is the case with Magi. Lawful people believe that order and discipline are the only way in which to accomplish anything to perfection.

Chapter IX DETERMINING MAGIKE

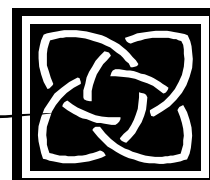
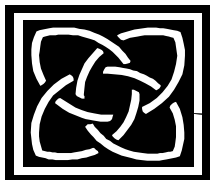
“Below are exerts from an arcane text taught to and studied by novice Magi on Sorcerers Isle. These exerts were translated from the Codex Lycadican traditional canon for none can explain the workings of magike better than the Magi and Sorcerers of the Isle. Study hard would be magicians, lest your skills fail you and carry you down to the pits of Demothcrethious.”

- Shade Song Shugaru

The magike system was created with the intent to give Lycadican a complete use of magike with room for expansion and customisation, for personal use. This system also allows for a broad variety of Arcane Arts and spell abilities. This provides for multiple styles of play that will add flavour and depth to any adventure. In Lycadican we will use the Greek form of the word magike, Magike, to distinguish between the arcane and the mundane arts. Also game mechanics and other functional related text can be found outlined in grey shaded boxes. Listed below are some common term definitions that will help you in grasping the concepts presented in this and the following chapter.

ARCANE TERMS

Essence	The term applied to the creative energy or force of creation that inhabits and surrounds everything. This “essence” is principally the same energy as Life Force.
Life Energy	Life energy usually refers to the energy inherent in one's physical body.
Psychi	Term magi use when talking about the essence, or life force for the use of magikeal endeavours. However, the term Psychi is more specific. The amount of ones Psychi is the amount of life force that a caster has available for use in casting. Think of this life essence as being in a well or reservoir. Then the amount of ones Psychi is the size of that well. However, this well does not include the magi's own life force.
Spiritual Life	The name used by Priests which is exactly the same as a magi's concept of Psychi.
Soul Strength	Soul strength measures the potency, constitution and state of one inner spiritual being, or soul. This is not the same as life force in any way. As stated above, the state of ones soul can affect the state of ones body, but the state of ones body cannot affect the state of ones soul.



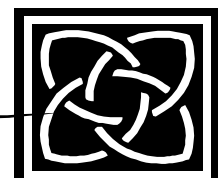
Codex Lycadican Canonici, Introduction

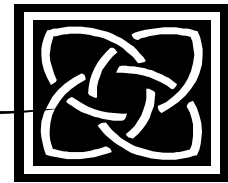
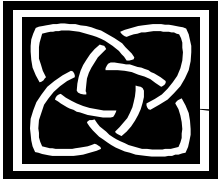
Magikeal wielders draw, not on some mysterious web of magike that surrounds the world, but from the very essence of life that flows through every creature, every tree and all things that belong to the earth. This essence is what creates and sustains life. Without it life cannot exist.

The first law of this essence is that it cannot be created or destroyed but can merely change its form and manifestation. Magike wielders know this law and use the force of their minds to manipulate the essence. Instead of focusing on the essence itself one must focus on its potential possibilities to achieve the desired manifestations. The manipulation of this life essence is a highly complicated art which is dominated completely by those who have studied it for years in order to attune themselves to the essence. We are known as Wizards, Sorcerers, Magi and even Warlocks and Witches, by the more superstitious folk. Priests also use the essence, but are slightly different from us in that their ability to manipulate the life essence comes from the authority given to them by their deity and their faith.

Priests and Magike (excerpt from appendix one)

The religious orders profess that by aligning their spirits with the will of their deities they have been bestowed this holy authority and keep it through constant devotion to their religious ideals. When a Priest ceases to act according to his faith, then he loses this authority and therefore loses his control over the essence of life. A study by sorcerer Kharn akst Checknar of the Dek Var tribes has given us reason to believe that their power comes more from self discipline and the collective faith of their organisations, than from divine sources. However, we should not discount the possibility that such forces and beings delegate the usage of such powers to religious organisations.





Manipulating the Arcane Essence

“.... Wizards, on the other hand rely completely on their own mental attributes, for we know that the power to control the essence of life springs from within us all. It is a residue of our own divine origins.”

- Lin Baek Dek Var, Dek Varian Sorcerer

Controlling the life essence is a very dangerous art, for it is extremely volatile, and as a mage grows in strength so does the amount of this essence that he can control. Thus in other words the amount of his Psychi grows.

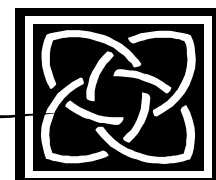
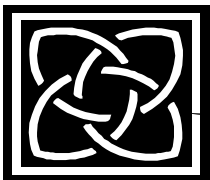
This essence has many different names, depending on who is using it and how. Everyone has Life energy, *related in game terms as life points*, and there is a solid relationship between the amount of life essence that one has and his physical well being. Thus, it is a precious thing. We Sorcerers and all other Magi, (with the exception of priests) call the amount of this essence that we can use Psychi, because we control it with our minds. Priests call this essence Spiritual Life because it is the essence of life, but they control it through their spirituality. However, do not be confused, these are only titles, Psychi, Spiritual life and life essence (*life points*) are all just names for the same thing.

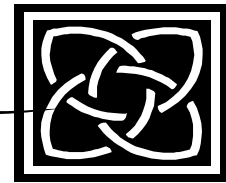
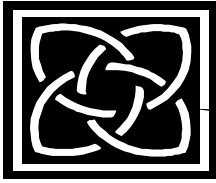
Wizards use Psychi, and Priests use Spiritual Life cast their magike. Psychi, and Spiritual Life is measured on a point system and is a quantitative measurement of how much life essence a Wizard or Priest can use for his Magike before having to use his own life essence for magike. When a Wizard or Priest uses his own life energy for magike he loses health points at the rate of one for every ten-psychi/spiritual life points required. As this happens the mage quickly becomes exhausted (see Exertion).

One's life essence normally springs from within his body at a specific place and radiates outward. It is in this area that a person is connected to the essence of life around him. This area is called a Waato'si and it contains and directly links the life energy one has to the free flowing essence. Normally the Waato'si can be found in the chest area just to the right of the heart, *the torso area for game purposes*. Wizards, however, train their minds so acutely that their Waato'si now originate in their minds, *the head area*. When a magike wielder exhausts his supply of psychi, or spiritual life, he can draw upon his own life energy to wield his magike.

This is potentially dangerous, however, because when he uses his life points he loses health points directly from the Waato'si area.

Health measured as Health Points is directly related to the amount of Life energy, or Life Points that a character has. For every Health Point that a character has in his Waato'si area he has ten Life Points. For Example a Human Wizard has 8 Health Points in his Waato'si (head area) and therefore has 80 Life Points. For every 10 Life Points a character loses he will also lose one Health Point from his Waato'si area. When the Life Points are gone the character will die.



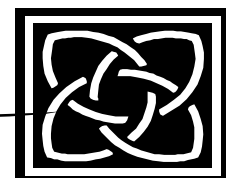


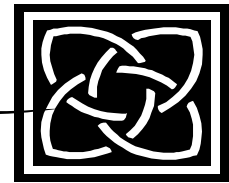
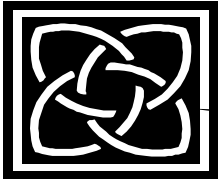
There is another force that stirs within the Waato'si of all creatures, a Soul. This Soul is tied to a creature through his Waato'si and the Life essence contained therein. This is why that life essence is so important, for when it is gone the soul is no longer tied to the body and it leaves. The potency of a soul depends on the size of a creature.

Great care must be taken for some creatures can drain off a being's soul strength. Druids covet the souls of all creatures for they use it in their castings. Vampires and other creatures of the night can also drain off this essence. As any being loses this soul strength he begins to deteriorate in both physical and spiritual ways.

The Strength of a Soul is measured on a point system as soul strength. All humanoid creatures have a total of 100 soul strength points as do medium sized creatures and animals. Small creatures and animals have about a 50 soul strength, while large creatures and animals have about 200 soul strength points. Mythical beings have various levels ranging from three of four hundred to one thousand. Dragons have the maximum soul strength, one thousand. Below is a chart showing some of the effects on humanoid creatures when their souls lose their potency.

Soul Strength	Effect
80	Person starts to feel a lack of motivation. -5 WP.
70	Person feels a lack of emotion and is hard to deal with. - 5 WP.
60	Persons alignment shifts to one less benevolent and he becomes devoid of all positive emotions.
50	Person becomes pale white in skin colour.
40	Person becomes Malignant and feels only negative emotions. He is totally apathetic.
30	Physical being starts to deteriorate. - 2 HP to all body areas permanently. Person also becomes schizophrenic and hears voices calling him.
20	Tendency shifts too anarchic. Person is totally insane and loses 1 HP to all body areas permanently.
10	All body areas reduced to one. Person is psychotic.
5	Person's body becomes transparent in all reflective surfaces, permanently.
0	Person dies, and the soul is destroyed. If the body is raised it becomes undead.





Commentary on the Essence (Codex Lyncadian Canonici)

“Life” is the blood of the universe. From it the gods were created, and from the gods sprang all life. Magi use this life energy (called essence or psychi), to bring their magike and spells “to life.” The energy that creates life is measured, for game purposes in points, and has several different names:

Life or Life Force, is a term people use when talking about the physical wellness of ones being as affected by ones “spiritual energy.” This need not be limited to living things as everything animate and inanimate has a Life Force. The depletion of ones Life Force, (life points) results in a direct loss of ones Health Points, which can very quickly lead to the destruction of ones physical body, and hence death.

This life force should not be confused with the soul (the soul represents the inner spiritual being of a character) and while the soul can affect the body, the body cannot affect the soul.

The amount of life points, or amount of life force, something has depends on how healthy and in what condition that thing is. The life energy one possesses directly affects ones state of being. As a base for how much life points characters or living creatures have, one health point equals ten life points. The amount of life *points*, or life force one has is determined by the state of ones Waato’si. As an aid in adjudicating the life force of ones environment the approximate number of life points for inanimate objects are as follows:

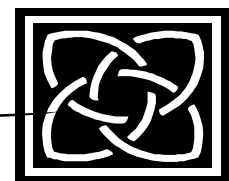
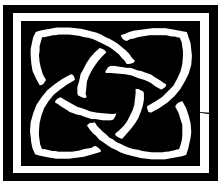
Dense Vegetation (living), 50 per meter³
Dead Vegetation, none
Earth (or any product of), 3 per meter³

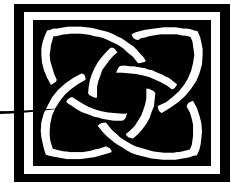
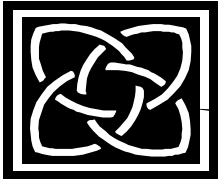
Light Vegetation (living), 30 per meter³
Water, 5 per meter³

Renewing Psychi and Spiritual Life Energies

As a Wizard grows in power he gains in Psychi, which is the amount of life force that he may use from his surroundings. However, when that energy is expelled in casting a mages, “well” or “reservoir” of this energy will again become filled with life energy as the essence comes to fill the vacuum left by the expended life force. This is called renewal. Renewal, in general, is the rate at which a mages pool of psychi is refilled after being exhausted.

The renewal rate of Wizards is five psychi points multiplied by the wizards aspect level. The renewal rate of Priests is equal to one half of their Wit score every round. Druids renew their supply at 10 points every turn or action combat round. The Renewal rate of nature or inanimate objects is ten every round.



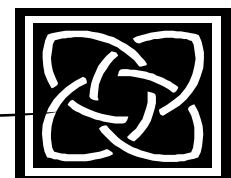


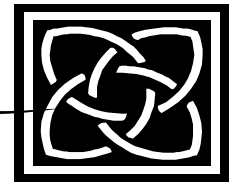
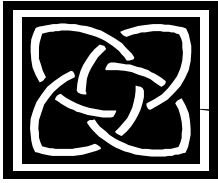
Magikeal Abundance, (Realm Masters Note)

Should magike be rare or common? To magike wielders magike should be relatively common, but not a replacement for tasks that can easily be done by the mage. To Warriors and the other common peoples magike should be both rare and expensive.

Too much magike exploits, destroys and corrupts the essence of life and the people who use it. Too much magike, not only causes players to loose skill and wit while playing, but it also very soon becomes a crutch that they depend on. Take it away and they fall down helpless. Each magikeal treasure, item and experience should be new and exciting. If magike is common place then this excitement is lost. On the other hand too few magikeal encounters in a campaign world also ruins the game. This creates a deadlock among players for every bit of magike they can find. As an R.M. you don't want players fighting among themselves and killing each other for a minor magikeal sword.

As a solution, or an option, you the R.M. may choose to omit magike all together from the game, including Magike Wielders. By doing this you, the R.M. may teach inexperienced players to rely on their own wit and resources, employing more tactics into the game, especially during combat. Players can learn to use terrain and strategy as a primary weapon. Only after the players have learned to fight for themselves should you lend them the aid of magike.





Magikeal and Mystical Creations

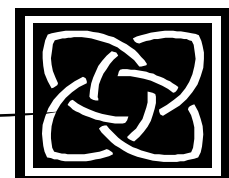
“The greatest boon to our art is that we have the knowledge to create tools and items of power with which to aid us.”

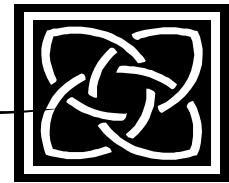
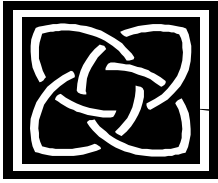
- Kareem BaDasheer, Sorcerer

Magike Wielders can, through enchanting, fabricate magikeal and mystical items, provided they have the correct supplies, which must be of the best quality. This usually costs a lot of money. Researching the histories of items, rituals, incantations, enchantment procedures and techniques usually takes months if not years. A Magike Wielder at any time may create new spells.

Rune magi have a distinct advantage in this area where imbuing an item with magikeal properties only requires inscribing the proper runes into/onto it. That may make the item enchanted but it does not make it mystical. It merely allows the rune caster to cast a spell that he, most likely, will have to supply the psychi for. The one hard rule for magikeal items is that an item, spell or scrolls' power cannot exceed the power the mage himself possesses. The job of adjudicating the power of new spells and items is always left to the Realm Master. However, the ease of which the Rune casters can create rune items can lead to the uncontrollable abuse of magike among players. For this reason a Realm Master may wish to impose restrictions on this ability, or prohibit access by players to this arcane Art. A fair rule is that a Rune mage may only have as many rune items as he has power levels. Thus a fifth ordered (“order”, can be used in place of power level) rune mage can have five rune items with effects no greater than a fifth difficulty level spell. The power of an item cannot exceed the power of the mage.

The Realm Master and the players must work together in order to keep any new item, ritual or incantation in proportion. A new spell cannot be created to give a character an advantage over the normal rules. A new ritual or incantation should serve some purpose and have its limitations. However, more importantly is the fact that the R.M. must approve of every step and must lay down the conditions for magikeal fabrication which he sees fit.





Researching Magikeal Incantations, Rituals and Runes

"The quest for knowledge and power is older and more sinister than the world itself."

- Shiaana, Priestess of the "Demise of Arcana" cult

The researching of magikes requires that a mage to be in good health. This researching process is not only mentally and emotionally taxing; it is very time consuming. Thus a mage must refrain from all other activities during his research lest he loose his focus.

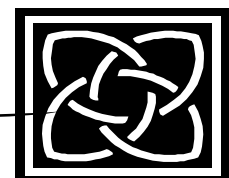
The research time for simple to challenging spells should be approximately one to three weeks per difficulty level of the spell with rituals taking upto four weeks per difficulty level. The research time for difficult to aweful spells should be approximately three to six months per difficulty level of the spell.

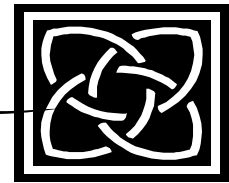
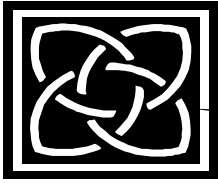
The time spent researching magike must be spend in solitude, reading ancient tomes on the workings of magike and so forth. A mage usually rents out a small room or facility at an arcane institution where materials and information are readily available. The cost of doing so usually ranges between 10-100 Gp per level of the spell, per week. The facility is in fact a small laboratory with a complete set of arcane tomes pertaining to the mages area of study. These tomes usually include related spells from levels one through ten. Often included in the price is a scribe or aid to search through the books or fetch equipment. Initiate and apprentice magi can gain experience and increase their collection of spells in this way. Usually if they perform well the master mage will give them a copy of the new spell or at least a hint on how to create it themselves. To buy laboratory equipment usually costs around 1-100 Gp per piece.

Arcane Tomes

The most important magikeal fabrication project a mage will undertake is that of creating and filling his arcane tome(s). A standard arcane tome is a heavy book bound in either leather, gold, silver, platinum or even crystalline. The material for both covers should be cured with all of the components that are contained in the spells therein. The materials used in this book, including the parchment, must be, if possible, of the best quality. Each page is worth about one copper piece. There are about two hundred pages in an average tome. Each tome can contain up to one hundred incantations or runes, or fifty rituals. Of these, a tome can contain the respective number of spells of difficulty levels one to four or half of that number if the spells are of levels five to eight. An Arcane tome can only hold approximately ten spells of levels nine to ten.

As spells require perfection to work properly these arcane tomes must be flawless, exact in every detail. Compounding the problem, the formulas or runes for spells, and weird diagrams that accompany them cannot be reproduced by printing methods so must be copied out by hand; a task that requires one to two days per diagram/spell. Any flaw in the writings of the spells will cause them to become ineffective.





The Laws of Magike (Codex Lycadican Canonici, I:III)

Magi manipulate the essence to weave their magike, but there are certain natural laws that can both hinder and aid a mage according to his obedience to them. There are four known laws of magike. These laws are based on experience, observations, theories on how magike works, and when it is at its optimum efficiency.

RM's may choose to replace one of these laws for one of his own, or create a law of his own. All of the laws of magike have a rating of one to ten according to a magi's understanding of that law and his ability to use it effectively.

Of course, a mage may decide not to use any of the laws of magike, but then it makes it much harder for a mage to work magike. Working outside the safe boundaries of magike is to deal with volatile essence. This probes into unknown areas of the essence which can only be dealt with by individuals possessing exceptional knowledge and experience.

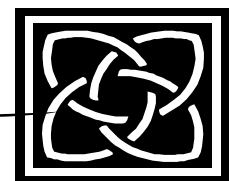
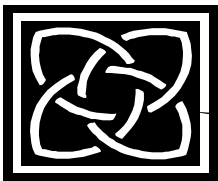
To begin with, each mage gets ten points to divide among these laws and his Arcane Art skill(s). To upgrade any of these laws costs 150 experience points. Wizards must use Power Level Experience Points to increase their Arcane Art, laws of magike, state and form ratings.

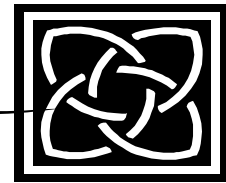
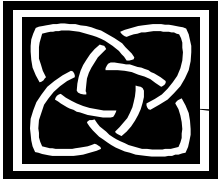
The Law of Gesegen

States, in a metaphorical sense that seeing is believing. In this sense a Mage needs to believe in the potential effects of his magike to manipulate the energies properly. To do this effectively every spell must have a target. To accurately focus magikeal energies on this target you must be able to see it.

For magi of the shadow aspect this law holds a dual purpose. When used in the casting of shadow magikes the mage casts a spell from the memory of something he has already observed, or a statue, figure or carving. The effect it that his resulting illusionary, or shadow spell, is more effective and can increase its believability.

In effect all of those beholding the illusion suffer a penalty of one to their resistance roll. Bonuses also apply to the to Hit roll of certain spells. See the table *Combat: Magikeal to Hit Modifiers*.





The Law of Contagion

States that, all parts belong to a whole. This law is based on the theory that things born of the same essence are still mystically connected even if they have been separated. The law of

contagion is almost standard in its use by ritualistic magi. This law makes it possible for a mage to “see” in a metaphorical sense his target even if he cannot see it with his eyes. For instance to affect a person you cannot see you can use a strand of his hair, his blood or something that was in his possession.

Either the Law of Gesegen or the Law of Contagion must be used in all castings or the Mage will be subject to volatile magike. Bonuses also apply to the to Hit roll of certain spells. See the table *Combat: Magikeal to Hit Modifiers*.

The Law of Necrom

States that life is magike, and that life given is life taken. This is a law highly utilised by priests. This law represents the flow of life through all things. When the essence is used in any form it must be drawn from somewhere. When it is drawn from something the vessel that

contained it will either be weakened or destroyed. For example, drawing essence from a tree in effect steals the life energy of that tree. The amount of harm done is directly proportional to the amount of life taken from it. The opposite holds true as well. This is the natural law that, life may not be created or destroyed, it can merely change form.

Because of the law stated above the earthen environment, earth and water, does not die if a magi drains the life force from it. It may loose its current form/state and structure and crumble or evaporate. This is because the energy released in spell casting returns to the essence and the earth’s environment will absorb the life energy it needs from it. This however, is not true of living things, when a plant or animal is emptied of its life force it will die.

Life may not be created but it may accumulate. Such as when a baby is born, that baby is given some life from its mother. That life force continues to grow with the child, and as he eats he grows, and as he grows he accumulates more life force that comes from the food he eats, and the air he breaths.

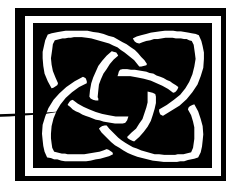
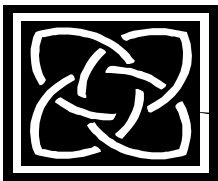
For example, together with the Law of Contagion a priest holding a birds feather can control the flow of life through the bird it came from, or drain it all off for his own use. If so the bird will die.

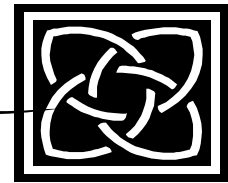
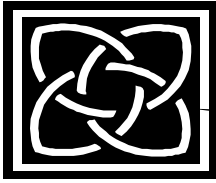
The Law of Relantum

States that, things that look alike are alike. Thus a representation of something can aid in affecting it. This law must, however, be augmented by the Law of Contagion. To affect something or someone both this law and the Law of Contagion must be used or

the mage will be subject to volatile magike. One application of this law is the voodoo doll of ritual magikes.

The Law of Relantum allows casters to attempt specific called shots on their targets. See *Combat*. Bonuses also apply to the to Hit roll of certain spells. See the table *Combat: Magikeal to Hit Modifiers*.



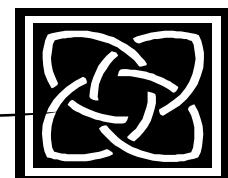


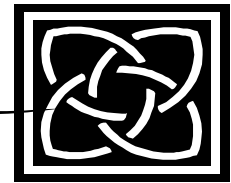
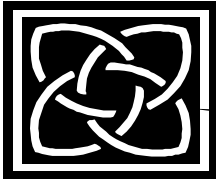
Volatile Magike (Codex Lycadican Canonici, Appendix II)

The essence of life that magi control is safe within the functions of certain parameters and laws. Once outside these laws magike becomes volatile and very unpredictable. If a mage chooses not to use the Laws of Magike, or fails to use at least either the Law of Gesegen or the Law of Contagion he is in danger of his magike becoming Volatile. A mage is also subject to volatile magike if his magike fails or if he does not posses the intelligence or wisdom to control it. Other factors can cause magike to go volatile.

To see if magike has gone volatile the character must check his intelligence or wit on the following chart.

Intelligence Score	Wizard's Volatile Percent	Wit Score	Priest's Volatile Percent
9	80%	3	60%
10	70%	4	55%
11	60%	5	50%
12	50%	6	45%
13	40%	7	40%
14	30%	8-9	35%
15	25%	10-11	30%
16	20%	12-13	25%
17	15%	14-15	20%
18	10%	16-17	15%
19	5%	18-19	10%
20	4%	20	5%
21	3%	21	4%
22	2%	22	3%
23	1%	23	2%
24	0	24	1%
25-30	0	25-30	0
This table shows the percent chances that a mage has for his failed magike to go volatile. These chances are subject to the following modifiers.			
Fatigued			5%
Failure to use Law of Gesegen or Contagion			40%
Failure to use any law of magike			50%
Imperfect Rune			10% each
Impure Material Components			10% each
Incorrect Rune			70% each
Interrupted while casting			45%
Lack of Sufficient Psychi or Spiritual Life			100%
Mentally Impaired			20%
Poor Relational Substances			5% each

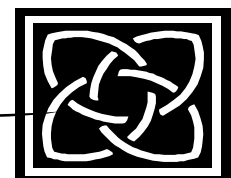


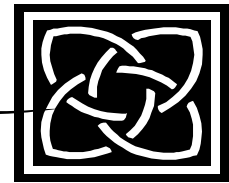
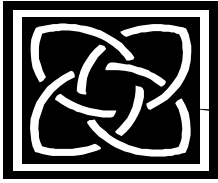


Effects of Volatile Magike	
Percentile Roll	Result
01-30	Effect Determined by Realm Master.
31-40	Spell rebounds on caster, full effect.
41-50	Spell effects a random area, or object.
51-60	Mage is drained of all PP, no spell effect.
61-70	Reversed spell effect.
71-80	Random Spell effect.
81-85	Caster and target both suffer the same effects.
86-90	Caster internalizes spell which affects the casters' Waato'si. Caster loses 5 soul points.
91-95	Caster suffers from a nervous disorder. All of the casters thresholds suffer a penalty of five for one to thirty-six months.
96-99	Caster suffers from a psychosis. All of the caster's spell index numbers suffer a +1 permanently.
00	Explosion-atomizing everything within a 5m radius, except the caster. Caster permanently loses 10 PP and 100 Power Level experience

Magikeal Limitations (Codex Lycadican Canonici, Chapter V)

As controlled by mortal and lesser being's magike, though powerful, is not omnipotent. Higher beings such as dragons, demons and deities command supreme control over the essence of life and can therefore over rule the authority that mortal and lesser being's command. As a result of the nature of our mortal bodies, our hold over the essence has several limitations. Magike as used by mortal or lesser beings cannot affect natural constants and physical laws such as time, or the occurrences of past events. One cannot affect other dimensions, realms of existence or the inhabitants thereof without being present in those spheres. One also cannot wield or affect magikeal realms that one is not trained in, or destroy heart runes magikeally once they are established. The essence also cannot be isolated or altered from its natural behaviour. Above all, in the hierarchy of beings, the magikes of mortals is at the bottom.





The Arcane Arts (Codex Lycadican Canonici, Vol. II)

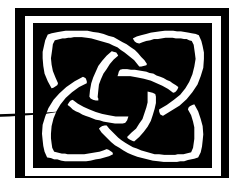
Each culture and race has discovered certain ways to manipulate the life essence. Certain techniques and methods can aid one in manipulating this energy; these different techniques are called Arcane Arts. There are five Arts which are divided into two categories: The Lesser Arts and the Greater Arts. The Lesser Arts are, listed in order of power and difficulty: Aria, Incantation and Ritual. The greater arts are the Wild and Rune arts.

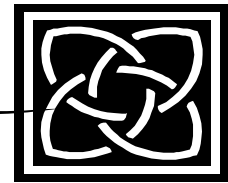
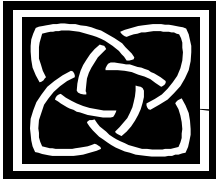
For gaming purposes a characters Arcane Art is a lot like a skill. A characters Arcane Art(s) will have a rating of one to ten, depending on how proficient he is with this method of casting. As a character learns and advances he gains more experience in casting and can improve his Arcane Art rating through expending experience points. It costs 150 experience points (power level experience must be spent for Wizards) to increase the level of this skill by one.

Certain races are naturally deficient in specific areas of casting. Some individuals that excel in one Arcane Art may be completely unable to grasp the precepts of another. Research by William Van Der Wal, a noted Sorcerer from Talon in the Five Kingdoms, seems to suggest that some races cannot grasp more than the most elementary theories of certain Arcane Arts. This is because different races think differently, and that because some modes of thought are in contention with the techniques of certain Arcane Arts.

There are a few ways a Realm Master (RM) may choose to do Arcane Art selections. He may choose to allow characters to have more than one Arcane Art, or limit them to one. He may also impose racial limits on which Arcane Art they can select. Here is a list of some limitations with respect to Arcane Arts and racial groups that William Van Der Waals research suggests.

Arakashas	No Wild
Beloxes	No Limitations
Civakxys	No Limitations
Civandzys	No Incantation or Ritual
Culgans	No Wild or Rune
Chahannawashea	No Incantation
Humans	No Limitations
Kinns	No Limitations
Midians	No Incantation
Phantasmus	No Limitations
Roces	No Wild or Rune
Spiris	No Incantation
Vorlexes	No Wild





“Some individuals who are naturally attuned to magike and its workings can learn and specialise in one or more Arcane Art. The province of specialisation is, however, restricted to the most gifted of our order.”

- Jathican Kar Sonan, teacher of the gifted.

For characters who are allowed to have more than one Arcane Art an RM may wish to use the option of allowing them a certain number based on a combination of their Intelligence and Wit. This optional system may also allow a character to have a specialised Arcane Art. A **specialised Arcane Art** gives a character a **bonus of one** to his Arcane Art **rating**. To use this table add up the characters Intelligence and Wit scores with a roll of the percentile die.

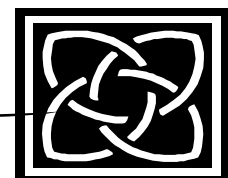
Score	Result
1 - 55	1
56 - 75	1 Specialised
76 - 105	2
106 - 120	1 Specialised and 1 Normal
121 - 140	3
141 - 160	2 Specialised

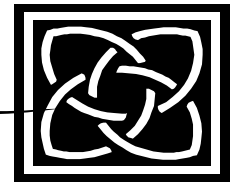
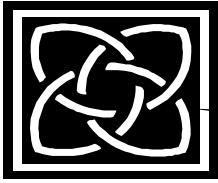
“The mysteries of casting magike seem to be inevitably tied to ones intelligence and the force of his inner will. The more abstract and intangible the Arcane Art the more gifted one must be to call upon and control the essence. Rune magike is the most powerful form of the arcane arts. For, while not the most abstract it deals with the essence in its most volatile form. Wild magike is the most abstract of all the Arcane Arts but does not deal in an area of the essence that is as volatile as Rune magike. The Ritual arts are concrete and solid in pattern and form. Each part of a ritual serves to control and guide some aspect of the essence. However, it can still be volatile as some aspects of rituals draw upon the true-life giving and creative powers of the essence. The safest and most reliable of the arts is Incanting. Incanting is by far the most stable and most established art of casting as its effects are rarely permanent and incantations are even more structured than rituals. Aria is a natural talent that certain individuals appear to be born with. The magike of song, it has the qualities of Wild magike with the restrictions of rituals and incantations.”

- An examination of the Arcane Arts, Julian Cherub - student of magike.

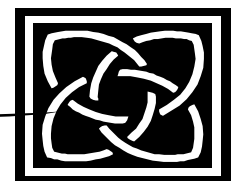
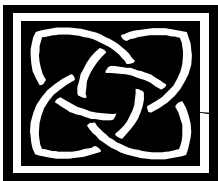
Arcane Arts must, however, be chosen because of a characters Intelligence and Will Power. Priests must use Wit instead of Will Power. The Arcane Arts below are listed in order of difficulty and power. A character may, if he so desires, choose a Arcane Art below the one that he has scored. To use this table one must add up his Intelligence and Will Power, (or Wit score). The result is the characters limit. * In the place of a result scored on this table the player may wish to choose Aria.

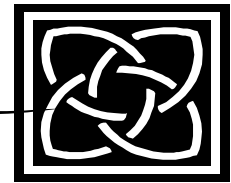
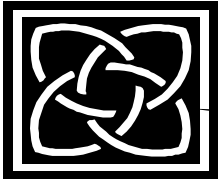
*	Aria
10 - 30	Incantation
31 - 45	Ritual
46 - 55	Wild
56 - 60	Rune





The Lesser Magicks





The First Mystery of the Arcane, Aria

“My voice is sweet and seductive, beware all yea men, for as you fantasize the magike of my voice will coax out your soul.”

-Susanna of Aria

“Music is the blood stream of the universe.”

- Guy de Montrose

The Theory of Aria Magike (Codex Lycadican Canonici, II:II)

The ability to command the essence through music and song alone is a gift that one is born with. The talent of Aria does not usually manifest itself in individuals until one reaches maturity. There are no teachers, arcane texts, or mystical talismans that can bestow this gift or teach one how to use it. Only mentors can guide one in their command of this gift. This is because not only is this gift rare but how it is harnessed is different for everyone who possesses this gift.

As a result of the methods of control different with each individual Magi are collectively uncertain about exactly how this art works. However, the popular consensus is a theory proposed by Beldiish KadHar, an Aria mage from Jah-Re-Bah. His theory is actually based upon a common mythology held by most Aria magi with respect to how their magike is founded.

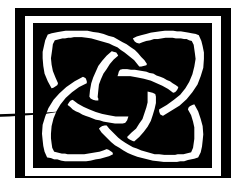
The Mythology states that before the beginning of the universe there existed a supreme force that they call Aria, which is Kemnotic (old Spiritic) for “the one god.” Aria called out in the emptiness. Her song embodied all of her desires with the strength of her will. In her song was the essence, part of her own life force, and as her song spread out it created the heavens, the firmaments, and life. Thus in song was the essence bound, and so it remains.

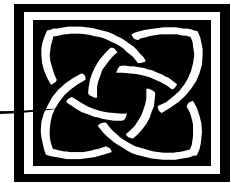
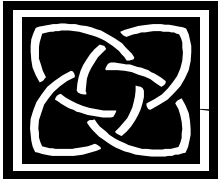
“Listen to the song of the essence. Sing its song and its magike.”

- Leon, Aria

Performing Aria Magike (Codex Lycadican Canonici, II:II)

Arias believe that the essence is magikeal in nature. If one can hear the music of the essence then all one needs to do in order to invoke its magike is to sing its song. More specifically if an Aria mage wishes to cast a spell all she needs to do is think about the effects of the spell she wishes to cast and then listen to the song the essence sings. According to Beldiish KadHar the essence is attuned to the thoughts and desires of all creatures and acts towards the potential of creating those desires. However, this magikeal energy cannot be released until it is triggered in the physical world. The singing of its tune or song coupled with the emotional state of the caster provides the trigger. However, one must first be able to hear the songs of the essence and duplicate them identically.





Aria Modifiers

Below are the modifiers to the final Thresholds of Aria Magi, given certain situations.

Action	Modifiers
Whispered	-4
Sung, Normally	0
Sung, Loudly	+1
Projected	+2

Restrictions

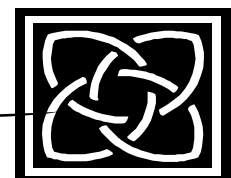
For Aria Magi there are a few restrictions that offset the relative ease of this art. First is that the laws of magike, especially Gesegen and Contagion, must still be applied. If Contagion is applied then the caster must be holding the related object. Secondly, the power of the essence is unraveled as the song goes on. What that means is that the song must be maintained throughout the duration of the spell. Thus, the casting times of Aria magike are instantaneous but the effects only last as long as the mage keeps singing. Any effects that are secondary results, such as burning and smoke of spells such as fireballs do remain however. The last major restriction is that Aria Magi can only have one spell in effect at a time.

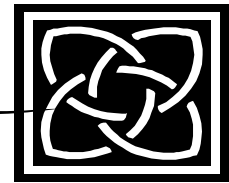
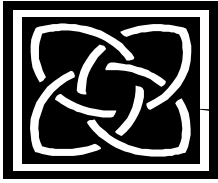
Advantages

There are a number of advantages to this art. The first and biggest advantage is the ease of casting and success rate of Aria spells. The second is that its magi can wear armour and wield weapons as normal individuals since it does not hinder their magikeal abilities. Thirdly, Aria can also hear the song of the essence that appear when other magi are casting, before their spells are released. This gives them an opportunity to counter more effectively. Another advantage is that Aria magi do not require arcane tomes or physical or material components for their spells.

What the advantages of this art mean in game terms is that:

- 1 The index number for all Aria spells is given a bonus of one (decreased by one).
- 2 Aria magi may buy two armour and two weapon skills at the cost of any other profession.
- 3 Aria magi can counter spells much quicker than other magi can.





The Second Mystery of the Arcane, Incanting

"You wish to duel me! I know a hundred incantations, and command them all. None have as much control of the essence as I. Now, remember that as I send you to the pits of Demothcrethious."

- Cynthia the destroyer, Master Incanter

The Theory of Incanting (Codex Lycadican Canonici, VIII)

One need not be exceptionally talented to work the essence in this way. Incanters uses predetermined steps and techniques to achieve a desired result. These predetermined steps are written in books for the Incanter to memorize and are called incantations.

Incantations have three actions that, when combined, harness the essence and manipulate it to produce the desired magikeal effect.

The first component of an incantation is Verbal Action. Verbal Action is the words, phrases or sentences that starts the movement of the essence through a wizards body and into a definite form. These words must either be read off of a scroll or memorized and chanted aloud. These words themselves contain the arcane power required to manipulate and invoke the essence. As soon as the word is spoken its' power is spent and the memory of it ceases to exist in whatever medium contained it. Such mediums are the mind, scrolls, books and possibly magikeal items. To utilize Verbal Action correctly the inflections, accents, timbres and length of each word must be perfect or else the incantation may become volatile.

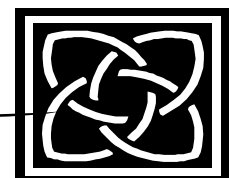
The second component is Somatic Action. Somatic Action symbolizes the effect that the magike will have once triggered. These actions must be remembered before hand but are not forgotten once they are completed because they do not contain magikeal potency.

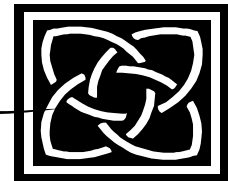
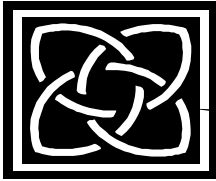
The third, and possibly most important component, are the Material Actions (or the ingredients). These material components are what trigger the spell effects and give the spells parameters; Direction, Range, Duration and others. Any impurities within the components may result in the magike becoming volatile or having unseen effects.

Casting Incantations (Codex Lycadican Canonici)

Each incantation cannot be completed by merely reading it from a page or trying to mimic the instructions contained in an arcane tome. Incantations are magikeal in nature and gather and shape the essence of life into the desired magikeal energies. The procedures involved in performing an incantation are often complicated, intricate, mentally taxing and sometimes bizarre. To perform an incantation properly its arcane formula and the inner working of its magikes must be learned and memorized before hand. This does not mean that an incantation cannot be read from a scroll, it just means that the quirks and specifics of that incantation must be known before hand. In short an Incanter cannot work any incantation that he does not know. New scrolls and incantations that are found in a mages experiences can be studied and learned all the same.

Memorizing the components of a spell imprints a special pattern of the essence onto the caster's mind. The performing of the actions of an incantation acts as a key to unlock this pattern. As each word is spoken, and each gesture performed that section of energy is released until it is completely loosed from the mind of the Incanter and culminates in a spectacular magikeal effect.





“There are situations in which a caster may be limited in the use of one of the actions of his incantations. It is in these times that we must gamble upon our will power to carry us through.”

- Henry Montuge, the gambler.

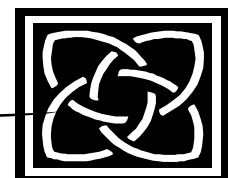
In some predicaments one must forsake the use of one or more of these actions and substitute his will. To do so is an extremely risky venture that as often as not results in volatile effects. At least one of the incanting actions must be performed in order for the magike to function at all.

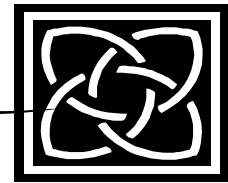
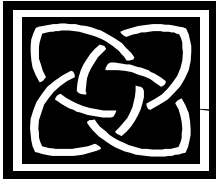
Incantation Modifiers

When one or more actions of an incantation is used the Incanter may not include his Arcane Art skill value in his threshold. Below are the modifiers to the final Threshold and Difficulty level of Incanters given certain situations. In the Difficulty Level column a + indicated the difficulty level of the incantation increases where - indicates that the difficulty level decreases.

Action	Adjustment to Threshold	Adjustment to Difficulty Level
Verbal Action		
None	-8	+2
Whispered	-3	0
Spoken	0	0
Chanted	+1	0
Howled	+2	*
Somatic Action		
None	-5	0
Inconspicuous	-2	0
Normal	0	0
Embellished	+1	0
Exaggerated	+2	*
Material Action		
None	-10	+1
Impotent	-5	0
Normal	0	0
Potent	+1	*
When all three of the most extreme forms of the actions are done (each section has a * under difficulty level), the difficulty level decreases by one.		

Of course, because of the intricate nature of each incantation, and the limited nature of the mortal body, an Incanter can only learn and memorize a finite number of incantations. The nature of these incantations and the nature of the essence itself is foreign to the mind. One cannot grasp all of the incantations. Furthermore, some incantations are much more complex and demanding than others are; these are impossible for inexperienced Incanters to memorize.





The following table shows the intelligence level (wit level for priests), required to learn spells of certain difficulty levels and the probability that one may learn a particular spell of that difficulty level.

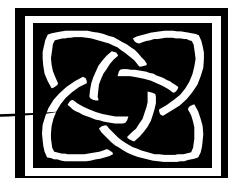
Intelligence Score	Incantation Level	Chance To Learn New Incantation
3-8	Simple	30%
9	Routine	35%
10	Average	40%
11	Average	45%
12	Challenging	50%
13	Challenging	55%
14	Difficult	60%
15	Difficult	65%
16	Strenuous	70%
17	Arduous	75%
18	Arduous	80%
19	Extreme	85%
20	Extreme	90%
21	Imposing	95%
22	Imposing	100%
23 - 30	Aweful	100%

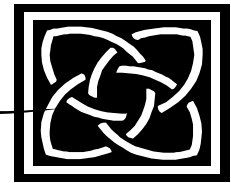
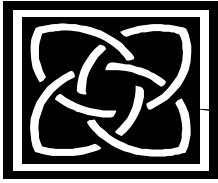
Difficulty Level: This column shows the most difficult incantation that the Incanter may learn with respect to his intelligence (or wit if the character is a priest).

Chance to Learn New Incantation: This is the probability that an Incanter can learn any one particular incantation, with respect to his intelligence (or wit if the caster is a priest). This check is required each time an Incanter obtains a new incantation and wishes to see if he can understand how to cast it. To do this he must have access to the written version of the incantation.

Not only is it troublesome to spend hours learning and perfecting each new incantation; Incanters must also spend hours memorizing an incantation each time they wish to cast it. As was mentioned before Incanters can only memorize so many incantations.

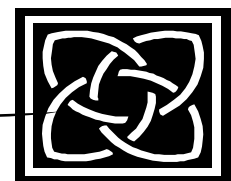
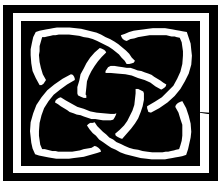
Below are two tables, one for Priests and one for Wizards. These tables show the maximum number of incantations for each power level that an Incanter can memorize with respect to his power level.

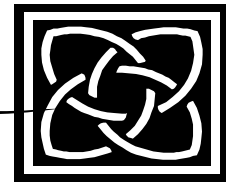
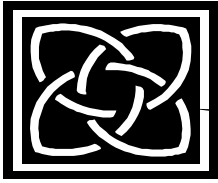




WP Incantations Table For Priests										
Score	Simple	Routine	Average	Challenging	Difficult	Strenuous	Arduous	Extreme	Imposing	Aweful
1	1	--	--	--	--	--	--	--	--	--
2	2	1	--	--	--	--	--	--	--	--
3	2	2	1	--	--	--	--	--	--	--
4	3	2	2	1	--	--	--	--	--	--
5	3	3	2	2	1	--	--	--	--	--
6	4	3	3	2	2	1	--	--	--	--
7	4	4	3	3	2	2	1	--	--	--
8	5	4	4	3	3	2	2	1	--	--
9	5	5	4	4	3	3	2	2	1	--
10	6	5	5	4	4	3	3	2	2	1

WP Incantations Table For Wizards										
Score	Simple	Routine	Average	Challenging	Difficult	Strenuous	Arduous	Extreme	Imposing	Aweful
1	1	--	--	--	--	--	--	--	--	--
2	2	1	--	--	--	--	--	--	--	--
3	3	2	1	--	--	--	--	--	--	--
4	4	3	2	1	--	--	--	--	--	--
5	5	4	3	2	1	--	--	--	--	--
6	6	5	4	3	2	1	--	--	--	--
7	7	6	5	4	3	2	1	--	--	--
8	8	7	6	5	4	3	2	1	--	--
9	9	8	7	6	5	4	3	2	1	--
10	10	9	8	7	6	5	4	3	2	1





Restrictions

Incanters have the most restrictions of any other arcane casting Art. The biggest drawback of this Art is that, because of the very stable way in which incantations are created in order to prevent volatile magike the essence is very restricted. Therefore all but imposing or awe-inspiring incantation have a limited duration. Making the simplest incantation permanent makes a spell Imposing. By permanency we are talking about the primary effects of a spell. For example the primary effect of a ball of flames is to hit a target. The secondary effects of a ball of flame are the burns, scorches, damage and other fires caused by it. Making the ball of flame permanent would mean that upon impact it would not disintegrate and disappear. It does not mean that the burns, other fires, damage or destruction done/created by the ball of fire would become permanent.

Incanters may not change such statistics of an incantation such as duration, range, casting time or area of effect without rewriting the incantation. These statistics are also limited by the nature of incantations. The range of an incantation using the law of Gesegen is the limit of the Incanters vision. Using the law of contagion it is possible to extend the range of an incantation to an infinite range. The quickest time of any incantation is about five seconds.

The quickest casting time you may allow players for simple incantations is 5 movement points. The minimum casting time for complex spells is one full round. This is regardless of the characters movement rating.

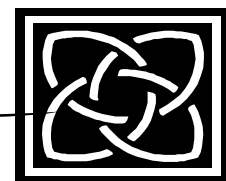
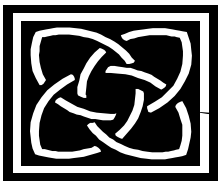
Incanters cannot wear armour. For which there are a few reasons. Firstly, incantations require complicated and vigorous gestures and sometimes-odd postures by the caster. Armour restricts the wearer's ability to perform somatic actions properly and effectively. Secondly, the Incanter has spent his youth pouring over arcane texts and educating his mind. He can focus it properly on the essence and completing the three required Actions at the same item, so he has not had the time to learn how to wear armour effectively. Thus, armour is marginally beneficial at best.

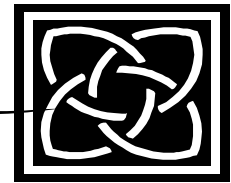
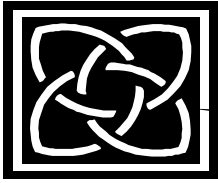
Another drawback of this art is that Incanters can only use magikeal items that were created through this Arcane Art.

“As I gazed around the room I saw shelves of books that glowed with an unholy arcane power. Just because they are arcane doesn't mean that they are invulnerable. One match and one fire gave god another victory.”

- Mathrou the Holy

Arcane Tomes, or spell books are another hindrance to this art. A mages whole career is set down in the pages of a book, or several books. Incantations are always kept in written form in an arcane tome so that they can be memorised once used. Not only does a Magus arcane tome contain his incantations it is also a record of his journeys, his laboratory studies, and philosophies on the workings of magike. A mage can only use the Incantations that he has within his arcane tome. Of those, he can only memorise so many. To learn more Incantations a mage must either copy them from another Incanters arcane tome into his own or create new ones. Naturally an arcane tome is an Incanters most valued possession and the theft of such arcane books of lore is common, though very dangerous.

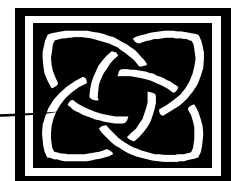
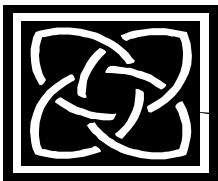


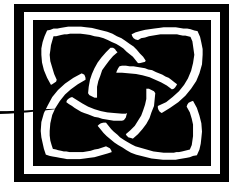
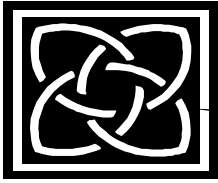


Advantages

The greatest advantage of this Art is the fact that incantations, because of their highly stable constructs are very successful. As long as an Incanter has a sufficient amount of psychi or spiritual life his chances of success are much higher than those practising the other Arts.

- | | |
|---|--|
| What the advantages of this art mean in game terms is that: | |
| 1 | Providing that an Incanter does not fall into volatile magike, an Incanter gets a bonus of four to all of his incantations' combined thresholds. |





The Third Mystery of the Arcane, Ritualism

“Do not pass through the moonlit fog, enter burial grounds, or talk to any animal and you will be safe from the Succunya.”

Papa Guai, Obeah Man

“Fear me, my power is potent. My hatred will smother you in the dark blanket of fear, from which you will not awaken. I can make your world one of creeping terror.”

Abo Backa, Succunya

The Theory of Ritualism (Codex Lycadican Canonici,)

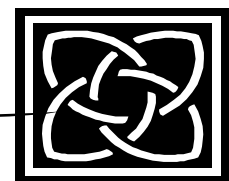
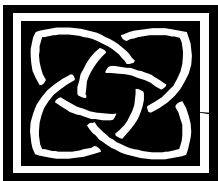
Ritualism is the most ancient form of arcane power known to man. This Arcane Art is referred to by aboriginal peoples as Voodoo, Obeah, Magike (Black or White), or Saponsstaa (Medicine). Ritualism is so intricately tied to the cultures of these ancient peoples that it functions more as a religion than an Arcane Art. The use of Ritualism is clouded in superstition and is usually associated with evil and evil forces by those who do not understand its use. Many Ritualists have turned to infernal sources to augment their already powerful talents. As a result the very names of Ritualism all have fear invoking connotations which makes life for the practitioners of this art rather awkward. However, Ritualists can be and frequently are good. The aboriginal peoples of the Manloow plateau refer to their Ritualists as Aipi’Kssokinaki, Shamans or Medicine men.

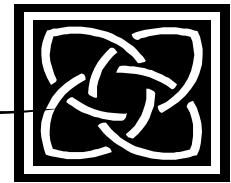
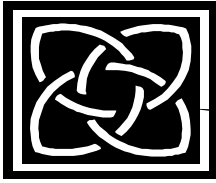
Performing Rituals (Codex Lycadican Canonici)

The performing of rituals is both time consuming and mentally taxing. All of the right components must be in place. The essence recognises even the preparation stage of every ritual and the magikeal energies begin to gather there. Preparation includes the construction of any new material components that the Ritualist may need. In rituals common components include ceremonial masks, rattles, drums, costumes, ritual paints and many other type of symbolic devices. Ritualism relies heavily upon these material components because of the law of Relantum.

The Ritualist utilises the Law of Relantum by directing his magike through symbolic representations and objects. Ritualists use objects that are symbolically related to, or represent, the targets of their spells. This relation means a connection to something by ownership, persons (friends etc.), nationality, sacred objects, symbology and blood (relatives, animal blood, sacrificial blood etc.)

For example, an Obeah man wishing to harm his victim would use the Law of Relantum. To fulfil the requirements of this law a doll or carving made in the likeness of the victim would first be constructed. This would represent the body of the target. The second precept fulfils the Law of Contagion. Some aspect of the doll would be constructed from some possession or object symbolically (or literally) related to the target. Such things could be some of the victim’s hair, or the fabric from his clothes. Once the Laws of Relantum and Contagion (or Gesegen) have been fulfilled whatever the Obeah man does to the doll will happen to his victim. The Law of Relantum must be used by Ritualists for all spells.





Ritual Modifiers

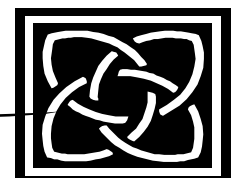
The effectiveness of every ritual depends upon the conditions that were present when the ritual was performed.

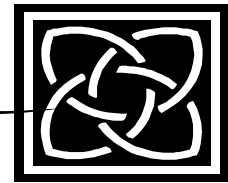
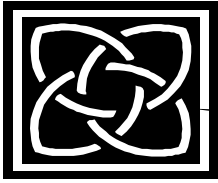
Below are the modifiers to the final Threshold and Difficulty level of Ritualists given certain situations. In the Difficulty Level column a + indicates that the difficulty level of the incantation increases where a - indicates that the difficulty level decreases.			
Action		Adjustment to Threshold	Adjustment to Difficulty Level
Verbal Action			
	Whispered	-3	+1
	Chanted	+1	0
	Howled	+2	0
Somatic Action			
	Inconspicuous	-2	+1
	Embellished	+1	0
	Exaggerated	+2	-1
Material Action			
	Impotent	-5	+2
	Potent	+1	0
	Potent Talisman	+2	-1
Participants			
	Caster and Party	+1	0
	Caster and Village	+2	0
	Caster and Tribe	+3	-1
A Potent Talisman is one that contains the equivalent of at least 150 psychi points, took at least one month to create, and was caught during a major ritual (difficulty level 7 or greater).			

Restrictions

Ritualism has two main drawbacks. The first being that casting times for rituals are long. In fact many ritual spells of limited duration also require a caster to continue the ritual performance throughout the duration.

Most Ritualists cannot wear any armours but those of the native cultures may because their armours are part of their ritual costumes. What types of armours this entails differs with each culture. Obeah men and the Voodooists of Mach D'Bieka and the Sea of Dreams can wear traditional armours of bone and hard leather. Metal armours cannot be worn because of the vigorous and complicated dances that must be performed. Another drawback is that a Ritualist cannot change such statistics as duration, casting time and area of effect without designing a new ritual. The last drawback of this art is that Ritualists can only use magikeal items created by this art.





Advantages

Rituals are not as structured as incantations, and therefore the magike is more volatile. Therefore the essence has more room in which to work its effect and fill all of the “gaps” in a particular ritual. This results in rituals being more powerful than incantations. Another advantage rituals have over incantations is that because the essence has more freedom and coercion with which to work; a spell’s effect can be permanent.

Rituals are still relatively structured compared to Wild Magike and consequently have a good success rate. Rituals can also have a virtually unlimited range as long as the laws of Relantum and Contagion or Gesegen are observed. The strength with which Ritualists utilise the law of Relantum is reflected in their ability to specifically target parts of their victims bodies. This results in far more effective spells while in combat.

What the advantages of this art mean in game terms is that:

- 1 To make a spell permanent increases the difficulty level of the spell only by one.
- 2 Ritualists gain a bonus of two to their thresholds
- 3 Every spell range that exceeds 100 kilometres the casters threshold decreases by only one.
- 4 Ritualists can performs called shots on their targets with no penalties. See *Combat*.

“Hey, did you hear about Voldar? He and some of his buddies raided a tribal camp on the plateau. He took this bear skin with strange pictures on it and as soon as he touched the pictures there was all these spirit people chanting, and singing was coming from nowhere. The wind started howling and then suddenly Voldar went up in flames!”

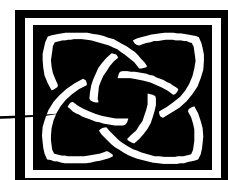
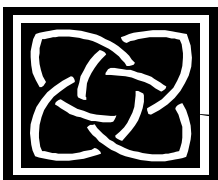
- Geoff the Gossip

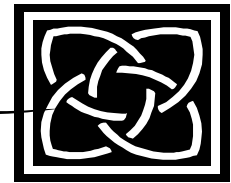
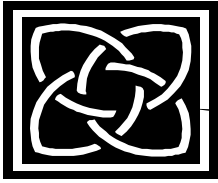
While Incanters write their incantations down in books Ritualists commonly paint circle diagrams on animal skins, or carve them into, or out of, wood, stone or bone. These diagrams are arcane representations of specific rituals and are called talismans. These talismans can in a sense compose an arcane tome or spell book. Unlike Incanters, Ritualists do not loose the basic knowledge of their rituals when they are cast. The recording of these circles serves a few purposes, the first being that it helps a Shaman or Obeah man to teach his acolytes. Another use for these talismans is that they store large amounts of arcane power and are commonly used to augment the power of a ritual in progress. The creation of a talisman for this purpose can take anywhere from a few hours to a few days. Such a talisman is often referred to as a *bonded talisman*. The creation of a bonded talisman weakens a caster significantly; consequently these are made in a limited number during leisure time. The final and most potent use of this practice is when a circle is made during an actual ritual or when it is the centre of a specific dance. The drawback to this application is that the ritual being performed looses much of its power to the talisman. Such a talisman contains the essence of the ritual and can be referred to as a *caught talisman*. The final effect of such a practice is that if in need a Ritualist can destroy it to have the same ritual used to “catch” it cast instantly.

There are some limitations to both caught and bonded talismans. A Ritualist may have a number of bonded talismans equal to his power level. The amount of power that a bonded talisman can store is determined by the amount of psychi that a Ritualist expends to create it. The amount of time needed to create a bonded talisman is between 3 hours and 3 days depending upon the power of the talisman.

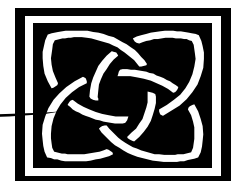
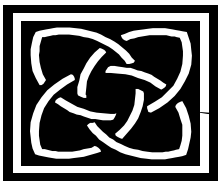
A ritualist may have a number of caught talismans equal to his power level. The creation of a caught talisman reduces the effectiveness of the ritual used to create it by half and doubles the duration. Releasing the caught talisman produces an identical effect of the creation ritual.

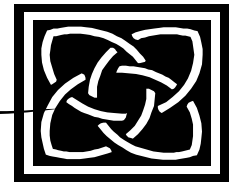
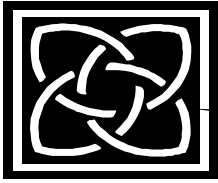
Painted talismans can be activated if they are touched in a specific place, and carved talismans are activated only if they are broken.





The Greater Magikes





The Fourth Mystery of the Arcane, Wild Magike

"You may command incantations, or possess powerful talismans, but I command the essence, and it serves me."

- Hettar Fire Eye

"Before you whisper one word, chant one song, or break one talisman, my spell is cast and you are nothing but ashes."

- Xroy Du Bann, Wild Mage

The Theory of Wild Magike (Codex Lyncadian Canonici)

This Art deals with the essence in perhaps one of its most volatile forms. Wild Magi use their own force of will to draw the essence within them, manipulate it and trigger it. In this Art there are no verbal, somatic or material casting aids that shape and trigger the essence for the Wild Mage. This is left to their talents. Therefore their spells have little or no structure in which to confine the essence. Once triggered the essence has virtually its own freedom with only a little guidance in which to manifest itself.

The fact that the essence is controlled by the mages' own will allows that the stronger willed a mage is the faster and more effective the spell. The theory behind Wild magike is that because the essence reacts to the thoughts and desires of all individuals it only needs a conduit and a trigger. (See the theory of Aria magike).

Wild Magi study and train their minds for years upon these theories. They are to the point that their focus and concentration is so immense that they can draw the essence within themselves, and rend the barrier between the temporal and spiritual world to allow the essence to manifest itself.

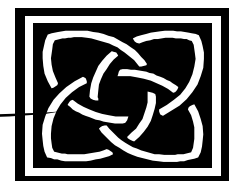
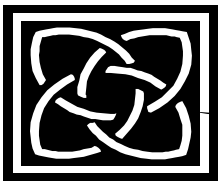
"I'll never forget that day. Mihal and I fled down the dark, damp corridor and rounded the corner. We were terrified to find the Sorcerer waiting for us. When he saw the full burlap sack containing his artifacts in Mihals hands his eyes narrowed and began to glow. Suddenly a ball of light seemed to emerge from the Sorcerer himself. It sprang upon Mihal and in a flash all that remained of him was ashes. After much pleading the Sorcerer let me go with a parting gift."

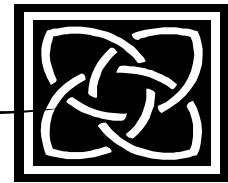
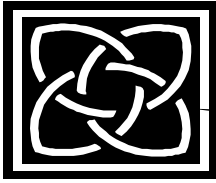
Rohar the Man-Slug

Casting Wild Magike

Unlike Incanters or Ritualists, Wild magi have no predetermined spell formulas or patterns to memorize. The Wild Magi's spell is constructed as he casts it. To cast a spell successfully the Wild caster must not be interrupted during the casting process. If he is interrupted the result may very well be volatile magike.

The casting time of each particular type of spell depends upon the caster's will power *score*, and the intricacy of the spell. The minimum casting time for any Wild Magikes is one second, *one movement point*.



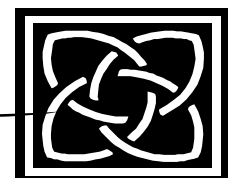


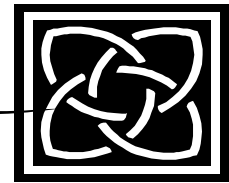
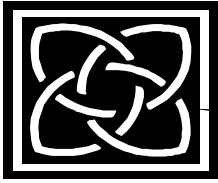
The high instability of this type of magike also requires that a wild caster make a roll against volatile magike every time he casts a spell. The player should use his will power instead of his intelligence score (see Volatile Magike).

Casting Modifiers

Below is a table that lists the maximum casting time according to the difficulty of the spell and the caster's will power. The letter M on this table stands for movement points. The letter R symbolizes one round. If the RM wishes he may choose to have the R represent 15 movement points instead of one whole round. Therefore a character with a WP of 25 casting an Imposing spell would need 30 movement points. If, however, a character only possesses, say 24 movement points then he could wait one round and expend 6 points the next round. This allows characters who have a lot of movement points to expend them instead of waiting an extra round or two.

WP	Wild Magike Casting Times									
Score	Simple	Routine	Average	Challenging	Difficult	Strenuous	Arduous	Extreme	Imposing	Awful
20	10M	1R	1R	2R	2R	3R	3R	4R	4R	5R
21	9M	10M	1R	1R	2R	2R	3R	3R	4R	4R
22	8M	9M	10M	1R	1R	2R	2R	3R	3R	4R
23	7M	8M	9M	10M	1R	1R	2R	2R	3R	3R
24	6M	7M	8M	9M	10M	1R	1R	2R	2R	3R
25	5M	6M	7M	8M	9M	10M	1R	1R	2R	2R
26	4M	5M	6M	7M	8M	9M	10M	1R	1R	2R
27	3M	4M	5M	6M	7M	8M	9M	10M	1R	1R
28	2M	3M	4M	5M	6M	7M	8M	9M	10M	1R
29	1M	2M	3M	4M	5M	6M	7M	8M	9M	10
30	1M	1M	2M	3M	4M	5M	6M	7M	8M	9





Restrictions

The first restriction on the spells of Wild Magike is that the ranges of Wild spells remain limited by the laws of magike. Therefore Wild magi must still abide by the laws of Gesegen, Contagion or Relantum with respect to their targets.

The second restriction on Wild magike is, though minor, the fact that Wild magi cannot use the magikeal items, artifacts, or tools of Rune magi. However, they can use the magikeal items, artifacts and tools of the other Arcane Arts. While using these items the mage need only use his will power as a trigger.

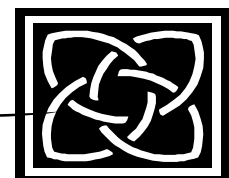
A will power check is required when attempting to use magikeal items, tools, artifacts etc. of other Arcane Arts.

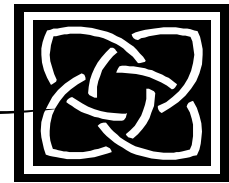
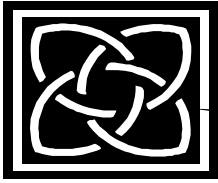
Advantages

Because of the nature of this Art Wild magi may learn to wear any type of armour. However, one is required to learn the skills of each type of armour they wish to wear individually.

The freedom of Wild Magike allows magi to create spells of an unlimited duration, if they are no greater than Arduous.

- What the advantages of this art mean in game terms is that:
- 1 In game terms the difficulty of making a spell permanent is reflected by increasing its difficulty level by two.
It is strongly recommended that players of this Art purchase the Armour, Unlimited ability listed in the Druids ability lists. However, it must be purchased at twice its initial cost.





THE FIFTH MYSTERY OF THE ARCANÆ, RUNE MAGIKE

"To wield the runes is to speak the language of the gods."

- Graiyllynn

"I laugh at your petty incantations, rituals, and even wild spells. One uttering of a rune and I'll silence your magike forever."

- Cynthia the Adept

THE THEORY OF RUNE MAGIKE (CODEX LYCADICAN CANONICI)

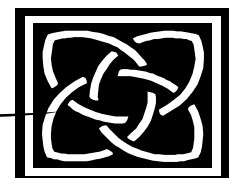
The Rune mage, because of the versatility of his Art, is the elite of all the Magike Wielders. Rune magike deals with the essence in its most volatile and elemental form. Runes are the manifestations of the essence in nature. These are reflected in the shapes and symbols apparent in all natural, and some unnatural, things. Most creations or results of magike are considered natural, as the essence is a force of nature. Unnatural things include unnatural summoned creatures, and the augmentation of ones being.

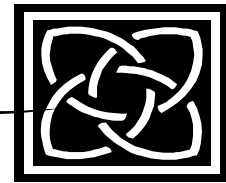
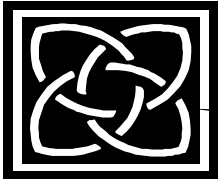
As the essence of life fills certain aspects of existence with life, or any of its effects, it always leaves its mark, similar to a signature upon all of its creations. Such manifestations in all peoples are commonly called birthmarks. These signatures, or runes, are tied constantly with the essence. Another such manifestation is the hexagon. This basic rune shape is found in many aspects of nature from water to leaves, and is known as the heart rune. This rune form combined with a mages sigil comprises a mages' personal heart rune which is tattooed upon the mage on the area of his body known as the Waato'si. The hexagon rune when drawn must have at least three of its sides represented and occupy the same amount of "space" that a hexagon drawn around the rune would occupy.

RUNE MAGIKE CONSTRUCTION (CODEX LYCADICAN CANONICI)

One rune alone has no magikeal effect at all. To tap the power of runes, Runic magi operate their magike in rune structures. The central operating force of every rune structure is the heart rune which is a hexagonal based shape. Without this rune every rune structure means nothing. Other runes pertinent to the function of every rune structure are the Vector rune which gives a spell direction, and the power rune which determines the strength of the spell. When these runes are combined the essence recognizes a signature that it thinks is its own. The essence also recognizes there is no effect or creation that the signature represents. As this form of casting is very volatile it allows the essence to think there is an error in its creative force. The essence then proceeds to correct it by producing the missing effect or creation to match the signature. Hence all creations of Rune magike will then bear this signature.

A basic rune structure requires two other runes attached to the heart rune, the vector and power runes. This leaves the four other sides of the heart rune empty. By adding another heart rune, power rune, and possibly vector rune to the side of the original construct the rune structure now becomes a complex rune structure with a more complicated effect.





An example of the possibilities of a basic structure could be the creation of a fire. The heart rune would be one of fire, the vector rune designates where the fire would appear, and the power rune would control how large the fire would be. Adding another heart rune such as a control rune and its power rune (to regulate the amount of control the new rune would have) could turn that simple structures' fire into a fireball. *Of course the vector rune would change to that of the casters target.*

For a rune structure to be effective it must be drawn or otherwise manifested physically. A Rune caster can draw these runes anywhere with just about anything. He can even draw them in the air with a wand, stick or his finger. In any case, as soon as a complete rune structure is drawn, the structure will glow softly and then fade when it is activated.

Runes that are drawn in the air or on other surfaces using ink, or some other medium, disappear once they are activated. Those that are engraved into surfaces such as stone, metal or wood are permanent and valid as long as the structure is intact.

RUNE ITEMS

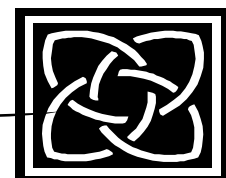
Just because a rune structure is permanent, (or engraved upon an object), does not mean that it has unlimited use. The essence has to flow through the heart runes of the structure and that essence is usually drawn from one of two sources; whoever activates the runes, or whatever the runes are engraved upon. If a rune structure draws the essence from the object it is engraved upon after a certain number of uses the essence is depleted from that object. The number of times the rune structure can be used depends upon the strength of the spell, and the material the object is made of. However, once the object either is devoid of essence it crumbles to dust or ceases to exist. In the case that the essence is taken from the wielder of the rune item, the runes extract the essence from the wielder. This may be fine if one is a mage, but for non-magike wielders the essence drawn is their life essence. This may, depending upon the strength of the item, kill the user. If one is a Magike Wielder then he may choose the source of the essence for the spell, for the more mundane individual this effect is completely random.

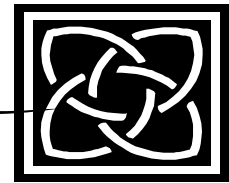
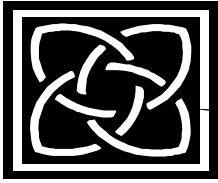
One would expect that the essence would eventually flow back into the object in question but this is not the case. Alchemists have found that rune structures which cover at least ten to twenty percent of the surface of an object have an occluding effect, with respect to the essence, upon the inanimate objects that they are engraved or written upon.

If a rune structure covers seventy five percent of the surface area of an object it gains an enchanted status. The presence of so many rune to an object may cause various and often random effects. Items engraved as such with runes can become resistant to the elements, impervious to natural destruction, can gain auras, invisibility, weightlessness, extreme weight gain or may have some more random and unforeseen effect.

The one hard rule for magikeal items of any sort is that the power of their effects cannot exceed the power the mage himself possesses. An optional rule is that that the R.M. may impose is that a Rune mage may only have as many rune items as he has power levels. A fifth ordered ("order", can be used in place of power level) rune mage can have five rune items with effects no greater than a fifth difficulty level spell. The power of an item cannot exceed the power of the mage.

The number of times a rune structure on an item can be used depend upon the psychi requirements of the spell and the amount of psychi points the object holding the runes contains. For characters who are not magike wielding the rune structure has a 50% chance of drawing their life points for use in the spell.





ACTIVATION METHODS FOR RUNE STRUCTURES

The properties of rune items and structures can make them very dangerous. Therefore magi often wish to place some kind of security measures upon their devices and rune structures. A Runic mage can limit the use of rune items or any of the rune structures that he has created, by restricting their activation.

Rune structures can be activated in several ways. As soon as a complete rune structure is drawn it activates. However, another way to activate a rune structure is by the addition of another heart rune without its coupling power rune. We call this additional heart rune an activation rune. The addition of an activation rune devoids the rune structure of the knowledge of how much energy to fuse into the activation rune. By touching the activation rune the amount of energy that a magi chooses to radiate from his body is transferred into the activation rune, completing the structure, and activating the spell. Priests or others who possess the “tunnel” or “infuzize” abilities can avoid touching the rune by channeling the energy into the activation rune.

A Runic mage can limit the use of any of his rune structures, by the incorporation of his personal heart rune. A complex rune structure can accommodate many heart runes to limit its use to a respective amount of people. A simple rune structure can accommodate up to extra heart runes.

RESTRICTIONS

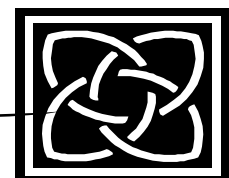
Controlling such volatile magike is extremely difficult and dangerous. Most Rune casters must dedicate many years to the techniques involved in creating stable rune constructs, however, they are particularly susceptible to volatile magikes.

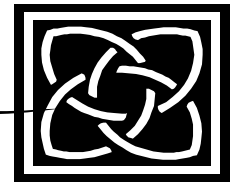
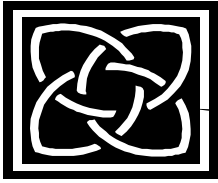
Rune casters, because of the nature and activation methods of runes must have access to them (particularly if they have tattooed runes) and know a great deal of heart runes. This affects the types of armour that a Rune caster can wear. Typically armours that are strapped on such as plate mail restrict access to tattooed runes.

Another drawback of rune casting is that typically any Rune caster can activate any existing rune structure unless the creator of the structure has incorporated his own heart rune into the structure which is very dangerous. Rune magi can learn to unravel rune structures and the unraveling of a mages heart rune will kill him.

The unraveling of a rune structure requires two things; complete understanding of the rune structure, and a strenuous level spell. Learning a rune structure and finding the theoretical flaws varies from an hour or two to a few months or more depending upon the complexity of the construct. Typically structures containing between two and three heart runes can be learned in a couple of days. Structures containing just one heart rune can be unraveled in minutes. Major rune items, structures and the personal heart runes of other magi require much more time. A spell must then be created to show the essence its error in the creation of the original rune construct and the essence will naturally reverse the process. Such spells are the inverses of their targets (rune structures to be unraveled).

Rune magi suffer a penalty of two to their thresholds and suffer a -10% on all volatile magike rolls.





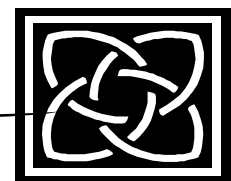
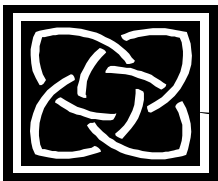
ADVANTAGES

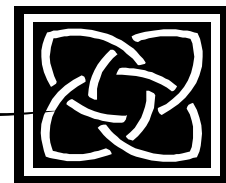
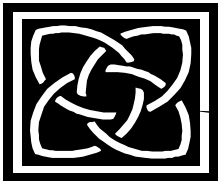
One of the disadvantages of runes is that a Rune caster must know many intricate and powerful rune structures. One solution would be to compile them into a book, like incanters. However, because of the nature of runes Rune casters are able to turn this downfall to their advantage

Instead of writing their rune structures down in arcane tomes runic magi often tattoo them onto their bodies. This does not give the mage any type of magikeal enchantment or effects, although permanent spells may also be tattooed upon their bodies. These spells may be active for much of the time or be activated at just certain times. However, whenever a spell is active it drains psychi from its user. If a mage wishes to keep the enchantment on his body inactive this can be done by withholding one rune from the rune structure. The mage can tattoo the missing rune onto some other part of his body and then connect the two together to activate the spell.

Structures that can benefit the mage, such as healing spells, are usually connected to the casters own personal heart rune using it as the structures vector rune.

- | | |
|---|---|
| 1 | What the advantages of this art mean in game terms is that:
Runes have many activation methods and are more flexible to use. |
|---|---|





Chapter x CASTING MAGIKE

“There shall not be found among you any one that maketh his son or his daughter to pass through the fire, or that useth divination, or an observer of times, or an enchanter, or a witch, or a charmer, or a consulter with familiar spirits, or a wizard, or a necromancer. For all that do these things are an abominations unto the Lord and because of these abominations the Lord thy god doth drive them out from before thee.”

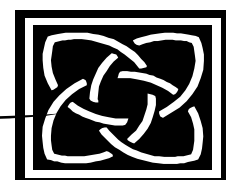
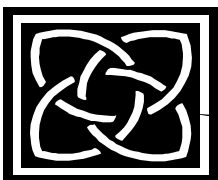
- Deuteronomy 18:10

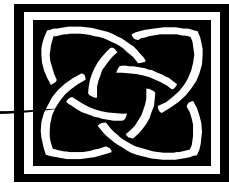
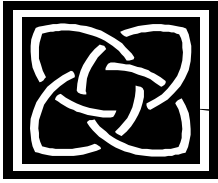
The casting of magike takes various forms, as shown in the Arcane Arts section. This section describes the game mechanics and theory involved in the casting of magike and how to determine the results of each spell. These mechanics are universal through out the game and are valid for each Art of casting. This system has been designed to leave room for flexibility of play and so that it may be customised to each campaign.

This system is based on different magikeal skills that, when combined, will determine the effect of a spell. There are five different categories of skills, two of which have already been mentioned: the Laws of Magike and the Arcane Art skills. There are four basic Laws of Magike skills, one for each law. Each one of these skills has a rating of one to ten. As mentioned in the Arcane Arts section each Art has a rating that represents the level of ability and efficiency that a magike wielder has with that particular Art. The other skills all have ratings of one to ten as well.

The third type of skills are those of the arcane aspects. Arcane aspect levels are talked about frequently in the profession section as the way in which magi increase their psychi or spiritual life energies and the way in which the power of a mage is judged in each aspect of magike. For any arcane aspect that a mage learns he has an equivalent arcane aspect level skill of the same name. The values of this skill range from one to ten and are used as a guide for a particular aspect. Initially each aspect level skill begins with a value of one. The development of this skill is the same as that of any other skill. It takes an amount of experience to increase the skills level. For profession oriented skills the cost of upgrading the skill is determined by the cost the skill was purchased at and the next level that the skill has to attain. For more on this see the chapter *Character Advancement*. The aspect skill advances the same way, with the exception that it does not have to be purchased, but it still needs an initial purchase value. The initial cost associated with an aspect skill is the absolute value of the intelligence rating for wizards or the wit rating for priests and druids minus forty. For an in depth look at aspect level skills and their advancement see the chapter on character advancement.

The last two categories of skills are known as “States” and “Forms.” A State is a particular way in which the essence can be manipulated to achieve a desired effect. States represent the different areas of essence manipulation with which a caster is skilled. Some examples of states are Creation, Control and Transmutation. A Form is a particular way in which the essence is manifested through any given state. Some examples of Forms are fire, Animal and Body. Each aspect of magike contains different States and Forms, each of which is compatible with the other, within that particular aspect.





CASTING A SPELL

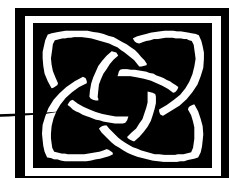
Each spell is a combination of a characters Arcane Art skill, any of the applicable Laws of Magike and states and forms. To this total is added the roll of one eight sided die. If the player rolls an eight on the die he may roll again and add the result to the first roll, this may continue indefinitely. The total of all of the scores and die rolls is called the spells' threshold.

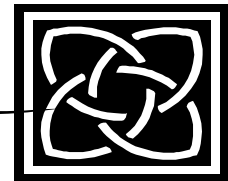
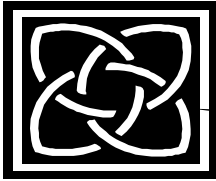
There are only two types of spells, basic spells and complex spells. A basic spell consists of only one state and one form that are combined into the spell, such as Create and Fire. A basic, *simple difficulty level*, spell with the Create aspect and the Fire aspect would create a fire. A complex spell may consist of more than one state and more than one form. A complex spell will also have a divisor to the threshold depending on the total amount of states and forms employed by the spell. For every state and form of a complex spell the threshold of the spell is divided by .5. This must be done before adding the scores of Arcane Art, Laws of Magike and any other arbitrary modifiers.

For example, if a complex spell has two states and one form then you will divide the threshold by 1.5, (drop the fraction on the resulting number).

As an example of a spell throughout this section we'll use the Elemental fireball spell of a disreputable Wizard named Mixar the Swift. The States are Create (6) and Control (4). The form is fire (5). The numbers in brackets represent the skill scores. The threshold so far is 15 divided by 1.5 equal's (10). Let's say the Arcane Art skill of the characters is Runic (7) with a Runic caster penalty of 2 to his threshold. Lets say that in casting this spell Mixar the Swift is using the Law of Contagion (3), and the Law of Relantum (2). The rating of the spell now comes to twenty. The player rolls the d8 and the result is a 6. The total threshold of this spell equals 20. The player controlling Mixar the Swift rolls the d8 and the result is a 8, so he rolls again and the result is a two. The total threshold of this spell now equals 30.

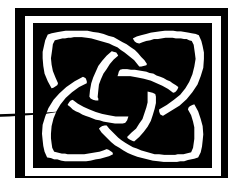
There are, however, modifiers to the threshold of a spell for any adjustments to range, duration, area of effect and size outside of those set and adjudicated by the RM according to the spells difficulty level. These modifiers reflect the increased difficulty of the spell by small margins. Each different type of duration, area of effect, range and size will be explained under Spell Format.

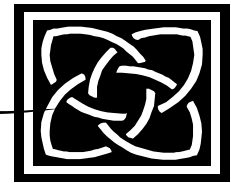
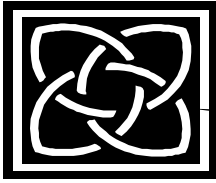




Duration		Area of Effect	
Instant *	+1	Self	+3
Concentration *	0	Body	+2
Per Round / Level *	-2	Touch	0
Ring *	-2	Reach	0
Desired time	-3	Radius / Level	-2
Per Turn / Level	-4		
Sunrise to Sunset	-2	Range	
Moon	-3		
Year	-4	Body	+3
Death	-6	Self	+2
Permanent	See Art	Touch	+1
		Reach	0
Size		Law of Magike	0
		No Contagion	-2
Small	+2	No Gesegen	-2
Medium	+1	No Relantum	-2
Large	0	Meter per level	-2
Huge	-1		
Gigantic	-2		
The astrix stands for duration's applicable specifically to combat and combat situations. No Gesegen, Contagion or Relantum are used when the caster is using a method of casting or in a situation where that law of magike should be used but is not.			

The severity of the Fireball ball spell, and any other spell depends on its difficulty level. The more Difficult the spell, the greater effect it will have. A standard range, duration, size and area of effect depends on the difficulty level of the spell. The modifiers listed above are only applicable if the RM feels the Wizard is exceeding the boundaries of his spell.





Adjudicating Magike

“Unchecked, Magike could slip out of our control. Civilisation could not withstand another Magikeal Holocaust.”

- Limbek Tha Bakarr, Historian

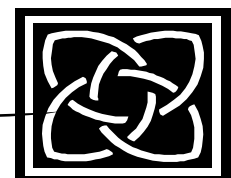
The difficulty level of every new incantation, ritual, spell and rune structure must at one time or another be determined. Proper adjudication of a spell and its appropriate difficulty level is especially important to the Wild mage who uses no structure. The difficulty level of any spell can usually be determined by comparing it to the effects of normal incantations, rituals and spells. However, certain conditions have an effect on the difficulty of a spell.

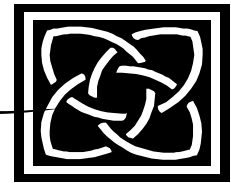
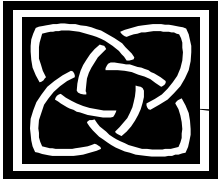
Complex rune structures automatically raise the difficulty level of any spell by one or two. Making a spell permanent also increases the difficulty of a spell (*see your arcane art section for particulars*). To make an incantation permanent raises the difficulty level to at least to the imposing level. Making a ritual permanent raises its difficulty level by two. If a new spell is an improvement of an existing spell it should be at least one to two levels higher. Spells that do damage are also one to two levels higher than those spells that have other effects. The difficulty level of any spell should also be related to its size, area of effect, duration and range. However, the general effect of a spell should be the foremost factor in the adjudication of spells.

Spells are generally adjudicated depending upon their level of difficulty. These levels are frequently expressed not as a number but as a word. The ten difficulty levels are shown below with their equivalent expressions.

Difficulty Level	Simple	Routine	Average	Challenging	Difficult
	1	2	3	4	5
Difficulty Level	Strenuous	Arduous	Extreme	Imposing	Awful
	6	7	8	9	10

For the sake of our example, lets assume that the RM adjudicated our spell at the challenging level. In the next step the Difficulty Level of the spell and its Threshold are crossed referenced on the Index Number table below. The Index Number, represents the number in which the player must meet or exceed on the roll of one ten sided die. You will see that for some very low thresholds the Index Number exceeds ten. If a player rolls a ten on a d10, for an Index Number roll, he may roll the d10 again and add the result to the previous roll. This may continue as long as the player continues to roll a ten. If this roll meets or exceeds the Index number the Magike-Wielder was successful in his casting.





Index Number Table

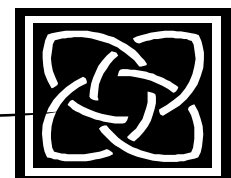
Threshold	Simple	Routine	Average	Challenging	Difficult	Strenuous	Arduous	Extreme	Imposing	Awful
1 - 5	9	10	12	14	16	18	20	22	24	26
6 - 10	8	9	10	12	14	16	18	20	22	24
11 - 13	7	8	9	10	12	14	16	18	20	22
14 - 20	6	7	8	9	10	12	14	16	18	20
21 - 23	5	6	7	8	9	10	12	14	16	18
24 - 27	4	5	6	7	8	9	10	12	14	16
28 - 30	3	4	5	6	7	8	9	10	12	14
31 - 33	2	3	4	5	6	7	8	9	10	12
34 - 37	1	2	3	4	5	6	7	8	9	10
38 - 40	1	1	2	3	4	5	6	7	8	9
41 - 44	1	1	1	2	3	4	5	6	7	8
45 - 49	1	1	1	1	2	3	4	5	6	7
50 +	1	1	1	1	1	2	3	4	5	6

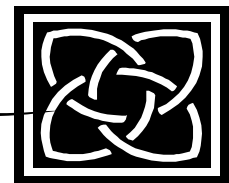
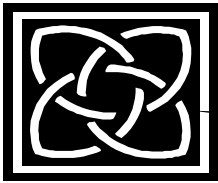
With a 28 for a threshold, and a difficulty level of challenging our Index Number should be 6. Assuming we succeed in matching or exceeding our Index Number, we now must determine, using our Index Number (6), what the Psychi, or Spiritual Life point cost of the spell will be.

The first thing we do in this step is to modify the Index Number according to the mages success rate. If we were very successful the cost of the spell will decrease. If we barely achieved success then the cost of the spell may increase. The margin of success, as shown on the table below represents how much your die roll exceeded the Index Number.

Success Margin	Index Number Modifier
1-2	+2
3-4	0
5-10	-1
11-15	-2
16+	-3

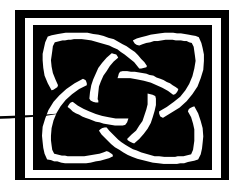
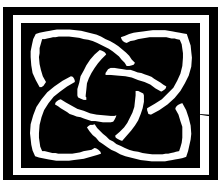
To determine the cost of a spell one must take the modified Index Number and cross-reference it with the difficulty level of the spell on the table below. The result is the cost of the spell in Psychi, Spiritual Life or Life Points.

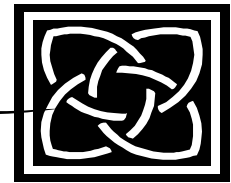
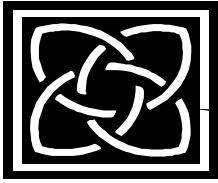




Spell Cost Table

Index	Simple	Routine	Average	Challenging	Difficult	Strenuous	Arduous	Extreme	Imposing	Aweful
1	16	33	133	233	333	433	533	666	800	900
2	20	40	140	240	340	440	540	673	806	906
3	23	46	146	246	346	446	546	680	813	913
4	26	53	153	253	353	453	553	686	820	920
5	30	60	160	260	360	460	560	693	826	926
6	33	66	166	266	366	466	566	700	833	933
7	36	73	173	273	373	473	573	706	840	940
8	40	80	180	280	380	480	580	713	846	946
9	43	86	186	286	386	486	586	720	853	953
10	46	93	193	293	393	493	593	726	860	960
11	50	100	200	300	400	500	600	733	866	966
12	53	106	206	306	406	506	606	740	873	973
13	56	113	213	313	413	513	613	746	880	980
14	60	120	220	320	420	520	620	753	886	986
15	63	126	226	326	426	526	626	760	893	993
16	66	133	233	333	433	533	633	766	900	1000
17	70	140	240	340	440	540	640	773	906	1006
18	73	146	246	346	446	546	646	780	913	1013
19	76	153	253	353	453	553	653	786	920	1020
20	80	160	260	360	460	560	660	793	926	1026
21	83	166	266	366	466	566	666	800	933	1033
22	86	173	273	373	473	573	673	806	940	1040
23	90	180	280	380	480	580	680	813	946	1046
24	93	186	286	386	486	586	686	820	953	1053
25	96	193	293	393	493	593	693	826	960	1060
26	100	200	300	400	500	600	700	833	966	1066





Casting a Spell while Maintaining Another

To cast one spell while maintaining another requires only a Will Power check. Any spells that are cast while the mage is maintaining another will automatically cause the duration to be of the *concentration* type. In addition to this it causes the caster to use two points of endurance every round to maintain every additional spell that has a difficulty level greater than *Routine*.

Offensive Spells and Damage

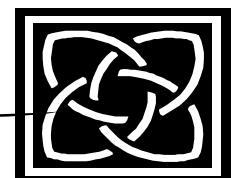
Quite frequently, a caster requires a spell whose sole purpose is to harm or kill an opponent. By their very nature, offensive spells are volatile and may be subject to the rules regarding volatile magike if they are above the *strenuous* level. In every aspect of magike, except that of Necromancy, some medium must be conjured that's effect is to injure, such as a ball of fire, a monster or a weapon. The Necromantic aspect uses no medium. Instead, in theory, Necromantic offensive spells create a void in the essence in the area occupied by the Necromancer's target. The essence of the target rushes out to fill the vacuum, emptying the target of its life essence. The appearance of the spell can be anything but has no bearing on the necromantic spell. The damage of any offensive spell is dependent on the spell's difficulty level as well as the spell's threshold, which represents the caster's proficiency.

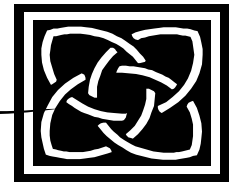
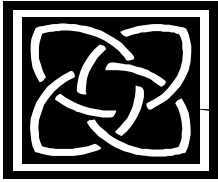
If the spell does not target a specific area of the body then the areas of the body that are affected depend upon the size of the spell. If the spell is small or medium in size then the damage is taken from the Front or Rear Torso. If the spell size is large or huge then the damage is divided among the front or rear torso, the shoulders, arms and legs. If the spell is gigantic then the damage is divided evenly across the whole body.

The first chart below shows the die for which damage is rolled depending upon the difficulty of the spell. The second chart shows how many die are rolled to find the total damage.

Difficulty Die	Simple	Routine	Average	Challenging	Difficult
	D4	D6	D8	D10	D12
Difficulty Die	Strenuous	Arduous	Extreme	Imposing	Aweful
	D20	D30	D30	D30	D100

Rating Score	Number of Die Rolled
1-9	1
10-19	2
20-29	3
30-39	4
40-49	5
50+	6

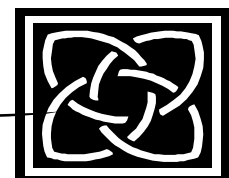


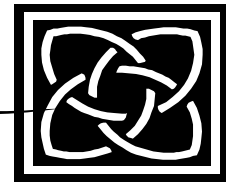
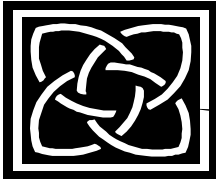


Spell Parameters

Magike Wielders, through many centuries, and through much study have determined that there are many different parameters to a spell. These parameters determine the exact nature of a spell, and what its effect will be upon the environment, and those in it, will be. The defining of these components will also enable players and realm masters to understand particular spells their specific effects and appropriate difficulty levels. Below are the definitions of each standard spell parameter.

- Title** The title of a spell or particular type of ritual, incantation or rune is most useful to the casters of those particular Arcane Arts. The names of specific spells are commonly known among magi but the names of a magi's personal spells may not be known. The name of a spell is metaphoric in nature as to describe the effects of a spell not easily described by conventional means. Spell names should be colourful and interesting such as Amber Sphere of Searing, or Infernal Ball of death instead of just "Fire Ball."
- Difficulty** Every spell has a level of difficulty which is usually set by the RM (see adjudicating magike). For Wild casters the difficulty level of a spell is only used for game mechanics. A difficulty level ranges from simple to awful and is a reflection, both of the strength of a spell and how difficult it is to accomplish. Any spell may become more or less difficult, depending upon its effects. Greatly increasing the range of a spell for instance will increase its difficulty. If it is an incantation and the proper components are not available the difficulty may also increase. (The adjudication of such matters is absolutely and strictly the RM's dominion).
- Range** The definition of range relative to spell casting, is the farthest distance from a caster that the effects of his spell may reach. There are six basic variations on range.
- Body** The spell can only be cast upon the caster and can affect his body and/or mind only, not his possessions.
- Self** Spell can be cast upon the caster and can affect his body, mind and/or his possessions.
- Touch** The spell can be cast upon whatever the caster touches.
- Reach** The spell can be cast upon any target within 2 meters reach.
- Law of Magike** The spell can be cast upon a target reached through one of the laws of magike.
- Meter per Level** The spell may be cast one meter away from the caster, in any direction, for every power level of the mage.
- Duration** The duration of a spell is the measure of how long the effects of a spell last. A caster's choice of duration's may be limited by his Arcane Art(s). For instance Incanters cannot feasibly have spells of a permanent duration. Below are listed the different duration's.
- Instant** The effects of the spell last for an instant. After the duration nature takes its normal course. The secondary effects of the spell remain after the duration of the spell has passed. For example, if you burn someone with an Amber Sphere of Searing he will remain burned long after the fire has dissipated.





Concentration The spell lasts as long as the caster concentrates on it. If he is distracted or attempts to perform another task while maintaining a spell the player must roll a Will Power check. For every turn that any spell above the Challenging level is maintained the character loses two point of endurance.

Round per Level The spell lasts one round for every power level of the character or difficulty level of the spell. This duration can become 2 Rounds per Level or 3 Rounds per Level if wished but the Threshold modifier increases proportionally.

Ring The spell, or mage creates a magikeal ring or sphere which holds the spell in effect until the caster leaves it.

Desired Time The spell lasts as long as the character desires. However, regardless of the level of the spell the character loses one point of endurance every turn during combat game time or one point of endurance every half-hour during non-combat game time.

Turn per Level The spell lasts for one turn for every power level of the caster or every difficulty level of the spell. Like the Round per Level category it can increase to two or three turns per level but the threshold modifier increases proportionally.

Sunrise to Sunset The spell lasts from sunrise to sunset or until the sun goes down.

Moon The spell lasts from the new moon to the full moon. If the spell was cast any time after the full moon it only lasts until the next new moon.

Year The spell lasts for four seasons from when it was cast. If the effects of the spell were temporarily cancelled they return upon the next sunrise or sunset.

Death The spell effects last until the caster dies.

Permanent The spells primary effects remain permanently. By permanency we are talking about the primary effects of a spell. For example a ball of the primary effect of flames is to hit a target. The secondary effects of a ball of flame are the burns, scorches, damage and other fires caused by it. Making the ball of flame permanent would mean that upon impact it would not disintegrate and disappear. It does not mean that the burns, other fires, damage or destruction done/created by the ball of fire would become permanent. Another example is that of the Liabeu Darthych spell Dominion of the Mystic Door. By making this spell permanent the caster could force the Mystic Door to remain permanently open or closed. Factors can limit this duration. For rune structures that are engraved upon objects that are *permanently* active erosion can destroy these runes and hence end the functioning of the spell.

Area of Effect This category represents the total area that a spells' effects cover. A spells Area of Effect is determined from the origin of the spell. A spells effect origin is defined under Range. For example an Amber Sphere of Exploding will travel the distance specified by its range and then explode affecting all within two meters of where it exploded if its Area Of Effect is *reach* (this is defined as the spells effect origin). There are five different categories for Areas of Effect which are listed below.

Self The spell affects only the caster and his possessions.

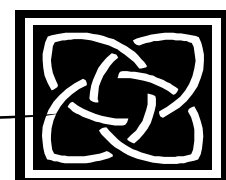
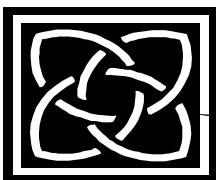
Body The spell affects the body, mind and possessions of its target.

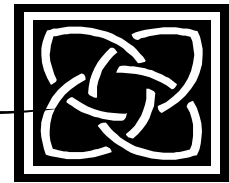
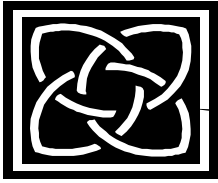
Touch The spell affects anything within its effect origin.

Reach The spell affects everything within two meters of the caster or within two meters of the spells origin as defined under range.

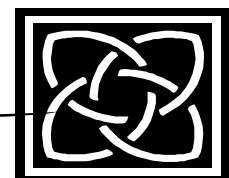
Radius The spell affects everything within a one-meter radius of its effect origin, for every power level of the caster, **and** difficulty level of the spell.

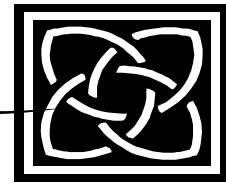
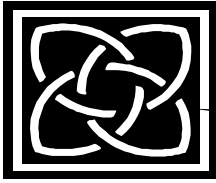
Per Level





- Size** Size in this way reflects an additional modification to the magnitude of a spell. The higher the difficulty level of a spell the larger its effects can grow, this is just a modification to that proportional growth. This does **not** mean that the spell effect will grow in strength at all. Incanters and Ritualists need not rewrite their spells in order to increase the magnitude of a spell.
- Small** Small makes the spell roughly equal in size as a spell two difficulty levels below the spells current level.
- Medium** This adjusts the spells' magnitude to that of a spell one difficulty level below it.
- Large** Large is the unmodified size of the spell.
- Huge** The spell's magnitude increases to that of one difficulty level above.
- Gigantic** The spell magnitude increases to that of a spell two difficulty levels above.
- State and Form** This shows the state(s) and form(s) required to cast a spell.
- Components** Incantations and rituals both have certain components that are required in order for a spell to be cast. Under the components heading of every spell is listed all of the material components of that spell.
- Affects of Resistance** This shows if the spell allows a resistance roll to counter its affects, and what effect the spell will have, if any, if it is resisted or if it is not.
- Description** The effects of the spell. Listed under this heading are the predicted effects of a spell. However, the essence reacts differently to different situations and the description only gives the predicted result under normal circumstances.
- Wizard's Sigil** Whenever one creates or casts a spell the essence reflects your personality in the spell and its behaviour. Usually a certain type of quirk of spell behaviour will reoccur in most, if not all, of a Wizards magike. This is known as a Wizards quirk and can be used to determine the caster and creator of certain spells. This is not listed under every spell description, only those who creators are known.





Chapter XI The Aspects of Magike

“Magike can be wielded in many aspects... The aspect you wield reflects who you are and who you will become.”

- Tibus, Arcane Philosopher.

Magi use magike in seven different manifestations called aspects. Each aspect of magike explores one quality of the essence from which all things spring. However, the aspects listed here are only the aspects of magike that are known throughout Khardan. Priests abilities are similar to the affects of two schools of magike: Necromancy and Channelling. Which powers a Priest wields depends on what forces he bows to and whether those forces are of moral or wicked origins.

Changing Magikeal Aspects

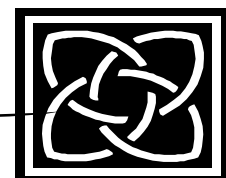
“After a mage has reached a certain level of proficiency in his Art and Aspect it is not uncommon for him to learn a new Aspect to increase his knowledge and power. For many the change to a new discipline is often permanent. Once a mage changes schools the arcane knowledge of his old school cannot increase. It is theorised that to progress in an aspect of magike a mage must have his mind solely attuned to it. Many times when a mages mind becomes attuned to a new aspect it can never return to the old. However, the masters of our Arts and Aspects may break this inhibition.”

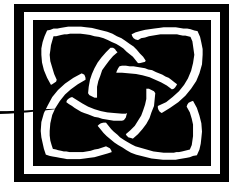
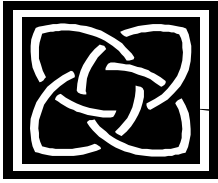
-Tibus, Arcane Philosopher

RM's may wish to allow their Magike Wielders to change aspects of magike a certain number of times, after they have achieved a certain power level in their current aspect. They may or may not return to a previous aspect of knowledge unless they are Human (RM's ruling). This choice provides characters that are more proficient, rather than specialised. However, when gaining a new aspect under this option they must spend power level experience to buy their Arcane States and Arcane Forms. They will not receive free points to distribute, unless their previous aspect of magike has reached the tenth power level.

Combining the Magikeal Skills of Two or More Wizards

Quite frequently two or more magi, will wish to combine their magikeal skills in order to produce a result that is not normally possible on their own. To do this the players must combine the scores of their Arcane States, and Arcane Forms, dividing them by a multiplier (see thresholds). The players may then combine only the highest magikeal law score from one mage or the other never both. However, because two mages are working together they may both roll the d8 and add the results to the threshold. The Index number is then rolled by one player. If the mages are of different Arcane Arts then the casting time is one turn greater and there is a penalty of three to the threshold.



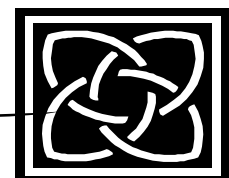


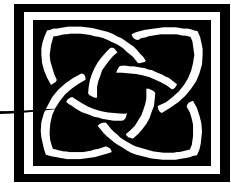
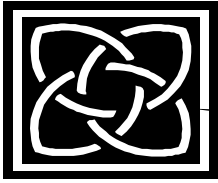
STATES AND FORMS

It is important to define in game terms just what is an Arcane State and what is an Arcane Form since the distinction between the two is somewhat unclear at times. An Arcane State is a particular way in which a target can be affected. Whether one wishes to *guard* himself against his target or to convoke it. The Arcane State of a spell determines what type of spell it is. A spell with the Arcane State: Guard and the Arcane Form: Beasts is probably a spell that protects one from wild beasts. Whether it is in the form of a magikeal shield or a bonus to the DR when attacked by beasts. However, regardless of the effect the spell is of type *Guard* or in other words it is a *Protection* spell.

An Arcane Form is what a particular spell targets on. The ability to perform this technique properly depends upon the usage of ones Laws of Magike. If the Laws of Magike are not followed either then a caster will suffer a stiff penalty or his magike will not be able to focus on the desired target. One unique and powerful Arcane Form listed under every Magikeal Aspect is the technique known as Focus. This Arcane Form allows a caster to target spells of a *Type* suggested by his Arcane States. For example, consider a spell containing the Arcane State: Raze and the Arcane Form: Focus (with the caster using the Arcane Form: Focus to target, or focus upon spells of say type *Guard*). This spell could be designed to destroy spells of the *Guard*, or *Protection* type. The limitation to this Arcane Form is that the caster of such a spell must possess the same Arcane State that he desires his spell to focus upon. In the example a caster who himself did not possess the Arcane State: Guard could not cast this spell.

Frequently in the descriptions below one or more words will be *italicized*. Italicized words are words that are key to the game mechanics involved. These words usually refer to an Arcane Art, Arcane Form or a level of casting Difficulty, *Challenging*, *Strenuous*, *Imposing*, etc.



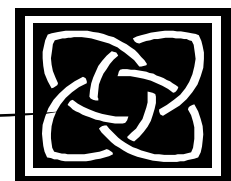
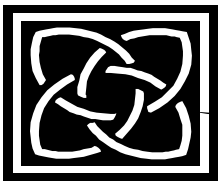


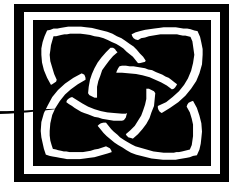
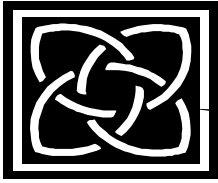
THE ASPECTS OF MAGIKE (CODEX LYCADICAN CANONICI, VOLS. VI-XX)

EXERPTS FROM VOLUMES VI THROUGH XX
COMPILED BY THE COUNCIL OF ARCAEUS SORCERERS



THE YEAR OF OUR EXILE ONE HUNDRED AND SIXTY NINE NEW ERA
KNUS FROM INFALIBLE





CORPUS CHANNELING

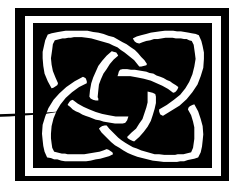
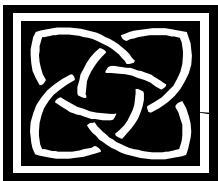
"A God is one who can give you life and can take it away."

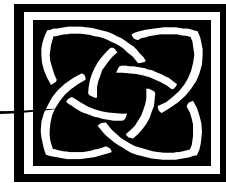
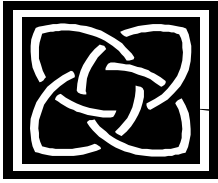
- Melor Tsa, Channeler

The aspect of Corpus Channeling is quite often the province of Priests, Shamans and Witch Doctors. This aspect of magike allows the practitioner to control the amount of essence or life energy that flows through living beings. This magike is deadly, for not only can a Channeler give life energy, he can take it away. Life energy allows all things to live and grow. It also allows the regrowth of any part of a living thing that has been lost or removed. Thus the presence of a Channeler in any party is almost mandatory.

Corpus Channeler's often take a prominent role in the community. Channeler's are often referred to by commoners as Healers, for that is what the majority of Channeler's are. Their skills, and quite often-religious beliefs, lend them a position on most village or city councils. This gives Corpus Channeler's in general an air of authority and respect. The services of a Channeler are cost dependent on the area in which the Channeler lives and works. In a small town the services may be very inexpensive, or even free if the townsfolk agree to pay for the living expenses of the Channeler. In a large city, however, the cost of a Corpus Channeler's' services can be relatively cheap or very expensive. This depends on which area of the city the mage is in, the measure of the Corpus Channeler's skills, and the Corpus Channeler's attitude towards money. Priests often charge less for their services than Magike Wielders.

All Corpus Channeler's who are Priests gain a bonus of one (the difficulty level is reduced by one) to the difficulty of all spells, enchantments or magikeal endeavors. All Corpus Channeler's gain a bonus of five percent to Poison Lore, Legend Lore, Religion Lore, Animal/Beast Lore, Animal Doctery, Herbalism and Identify Plants and Animals skills. Corpus Channeler's start with 34 points to distribute between their Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels.





CORPUS CHANNELING ARCANES STATES

Channeling

Channeling allows a Corpus Channeler to manipulate his targets magikeal energy, life energy, health energy and spiritual well being. The target of such a spell need not be a living being. The target can be a magikeal or mystical object, another spell or a rune structure.

Quite literally a Channeler can manipulate a characters psychi/spiritual life points, health points, endurance points, and soul points. This Arcane State requires twice the normal cost to upgrade and spells of this nature receive a penalty of one to the casters index number. Spells of this type also usually allow their targets a resistance roll whether the spell was meant offensively or not.

Descry

Descrying allows a Channeler to perceive the thoughts, emotions, and intents of any creatures, beings or objects (depends upon the Arcane Form used). Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or is targeted on say, a wall, it would allow the Wielder to see through or hear through it. It can also allow a Channeler to communicate to his target verbally, emotionally or mentally.

Dominion

This Arcane State allows for the domination or control of any of the Arcane Forms listed below.

Guard

This Arcane State allows a Channeler to protect himself and others against any magike created from this aspect or forces both natural (such as a swords blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the “shield.” Once the casters limit of psychi/spiritual life is reached the “shield” is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

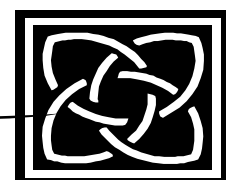
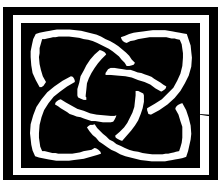
It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a “shield like” spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

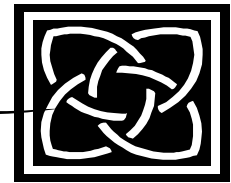
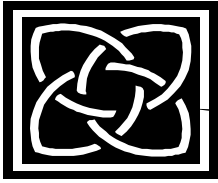
Raze

This Arcane State is the magikeal ability of the caster to destroy in the Arcane Forms of this aspect of magike. The appearance of the spell is not significant; the result is the same. The target of the spell is damaged or ceases to exist.

Regenerate

With this Arcane State the Channeler can regenerate or heal any removed, pre-existing or damaged part of the physical structure of any of the Arcane Forms of this aspect. The difficulty of transmuting spells of this nature is always at least *challenging*. Another aspect of this Arcane State is to restore to its target things that are not of a physical nature such as experience, power, or even *life* itself. Restorations of this are at least *arduous*, and require casting times twice as long as normal spells of the *Regeneration* type.



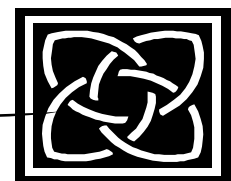
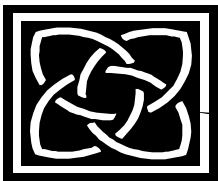


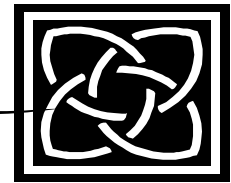
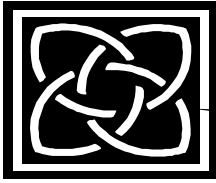
Transmute

Transmuting allows a Channeler to alter any form of the target, such as its materials and shape. This Arcane State also allows a Channeler to transfer life or health points between individuals or to transmute life points to health points. Transmutation may also be used to transmute a target or spell between types, e.g. offensive spells may become defensive, food may become vegetation.

Purifying

Includes the acts of curing and cleaning a target of foreign materials such as poisons, contamination's and diseases. The magikeal energy required for purifying spells is always greater than usual (*plus one half of the original cost*) because the target must be infused completely with pure life energy.





CORPUS CHANNELING ARCANES FORMS

Beast This is the Arcane Form in which a Channeler can enact his magike upon all types of animals both natural and mythological.

Elan Vital This allows a Channeler to affect a targets soul and spiritual aspects. This Arcane Form can also be utilized to affect creatures of a supernatural or undead Arcane State. In spells that are meant to resurrect, commune or animate the dead the Arcane Form most effective outside of Necromancy is Corpus Channeling's Elan Vital.

Focus Using this Arcane Form a Channeler has learned the ability of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as a Arcane Form. An example of such a spell would be a Descry Purify spell that would allow a Channeler to detect things that have been purified.

The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the "role" of an Arcane Form is not used.

Food This Arcane Form allows a wielder to operate his magike related in form to any food substance. It also allows Corpus Channeler's to generate, regenerate (required some of the original substance is left), purify or transmute one type of food to another.

Humanoid Channelers using this Arcane Form can enact their magike upon any of the races presently existing upon Khardan.

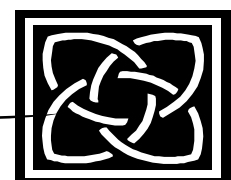
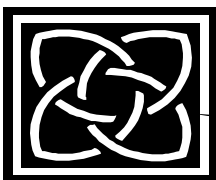
Minion This Arcane Form allows a Channeler to focus his magike upon any type of natural or mythological "Monster."

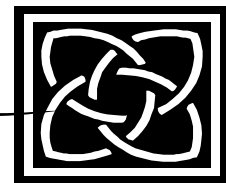
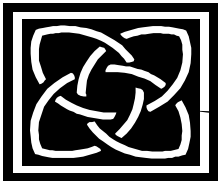
Object The Arcane Form Object allows a Channeler to enact his magike upon any type of object or material.

Power When focused upon a *Power* a spell may allow a Channeler to cast his magike to affect the *Powers*, and spells of others.

The word "Power" is meant to denote a Power as listed under ones profession.

Vegetation This Arcane Form allows the wielder to enact magike related to any type of natural vegetation such as trees, bushes, and flowers.





ENCHANTING

"With my power the mundane become the arcane."

- Har Jaz, the Alchemist

The practitioners of this aspect of magike are commonly called Enchanters or Alchemists. This aspect of magike allows an Enchanter or Alchemist to bestow magike, and magikeal properties into objects and materials. An Enchanter may also invest magike itself into its target, rendering it mystical. For this reason Enchanters are sometimes called Mystics. To become an Alchemist, or Enchanter, one must study in a previous aspect of magike until he is an accomplished mage. The type of magike and magikeal spells the wielder will be able to invest into objects and materials will depend on his previous aspect of magike.

Wielders who can enchant become very formidable opponents. With magikeal and mystical items tailored to their personal styles and uses, Enchanters have an edge over other magike wielders. In society, the services of Enchanters are always in demand, but are very costly.

Magikeal and Enchanted Items must be constructed of the finest materials available. For every flaw in the material, the level of the spells or enchantments invested in the materials is reduced by one, though the cost of the magike remains the same.

Once invested with magikeal powers, the mystical item will give off a faint aura to those who can see such things. If the item is of an exceptional strength it may glow, have an extremely heavy or lightweight, and may be very fragile or nearly impervious. Mystical items, that have spell like abilities, have their own sources of magikeal energy (called Psychic Hoards) and therefore have charges for those abilities.

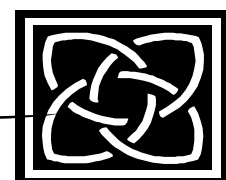
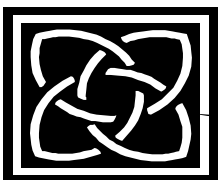
Another ability of the Enchanter or Alchemist is his ability to create animals that do not naturally exist, or alter them into different forms. Intelligent and sentient creatures may try to resist the change so one is required to have a good command of the appropriate spell. The resulting creatures of these enchantments are mythical beasts. Mythical animals and beasts are usually larger, stronger, more intelligent and deadlier opponents. Mythical creatures may become so intelligent that their intuition rivals that of a humanoid intelligence.

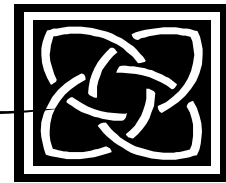
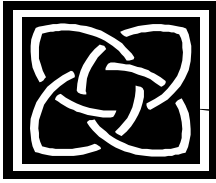
To study in this aspect of magike one must have studied in another aspect of magike until the fifth power level. The minimum casting time for any spell of the Enchanting nature is two rounds for spells of a temporary duration, and two turns for spells of a longer or permanent duration. The difficulty level of any enchantment or alchemic spell is at least challenging. An item of exceptional strength is one where the difficulty level of its enchantment is between arduous and awful.

Every ten charges raises the index number of the required enchantment by one. Every fifty charges raises the difficulty level by one instead of raising the index numbers. Aweful enchantments either will have fifty charges or will not require charges. That is for the RM to decide. Charges may be restored using a Regenerate Enchantment spell. For the difference between Enchanted and Mystical Items see *Mystical and Magikeal Creations, Psychi Hoards*.

The changes to mythical creatures is determined by the difficulty of the spell, and the R.M.

Enchanters have 30 points to distribute between their Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels. Enchanters also gain a bonus of five percent to their Magikeal Item Lore, and Gem Cutting skills.





ENCHANTER ARCANES STATES

Descry To descry is the ability of an Alchemist to perceive one of the Enchanting Arcane Forms, thoughts and emotions in a target or subject. It may also be used to communicate with a target emotionally, verbally or mentally and share one of the senses of the target. A skilled magi may also project his senses into a target. For example, if cast upon a ring it could allow the mage to see and hear through the ring.

Dominion This Arcane State allows for the domination or control of any of the Arcane Forms listed below.

Enchantments This is the most important Arcane State an Enchanter has. This Arcane State allows an Enchanter to imbue a magikeal or spell like quality in his target. The resulting target will be enchanted, and may have other magikeal properties. The target itself may improve in nature, becoming stronger, lighter, more flexible or purer if it is a material and may develop a visual aura. Mythical creatures become larger, stronger and more intelligent.

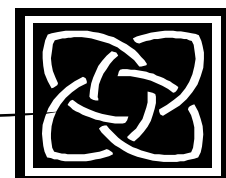
Spells of this nature are penalized, becoming harder by one difficulty level.

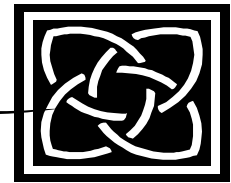
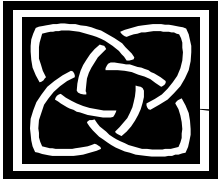
Generate This Arcane State represents the Enchanters ability to generate one of the Arcane Forms below in a target, within the limits of this aspect of magike. A powerful Generate Animal spell could create an animal. A more complex spell Generate, Animal/Humanoid could give an animal humanoid qualities, or a humanoid bestial qualities.

Guard This Arcane State allows an Enchanter to protect himself and others against any magike created from this aspect or forces both natural (such as a swords blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the "shield." Once the casters limit of psychi/spiritual life is reached the "shield" is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a "shield like" spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

Imbue This Arcane State allows one to Invest an already enchanted or mystical item with a certain ability or power. *See Magikeal and Mystical creations.*





Raze

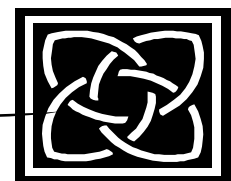
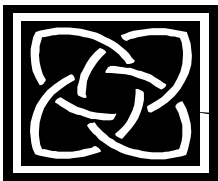
This Arcane State is the magikeal ability of the caster to destroy in the Arcane Forms of this aspect of magike. The appearance of the spell is not significant; the result is the same. The target of the spell is damaged, loses its magikeal enchantments or ceases to exist.

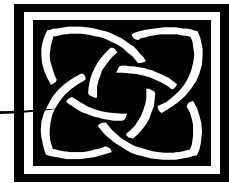
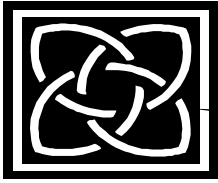
Regenerate

With this Arcane State the wielder can regenerate or heal any Arcane Form of this aspect that was damaged.

Transmute

Transmuting allows an Enchanter to alter any Arcane Form of the target such as its materials and shape, or abilities and spells.



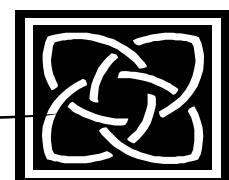
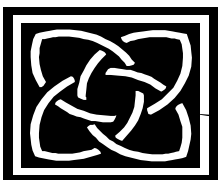


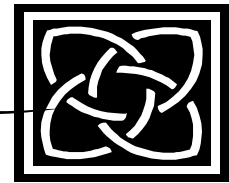
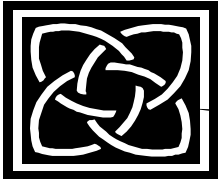
ENCHANTER ARCANES FORMS

Animal	An Enchanter can enact his magike upon, or create all types of animals in This Arcane Form.
Beast	This Arcane Form allows the caster to enact his magike upon, or create any “monster” or mythological type of beast, spirit or undead. Enchanters cannot create spirits or the undead but can merely affect them with their magike.
Focus	Using this Arcane Form an Enchanter has developed the technique of using one of his Arcane States as a focus for a spell. In this way a Arcane State may be used as a Arcane Form. An example of such a spell would be a Descry Enchantments spell that would allow an Enchanter to detect things that have been enchanted.

The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

Humanoid	Enchanters, using this Arcane Form, can enact their magike upon any of the races existing upon Khardan. The creation of new humanoid races is considered by most to be beyond the reach of normal casters. The results of experiments to prove otherwise resulted in the creation of the Roccs. A result is debatably disastrous or highly successful. Either way all of the Alchemists involved died at the hands of their creations.
Object	This Arcane Form allows an Enchanter to enact his magike upon any type of object or material that he is to enchant.
Power	This Arcane Form allows the Enchanter to create or manipulate a power in any type of way. The powers that can be created or manipulated are similar to those listed under every profession. This Arcane Form must be used with one of the following Arcane Forms, Animal, Beast, Humanoid, or Material, making spells of this nature of the complicated type.
Translations	This Arcane Form allows an Enchanter to change any type of spell into another type of spell regardless of the aspect of magike that the spell belongs to. Spell of this type receive a penalty making their difficulty levels harder by one.





LIABEU - DARTHYCH

"Fight me and you shall feel the anger of the earth!"

- Analluhaylynn, Darthych

Liabeu-Darthych magike deals with 7 elements of the earth and its existence: Earth, Water, Air, Fire, Energy, Vegetation and Phase. This aspect allows a Liabeu - Darthych to exercise a significant amount of control over these elements through the essence. These elements can even be made into sentient creatures and beings.

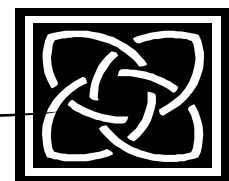
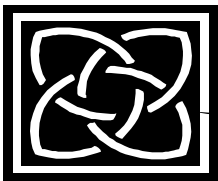
The title of this aspect Liabeu - Darthych (Lie bow - Darth itch z) was purportedly given to this form of magike before the great War of The Races. It was named for a Civakxy Wizard who developed this area of magike for all to learn. Liabeu - Darthych means loosely, the "Vengeance of Nature," however, some of the meaning is lost in the translation. Those practitioners of Liabeu-Darthych are commonly referred to as the Darthych.

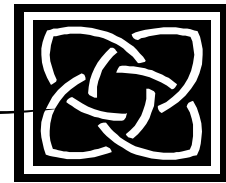
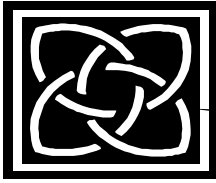
The Darthych play a significant role in both urban and rural society. In urban society the Darthych are employed mainly by the rich to help their gardens grow and create works of beauty that reflect nature. The Liabeu-Darthych are a tremendous part of the social structure of the Civakxy nations. The governments of major cites also employ the Darthych to prevent disastrous storms and to keep major trade routes unobstructed. In rural areas the Darthych help crops grow and fight off packs of hungry animals and monsters. The Darthych also control a religious aspect of the communities they live and work in. When called upon the Darthych may also perform common rural, and urban, religious rituals.

The Darthych are similar in nature to the Druids, in magikeal means only. The Druids also use the elements to work their magike, and this is the only aspect of magike that is open to them. The magikeal functions of Druids in society is the performing of religious rites. Druids and their people hold festivals such as Samhain (November 1), marking the start of the winter and the start of the year. At this time the natural and supernatural worlds are close together. Imbolc (February 1) marks the end of winter and the start of spring and is a fertility festival. Beltaine (may 1) marks the beginning of summer. The celebrations of Beltaine include the driving of livestock between two fires, the fires of Bel for continued health and strength. Lughnasadh (august 1) marks the end of summer and the beginning of fall.

Darthych casters are not feared, as Sorcerers are. Rather, they are loved and generally accepted by many peoples. However, there are still those who deeply hate and fear any type of magike. The services of the Darthych are wide in scope, but not all have a price.

Characters of the Darthych aspect of magike receive 34 points to distribute between their Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels. Casters of this aspect get a bonus of five to all of their animal, plant, weather related or otherwise elemental related skills.





LIABEU-DARTHYCH ARCANES STATES

Convoke

This Arcane State is a large focus of this aspect. Convoking any element is to summon it forth from its closest source. The Wielder must be standing in the vicinity of the element he wishes to convoke. If there is none of the desired element in the Darthych's vicinity the spell becomes much more difficult.

The difficulty level of a Convoke spell when a Darthych does not have access to an abundance of a particular element increases the difficulty level of a spell by two.

Descry

Descrying allows the Liabeu-Darthych to perceive the emotions, thoughts, and intents of any creatures, beings or objects. Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or if targeted on, say a wall it would allow a Darthych to see through it, or hear through it. This Arcane State can also be used to allow a Darthych to communicate to his target verbally, emotionally or mentally.

Dominion

This Arcane State applies the Liabeu-Darthych magikeal ability to attempt to control or hold dominion over any Arcane Form (that a Darthych has) to make it perform according to the wishes of the mage.

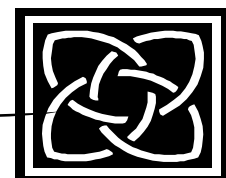
Generate

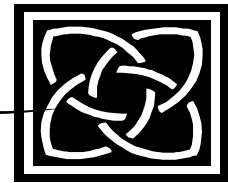
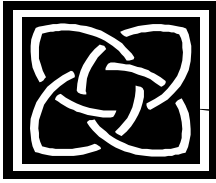
This Arcane State represents the Liabeu-Darthych ability to generate a supply of one of the elements or one of their Arcane Forms. Generating also allows a Wielder to generate something that is a natural part of a larger element. For example, this Arcane State could also be used to regrow a branch of a tree, but it could not be used to grow leaves on the trunk of a tree (that would be a transmute spell). Generating things inside of people to kill them is either impossible or an Imposing spell, at least.

Guard

This Arcane State allows a Darthych to protect himself and others against any magike created from this aspect or forces both natural (such as a sword's blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the "shield." Once the casters limit of psychi/spiritual life is reached the "shield" is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a "shield like" spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.





Purify

This Arcane State allows Liabeu-Darthyh to purify and clean his their target(s) of foreign materials and contaminants in one of the Liabeu-Darthyh Arcane Forms.

Raze

This Arcane State is the magikeal ability of the Liabeu-Darthyh to destroy in his Arcane Forms of this aspect of magike. The appearance of the spell is not significant; the result is the same. The target of the spell ceases to exist.

Transmute

Transmuting allows a Darthyh to alter any element in form and substance. Changing the form of an element is usually permanent. Changing the substance of an element is only temporary. Eventually the essence will assert itself and the element will revert into its normal substance. An example of this would be that of a wall. The Darthyh could turn it from stone into water or dirt, causing it to fall. Though the form will not change the dirt or water would again become stone, though it may lie in a crumpled heap, or it may form while seeping into the earth.

LIABEAU-DARTHYCH ARCANE FORMS

Air

This Arcane Form deals with the air, winds, clouds, storms, and all other types of phenomenon that exist within the atmosphere. It also deals with the animals that reside in these spheres.

Earth

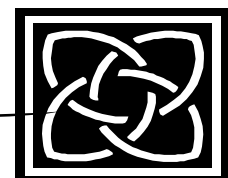
The Arcane Form of Earth deals with the earth and all of the materials and minerals it contains. The matter of shifting between these Arcane Forms, say dirt to stone, is accomplished with a mere Transmute Earth spell. This Arcane form also holds dominion over the animals that reside in this sphere.

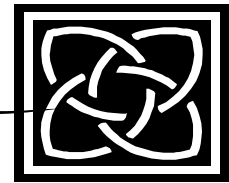
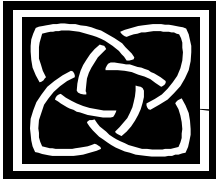
Energy

This Arcane Form encompasses electricity in its purest natural forms such as lightning. This can be harnessed in any way that the caster can imagine, and produce. This Arcane Form also deals with the animals and mythical beings that inhabit this sphere.

Fire

Fire has always been a popular Arcane Form, especially for the means of **Razing** a target. As a destructive force, fire is immensely powerful. However, fire and flames are not the limitations of this Arcane Form. Combustion, explosions and other such related phenomenon also play a role in this Arcane Form. This Arcane Form also holds dominion over the animals and mythical creatures that reside in this sphere.



**Focus**

Using this Arcane Form a Darthych has developed the technique of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as an Arcane Form. An example of such a spell would be a Descry Dominion spell that would allow a Darthych to detect things that have been or are being Dominated.

The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

Object

This Arcane Form allows a Darthych to produce magikeal effects on all types of inanimate objects that are constructed from the elements.

Phase

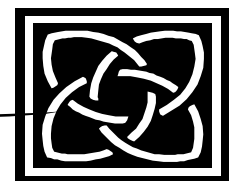
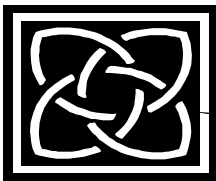
Phase is a very volatile Arcane Form. All of the uses of this Arcane Form and element are not yet known to magikeal society and practitioners of this Aspect. The known description is of limited scope, but does present the following information. Phase is the element of nature that controls the flow of time and existence. All of Khardan resides within the same state of phase. The uses of this element so far include changing the reality of time and how fast it moves in relation to those affected by a particular spell. This element also has been known to open a rift in the existence of all we know, allowing the caster to alter his position rapidly on Khardan. This technique has been attempted for travel to the moons of Khardan or other pockets where magikeal control is highly ineffective. However, no successful results have occurred. All of the experimenters merely get “swallowed up” and are never seen again. This could be because of the theory that there is more than one plane of existence.

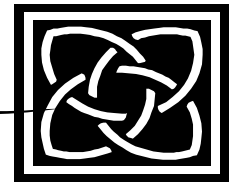
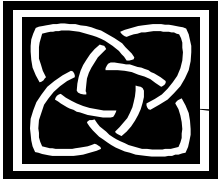
Vegetation

This Arcane Form deals with all the types of plant life that exist on Khardan and any animals or mythological creatures that are composed of and inhabit this sphere.

Water

This Arcane Form encompasses water in all of its forms and bodies. This Form also holds over all of the creatures that inhabit this sphere natural and mythical. Like earth, the changing of fresh to salt water requires merely a Transmute Water spell.





MUSTIKOS

“Power? Yes. You all have power. But, it does not dangle in those useless scabbards at your sides or in the blades in your hands.”

- Markov of Mustikos

The Mustikos aspect of Khardan deals with the natural abilities of all humanoids, animals and creatures. The practitioner of this aspect uses his magike to extend and augment the senses and abilities of all living beings. The ultimate goal is always to exceed their limitations. Most Khardinian Mustiks have the philosophy that you can always improve. You may be able to jump over a castle, or outrun a horse, but that’s not good enough jump over a mountain and outrun a bird. Mustiks achieve their arcane results merely through amplification or de-amplification of things that already exist or have the potential to exist.

The name Mustikos comes from an ancient human word for mystical. Mustiks are favored by society because of their skills in augmentation. However, because of their being a great demand and low supply, the price of their services is extraordinarily high. The most common buyers of the Mustikos skills are those of the underground societies, thieves, assassins and rogues. However, other Magi are also common customers.

It is common to find a Mustiks guild in most Major cities. The guilds are usually lead by the most senior and most powerful member. From there he governs a council of the most powerful members where they make decisions about the future of the guild and settle ethical issues. Each member of the council controls some aspect of business.

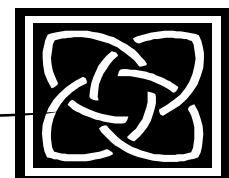
To become a Mustik a character must have a Willpower of 20.

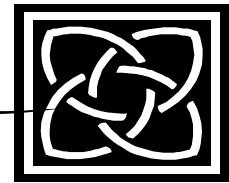
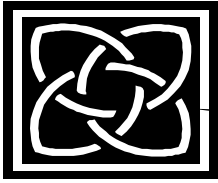
A Mustik character receives 30 points to distribute between his Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels. Mustiks also get a bonus of 10% to Lip Reading, Mental Deception, Animal/Beast Lore, and any skills the RM feels is related to this aspect.

MUSTIKOS ARCANES STATES

Descry Descrying allows a Mustik to perceive the emotions, thoughts, and intents of any creatures, beings or objects. Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or if targeted on, say a wall it would allow a Darthyeh to see through it, or hear through it. This Arcane State can also be used to allow a Darthyeh to communicate to his target verbally, emotionally or mentally. Descrying also allows the Mustikos to perceive one of the Arcane Forms (i.e. sense, ability, attribute ect.) in a target or subject.

Dominion This Arcane State allows for the domination or control of any of the Arcane Forms listed below.



**Generate**

This Arcane State represents the Mustikos ability to generate one of the Arcane Forms below in a target, within the limits of this aspect of magike. The generation of this Arcane Form is not restricted to living beings. It may also include objects, elements, and such as dictated by ones Arcane Forms.

Guard

This Arcane State allows a Mustik to protect himself and others against any magike created from this aspect or forces both natural (such as a swords blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the “shield.” Once the casters limit of psychi/spiritual life is reached the “shield” is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a “shield like” spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

Raze

This Arcane State is the magikeal ability of the caster to destroy in the Arcane Forms of this aspect of magike. The appearance of the spell is not significant; the result is the same. The target of the spell is damaged or ceases to exist.

Regenerate

With this Arcane State the wielder can regenerate or heal any Arcane Form of this aspect that was damaged.

Transmute

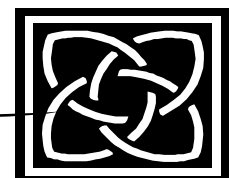
Transmuting allows a Mustik to alter any sense or ability of any living being, or change it into another sense or ability.

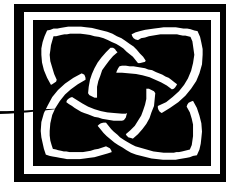
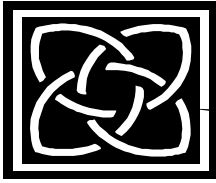
MUSTIKOS ARCANE FORMS

Abilities

This Arcane Form refers to any of the abilities that are natural, inherent or learned by the target or focus of such a spell.

An example of learned abilities are ones that are listed under each profession.



**Attributes**

This Arcane Form deals directly with the natural inherent attributes of every being such as: Strength, Intelligence, Wit, Will Power, Dexterity, Constitution, Appearance, Personality, Movement et cetera. Any magikeal attempt to permanently increase or decrease these attributes requires a spell of *Aweful* proportions. If the spell fails the caster will experience volatile magike.

The attributes of humanoid beings cannot be increased above the racial maximums listed in the Races Section.

Corpus

This Arcane Form deals solely with the inherent physical abilities and qualities of any being. Such abilities are walking, speaking, flying, an Arakashas ability to extend his Styts, or a Chahannawasheas ability to regenerate. This Arcane Form also allows a Mustik to heal, or regenerate any parts of the body that are damaged.

Focus

Using this Arcane Form a Mustik has developed the technique of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as an Arcane Form. An example of such a spell would be a Descry Dominion spell that would allow a Mustik to detect things that have been or are being Dominated.

The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

Mind

This Arcane Form allows a Mustikos to manipulate emotions, thoughts, memories, knowledge and the intelligence of a being itself. The creation of intelligence as suggested here, creates an intelligence with its own personality and the ability to think independently. Its degree of intelligence depends on another spell including the Arcane Form, Attribute. This Arcane Form also allows the Mystic to heal or regenerate emotions, thoughts, memories, knowledge and intelligence that was previously possessed by the target.

The creation or destruction of intelligence carries a penalty of four to the difficulty level of the spell.

Powers

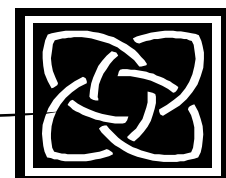
This Arcane Form deals with the powers inherent in the target or learned through his profession. The creation of powers that are not inherent in the target are *extreme* in difficulty level.

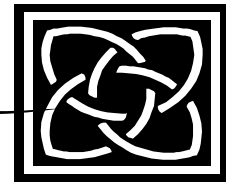
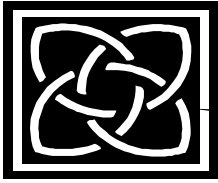
Senses

This form deals with any of the *six* senses, and allows the Mustikos to manipulate these as he sees fit. The creation of consciously controllable extra sensory abilities is very *strenuous* for a Mustik.

Skills

This Arcane Form is applicable only to skills that are learned. Those such skills are described in the Skill Section of this book.





NECROMANCY

“My liege, the Necromancer has come to offer you terms before his army lays us siege... I refuse your offer of surrender Necromancer! My army is thrice yours! ... The Necromancer replied with arrogance, “My foolish King, if my soldiers, or yours, are killed they will rise again to fight against you. Accept my merciful terms or die!” ...the Necromancer walked into the Throne Room throwing off the groping hands of dying Ryhon soldiers.. Raising his arms high the throne twisted and turned as if in the throws of agony and finally gave its natural state over to the unnatural. In its place rested a throne of bone. With a flourish the Necromancer settled himself into his new kingdom, basking in the lifeless praises of hundreds of undead warriors.”

-Du Lenn von Karr, Historian

Necromancy deals with death, and the infusing of life into death, or death into life. The results of which are creatures that lurk in the nightmares of children, and adults. The Undead. Necromancy is a dark and often forbidden art that is practiced in abandoned buildings and isolated forests. Once the practitioners of this art were the many greedy and twisted inhabitants of Khardan using the undead as minions and treasure hunters. Now, many of the practitioners are the undead themselves, the most powerful and dreaded being the Vampires. The most frightening part of Necromancy is that undead who reach levels of power have the ability to create more of their kind.

The discoverers of this art were in fact, the Vampires. Their creation is highly debated. Vampires discovered this art to create themselves minions, and to achieve their immortal ends.

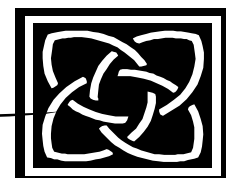
As a Necromancer one will be, and always is, the object of superstitions, accusations and fear. Many commoners will try to kill a Necromancer while he least expects it. To save themselves from his wickedness. Necromancers have little space, or use in most societies.

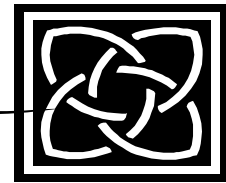
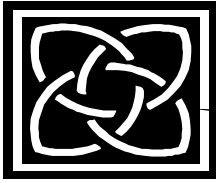
Characters of this aspect get 30 points to divide between their Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels. Necromancers also get a bonus of five percent to their Ancient History, Culture Lore, Legend Lore, Religion Lore, Occult Lore and Occultism skills.

NECROMANCY ARCANES STATES

Descry

Descrying allows a Necromancer to perceive the emotions, thoughts, and intents of any creatures, beings or objects. Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or if targeted on, say a wall it would allow a Necromancer to see through it, or hear through it. This Arcane State can also be used to allow a Necromancer to communicate to his target verbally, emotionally or mentally.





Dominion

This Arcane State applies to a Necromancers magikeal ability to attempt to control or dominate any being (undead, dead or living) that has not been spawned by the caster or is of a greater power.

Guard

This Arcane State allows a Necromancer to protect himself and others against any magike created from this aspect or forces both natural (such as a swords blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the “shield.” Once the casters limit of psychi/spiritual life is reached the “shield” is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a “shield like” spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

Raze

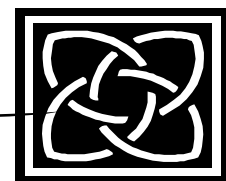
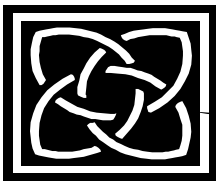
This Arcane State allows the mage to deal with spells that are directly destructive in nature and relate them to the Arcane Forms of this aspect.

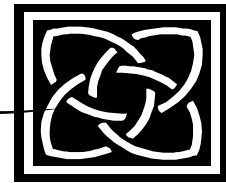
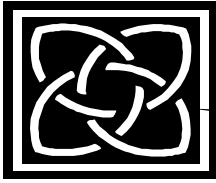
Spawn

This Arcane State represents the Necromancers ability to create undead beings from the deceased bodies other beings. Spawning an undead being allows the Necromancer a measure of power over the creature, such as *Dominion*. Lesser undead such as skeletons, and zombies are automatically under a Necromancers control. Greater undead such as Wraiths, Banshees and Vampires are intelligent beings and are extremely hard to control. Spawning such creatures is *Strenuous*. The creation of a vampire through the means of a spell is *Extreme*. Spawning also allows a Necromancer to create something that is a natural part of a larger undead being. For example, this Arcane State could also be used to grow back a severed limb, but it could not be used to grow a limb where it did not naturally occur, such as wings on a humanoid being (that would be a *Transmute* spell). Spawning things inside of people to kill them is either impossible or an *Imposing* spell, at least.

Transmuting

Transmuting allows a Necromancer to alter any undead being in form and substance. Necromancers with this Arcane State could change an undead zombie into a spirit or a skeleton. Vampires cannot be created in this way. This spell can also be used on living beings to transmute them into undead. Spells of this nature are at least *Challenging* in the easiest situations. Intelligent creatures or beings, such as humans or humanoids may always try to resist this type of enchantment.





NECROMANTIC ARCANE FORMS

Dead This Arcane Form gives the Wielder the ability to affect the dead. If used with the Spawn Arcane State it may create many dead bodies. This Arcane State is really only effective when combined with the transmute state which transmutes a dead body into an undead.

Destruction This Arcane Form deals with destructive spells and forces of all kinds. If spawned, a destructive spell of this aspect has no particular appearance. Its appearance can be anything the caster desires. The *Dominion* state combined with this Arcane Form allows a Necromancer to gain the control of any offensive spell another mage might produce. The *Raze* state would destroy another destructive/offensive spell. *Transmutation* will change a spell of this type into another spell of this aspect using the psychi of the original spell to fuel the new *Transmuted* spell. When combined with the *Guard* Arcane State a spell of this type will protect against another destructive or offensive spell, and *Descry* would determine its affects or allow the mage to see through it. This Arcane Form is considered a highly affective form for magikeal combat.

Focus Using this Arcane Form a Necromancer has developed the technique of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as an Arcane Form. An example of such a spell would be a Descry Dominion spell that would allow a Necromancer to detect things that have been or are being Dominated.

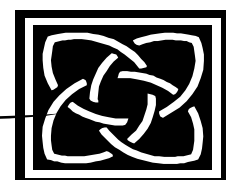
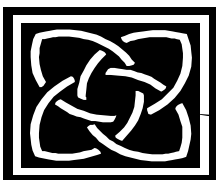
The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

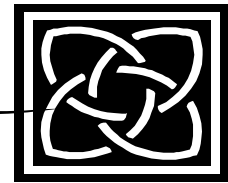
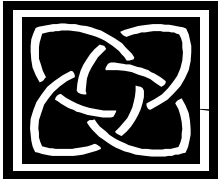
Humanoid Necromancers, using this Arcane Form, can enact their magike upon any of the races existing upon Khardan. The creation of new humanoid races is considered by most to be beyond the reach of normal casters. The results of experiments to prove otherwise resulted in the creation of the Roccs. A result is debatably disastrous or highly successful.

The Transmuting of a living individual into an undead is strenuous at least.

Undead This Arcane Form allows a Necromancer to influence undead of a physical nature through any of his Arcane States and Arcane Forms. However, the Spawning of a non-ethereal undead, e.g. A skeleton or a zombie usually requires a corpse or some kind of remains to work with.

Spirit This Arcane Form allows a Necromancer to operate his magike in the area of undead spirits and ethereal beings.





SHADOW

“Only the children realize the terror of shadows; and only children realize that what you see that may not exist, can kill you.”

- Anonymous

The aspect of the Shadow is unique. Shadow Magi are often referred to as Shadow Artists or Shadow Sorcerers, for their spells are elaborate animated paintings and artificial creations. All of the spells that result from this aspect are in effect illusions and are real only in the minds of those that fall victim to them.

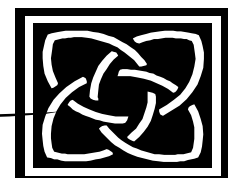
Creating Shadows is the forte of Shadow Sorcerers. Shadows are creations that manipulate light, color, shadow and the elements in the air such as dust and smoke. Shadows are simple to create, and can be maintained until a caster ceases to concentrate upon them. Shadows can also, regardless of Arcane Art have a *Permanent* duration. A Created Shadow will have all of the powers and abilities of the real thing it imitates, and any the beholder of the Shadow believes it to have, for it exists primarily in the mind of the beholder.

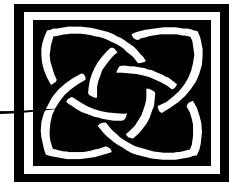
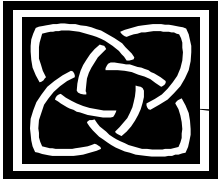
To create Shadows the Shadow Artist must study the object he wishes to create in order for the spell to be effective. He must also be able to form a vivid mental picture of the Shadow he wishes to create. A Shadow Artist may attempt to create a Shadow of something he has seen before, but not studied. The study period of a new Shadow spell should be between ten and thirty minutes (one to three circles, or twenty to sixty rounds), depending on the complexity of the object. Once studied and created a specific type of Shadow spell need not be studied again.

There is one drawback to the Shadow Sorcerers capabilities. Without believability they do not exist. Shadows act upon the minds of their victims to create intense reactions. The type of image chosen by the caster affects the reaction of the victim. If the victim has seen a troll before and the Shadow Artist hasn't but has read descriptions of them and tries to “wing it” the Shadow won't be as effective. The main key when creating an illusion is to create something the victims will not expect but can quickly accept and believe.

All Shadow spells can automatically have the *concentration* duration at no penalty to threshold. If a Shadow Sorcerer attempts to create a Shadow spell of something he has not seen before the targets of the spell gain a bonus of 5 to their resistance rolls. The GM may rule that the victim automatically resists it. If the object is studied properly then the Shadow Artist gains a bonus of two to his threshold.

Shadow Artists start with 34 points to distribute between their Arcane States and Arcane Forms. By the nature of this aspect, all of the targets of any Shadow spell are entitled to a resistance roll versus Shadows. However, for every point of Wit over twenty-five of the Shadow Artist, if the target of the spell has a Wit below twenty-five it suffers a penalty of 2 to his/its resistance roll versus Shadows. Victims of a shadow, created by a Phantasmus Shadow Artist, suffer another penalty of five to their resistance rolls. Of all the spells, those of the Shadow Artist are the easiest to cast, and the hardest for the GM to adjudicate.





SHADOW ARCANES STATES

Convoke Convoking a Shadow is to summon it forth from where it dwells. Convoking a Shadow gives the Shadow Artist a measure of power over it. Thus, the Shadow Artist can dominate, descry and guard against these Shadows.

Dominion This Arcane State applies the Shadow Artists magikeal ability to attempt to control or dominate anything related to one of his Shadow Forms.

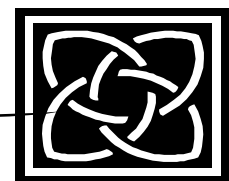
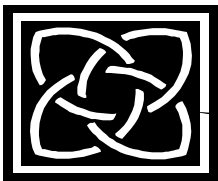
Descry Descrying allows a Shadow Artist to perceive the emotions, thoughts, and intents of any creatures, beings or objects. Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or if targeted on, say an apparition it would allow a Shadow Artist to see through, or hear through its phantasmal senses. This Arcane State can also be used to allow a Shadow Artist to communicate to his target verbally, emotionally or mentally.

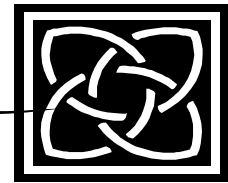
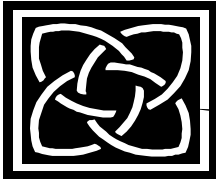
Guard This Arcane State allows a Shadow Artist to protect himself and others against any magike created from this aspect or forces both natural (such as a sword's blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the "shield." Once the casters limit of psychi/spiritual life is reached the "shield" is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a "shield like" spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

Spawn This Arcane State represents the Shadow Artists ability to create Shadows, within the limits of this aspect of magike. Spawning a Shadow allows the Shadow Artist a measure of power over the Shadow, similar in effect to a *Dominion* spell.

Transmute Transmuting allows a Shadow Artist magikeally to alter any of the Shadow Arcane Forms, in form only. By this Shadow Artists can only change Shadows in the way of their appearance. However, any Shadow that is in the form of another for an extended amount of time, such as many years, may become like the creature who's form it now possesses in nature. Intelligent, and Quasi Real Shadows, may resist this type of spell.





Shadow Arcane Forms

Shadow Artists may choose nine Arcane Forms, in total from any of the other Aspects of magike, including this one. The Shadow Artist must, however, decide of what type of Forms these Arcane Forms are going to be. There are two types of Arcane Forms for a Shadow mage, Shadow Forms and Incarnate Forms. Shadow Forms produce only illusions, where Incarnate Forms can only *affect*, not *produce*, real matter. For example a Shadow Artist with the Shadow Form *Entity*, and the Incarnate Form *Humanoid*, could combine these with the *Transmute* Arcane State and transmute a persons outward appearance into that of an illusionary Wraith. Such a spell could probably not actually turn a Shadow Wraith into a Humanoid or a Humanoid into a Shadow Wraith.

There are two Arcane Forms listed under this section: Phantasm and Pseudo-Incarnate. For example, the Arcane Form *Pseudo-Incarnate* could be combined with the Shadow Form *Entity*, and the Arcane State *Transmute* to transmute a Shadow Wraith, into a Pseudo-Incarnate Wraith. The Arcane Form *Phantasm* could change anything so that it can not be seen but its presence may be felt.

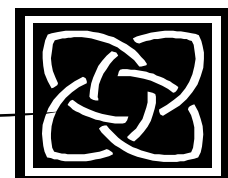
Focus Using this Arcane Form a Shadow Artist has developed the technique of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as an Arcane Form. An example of such a spell would be a Descry Dominion spell that would allow a Shadow Artist to detect things that have been or are being Dominated.

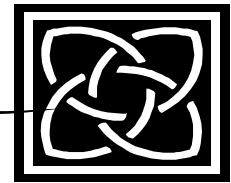
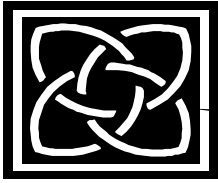
The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

Phantasm A Phantasm is a being or Shadow that although it cannot be seen, its presence can be felt and it may affect the material world. An example of such a terrifying being is a Specter or a Ghost. A Phantasm can also have certain minor effects on its surroundings such as an aura of fear, or raising the temperature. Magikeal Weapons are required to harm Phantasmic Shadows.

Pseudo-Incarnate Shadows that attain the “false incarnation” gain some measure of physical substance that allows them to, regardless of the resistance roll of their victim, cause physical harm and affect the physical world. However, Pseudo-Incarnate Shadows do not gain enough physical substance to be harmed by normal weapons. Magikeal Weapons are required to harm Pseudo-Incarnate and Phantasmic Shadows. Pseudo-Incarnate Shadows also gain a measure of intelligence and are capable of controlling their own actions and act upon their own wills. This type of power would of course require that a subject be infused with an abundance of the life essence.

All spells of this type are challenging in the least and require 1000 psychi points in cost on top of the regular spell cost.





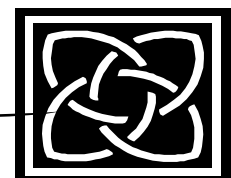
SORCERY

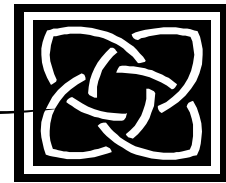
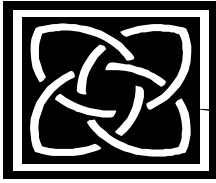
“Anger me not, or I shall summon Demons from the depths of hell to devour you!”
- Anglaharr, The Wicked

The aspect of Sorcery deals with summoning and the creation of things both natural and unnatural. Therefore this, is one of the most popular areas of magikeal practice. Sorcery not only lets you summon, or create; it also allows you to alter. A Sorcerers creations are able to attack, defend, or guard, and can also perform certain tasks or fulfil certain uses. They cannot, however, fulfil a role that would fall under the direct classification of another aspect of magike. Sorcerous summoning deals with both natural powers and dark powers with the intent to hold them under a magikeal control as a minion and servant. Sorcerers may summon greater infernal or heavenly creatures but rarely ever succeed in controlling them once they are summoned. This is a fact that some ambitious Sorcerers realise too late.

Sorcerers, by there nature are generally feared and hated by society. Thus it is common to find holy crusades against these “Servants of Demothcrethious.” Neither is it uncommon to find Sorcerers being hunted and killed by inquisitions, or burned to death in public “trials.” Sorcerers, because of society, keep to themselves. However, not even the most pious of men dare to challenge a powerful Sorcerer, or interfere in duels that can result in their destruction.

Sorcerers get a bonus of five percent to their Read Ruins, Write Ruins, Demonology, Animal Lore and Creature Lore skills. Sorcerous characters have 44 points to distribute between their Arcane States and Arcane Forms. It is suggested that a character spend these points on only certain areas, so that the casting of his magike will be more successful while he is at lower levels.





SORCEROUS ARCANES STATES

Dominion

This Arcane State applies the Sorcerers magikeal ability to attempt to control or dominate any creature, being or inanimate object. The dominion of greater beings such as demons and devils increases the difficult of such a spell.

The difficulty level of such spells is determined by the RM

Spawn

This Arcane State represents the Sorcerers ability to create an animal, creature or inanimate object, within the limits of this aspect of magike. Spawning a creature or being allows the Sorcerer a measure of power over the creature or being. Spawning also allows a Sorcerer to create something that is a natural or unnatural part of a larger creature, being or object. For example, this Arcane State could also be used to grow back a severed limb, and it could be used to grow a limb where it did not usually occur, such as wings, horns or fangs on a person. Spawning things inside of people to kill them is spell of *Imposing* measure, at least.

Descry

Descrying allows a Sorcerer to perceive the emotions, thoughts, and intents of any creatures, beings or objects. Descrying can also be used with inanimate objects. One such example would be a Descry Object spell to find an object, or if targeted on, say a wall it would allow a Sorcerer to see through it, or hear through it. This Arcane State can also be used to allow a Sorcerer to communicate to his target verbally, emotionally or mentally.

Guard

This Arcane State allows a Sorcerer to protect himself and others against any magike created from this aspect or forces both natural (such as a swords blow) and magikeal (such as a spell). In the case of destructive forces, a guard spell drains its caster of extra psychi for each blow done to the "shield." Once the casters limit of psychi/spiritual life is reached the "shield" is destroyed. A guard spell may also *Guard* one from these forces by increasing ones natural defenses.

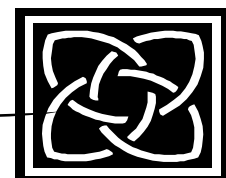
It costs 10 PP extra for every point of physical or magikeal damage that a Mage wishes a "shield like" spell to absorb. Guard spells may also reflect their effects by increasing ones D.R. when confronted by a certain attacking forces, or penalizing those attacking forces.

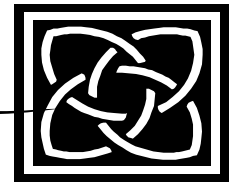
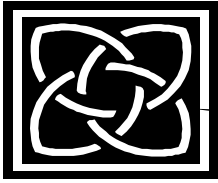
Convoke

This Arcane State is for some the main focus of this aspect. Convoking any creature or being is to summon it forth from where it dwells. Convoking a creature or being gives a Sorcerer a measure of power over it. Thus, a Sorcerer can dominate, descry and guard these such creatures and beings.

Transmute

Transmuting allows a Sorcerer to alter any animal, creature or being in form only. Sorcerers can only change something in the way of its shape, not its substance. However, any creature that is in the form of another for an extended amount of time, such as many years may become like the creature who's form it now possesses in nature. Intelligent creatures or beings, such as humans, humanoids and greater beings may resist this type of enchantment.





SORCEROUS ARCANE FORMS

Beast This is the Arcane Form in which a Sorcerer can enact his magike upon all types of animals, both natural and mythological.

Elan vital This Arcane Form allows a Sorcerer to affect all types of supernatural creatures that are spiritual or undead in nature.

Entity This Arcane Form allows a Sorcerer to enact his magike upon any type of Greater Power, Infernal or Heavenly being. Spells of this matter are always at least *challenging*. Major powers such as Demon Lords, Deities and Gods are immune to the magike of mortal casters.

Focus Using this Arcane Form a Sorcerer has developed the technique of using one of his Arcane States as a focus for a spell. In this way an Arcane State may be used as an Arcane Form. An example of such a spell would be a Descry Dominion spell that would allow a Sorcerer to detect things that have been or are being Dominated.

The rating of this Arcane Form is used in calculation of the threshold. The score of the Arcane State that is taking the “role” of an Arcane Form is not used.

Humanoid Sorcerers using this Arcane Form can enact their magike upon any of the races existing upon Khardan.

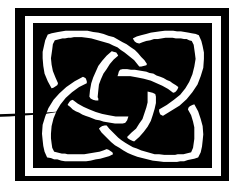
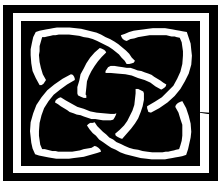
Minion This Arcane Form allows a Sorcerer to enact his magike upon any “monster” or mythological type “monster.”

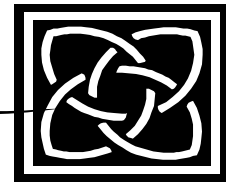
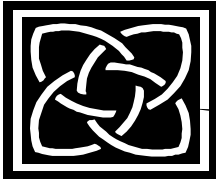
Object The Object form allows a Sorcerer to focus his magike upon any type of inanimate or mystical object.

Power This Arcane Form allows a Sorcerer to call upon the powers of another being. The being that the power is called from can be selected by the Sorcerer only if it is a being he has previously summoned and treated with for this cause.

Otherwise the selection is random and determined by the RM.

Vegetation The vegetation Arcane Form allows Sorcerer to affect all types of natural growth such as trees, grasses and bushes.





Chapter XII ARCANÉ LORE, KROMINUS INFALLIABLE

“The heart and soul of magike for many magi are the spells they cast and the magikes the leave as their legacy.”

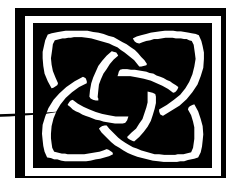
- Tormak ConCarr, Archmagi of the Sorcerers Enclave.

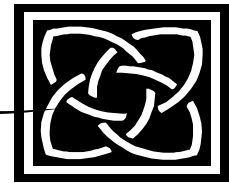
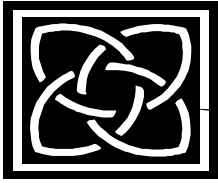
“Here in lies some of our oldest and most basic surviving lore. These are the spells most common to the arcane arts of Khardan. Listed together are the runic, ritual, and incantation arcana. Most of the more intricate spells practiced among magi are the spells that were created by forgotten masters of the arts. Some of the spells even bear the sigils of magi from the magikeal holocaust. You fledgling magi are encouraged by the enclave to develop and create your own arcane lore. For your survival, do not depend on the works of others.”

- The Sorcerers Enclave.

In the spells below some conventions apply. For instance, the Components category will only note major or unusual material spell components. In addition, spells are created to be versatile. One way in which a spell can be versatile is to have one or more of the spell's parameters (here we are talking about such things as Range, Duration, State and Form) specified as Open. This “variable” will be followed by a specifier telling you what sort of thing may fill this parameter. For example, the Healing of Minor Wounds spell has its' Form parameter specified as “Form: Open, to all living beings.” This means that the Corpus Channeler in this case can select any one of his Forms that targets living beings. This convention allows Magi to create spells which are general at the time of creation, but specific at the time of application. The creation of this technique has greatly reduced the number of spells which a Mage must know and keep.

However, there is one limitation. A spell can only have at most two Open parameters. Both of which cannot be the State and Form parameters. Also the Difficulty Level, Threshold Adjustment, and Components parameters cannot have the Open variable.





THE ARCANÆ OF CORPUS CHANNELING

SIMPLE SPELLS

CLEANSE FOOD AND DRINK

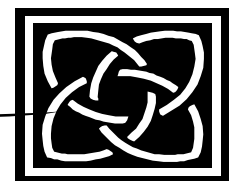
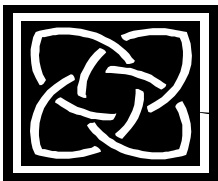
Difficulty	1	Range	Touch	Threshold Adjustment	+2
Duration	Instant	Area of Effect	Reach		
State		Purify	Form	Food	
Components	None.				
Effect of Resistance	None				
Description	A Purification spell of ancient origins and common use, Cleanse Food and Drink cleanses ones food and drink of all impurities, poisons and harmful contaminants.				

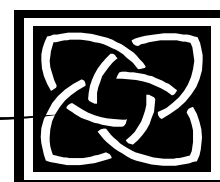
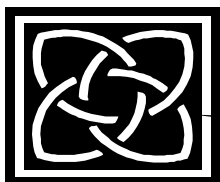
COMPASS OF ANIMAL LOCATION

Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	-1
Duration	Concentration	Area of Effect	Radius per Level		
State		Descry	Form	Beast	
Components	A real or imitation compass.				
Effect of Resistance	None				
Description	A Purification spell of ancient origins and common use, Cleanse Food and Drink cleanses ones food and drink of all impurities, poisons and harmful contaminants.				

DOMINION OF BEASTS

Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State		Dominare	Form	Beast	
Components	A carving of the type of beast to be dominated.				
Effect of Resistance	Spell nullified				
Description	Beastly domination allows the Corpus Channeler to control the actions of one Beast. The Dominion of Beasts does not influence the thoughts, feelings or other attributes of the creature. This spell is terminated if the caster attempts to force the Beast to perform an obviously fatal action, such as suicide. At this point the Beasts instincts of self-preservation release it from the spells grasp.				





HEALING OF MINOR WOUNDS

Difficulty	Simple	Range	Touch	Threshold Adjustment	+4
Duration	Instant	Area of Effect	Body		
State	Regenerate	Form			Open, to all living things
Components	A drop of blood from the recipient of the spell				
Effect of Resistance	None				
Description	The healing of Minor Wounds heals and specific area, or body part, that has not taken more than ten health points of damage. The amount of health points healed is determined by the d10.				

HEALING OF MINOR WOUNDS

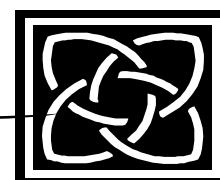
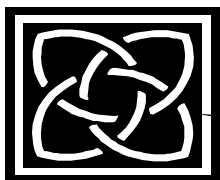
Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State	Descry	Form			State (Channeling)
Components	A black onyx stone (focus).				
Effect of Resistance	None				
Description	This spell allows the Channeler to sense the essence and when magike is being performed. It also allows a Channeler to detect whether or not items possess magikeal powers.				

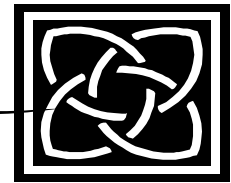
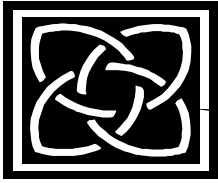
URN OF THE ENDLESS BANQUET

Difficulty	Simple	Range	Reach	Threshold Adjustment	0
Duration	Instant	Area of Effect	Reach		
State	Regenerate	Form			Food
Components	Small portions of the food or drink you wish the urn to reproduce. A golden urn.				
Effect of Resistance	None				
Description	When small portions of food or drink is put into the Urn this spell multiplies the food or drink to fill the Urn. The Urn must be thoroughly washed and dried between each use or the resulting food will be contaminated.				

WARDING OF THE HOWLING SPECTRES

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	-4
Duration	Ring	Area of Effect	Radius per Level		
State	Guard	Form			Humanoid & Elan Vital
Components	Powdered quartz for the duration ring.				
Effect of Resistance	None				
Description	The Warding of the Howling Specters protects those within the area of effect from attacks by spirits or entities, and from attacks of a spiritual nature. This protection of this warding is represented by a +1 to resist all spells and attacks made by spirits and entities, and a -1 to the hits and damage of any spirits and entities.				





THE ARCANÆ OF ENCHANTING

SIMPLE SPELLS

ARCANÆ CARRIAGE

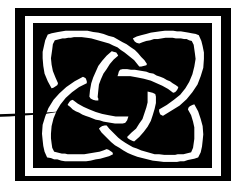
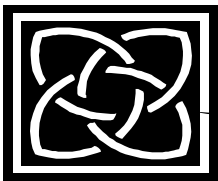
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	-4
Duration	Sunrise to Sunset	Area of Effect	Radius per level		
State	Generate & Dominate		Form	Object	
Components	A small silver orb.				
Effect of Resistance	None				
Description	The magike worked on the Silver Orb transforms it into a silver carriage that hovers above the ground. This carriage follows the caster wherever he goes for the duration of the spell. The area of effect for this spell refers to the size of the carriage and how much it can hold.				

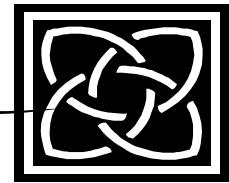
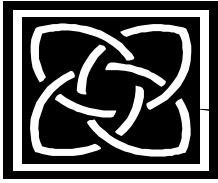
AURA OF MARKING

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	0
Duration	Sunrise to Sunset	Area of Effect	Body		
State	Enchant		Form	Humanoid	
Components	Powdered crystalline.				
Effect of Resistance	Spell Nullified.				
Description	The Aura of Marking gives its targets a brightly glowing multicolored aura of crystalline dust.				

MAGIKEAL GUARD OF ARCANIS

Difficulty	Simple	Range	Reach	Threshold Adjustment	-5
Duration	Death	Area of Effect	Touch		
State	Guard		Form	State, (Enchantments)	
Components					
Effect of Resistance	None				
Description	This spell has been written to counter the “Unwritten Magike” spell. The Magikeal Guard of Arcanis protects ones first to fourth level incantations, rituals and runes from being affected by the “Unwritten Magike” spell. To guard spells above the fourth difficulty level the difficulty level of this spell increases by one, for every difficulty level above the fourth (of the spell you wish to protect).				





MYSTIC LORE

Difficulty	Simple	Range	Touch	Threshold Adjustment	+2
Duration	Instant	Area of Effect	Touch		
State	Descry	Form		Object	
Components	A willow branch shaped and cured in special herbs and ingredients (focus).				
Effect of Resistance	None				
Description	The willow branch of Mystic Lore acts some what like a divining rod. However, instead of pointing the way to water it transfers knowledge of its target to the caster. It <u>can</u> tell the caster how or why the object has been used but may not tell the caster both. This spell will not detect enchantments.				

MYSTIC MENDING

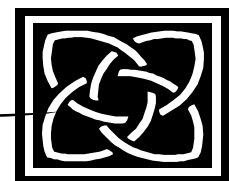
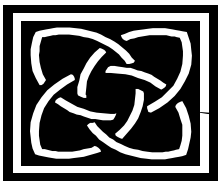
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State	Regenerate	Form		Object	
Components	Materials of the same type as the target of the spell in powdered form.				
Effect of Resistance	None				
Description	Mystic Mending will fix or mend any minor damage done to any non-mystical item.				

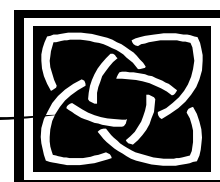
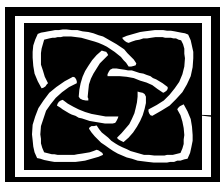
UNWRITTEN MAGIKE

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Touch		
State	Transmute	Form		: State, (Enchantment)	
Components	A feather quill.				
Effect of Resistance	None				
Description	Unwritten Magike enchants the feather quill to unwrite any written incantations, rituals, runes or enchantments between one and four difficulty levels (simple to challenging). Casting this spell to unwrite spells of difficulty level greater than four increases the difficulty level of this spell by 3 (for every difficulty level of the target spell above four).				

XROY DU BANN'S ENLARGEMENT

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State	Transmute	Form		Object	
Components	A calcified bone (focus).				
Effect of Resistance	None				
Description	Xroy du Bann's Enlargement spell increases the size of any non-magikeal/mystical object to double its original proportions.				





ROUTINE SPELLS

MYSTIC WRITING

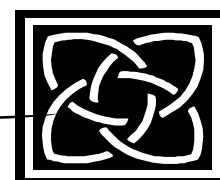
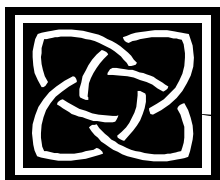
Difficulty	Routine	Range	Law Of Magike	Threshold Adjustment	0
Duration	Concentration	Area of Effect	Touch		
State	Generate		Form	State, (Enchantment)	
Components	A suitable writing surface.				
Effect of Resistance	None				
Description	This spell allows an Enchanter to write on any suitable writing surface without the aid of a pen, pencil or other writing device. The words, pictures or diagrams appear on the writing surface as if they had been written there. The type and color of writing that appears is dependent upon the knowledge of the caster: only styles and types of writing that are familiar to the caster can be written. This spell will not engrave or carve into a surface but merely write on it.				

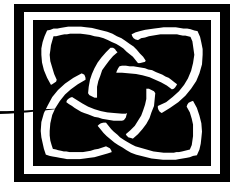
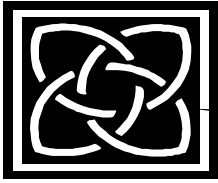
THE SPEAKING STONE

Difficulty	Routine	Range	Law Of Magike	Threshold Adjustment	-2
Duration	Round per Level	Area of Effect	Touch		
State	Enchant		Form	Object	
Components	None				
Effect of Resistance	None				
Description	The Speaking Stone is an enchanted rock surface that when triggered by some predetermined occurrence will invoke an animated face in the stone and relay a predetermined message.				

TRAIL OF THE UNSEEN TRAVELLER

Difficulty	Routine	Range	Body	Threshold Adjustment	+2
Duration	Desired Time	Area of Effect	Touch		
State	Enchant		Form	Humanoid	
Components	Two long strips of cloth woven from the barks and natural fibers of trees and plants. The strips of cloth are to be wrapped thoroughly around ones feet and ankles one enchanted. These cloths are usually woven by rural villagers for many purposes. They even serve as clothes in the warmer climates, and are known as the cloths of Beli an ancient, archaic god, about whom know remaining legends exist; except that Beli gave people the knowledge of how to make this cloth and some simple spells and enchantments to enhance its use. The Cloths of Beli are considered sacred to some and common place to others.				
Effect of Resistance	None				
Description	Once enchanted those that walk upon the cloth leave no tracks or trails behind them and cannot be tracked be conventional means.				

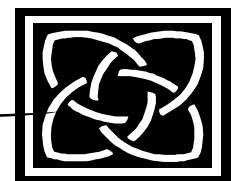
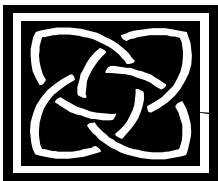


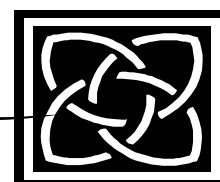
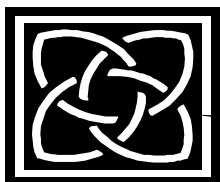


AVERAGE SPELLS

ENCHANTMENT LORE

Difficulty	Average	Range	Law Of Magike	Threshold Adjustment	+1
Duration	Instant	Area of Effect	Touch		
State		Descry	Form	State, (Enchantment)	
Components	None				
Effect of Resistance	None				
Description	This spell, when cast and effected upon an object, provides the Enchanter with the knowledge of the enchantments bestowed upon it, their functions, and who cast them. The knowledge of who cast them depends upon whether or not the caster responsible for the enchantments incorporated his Sigil into the spells.				





THE ARCANÆ OF THE LIABEU DARTHYCH

SIMPLE SPELLS

DOMINION OF THE MYSTIC DOOR

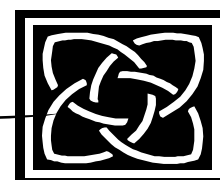
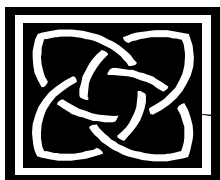
Difficulty	Simple	Range	1 Meter per level	Threshold Adjustment	-2
Duration	Concentration	Area of Effect	Reach		
State		Dominate	Form	Phase	
Components	A Bronze Shard (focus)				
Effect of Resistance	None				
Description	This Arcana of the Liabeu Dартhуch mystically allows a caster to open, hold open, or close an existing, permanent, mystic door or portal.				

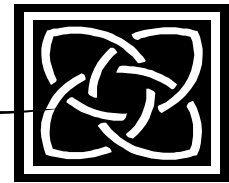
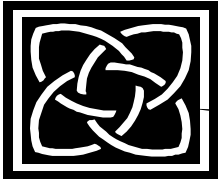
GLOBE OF ARCANÆ LIGHTS

Difficulty	Simple	Range	Reach	Threshold Adjustment	-2
Duration	Concentration	Area of Effect	Radius per level		
State		Generate	Form	Energy	
Components	Natural phosphorus, Witches Hair, Sulfur and a hollow sphere of glass.				
Effect of Resistance	None				
Description	When the components of the spell are combined and the spell is cast the result is a whirling sphere of glass is filled with liquefied light. The sphere can hover in the air or be held. Should the sphere break the liquid light will spill out and continue to give off light for approximately one to four (1d4) rounds.				

GEYSER OF MYSTIC WINDS

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	0/-2
Duration	Concentration or 1 Round/Level	Area of Effect	Touch		
State		Generate	Form	Air	
Components	Bird down and spring water.				
Effect of Resistance	None				
Description	When cast a geyser of winds springs up under the target to move him vertically up or down. The Geyser of Mystic Winds can also be used to break ones fall.				





MYSTIC FORCE

Difficulty	Simple	Range	Reach	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State	Generate & Dominate	Form		Air	
Components	A glass prism (focus).				
Effect of Resistance	None				
Description	The caster creates a solid force of air that emanates from the glass prism and pushes his target in any direction. If the Prism is destroyed the spell becomes volatile. Once the spell ends the prism shatters.				

SPEARS OF SEARING SUNFIRE

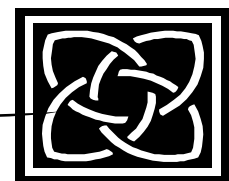
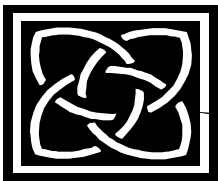
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State	Generate & Dominate	Form		Fire	
Components	A glass prism (focus)				
Effect of Resistance	The target of the spell takes half damage.				
Description	Spears of Searing Heat launch from the caster's eyes and fingers and rush to strike whatever target the caster wishes (regulated by the Laws of Magike). The damage of the spell is rolled on the d4. The number of die rolled depend upon the spells Threshold.				

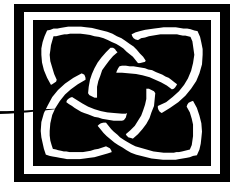
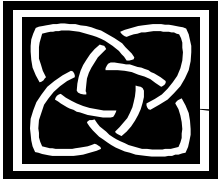
STARS OF CAJOLING

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	0
Duration	Concentration	Area of Effect	Touch		
State	Generate & Dominate	Form		Energy	
Components	Crystal Shards				
Effect of Resistance	Targets are annoyed and possible distracted, but not mesmerizes or charmed.				
Description	Stars of Cajoling are multiple lights that dance and swirl and cajole. The main uses of this spell are to distract, mislead, charm and mesmerize its targets.				

STREAMS OF LIGHTNING DEATH

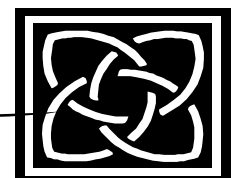
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State	Generate & Dominate	Form		Energy	
Components	A glass prism (focus)				
Effect of Resistance	The target of the spell takes half damage.				
Description	A ribbon of electricity bursts forth from the caster's hands and arches towards the nearest target. Damage is +1 per d4 die roll.				

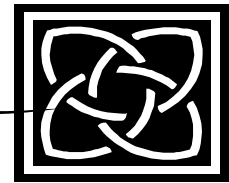
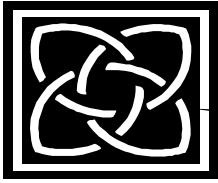




TOUCH OF SHOCKING DEATH

Difficulty	Simple	Range	Touch	Threshold Adjustment	-1
Duration	Round per level	Area of Effect	Body		
State		Generate	Form	Energy	
Components	None				
Effect of Resistance	None				
Description	When uttered the casters hands glow with magikeal energy and the first person he touches gets shocked with the arcane energy. Every round the spell is in effect the target receives damage.				





THE ARCANΑ OF MUSTIKOS

SIMPLE SPELLS

AURA OF ADORATION

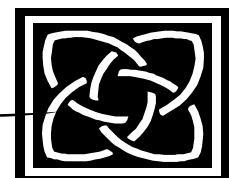
Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	0
Duration	Instant	Area of Effect	Body		
State		Dominate	Form	Mind	
Components	The extract from a red rose.				
Effect of Resistance	The individual is not affected by this spell.				
Description	This spell creates an aura around the caster that draws others to him in adoration. The Aura of Adoration causes all individuals of the opposite sex, or appropriate sexuality, to fall in deep infatuation with the caster. Individuals affected by the spell will perform non-life threatening tasks or acts for the caster.				

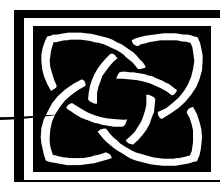
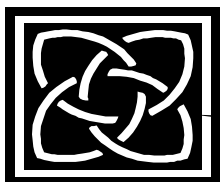
AURA OF POWER

Difficulty	Simple	Range	Touch	Threshold Adjustment	0
Duration	Desired Time	Area of Effect	Body		
State		Generate	Form	Power	
Components	None				
Effect of Resistance	None				
Description	The Aura of Power is one that projects a sense of awe and power to the senses of others. It can be sensed, felt, and occasionally even seen (this depends upon the power of the caster).				

CLOAK OF UNRESISTABLE BLISS

Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	-4
Duration	1 Round / level	Area of Effect	Radius per level		
State		Dominate	Form	Mind	
Components	Birch Bark is used for its natural sedative and pain killing properties. A black cloak.				
Effect of Resistance	None				
Description	The Cloak of Unresistable Bliss once cast grows like a black ghost and envelops its victims. Once enveloped those within it become numb to pain, and become very tired and sedate. The cloak then eases them into a deep, natural sleep. The length of the sleep depends upon each individual affected. The average time is three to six hours.				





FRIENDSHIP

Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State		Dominate	Form	Mind	
Components	A wampum, or peace belt or offering.				
Effect of Resistance	Spell nullified.				
Description	Friendship makes a caster instant friends with anyone, even old enemies.				

HOMINID TONGUES

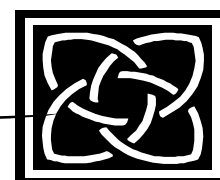
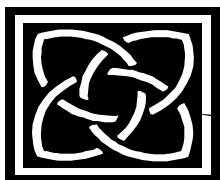
Difficulty	Simple	Range	Touch	Threshold Adjustment	0
Duration	Desired Time	Area of Effect	Body		
State		Generate	Form	Skills	
Components	A jeweled pendant (focus).				
Effect of Resistance	None				
Description	Hominid Tongues allows one to speak a humanoid language fluently but with somewhat of an accent.				

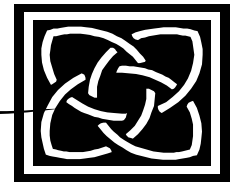
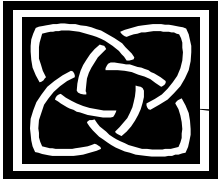
LEAP OF INCREDIBLE BREADTH

Difficulty	Simple	Range	Law of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State		Generate	Form	Ability	
Components	Frogs legs.				
Effect of Resistance	None				
Description	One who takes a Leap of Incredible Breadth can make a jump of upto ten meters.				

LENSES OF MAGIKEAL SIGHT

Difficulty	Simple	Range	Touch	Threshold Adjustment	+1
Duration	Concentration	Area of Effect	Touch		
State		Generate	Form	Ability	
Components	A pair of glasses with platinum lenses.				
Effect of Resistance	None				
Description	This spell utilizes the mystical properties of platinum and makes the lenses transparent. Anyone who then looks through the mystical glasses can read incantations and rune structures and understand them. This does not mean however, that they can then gain the ability to cast them.				





STICKY PALMS

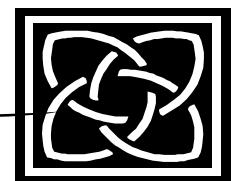
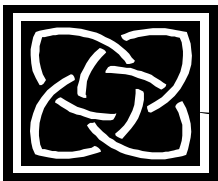
Difficulty	Simple	Range	Body	Threshold Adjustment	+2
Duration	Desired Time	Area of Effect	Body		
State		Generate	Form	Ability	
Components	Spider Silk.				
Effect of Resistance	None				
Description	Sticky Palms allows ones palms to adhere to surfaces at will. When doing such one can climb virtually and surface, even ceilings.				

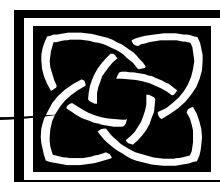
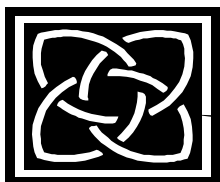
VOICE OF THE HIDDEN SPECTER

Difficulty	Simple	Range	Body	Threshold Adjustment	+5
Duration	Concentration	Area of Effect	Body		
State		Generate	Form	Ability	
Components	None				
Effect of Resistance	None				
Description	This spell produces and unknown voice from an unseen or unknown source. It will say whatever the caster desires it to.				

XROY DU BANN'S SIZE MANIPULATION

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State		Transmute	Form	Corpus	
Components	A calcified bone (focus).				
Effect of Resistance	None				
Description	Xroy du Bann's Size Manipulation can increase or decrease the size of its target (humanoid) by a maximum factor of three. For example it could make one up to three times as large or one third his original size.				





ROUTINE SPELLS

DESTRUCTION OF THE INHIBITING FEAR

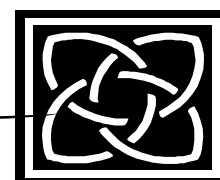
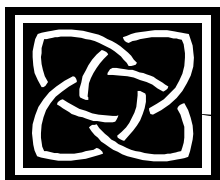
Difficulty	Routine	Range	Touch	Threshold Adjustment	+1
Duration	Instant	Area of Effect	Touch		
State		Raze	Form	Mind	
Components	None				
Effect of Resistance	None				
Description	The Destruction of The Inhibiting Fear destroys the mental and emotional fear and terror in its' target. This fear can be natural or magikeal in origin.				

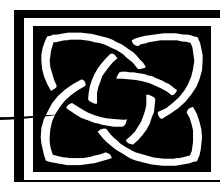
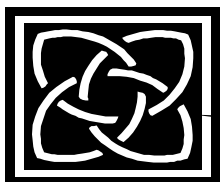
PHANTASMAL PREDATOR

Difficulty	Routine	Range	Law Of Magike	Threshold Adjustment	-1
Duration	Desired Time	Area of Effect	Body		
State		Dominate	Form	Senses	
Components	Fangs from a wild beast.				
Effect of Resistance	None				
Description	Becoming a Phantasmal Predator makes one unseen to the animal, creature of monster you are hunting. However, once any offensive attack, move or strike is made this spell ends. The subject of your hunt can still sense, hear and smell you.				

TRAIL OF THE PHANTASMAL TRAVELER

Difficulty	Routine	Range	Law of Magike	Threshold Adjustment	-1
Duration	Desired Time	Area of Effect	Body		
State		Generate	Form	Ability	
Components	Two long strips of cloth woven from the barks and natural fibers of trees and plants. The strips of cloth are to be wrapped thoroughly around ones feet and ankles one enchanted. They even serve as clothes in the warmer climates, and are known as the cloths of Beli an ancient, archaic god, Beli gave people the knowledge of how to make this cloth and some simple spells and enchantments to enhance its use. The Cloths of Beli (focus) are considered sacred to some and common place to others.				
Effect of Resistance	None				
Description	Once cast those that walk upon the cloths leave no tracks or trails behind them and cannot be tracked be conventional means. Phantasmal travelers also leave no odor, or disrupted foliage behind them. Although the Cloths of Beli are not directly implicated in this spell the spell does not seem to work without them, to the consternation of mages who can't figure out why.				





THE ARCANÆ OF NECROMANCY

SIMPLE SPELLS

PROTECTION FROM THE UNDEAD'S GRASP

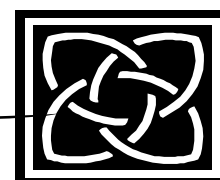
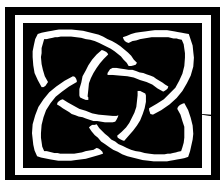
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	-2
Duration	Ring	Area of Effect	Radius per level		
State		Guard	Form	Undead	
Components	Platinum dust for the duration ring, silver dust for the protection.				
Effect of Resistance	None				
Description	The Protection From The Undead's Grasp protects all within its area of effect from non-spiritual types of lesser undead (i.e. skeletons, zombies, etc.) This spell create a shield that undead cannot penetrate but their weapon, and the living can. Greater types of undead such as Vampires, Lukos Anthropos, Devils Tongue and Succunya, are not hampered by this spell.				

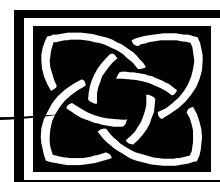
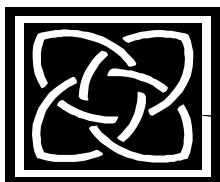
SHIELD VERSUS MINOR DESTRUCTION

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	0
Duration	Concentration	Area of Effect	Reach		
State		Guard	Form	Destruction	
Components	A crystal sphere (focus).				
Effect of Resistance	None				
Description	This shield protects the caster and those within reach from offensive and destructive spells of average difficulty or less.				

XROY DU BANN'S ENLARGEMENT

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+3
Duration	Instant	Area of Effect	Body		
State		Transmute	Form	Undead	
Components	A calcified bone (focus).				
Effect of Resistance	None				
Description	Xroy du Bann's Enlargement spell increases the size of undead creature by upto three times its original size.				





THE ARCANÆ OF THE SHADOW

SIMPLE SPELLS

SPAWN OF PHANTASMAL SHADOWS

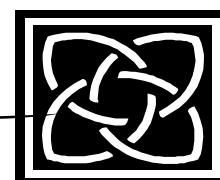
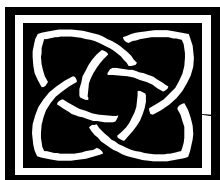
Difficulty	Simple	Range	Reach	Threshold Adjustment	-3
Duration	Desired Time	Area of Effect	N/A		
State	Spawn & Dominate	Form		Phantasm	
Components	A glass urn (focus).				
Effect of Resistance	None				
Description	This shadow spell creates and controls an invisible phantasm. This phantasm can function in mundane tasks as a servant or slave.				

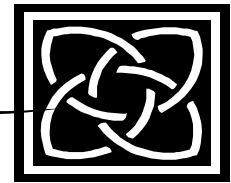
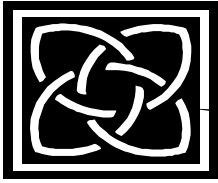
THE ARCANÆ OF SORCERY

SIMPLE SPELLS

ANIMAL KINSHIP

Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	-3
Duration	Desired Time	Area of Effect	Reach		
State	Dominate	Form		Beast	
Components	None				
Effect of Resistance	The Animal may be friendly towards the caster but will not perform tasks.				
Description	Animal Kinship forms a strong bond of friendship with an animal regardless of its previous disposition. This friendship lasts for the duration of the spell. Intelligent creatures may try to resist this spell. If the animal is asked or forced to perform life-threatening tasks the Animal Kinship is broken.				





BESTIAL TONGUES

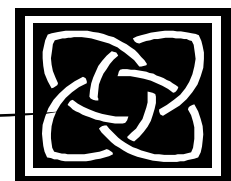
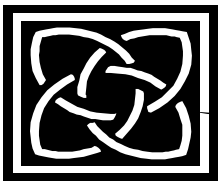
Difficulty	Simple	Range	Law Of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State		Descry	Form	Beast	
Components	The tongue of the type of animal that the caster wishes to communicate with.				
Effect of Resistance	None				
Description	This spell allows the caster to communicate with one species of animal or beast.				

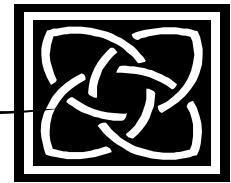
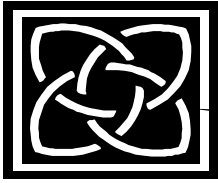
PERCEPTION OF ANIMAL SNARES

Difficulty	Simple	Range	Meter per Level	Threshold Adjustment	-4
Duration	Concentration	Area of Effect	Radius per Level		
State		Descry	Form	Object	
Components	A stripped branch from a weeping willow tree, boiled in the blood of a wolf and the ears of a bat.				
Effect of Resistance	None				
Description	Sorcerers use this willow branch as an antenna that “sees” animal traps and snares. It then sends a vivid mental picture of all such traps and snares in the area of this spell’s affect to the Sorcerer.				

ROD OF ANIMAL DIVINEMENT

Difficulty	Simple	Range	Touch	Threshold Adjustment	-1
Duration	Concentration	Area of Effect	Radius per level		
State		Descry	Form	Beast	
Components	A stripped branch of mistletoe rubbed in wolf fat and rolled in loose wolf hairs.				
Effect of Resistance	None				
Description	Sorcerers use this branch as a divining rod to point the direction to a previously specified type of animal or beast. If an animal or beast is not specified the rod will seek out the nearest animal of any non-insectoid species.				

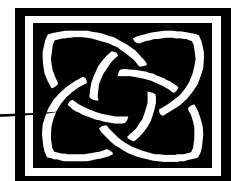
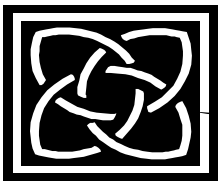


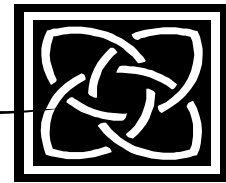
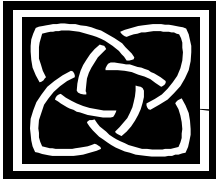


ROUTINE SPELLS

BESTIAL COMPANION

Difficulty	Routine	Range	Law Of Magike	Threshold Adjustment	+2
Duration	Concentration	Area of Effect	Body		
State	Descry & Dominate	Form		Beast	
Components	A hollowed out antler for use as a horn.				
Effect of Resistance	None				
Description	When the antler is blown it summons a previously specified type of animal and compels it into the service of the Sorcerer. If an animal type is not specified the antler will summon the closest non-insectoid animal. Animals under the influence of this spell will defend the Sorcerer and may occasionally perform life-threatening tasks. The performance of life threatening tasks is, however, completely random and unpredictable. Intelligent animals will attempt to resist this spell.				





Chapter XIII SCOURGES, COVENANTS AND DISEASES

"The damned of the Arcane walk the earth like a plague. Abominations and countless hells scourge our world and the naive."

- Elesidi Manichi, High Priest of the Puritans.

PRETERNATURAL DISEASES OF THE INFERNICUM

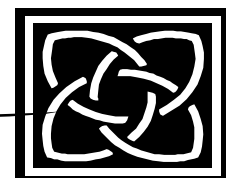
Preternatural Infernal diseases are afflictions as old as the races fall from glory. Ever since the humanization of the original races they have been subject to and plagued by supernatural diseases of infernal origins. Carriers of the disease are occasionally twisted individuals drawn to the powers of the diseases, such as eternal life or the ability to change one's shape. However, more commonly the afflicted are innocent souls who happened to be in the wrong place at the wrong time.

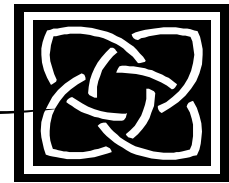
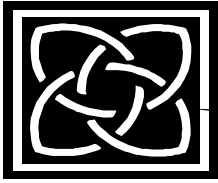
PRETERNATURAL SOCIETY

There is a hierarchy amongst the preternaturals that determines each one's place in that society. The first determiner of one's place in that hierarchy is lineage. The second is prowess. The last is age.

Lineage is quite simply one's infernal bloodlines. The bloodline of the creature who made one infernal is one's ancestors. The direct ancestor of any such diseased person has control over the will of that person until the newly diseased person has accumulated such power, influence and age as to become independent. A good age for a R.M. to set on players is percentile die plus 100, in years. For example: Daryl, a human warrior, is attacked by a Vampire named Antonio. Antonio feeling spiteful over the sourness of Daryl's blood makes Daryl a Vampire as well. When the transformation to Vampirism is complete Daryl will be under the influence of Antonio's will and control until he is (lets just say 150 years old). It's not to say some fledglings don't escape their master's grasp, it has happened. However, any preternatural creature can sense the age and standing of any other and independent preternaturals don't let runaways live long. The system of their existence is very rigid and they do not look favorably upon those who bend the rules.

Prowess in battle or prowess of the mind are second after lineage to determine one's place in preternatural society. This unwritten rule is what often leads to fighting amongst individuals. It is fortunate for mortal people because this keeps their numbers from growing too quickly. In fact many young fledglings eager to escape the grasp of their maker has sought to gain standing in this society by challenging their master to a battle of strength or wit. Commonly enough a battle of wit erupts into a battle of strength and one of the individuals is either killed or subdued.





Age may be the last but it is the most respected. The oldest preternaturals usually have many descendants who may be called to aid them and are usually the strongest and most shrewd. After all one doesn't survive a society such as this without being strong.

Preternaturals usually travel in small clans (with one member being the originator of that group). It is also common, however, to find solitary individuals traveling alone. Preternaturals always attempt to integrate themselves into whichever society they are in, as these societies would most likely burn them at the stake if their true natures were revealed.

The Succunya

"The Succunya is a creature of damnation. Sister of the Vampire and daughter of Soucunguay."

The natives of the Sea of Dreams hold that Soucunguay inhabits the lace islands. Her touch can kill a man, drive away his mana, make him her slave, or make him impotent and steal his manhood (*spiritual and/or physical*). These, of course, are only very few of the widely believed superstitions regarding the Soucunguay. She is said to appear in several forms but her true form is that of a beautiful woman.

Soucunguay is said to shed her skin and become a ravaging ball of fire or spiritual energy that kills with a touch or enslaves her victims. Those men to whom she appears as a woman fall under the power of her beauty and are drained of their manhood, thus becoming her servants with enhanced beauty and powers similar to hers, but under her ultimate control.

The Natives of the Sea Of Dreams sacrifice a virgin female once a week while Soucunguay sleeps and leave the body around a sacred shrine. According to ancient lore this keeps Soucunguay bound to the Lace Islands.

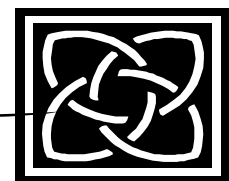
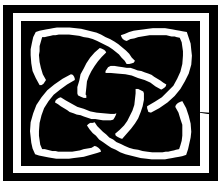
The Succunya are enslaved natives of the sea of dreams, held under the power of Soucunguay. She is their mother and their god. Soucunguay uses the Succunya to spread her evil and do her will. All the Succunya that have been created by Soucunguay herself are men. The Succunya can only infect members of the opposite sex with this deadly disease.

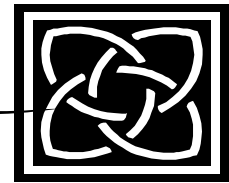
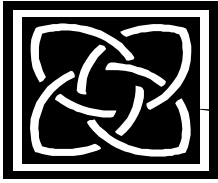
Becoming a Succunya is a hideous and torturous process. The victim gets the disease through any sort of sexual activity with a Succunya. Sometimes a kiss is all it takes. Once infected the victim's blood turns to liquid fire and all of his insides are burned away. The only remaining part of the victim is his skin and eyes.

Once the victim is a Succunya he is under the power and influence of the she who made him. He must come when she beckons and do her will without question. (Once you are one of the dammed your will is no longer your own.)

The Succunya were created in the image of their god and consequently appear to be normal beings, humans mostly. Their true nature is revealed when they shed their skins and beasts of fire and flames emerge. Once their false skins have been cast off a Succunya is truly deadly. Weapons warp and melt near their infernal bodies and their supernatural weapons are at hand.

The Succunya can attack in four ways. The first weapon of a Succunya is the ability to drain ones life with a touch. The second is to drain ones psychi or spiritual life points with a flaming glance. The third is to spread the disease to a new victim. The last is to drain its victim's gender during sex, forever leaving him a cowering sexless, creature.





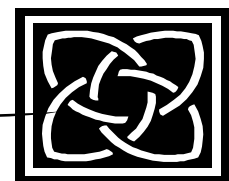
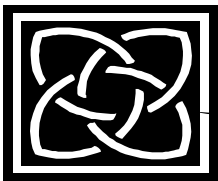
Finding the Succunya is difficult. They live among natural beings, flawlessly integrated into society. However, the Succunya have certain weaknesses that can reveal them. The blood of the innocent and pure (mostly virgin blood and that of children), can extinguish their infernal fire. They can smell innocence and youth so they usually keep away from such. Most hide themselves in brothels. Holy items and places also cause them grief, as it does to their brothers the Vampires.

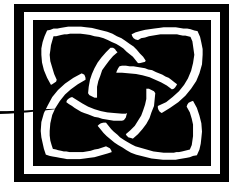
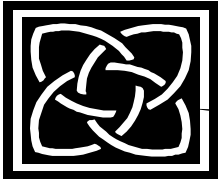
Any sexual activity with a Succunya requires a resistance roll versus magike with a penalty of 5. A failed roll results in the contraction of the disease. For members of the opposite sex; there is a 10% chance of contracting the disease from a kiss with a male Succunya and a 50% chance from a kiss with a female Succunya. Any attempt by a Succunya to inflict its' disease upon others is subject to a resistance roll.

A successful life drain attack results in the loss of 1d8 health points and the respective health points. A successful psychi or spiritual life drain attack results in the loss of 1d12 of these points. A sexual encounter with a Succunya of the opposite or same sex that does not result in the acquisition of the disease has a 45% chance in resulting in the loss of ones gender. If used as an attack after a sexual encounter this is a 85% chance.

The loss of ones gender results in the loss of all sexual organs and distinctiveness. The victim also loses all resolve and bravery when confronted. Over long periods of time victims of this attack lose their humanity and degenerate into timid beasts.

Player Character's who are infected with this disease become NPC's and must be turned over to the RM as soon as the disease completely overtakes the character.





Lukos Anthropos

"By lantern bright I fled my house while all in quiet rest. Shrouded by the night and by the secret stair I quickly fled. The veil concealed my eyes while all within lay quiet as the dead."

- Loreena McKennitt, The Mask and The Mirror.

Translated literally Lukos Anthropos means Werewolf's disease. However, this term is applied to all preternatural creatures that are part man and part beast. These individuals are known as Shivar, a Vorlexian word for shape-shifter.

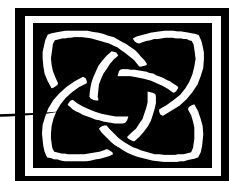
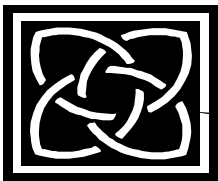
Contrary to the popular myths that abound it takes more than just a bite from a Shivar to transmit the disease. The disease can be contracted through a scourge or curse or sexual encounters. Severe wounds from a Shivar in which the infected blood or saliva entered the victim's blood stream can cause the disease but it is rare. There is a myth that if one is killed by a Shivar and then resurrected one becomes a Shivar. The greatest way in which one becomes a Shivar is by birth.

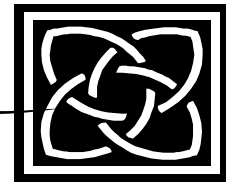
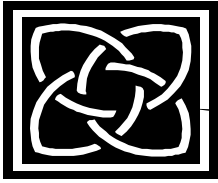
Shivar breed with either their animal or hominid counterparts. Most Shivar are born with the preternatural condition that make them such. Because the innocent are less likely to contract the disease only one out of five Shivar children are born Shivar themselves. The rest of the children are either normal animals or hominoids.

Usually the normal offspring remain with the family and aid them in their day to day affairs. Occasionally the mundane offspring of the Shivar are orphaned for one reason or another. However, the disease can lie dormant in Shivar offspring until the age of maturity. These individuals begin experiencing strange impulses and are usually troubled by dreams of roaming as a beast. They also have a sense of inexplicable longing. As a result these Shivar either repress the other side of their nature, accept it, or are overcome by it and go mad.

Shivar children are usually impulsive and solitary. It is very hard for them to repress their bestial nature and when frustrated they can exhibit almost animal behavior. Hissing or growling when angered and moving about erratically are just some common traits they exhibit. Shivar children born as animals exhibit human intelligence and comprehension.

The Shivar are widely varied and can have many different strengths and weaknesses. Any member of any of the races can be of any major animal group. Generally most Lukos Anthropos are of canine or feline stock.





There are three types of Shivar: Lukos, Anthropoid and Hominus. Shivar usually live and are raised among hominid or animal society. This affects their general traits.

Hominus: Hominus are born in humanoid form and are raised in one of the societies of Khardan among the races. Hominus Shivar know humanoid society well and can communicate and navigate social circles cunningly. Hominus also know the working of politics and are familiar with the common customs and technologies of their society. However, these Shivar find it very difficult to relate to or communicate with their animal cousins. The changing abilities of the Hominus are limited to their man-beast or were-beast form and their humanoid form.

Anthropoid: The anthropoid are born in their were-beast form and may be raised in both humanoid and animal social groups or strictly among other Shivar. Anthropoids are familiar with the minds of both humanoids and their animal groups as well as the general norms and mores. They are not especially competent at both. Anthropoid make the transition from humanoid to beast the most easily. Anthropoids can shift from animal to were-beast to humanoid forms with ease.

Lukos: The Lukos Shivar were born in their animal forms and have spent their lives as animals. They are completely at home with their animal brothers and with nature. However, they appear rustic and slow to the humanoid population when trying to converse. This cannot be farther from the truth. The Lukos are creatures of action and cunning. Their guile and solitary nature makes them lethal enemies. The Lukos Shivar are limited to their animal and were-beast forms.

Mature Shivar can shift their forms at will. However, there are special occasions where one is forced to shift. Encounters of great emotional stress or fear and a full moon will force a Shivar to shift into its were-beast form.

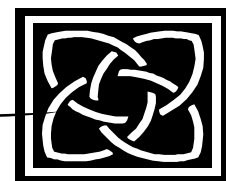
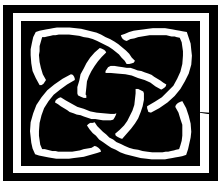
A character receiving more than 20 health points of damage from a Shivar must make a resistance roll versus poison. A failed roll results in the contraction of the disease.

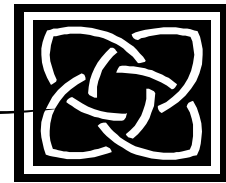
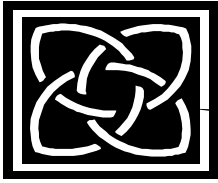
The disease can only be cured if it was the result of a curse. The curse must be reversed or the instigator of the curse killed.

Shivar gain a bonus of two to three applicable skills of their choice. For example a Lukos Shivar could apply the bonus to his animal lore, handling and tracking skills but not his heraldry, forgery or occult lore skills.

RM's should also apply modifiers to any of the character's attributes that are greatly affected. For example, a character in were-beast form will have greater strength than in humanoid form. The modifiers may be applied without the knowledge of the player(s).

Lukos Shivar cannot be player characters.





Devil's Tongue

*"Would you like my mask? Would you like my mirror? Cries the man in the shadowing hood.
You can look at yourself, you can look at each other or you can look at the face of your god."*

- Loreena McKennitt, The Mask and The Mirror.

The Devil's Tongue is a disease of infernal origins. It acts upon the evil nature of all creatures to make them what they truly are. The Devil's Tongue disease is the rarest and most feared of all the infernal diseases. It is well known in local mythologies but rarely seen, thanks to its hideous nature. When an individual is suspected of this disease he is usually burnt at the stake with very little preamble. This is fortunate for the disease is quickly spread.

According to popular myth the disease was invoked by the prophet Khamar of Bedora. Khamar, disgusted by the widespread belief among the followers of his faith that they only need to profess their faith to achieve salvation, not show it by their acts, called upon his god to make his followers what they were. Whether this myth is true or not, the disease advances with the acts and thoughts of those who are infected. The disease changes those who do evil into hideously twisted beings as evil on the outside as they are on the inside. Each act of evil slowly changes the inflicted.

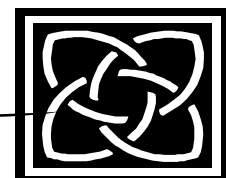
When the disease has completely overtaken the inflicted he becomes a mindless monster and a true demon. Only then is he contagious. Only fully transformed "Devil's" can transmit the disease. The disease is transmitted by the slightest scratch or injury sustained from a "Devil" and Devils frenzy and attack all but the Wicked.

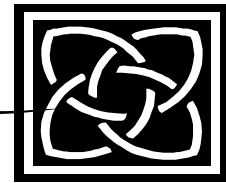
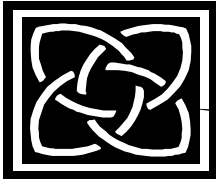
The transformations come and go with acts of evil and unkindness. These transformations can be reversed by acts of benevolence and kindness. In fact the disease may never touch a truly virtuous person. However, a person's evil acts quickly make him evil. This disease is perhaps more dangerous to the wicked than to the good. The wicked quickly change into the evil within them. Only goodly acts with selfless intent can reverse the disease.

The first transformation of the inflicted to a Devil is the growing of more body hair. This accompanies irritability and edginess. Animals and pets begin to sense evil and will flee from or attack the afflicted. The stages of the disease of course progress with acts of evil. The skin darkens and the afflicted becomes suspicious and shifty. Not long after all of the body hair falls out and a depression takes over. This transformation affects the body, the mind until the transformation is complete and the man or woman is a creature of darkness.

Player Characters infected with the disease may make a resistance against Spiritual Attack with a penalty of four. A successful roll means the character is not afflicted by the disease. A Failed roll sets the disease within the character. Characters of Wicked alignments automatically begin the transformations at the rate of one every two days. Only acts of good with true intent can reverse the disease. The RM is the arbitrator of any good attempts by wicked characters. The wicked sense the presence of the disease within them as a sense of home coming or belonging as if they have found peace, their evil justified.

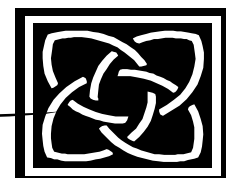
Moral characters will not know they have been infected. The RM must watch any acts that these players perform and count them. Any actions outside of the alignment of the character count towards an alignment shift. Every four wicked or cruel actions shift the character one alignment category towards wickedness. Every act of good cancels an evil act. The RM should not reveal this information to his players. While the player is still of Moral alignment only significant actions of evil should count towards this count.

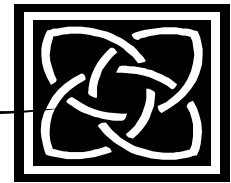
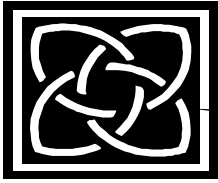




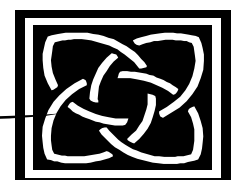
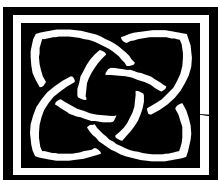
Every action of evil unmatched by an action of good triggers a transformation. The transformations should be gradual until the character is of a wicked alignment. Listed below are the physical and emotional transformations.

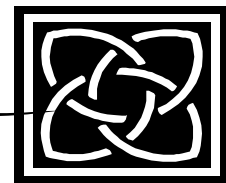
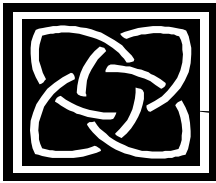
- 1 The victim seems to be growing more body hair than normal. This is followed by feelings of irritability and edginess.
- 2 The skin darkens as if with a deep brown tan. The irritability grows with a feeling of uneasiness. The victim's skin also itches constantly and the victim's body hair begins to fall out.
- 3 The neck elongates and the voice becomes deep, harsh and raspy. This is accompanied by a feeling of being watched and manipulated. Suspicion plagues the victim's mind.
- 4 The whites of the eyes become pink and then blood red. Shortly after the pupils become black slits. Frequent insomnia and nightmares torment the afflicted.
- 5 The skins darkens to black and the ears turn up into points. Extreme fevers torture the victim during the daylight hours.
- 6 If the victim has wings they shrivel and fall off to be replaced by the buds of new wings on its back. Victims without wings also grow these buds. This stage is marked by convulsions and extreme vomiting and diarrhea.
- 7 The stance becomes slightly hunched and the leg bones become similar to a goats in structure. These transformations are marked by excruciating pain and periods of hysteria. The victim will attempt to flee if approached by others.
- 8 The nails on the hands and feet become claws and the buds of horns appear on the head. The incisors elongate to fangs and spurs appear on the calves of the legs. The feeling of strength and returning health gives the afflicted a twisted clarity of thought. The victim begins to welcome the transformation and becomes more aggressive.
- 9 The muscles become very corded and spikes grow from the spine. Bestial impulses and instincts begin to press upon the victim. Reason has begun to slip and the victim is quickly losing his personality.
- 10 The muscles separate from the flesh of the limbs forming strong cords anchored separately to the bones. The budding of a tail begins to grow. A disposition of innate evil overtakes the victim. A feeling of pleasure and joy accompanies all acts of evil. A resistance roll must be made at each new transformation. A failed check means that the individual is lost to the disease and a PC becomes an NPC.





Vampires





Chapter XIV RELIGION, AND THE REALM OF THE DIVINE

RELIGION

A large part of the flavor of any fantasy setting, is the relationship of the supernatural to the natural world. Supernatural beings, forces and philosophies and their belief systems, Religions, play a big part in the day to day occurrences in any society or culture. With Priests as the ambassadors of these forces, beings and philosophies, to the human world a major part of the Priests' character is tied to his religion.

There is no set procedure for creating a religion, but one religion should not completely dominate the others. There should be a hierarchy between them as there is between gods (if you have decided upon a pantheon/god arrangement). There may be one Supreme Being, or supreme religion that controls or influences all of the lesser ones. If so, all the gods/religions under him/it should be equal and not, under normal circumstances, have the ability to destroy one another. The R.M. may want his own personal campaign oriented differently like the Greek, Asian, Celtic or Christian mythos.

Once the RM has decided whether he wants one god, or a pantheon, or none at all and he has decided upon the basic overall hierarchy of the religions then he must create each religion individually. Each religion should be ruled by a God, a Force or a Philosophy.

A God is a powerful being that usually possesses at least "human" intelligence. A god usually desires to impose its will, characteristics and ideals upon the world. This influence can cover just one sphere (e.g. War, Love, Fertility ect.). When using a pantheon of Gods it is usually best to limit the influence of each god to one sphere. If this is so then most of the Gods interaction with the world will be to promote those standards and ideals among all men. Gods do not have to be human or any of the other races at all. A God could be an

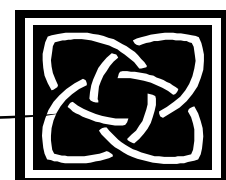
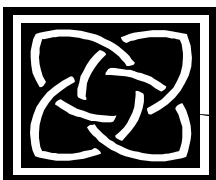
entity, a monster or a glorified being of any PC race in Khardan.

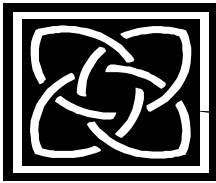
A Force is a mystical power that affects the world in almost every way. It may or may not be sentient, but would be powerful in some way. Priests of a Force can draw upon that power in certain ways. Some forces that can be worshipped are Life, Magike or the Essence, Nature, or Reincarnation. Magike or the Essence could probably be considered a religion for Wizards.

A Philosophy is a compelling idea or set of ideas which can capture the imagination, and influence the actions of communities or civilizations. A Philosophy can also be so compelling that it attracts magikeal energies and the power of faith to it. It is this attraction that supports the special abilities of its' Priests. Philosophies are usually created by man, and spread throughout cultures and civilizations. They gain so much acceptance that they become very similar to a force in power.

Before you can determine the specifics of a religion you must first determine the goals and purposes of the religion. Often the Goals of a religion are apparent because they are tied to the sphere of influence of the God, Force or Philosophy. For example the God of Wars' purposes would probably include the Promotion of War. Promoting war may entail giving aid to an invading army, giving victory to those protecting their homes from invaders (if the god is moral), and supporting just retribution or holy wars for the conquering or recapturing of holy or ancestral lands.

Each religion should have a basic range of alignments of its followers, with a narrower range of alignments for its Priests and clergy. It would be ridiculous to assume that because the precepts of one religion do not conform to the dictates of our



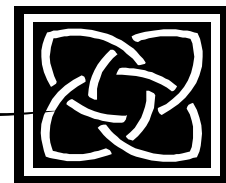


that it is necessarily of evil align. For example, the religion of the God of War may seem to us to be evil but may in fact be considered to have a moral basis in some cultures such as the Viking culture on earth. To Vikings there war nothing more divine than to die heroically in battle. Each religion should also have some view how its members should interact with other faiths.

In designing a religion you should also consider what races are allowed to participate. This decision should be based exclusively on the history of the campaign world and the cultural beliefs of the, founder of the religion, and/or the race of the main group of followers of the religion. In priesthoods specifically, you must also determine if there is a gender requirement and what types of weapon and nonweapon skills Priests and/or Priestesses are allowed.

More specifically one should consider what the duties of the priests are. Every member of the priesthood of any faith has religious obligations both to the church and to the community. Many of these duties can be taken from the basic precepts and goals of the religion. Religious duties may also provide role-playing opportunities. Some sample duties include: Devotions or Sermons that include prayers and common rituals, Counseling those in need of wisdom, Confessions of sins, performing Marriages (this will require the RM to decide who can wed who, and if the Priest can perform marriages for certain individuals not accepted by their faith.), Missions of proselytizing, education, the recovery of artifacts or holy wars, Coronations of Kings, Queens and other rulers and Omen-Reading. With Omen-Reading the RM must decide how they divine their knowledge, what they tell their audience and why, who can get readings (e.g. anyone, or just the wealthy), and if they are right. Finally Priests usually are required to resist, in some way, any forces that he encounters that oppose or impede his religion.

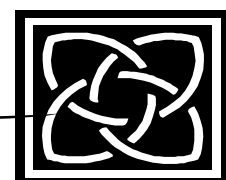
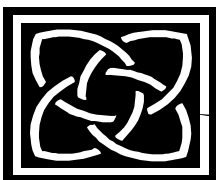
The members of the Priesthood are themselves granted certain rights and protections. The RM or whoever else is creating a religion should consider what these rights might be. A minor religion will have few rights, and a major religion will have many. Some rights might be Exemption from secular law. That is non-priestly authorities and lawmakers cannot arrest or charge

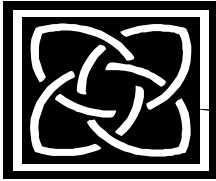


any member of the priesthood. However, Priesthood's usually have their own enforcement of crimes, sins and transgressions that may or may not include a trial. Coronation of Kings and Rulers is another right that may belong to a Priesthood. This may only be a privilege or it may be the power to deny an heir the throne and select another. This can lead to many bloody civil wars so Priests do not usually flaunt this power. The Collection of Tithes for the church is usually the province of Priests. A tithe is a percentage of every follower's income, that is delivered to a church or temple. Only the most powerful religions and state religions can demand a tithe. Player characters priests never receive tithe moneys for personal use. Excommunication may also be a right for common priests. The ability to deny an individual his faith and therefore his place in the next life can be a strong power. This should only be done when an individual defies the requirements of his faith with little or no remorse. Some cultures are rules by a board of Priests from a dominant religious order. Usually the Emperor or King is a Priest of high standing.

With all of their powers and rights Priesthoods still have restrictions according to the precepts of their faith. Restrictions come in three forms, Remembrances (something that priests do or wear that reminds them of some important event in the history of their faith), Standards (are requirements that if not met, the Priest cannot continue to function as a Priest. The requirement could be abstaining from some sort of food.), Ideals (meaning something considered taboo to the faith that is considered unholy or unclean), Sacrifice (something that the Priests must give up or abstain from to prove their worthiness to their god).

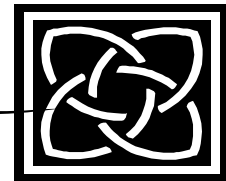
One large restriction is put on the types of armors that a Priest may wear. The restriction should be based on the religious precepts of the faith. However, only religions such as War should be allowed access to Plate Mail armors. Some other restrictions may include Celibacy (whether or not the Priest may marry, has nothing to do with Chastity), Chastity, being required to wear certain types of clothing and/or jewelry or Holy Symbols, avoiding uncleanness, and being restricted in the types of magikeal items the Priests may use. Priests may also be limited in the types of weapons they





can use, or required to sacrifice animals and/or individuals, and Priests can also be limited in the Magikeal Genres they may use.

Many types of Priesthoods also have one or two Granted Powers that can be bestowed upon its faithful members. These powers may not be greater than Challenging in difficulty level. Some examples of powers are the ability to Charm, give



Blessings, Immunities ranging from one type of spell to one aspect of magike, Inspire fear, Shape Change, Repelling the undead (as Slayer), Calm (the opposite of Inspire Fear), and the Laying on of Hands. These abilities should increase in power with the Priests experience level. These abilities should have a maximum daily usage of three.

THE RELIGIONS OF Khardan

In Khardan there are? major religious groups.

THE REALM OF THE DIVINE

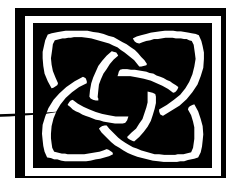
Those Priests and Followers alike who spend their lives devoted to their religion and faith fall under the influence of the Divine Realm. Those with true faith in this realm acquire an aura of faith that can affect all of the other realms around it, including the realm of Magike. An Aura of Faith has the capacity to limit the effectiveness of all but Priestly magikes by reducing a Mages Threshold and increasing the difficulty level of his spells. Auras of Faith also increase ones resistance to magike by one for every Faith Point one holds. Certain areas and objects also carry Auras of Faith and their faith points can be added to their owner's faith. Auras of Faith and Faith Points disappear however, once the individual or object has fallen prey to sin or desecration of some manner. The Blessings given by ordained Priests also carry a fragile Aura of Faith. This blessing usually disappears in a short time for all but the most pious and devout of followers.

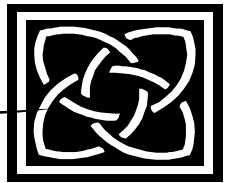
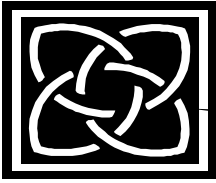
True faith can only be obtained by utter devotion to ones religion. Only those individuals who continue to keep their thoughts and actions within the boundaries of their faith can ever attain true faith. With true faith also comes the ability of the pious to beseech their divine ruler for a miracle. The amount of a person's true faith is measured in faith points. These points represent a persons favor with their divine ruler. One may obtain Faith Points by devoting ones life to religion. Those Priests whom, through role-playing, prove to be faithful

may earn one point. If some other desire such as power, underlies the players motives then the point is not gained. One point of faith is required to obtain and keep an Aura of Faith.

Once one has acquired one point of faith obtaining other points becomes harder. One Faith Point can be awarded only for exceptional devotion to ones faith. What exceptional devotion is, would lie in areas such as overcoming sinful addictions, or willing martyrdom, although obviously the character, through no actions of his own, is not killed. All Faith Points are lost if the character turn from the precepts of his faith even once.

On the table below the column Areas only informs us of how many Faith Points certain types of areas may have. Auras obtained by Blessings affect only the Person or Item that was blessed.





Penalties to Magike				
Faith	Areas	Aura of Faith	Rating	Difficulty
1	Blessed Homestead	Duration 1 week	-2	--
2	Rural Shrine	Radius 3 meters	-3	--
3	Town Shrine	Radius 6 meters	-4	+1
4	City Shrine	Radius 9 meters	-5	+1
5	Holy Ground	Radius 12 meters	-6	+1
6	Small Church	Radius 15 meters	-7	+2
7	Large Church	Radius 18 meters	-8	+2
8	Cathedral	Radius 21 meters	-9	+2
9	Temple	Radius 24 meters	-10	+3
10	Prophets Tomb	Radius 27 meters	Magike will not function	
11	Site Blessed by an Avatar of God	Radius 30 meters	Magike turns back on caster	

Miracles wrought of True Faith have constantly infuriated and perplexed Magike Wielders. This is because although miracles are wrought of the same essence, as is magike, Miracles continually defy known magikeal laws and limitations.

Miracles are extremely rare occurrences. Only those who possess many Faith Points have miracles as a common occurrence in their lives.

Longer Life + Youth Restored

Previous one + 1 Experience or Power Levels.

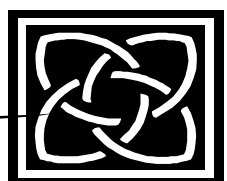
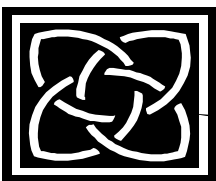
Character is reincarnated in any chosen form

Takes over a body gaining combined powers of him and his victim, upon death can take over another body ect.

Becomes an undead of choice

Resurrected immune to one type/weapon sword, bow ect.

Elevated to Saint status +5 Levels or Power Levels



MONETARY SYSTEM

The amount of money that your character has should have been determined in chapter three, step eight. Although most rural places still use the barter system monetary currency has become a standard issue for exchange in the merchant world and in city centres. Most cities, provinces and empires stamp their own coin with a marking of their own choosing to identify their currency. From place to place this can cause small problems as some places currency is thought to be more or less valuable than another issue of currency. This is generally not a large issue as the Jah-Re-Bahn merchant and exchange guild has agreed with virtually all of the other empires and city states of Khardan on a standard exchange on all currency. There are five coins recognised and standardised by the merchant guild. In order of value from least to greatest they are: Iron, Silver, Gold, Platinum and Crystalline. The standard of exchange between each of them 10 to 1, with the exception of Crystalline being worth double the amount of platinum or 20 to 1.

COMMON COINS AND EXCHANGES

10	Iron Pieces (IP)	=	1	Silver Piece
10	Silver Pieces (SP)	=	1	Gold Terun
10	Gold Teruns (GP)	=	1	Platinum Piece
20	Platinum Pieces (PP)	=	1	Crystalline Piece (CP)

Each character group begins with different amounts of money. This money may have been a gift from his parents, booty from an army campaign, found treasure ect. This money is set aside for the character to buy his equipment. The total amount of money rolled here is multiplied by a modifier determined by your social class.

Character Profession Group	Money Amount
Fighters	5d4x10 GP
Rogues	6d6x10 GP
Magic-Wielders	3d4x10 GP

EQUIPMENT

Equipment is a vital part of any game system. Without it not much would get accomplished by your characters. As suggested by step eight of chapter three armour and weapons are the most expensive of all of the equipment so they should be chosen and purchased first. Be careful to choose a good balance of equipment from food and clothing to weapons, armour and transportation. Too much equipment can slow you down *see encumbrance rules* and not enough can leave you unprepared for what may lay ahead. Also be sure to purchase any equipment that may be required for the skills you possess.

The following lists include most of the equipment that your character will need while adventuring. The other lists include common service prices such as in inns or restaurants. The equipment lists below also contain listings of vital services. None of the listed costs associated with any of the items below are "hard and fast" rules. The quality of an item and the market you are in can dramatically influence the costs of all items. Bargaining or haggling with merchants can also affect the prices you pay for equipment. If you insult a merchant or have insulted one in the past he or she may overcharge you, especially if you are in a hurry or desperate. The RM may also take into account your personality attribute. The greater your personality the better price you may get on a particular item. The RM may also take into account any personal prejudices that your character may have displayed during a campaign. This may affect your interaction with non-player characters, merchants and others.

Equipment descriptions are listed following the equipment lists. Currently only uncommon or new items will be listed in the descriptions section. An effort will be made to continually update the lists until they are complete.

Quality Modifier Table	
Item Quality	Cost Modifier
Very Poor	0.25
Poor	0.5
Below Average	0.75
Mediocre	1
Good	1.5
Above Average	2
Very High	3
Excellent	4
Superior	6
Unbelievable	8
Low Quality Magikeal	10
Average Magikeal Quality	20
Above Average Magikeal Quality	40
Good Magikeal Quality	60
High Magikeal Quality	80
Extraordinary Magikeal Quality	100

The costs listed for the items of magikeal quality do not entail costs of the precious metals, spells or other powers within the item.

Equipment Lists

Clothing Items			
Clothing	Cost	Clothing	Cost
Apron, leather	9 SP	Loincloth	2 SP
Belt		Mittens	5 SP
Broad	6 SP	Moccasins	5 SP
Girdle	5 SP	Night-shirt	1 SP
Belt Pouch		Parka	25 GP
Belt Pouch, Small Leather	1 GP	Pin	1 IP
Belt Pouch, Medium Leather	2 GP	Pouch	
Belt Pouch, Larger Leather	3 GP	Small	2 SP
Blouse		Medium	8 SP
Fur Lined	3 GP	Large	15 SP
Linen	1 GP	Quilt	
Boots		Summer Quilt	2 SP
Fur Lined	12 GP	Fall Quilt	3 SP
Hard Toed	8 GP	Winter Quilt	5 GP
Riding	6 GP	Robe	
Soft	2 GP	Common	5 GP
Winter	15 GP	Embroidered	20 GP
Breeches	2 GP	Heavy	12 GP
Brooch	5 IP	Winter	20 GP
Cap, hat	5 SP	Sandals	5 IP
Cape	2 GP	Sash	2 SP
Cloak		Shanakas*	50 GP
Fur	5 GP	Shirt	
Linen	15 SP	Deerskin	15 GP
Travel	3 GP	Linen	8 SP
Wool	4 GP	Silk	20 GP
Dress		Woollen	10 GP
Common	4 GP	Shoes	5 SP
Elegant	8 GP	Silks	5 GP
Gloves		Slippers	3 SP
Fur Lined Gloves	12 SP	Surcoat	15 SP
Leather Gloves	8 SP	Sword scabbard	2 GP
Winter Gloves	15 SP	Tabard	3 GP
Gown		Toga	
Common	7 GP	Coarse	10 IP
Fancy	15 GP	Fine	20 SP
Hair Brush	5 SP	Silk	20 GP
Jacket		Tunic	
Leather Jacket	30 GP	Fur	35 SP
Light Jacket	5 GP	Leather	20 GP
Medium Jacket	10 GP	Woollen	20 SP
Silk Jacket	70 GP	Vest	
Winter Jacket	20 GP	Deerskin	20 GP
Knife Sheath	10 IP	Linen	10 GP
Leggings		Sheepskin	12 GP
Deerskin	15 GP	Wool	5 GP
Leather	10 GP		
Linen	10 SP		

Food and Lodging			
Item	Cost	Item	Cost
Ale, mug	1 sp	Stable floor (day)	2 ip
Beer, mug	2 ip	Stable loft (day)	5 ip
Bread		Meals (per day)	
Flat	2 ip	Common	7 sp
Journey	1 sp	Good	12 sp
Loaf	1 sp	Poor	3 sp
Cheese (1 lb.)	4 sp	Meat (per meal)	2 sp
Cider, mug	3 ip	Meatpie	1 sp
Egg	2 ip	Pemmican	5 gp
Kiffle, sweetcake	2 ip	Porridge and bread	1 sp
Lodging		Soup, cup	7 ip
Cityroom, common (week)	5 gp	Stable and Feed	5 sp
Cityroom, poor (week)	5 sp	Trail mash	1 sp
Hut (week)	15 sp	Trail rations (week)	5 gp
House (week)	20 gp	Wine	
Innroom, common (day)	15 sp	Common	2 sp
Innroom, poor (day)	2 sp	Good	2 gp
Innroom, private (day)	2 gp	Mulled	3 sp

Provisions			
Item	Cost	Item	Cost
Beans, dried (2 cp)	1 ip	Rice (2 cp)	5 ip
Butter (2 cp)	2 ip	Salt (2 cp)	2 ip
Cabbage (1 head)	1 ip	Sausage (2 cp)	1 gp
Eggs (1 dozen)	2 ip	Spices	
Firewood (1 day's worth)	5 ip	Common	5 ip
Fish, pickled	2 sp	Exotic	15 pp
Fish, salted	1 sp	Rare	2 gp
Fish, smoked	5 ip	Uncommon	5 sp
Herbs/garlic (1 bundle)	5 ip	Skins	
Honey (1 cup)	2 sp	Cider	1 sp
Nuts (2 cp)	2 sp	Foul Spirits	5 sp
Onions (2 cp)	5 ip	Good Wine/Ale	1 sp
Potatoes (2 cp)	4 ip	Sugar, coarse	1 gp
Raisins (2 cp)	5 ip	Venison (1 haunch)	2 gp
Rations (per meal)		Yams (2 cp)	4 ip
Cold	5 sp		
Hot	1 gp		
Pemmican	2 gp		

Services			
Service	Cost	Service	Cost
Bath	3 ip per bath	Laundry	1 ip per load
Clerk	2 sp per letter	Messenger	3 sp per note
Common Labour	2-20 ip per day	Mourner	2 sp per funeral
Craftsman	5-100 sp per day	Personal Service	10-60 ip per day
Doctor	5-20 gp per hour	Professional	1-100 gp per day
Entertainer	1-6 sp per show	Repair Work	1-10 sp per day
Guide	2 gp per day	Servant	2-20 sp per day
Handiwork	1-20 ip per day	Teamster with wagon	1 gp per kilometre
Lantern/Torchbearer	1 sp per day		

Animals			
Animal	Cost	Animal	Cost
Bear	100 gp	Hawk	250 gp
Boar	15 gp	Horse	
Bull	30 gp	Draft	350 gp
Calf	8 gp	Heavy war	700 gp
Camel	50 gp	Light war	250 gp
Arakashan Camel	1000 gp	Medium war	400 gp
Cat	1 sp	Pony	110 gp
Chicken	5 ip	Riding	275 gp
Cow	15 gp	Hunting feline	1500 gp
Dog		Lizard	20 gp
Guard	25 gp	Desert Lizard	800 gp
Hunting	50 gp	Oxen	20 gp
War	60 gp	Pig	6 gp
Donkey, Mule	12 gp	Pigeon, homing	100 gp
Duck	6 ip	Ram	8 gp
Falcon (trained)	250 gp	Sheep	4 gp
Goat	5 gp	Songbird	1 gp
Goose	1 ip	Swan	20 gp

Animal Equipment			
Item	Cost	Item	Cost
Barding		Cart Harness	2 gp
Full Plate	400 pp	Halter	1 sp
Full Scale	200 pp	Horseshoes & Shoeing	1 gp
Full Chain	100 pp	Saddle	
Half Plate	150 pp	Pack	6 gp
Half Scale	70 pp	Riding	20 gp
Leather	200 gp	Saddle Bags	4 gp
Bit and Bridle	2 gp	Saddle Blanket	6 sp

Transport					
Item	Cost	MR	Item	Cost	MR
Barge	500 gp	2	Galleon	5,000 pp	6
Byzantine	1,500 pp	12	Great Galley	3,000 pp	11
Canoe	50 gp	2	Knarr	300 pp	12
Caravel	1,000 pp	5	Longship	1,000 pp	13
Carriage	150 gp	A	Oar, common	5 gp	N/A
Coach, ornamented	700 pp	A	Oar, galley	10 gp	N/A
Chariot	500 gp	A	Raft, small keelboat	100 gp	1
Coaster	500 pp	4	Sail	20 gp	N/A
Coaster, large	1,000 pp	6	Sedan chair	100 gp	N/A
Dragon Ship	2,500 pp	12	Wagon, cart wheel	5 gp	N/A
MR the vessels movement rate per miles per hour. A, the vehicles movement rate depends on the movement rate of the animal.					

Elite Tools					
Item	Cost	Weight	Item	Cost	Weight
Baded Dice	20 GP	*	Key Making Set	200 GP	20
Black Weapon Coating	55 GP	*	Marked Cards	10 GP	*
Concealment Glove	30 GP	1	Magnifying Lens	40 GP	4
Grappling Arrows (each)	15 GP	1	Night Suit	20 GP	4
Grappling Bolts (each)	17 GP	1	Pin Ring	30 GP	*
Hearing Cone	30 GP	3	Razor Ring	10 GP	*
Hollow Hilt	80 GP	6	Shanakas	50 GP	1
Hollow Scabbard	100 GP	8			

Poisons				
Poisons are defined by three main qualities: the method (eg. how the poison is absorbed), the strength, and the time it takes to act on the victim. Most poisons are meant to incapacitate their victim, make the sick or cause other various mental and physical affect. Only the poisons listed as Lethal will surely kill a victim.				
Methods				
Contact		Inhaled		
Light	15 GP	Light	10 GP	
Moderate	25 GP	Moderate	20 GP	
Heavy	30 GP	Heavy	25 GP	
Lethal	40 GP	Lethal	30 GP	
Strength	Incapacitation	Speed	Time	Strength Modifier
Weak	1d10	Instantaneous	instant	+5
Fair	1d20	Fast	1 round	+4
Good	1d30	Medium	1 hour	+3
Strong	1d100	Slow	1 day	+2
		Delayed	1 week	+1
		Prolonged	1 month	+0
Elite Favourite Poisons				
Vial	Cost	Vial	Cost	
Black Death	30 CP	Plant Poison	4 CP	
Black Shadow	3 CP	Sleeping Poison	3 GP	
Death's Master	70 CP	Snakes Venom	3 CP	
Dust of Death	65 CP	Tiger Glass	15 GP	
Liches Web	25 CP	Tiger Venom	20 GP	
Phyrans Plant	3 CP			
These poisons may only be purchased in speciality underground and guild shops. The high cost in many cases reflects that these poisons are generally illegal in most countries and city states. Incapacitation lasts one hour for every point of strength of the poison. These results can vary from paralysis to sleep.				

Magike Wielding Tools			
Item	Cost	Item	Cost
Book, per 100 pages		Garlic Ward	20 gp per clove
Parchment	150 gp	Glass	
Paper	100 gp	Vial	10 gp
Papyrus	50 gp	Flask	40 gp
Box		Bottle	40 gp
Small	50 gp	Urn	100 gp
Medium	100 gp	Beaker	20 gp
Large	200 gp	Crystalline	
Bone Scroll Case		Vial	10 cp
Small	50 gp	Flask	50 cp
Medium	150 gp	Bottle	50 cp
Pen, Quill	25 gp	Urn	150 cp
Blank Tome	100 gp	Beaker	20 cp
Dragon Ward	200 gp per clove	Wolf Ward	50 gp per clove

Miscellaneous Equipment					
Item	Cost	Wt.	Item	Cost	Wt.
Backpack	2 GP	4	Map or Scroll Case	8 GP	1
Bag	1 GP	2	Merchant Scale	12 GP	2
Barrel			Metal File	5 SP	1
Cask	2 GP	20	Manacles	10 GP	5
Huge	25 GP	100	Mirror, metal		
Large	8 GP	80	Small	10 SP	*
Basket	6 IP	2	Medium	10 GP	2
Bell	1 GP	1	Large	50 GP	10
Block and Tackle	5 GP	10	Mirror, Silver		
Bolt Quiver	1 GP	2	Small	50 GP	2
Bucket	1 GP	6	Medium	80 GP	8
Bottle or Flask	5 SP	1	Large	100 GP	12
Candle	3 IP	*	Oil	--	--
Candle Wax 1 oz.	1 IP	*	Lamp	12 IP	1
Canvas (per sq. mtr)	4 SP	2	Greek Fire	10 GP	4
Chain (per meter)	--	--	Waterproofing	5 IP	*
Light	2 GP	2	Paper (50 sheets)	1 GP	*
Medium	4 GP	6	Papyrus (50 sheets)	5 SP	*
Heavy	6 GP	12	Parchment (50 sheets)	1 PP	*
Chalk	1 IP	*	Perfume (per vial)	5 GP	*
Chalk Powder	1 IP	*	Pole 10'		
Chest	--	--	Wood	10 IP	4
Small	1 GP	20	Iron	5 SP	10
Medium	2 GP	40	Piton	6 IP	*
Large	3 GP	50	Quiver	15 SP	2
Cloth (per square meter)			Quill	5 IP	*
Common	15 SP	2	Rope (per 25 meters)	5 GP	20
Fine	5 GP	2	Sack	8 SP	1
Rich	10 GP	2	Scroll Case	16 SP	1
Crampons	4 GP	4	Seal	5 GP	*
Crowbar	2 SP	6	Sealing/candle wax	1 GP	2
Fishhook	1 IP	*	Sewing needle	5 IP	*
Fishing net (5 sq. meters)	4 GP	10	Signal whistle	8 SP	*
Flint & Steel	5 SP	1	Signet ring	5 GP	*
Glass Bottle	10 GP	*	Soap (2cp's weight)	1 GP	2
Grappling Hook	16 SP	8	Spyglass	200 PP	3
Holy Item	25 GP	1	Tent	---	--
Hourglass	25 GP	2	Small (1-2 Man)	25 GP	20
Incense 1oz.	10 GP	*	Medium (3-8 Man)	50 GP	30
Ink, 1oz	5 IP	*	Large (9-12 Man)	100 GP	40
Iron Pot	1 GP	2	Pavilion (13-50 Man)	1000 GP	10
Jar	3 IP	1	Shovel	5 SP	4
Jug	2 IP	1	Spade	5 SP	4
Ladder, 3meters	5 IP	20	Torch	1 IP	1
Lantern	12 GP	6	Vial	4 SP	*
Open Lantern	12 SP	2	Water clock	1,000 GP	400
Hooded Lantern	7 SP	4	Whetstone	2 IP	1
Lock	50 GP	2	Wineskin	15 SP	1
Magnifying Glass	100 GP	1	Writing ink (per vial)	1 GP	*
Mallet	7 IP	4			

* These items are so light that they are of no considerable weight.

WEAPONS

Weapon Type	Cost	Size	Type	Range	Weight	Damage	DT	FS
Arrow								
Armour Piercing	1 SP	S	Missile	NA	*	1d4	P	
Broad	1 SP	M	Missile	NA	*	1d4	P	
Blunt	2 IP	S	Missile	NA	*	1d4	P	
Leaf	1 SP	S	Missile	NA	*	1d8	P	
Diamond	1 SP	S	Missile	NA	*	1d6	P	
Sheaf	4 SP	S	Missile	NA	*	1d8	P	
Atl-atl	7 GP	M	Melee	60	5	1d4+2		
Axe, Battle	5 GP	M	Melee		14	1d8	S	-1
Axe, Throwing	3 GP	M	Missile	40	10	1d8	S	
Bear Claws	6 SP	M	Melee		2	1d4	S	
Blowgun	7 SP	L	Missile	20	2	NA	NA	
Barbed Dart	2 SP	S	Missile	NA	*	1d4	P	
Needle Dart	4 IP	S	Missile	NA	*	1 HP	P	
Bola	1 GP	M	Missile	40	4	1d4	B	
Boomerang	12 SP	S	Missile	10	2	1d8	B/S	
Bow								NA
Long	8 GP	L	Missile	140	6	NA	NA	
Short	4 GP	M	Missile	100	4	NA	NA	
Composite Long	10 GP	L	Missile	120	7	NA	NA	
Composite Short	9 GP	M	Missile	100	5	NA	NA	
Caltrops	2 IP	S	Melee		*	1HP	P	
Cha Laar	10 GP	M	Melee		16	1D10	B/S	+3
Club	5 GP	M	Melee		6	1D6	B	-1
Club Spiked	8 GP	M	Melee		5	1d8	B	-1
Club War	15 GP	M	Melee		10	1d8+2	B	-1
Crossbow								
Chu-ko-nu	40 GP	S	Missile	160	12	+2	NA	
Hand	38 GP	S	Missile	40	6	NA	NA	
Heavy	55 GP	M	Missile	160	28	+2	NA	
Light	15 GP	M	Missile	120	14	+1	NA	
Triple Hand	90 GP	M	Missile	80	18	+2	NA	
Crossbow Bolts								
Hand Bolt	1 GP	S	Missile	NA	*	1d4	P	
Heavy Bolt	10 GP	M	Missile	NA	1	1d6	P	
Light Bolt	5 GP	M	Missile	NA	*	1d4	P	
Piercing Bolt	8 GP	S	Missile	NA	1	1d8	P	
Blunt Bolt	5 IP	S	Missile	NA	1	2 HP	B	
Dagger	4 GP	S	Melee		2	1d4+1	P	+1
Dagger, Throwing	2 GP	S	Missile	15	1	1d4	P	
Dart	5 SP	S	Melee		*	1d4	P	+1
Dirk	2 GP	S	Melee		1	1d4	P	+1
Footman's Flail	15 GP	M	Melee		30	2d6	B	-2
Hammer								
Two Handed	2 GP	M	Melee		12	2d8	B	-2
War	3 GP	M	Melee		18	3d6	B	-2

Harpoon	20 GP	L	Melee	12	2d6	P	+1
Horseman's Flail	8 GP	M	Melee	10	3d6	B	
Horseman's Mace	6 GP	M	Melee	12	1d6	B	
Horseman's Pick	7 GP	M	Melee	8	1d6	P	
Javelin	5 GP	L	Missile	60	4	1d6	P -1
Kalock							
Sheared	93 GP	M	Melee	20	1d12	S	
Vorxar	115 GP	S	Melee	18	1d8	S	+1
Arc-Blade	135 GP	L	Melee	32	3d6	S	-1
Kapek							
Long	115 GP	L	Melee	20	1d10	S	-1
Short	114 GP	S	Melee	10	1d8	S	+1
Bladed	120 GP	L	Melee	20	1d10+2	S	
Bladed Whirl	200 GP	L	Melee	35	1d12+2	S	-1
Double Short	180 GP	S	Melee	20	1d10	S	+1
Knife							
Small	12 SP	S	Melee	1	2 HP	S/P	+2
Large	15 SP	S	Melee	2	1d4+2	S/P	+1
Lance							
Light Horse	11 GP	L	Melee	10	1d6	P	-3
Heavy Horse	25 GP	L	Melee	30	1d10	P	-4
Jousting	10 GP	L	Melee	10	1d4	P	-3
Footman	17 GP	L	Melee	20	1d6	P	-3
Mace							
One Handed	25 GP	M	Melee	24	2d4	B	
Two Handed	15 GP	M	Melee	28	1d6	B	
Machete	20 SP	M	Melee	10	1d6	S	+2
Man-Catcher †	30 GP	L	Melee	18	1d4	P	-2
Morningstar	15 GP	M	Melee	24	2d6	B	
Morningstar, Triple	25 GP	L	Melee	30	2d6+3	B	-3
Naginata	25 GP	L	Melee	25	2d6	P	-4
Nekode	20 GP	S	Melee	2	2d4	P	
Nunchaku	10 SP	S	Melee	4	1d4	B	+1
Pick, War							
One Handed	4 GP	S	Melee	10	1d4	P	
Two Handed	6 GP	S	Melee	15	2d4	P	
Pike	9 GP	L	Melee	24	1d6	P	
Polearms ‡							
Awl Pike	10 GP	L	Melee	24	1d12	P	
Axe Spear	13 GP	L	Melee	28	2d6	P/S	-3
Bec de Corbin	13 GP	L	Melee	24	1d12	P/B	-3
Glaive	11 GP	L	Melee	26	1d10	S	-2
Halberd	15 GP	L	Melee	30	2d8	P/S	-2
Military Fork	11 GP	L	Melee	14	1d8	P	-2
Partisan	12 GP	L	Melee	14	1d6	P	-2
Shanaka Throwing Pick	25 GP	L	Melee	14	1d12	P/S	+1
Sode Garami †	15 GP	L	Melee	30	2d6	P/S	-2
Spear Pike	10 GP	L	Melee	10	2d6	P	-4
Spectrum	10 GP	L	Melee	14	2d6	P	-4
Sun Star †	9 GP	L	Melee	11	1d8	S	
Scythe-Pole	8 GP	L	Melee	14	2d8	S	-1
Voulge	12 GP	L	Melee	24	3d4	S	-1

Quarterstaff	15 IP	L	Melee	8	2d4	B	
Sai	5 GP	S	Melee	4	2d4	P	+1
Sang Kauw	10 GP	L	Melee	50	2d8	B/S	-2
Sickle	15 SP	M	Melee	8	1d4	S	
Sling	3 IP	S	Missile	80	*	NA	NA
Staff Sling	5 SP	L	Missile	60	4	NA	NA
Bullet	1 IP /5	S	Missile	NA	*	1d4+2	B
Stone	1 IP /20	S	Missile	NA	*	1d4	B
Spear	16 SP	L	Missile	20	10	1d6	P
Star	1 SP	S	Missile	80	*	1d4	P +1
Swords							
Arakasha Bastard	60 GP	L	Melee	55	3d8	S	-3
Broadsword	25 GP	L	Melee	16	1d8	S	-2
Claymore	50 GP	L	Melee	40	3d6	S	-2
Cutlass	6 GP	M	Melee	5	1d4	S	
Hand-and-a-Half	25 GP	L	Melee	20	2d8	S	-1
Katana	25 GP	L	Melee	8	1d8+2	S	+1
Khopesh	10 GP	M	Melee	10	1d8	S	-1
Long Sword	15 GP	L	Melee	8	1d12	S	
Ninja-to	25 GP	M	Melee	6	1d12	S	+1
Rapier	16 GP	M	Melee	6	2d4	P	+2
Sabre	20 GP	M	Melee	10	1d8	S	-1
Scimitar	13 GP	M	Melee	8	1d8	S	
Short Sword	10 GP	M	Melee	6	1d6	S	
Two-Handed Sword	50 GP	L	Melee	30	3d6	S	-2
Wakizashi	10 GP	S	Melee	6	2d4	S/P	+2
Tui-fa	5 SP	S	Melee	4	1d4 +Str	B	+2
Trident	30 GP	L	Missile	40	10	1d8	P -2
Whip	1 GP	M	Melee	4	2 HP	B	+2
Prices are marked for in Jah-Re-Bahn market averages, for items of quality. This is reflected in rare or hard to acquire weapons.							
In the Size column S, M and L stand for Small, Medium and Large respectively.							
Ranges are done in meters.							
Items marked with a * in the weight column weight little individually. It can be counted that ten of them equal one cp. Weight is done in cp's.							
In the DT (Damage Type) column. S = Slashing, B = Bludgeoning and P = Piercing							
In the FS (First Strike) column, the values reflect bonuses or penalties to First Strike; plus being a bonus and minus being a penalty							
† Dismounts riders who fail a resistance versus paralizaton.							
‡ The weapons under this title inflict double damage for or against charging creatures.							

ARMOUR

"The chance to turn away a lethal blade is worth your weight in gold."

Terak the Armourer.

Armour is an integral part of the combat system. The ability to shield ones body from physical damage is invaluable in a harsh and violent land. It is an easy way to improve your characters chance of surviving adventures and extended campaigns. Encounters with creatures more powerful than your character will certainly end in death if he is not prepared. Armour gives you modifiers to your defence rating and can absorb a specific amount of damage from different types of attacks before becoming useless. Damage that would otherwise be absorbed by a character. However, not all of the damage of every blow can or will be absorbed by your armour. Damage from the force of the blow, called Impact damage, occasionally still makes it's mark. The impact adjustment dependent upon ones strength is additional damage that a character absorbs.

Armour comes in many different types and shapes. Usually armour is purchased in pieces and the total effectiveness of the armour a character is wearing is then tallied. The first chart below lists the different pieces of armour and what body areas they cover. Pieces of armour that cover a body area only protect that one area. Once the armour covering a certain area is destroyed that part of your character's body is no longer protected, and his total defence rating may drop.

Armour Coverage Chart	
Armour Types	Coverage
Arm Guard, Couters, Vambraces	Arms
Boots, Sabatons	Legs
Breast Plate	Torso
Coat	Torso, Arms
Coif	Head
Gloves, Gauntlets	Arms
Helm	Head
Jacket	Torso, Arms
Leg Guard, Cuisses, Greaves	Legs
Neck Guard	Head
Shirt	Torso, Arms
Shoulder Guard, Pauldron	Torso
Skirt	Torso
Tasset	Torso
Tunic	Torso, Arms
Trousers	Legs
Vest	Torso

The following chart lists all of the armour material types and what they mean in game terms. It encompasses character armour as well as natural and creature armours. There are eleven columns in all that define all of the related statistical information needed for the combat system. The MV column lists the impact on a character movement rating a suit of armour has. DR, lists the affect to defense rating. The columns pierce, bash, slash, electric and fire represent absorption values for the different types of damage. The Str. column lists the strength points of each piece of armour according to type.

Armour Table										
					Absorption Values					
Material	Piece	Cost	MV	DR	Pierce	Bash	Slash	Electric	Fire	Str
Cloth			0							
	Shirt	15 gp	N/A	0	0	0	1	3	0	1
	Trousers	10 gp	N/A	0	0	0	1	3	0	1
Soft Leather			0							
	Shirt	15 gp	N/A	0	1	1	1	9	3	3
	Skirt, Tasset	15 gp	N/A	0	1	1	1	9	3	3
	Trousers	10 gp	N/A	0	1	1	1	9	3	3
	Tunic	15 gp	N/A	0	1	1	1	9	3	3
Hard Leather			0							
(each)	Arm Guard	30 gp	N/A	+0.5	3	3	4	14	5	5
	Breast Plate	60 gp	N/A	+1	3	3	4	14	5	5
(each)	Leg Guard	40 gp	N/A	+0.5	3	3	4	14	5	5
	Neck Guard	5 gp	N/A	0	3	3	4	14	5	5
	Tasset Skirt	20 gp	N/A	0	3	3	4	14	5	5
Studded Leather			-1							
(each)	Arm Guard	50 gp	N/A	+0.5	5	4	5	11	6	8
	Breast Plate	80 gp	N/A	+1	5	4	5	11	6	8
(each)	Leg Guard	70 gp	N/A	+0.5	5	4	5	11	6	8
	Neck Guard	20 gp	N/A	0	5	4	5	11	6	8
	Tasset Skirt	50 gp	N/A	0	5	4	5	11	6	8
Ring Mail			-2							
(each)	Arm Guard	60 gp	N/A	+0.5	5	5	7	-3	7	13
(each)	Leg Guard	70 gp	N/A	+0.5	5	5	7	-3	7	13
	Mail Shirt	100 gp	N/A	+1	5	5	7	-3	7	13
	Neck Guard	25 gp	N/A	0	5	5	7	-3	7	13
	Tasset Skirt	60 gp	N/A	+1	5	5	7	-3	7	13
Chain Mail			-2							
(each)	Arm Guard	80 gp	N/A	+0.5	8	5	7	-5	7	15
(each)	Leg Guard	90 gp	N/A	+0.5	8	5	7	-5	7	15
	Mail Shirt	110 gp	N/A	+1	8	5	7	-5	7	15
	Neck Guard	25 gp	N/A	0	8	5	7	-5	7	15
	Tasset Skirt	80 gp	N/A	+1	8	5	7	-5	7	15
Banded Mail			-3							
(each)	Arm Guard	70 gp	N/A	+0.5	6	8	8	-3	8	13
(each)	Leg Guard	80 gp	N/A	+0.5	6	8	8	-3	8	13
	Mail Shirt	110 gp	N/A	+1	6	8	8	-3	8	13
	Neck Guard	30 gp	N/A	0	6	8	8	-3	8	13
	Tasset Skirt	70 gp	N/A	+1	6	8	8	-3	8	13
Scale Mail			-3							
(each)	Arm Guard	70 gp	N/A	+1	8	6	10	-5	8	13
(each)	Leg Guard	80 gp	N/A	+1	8	6	10	-5	8	13
	Mail Shirt	110 gp	N/A	+2	8	6	10	-5	8	13
	Neck Guard	30 gp	N/A	0	8	6	10	-5	8	13
	Tasset Skirt	70 gp	N/A	+1	8	6	10	-5	8	13
Splint Mail			-3							
(each)	Arm Guard	110 gp	N/A	+1	8	8	11	-6	9	14
(each)	Leg Guard	120 gp	N/A	+1	8	8	11	-6	9	14
	Mail Shirt	150 gp	N/A	+1	8	8	11	-6	9	14
	Neck Guard	50 gp	N/A	0	8	8	11	-6	9	14
	Tasset Skirt	100 gp	N/A	+1	8	8	11	-6	9	14

Bronze Plate Mail			-4							
(each)	Arm Guard	180 gp	N/A	+1	9	10	11	-7	10	16
(each)	Leg Guard	190 gp	N/A	+1	9	10	11	-7	10	16
	Breast Plate	250 gp	N/A	+1	9	10	11	-7	10	16
	Neck Guard	80 gp	N/A	0	9	10	11	-7	10	16
	Tasset Skirt	180 gp	N/A	+1	9	10	11	-7	10	16
Plate Mail			-5							
(each)	Arm Guard	200 gp	N/A	+1	10	10	12	-10	10	18
(each)	Leg Guard	220 gp	N/A	+1	10	10	12	-10	10	18
	Breast Plate	350 gp	N/A	+2	10	10	12	-10	10	18
	Neck Guard	80 gp	N/A	0	10	10	12	-10	10	18
	Tasset Skirt	200 gp	N/A	+1	10	10	12	-10	10	18
Full Plate Mail			-5							
(each)	Arm Guard	220 gp	N/A	+1	11	11	13	-15	10	20
(each)	Leg Guard	250 gp	N/A	+1	11	11	13	-15	10	20
	Breast Plate	400 gp	N/A	+3	11	11	13	-15	10	20
	Neck Guard	90 gp	N/A	0	11	11	13	-15	10	20
	Tasset Skirt	250 gp	N/A	+1	11	11	13	-15	10	20
Crystalline Plate			-8							
(each)	Arm Guard	300 cp	N/A	+1	15	15	15	5	15	30
(each)	Leg Guard	500 cp	N/A	+1	15	15	15	5	15	30
	Breast Plate	1000 cp	N/A	+4	15	15	15	5	15	30
	Neck Guard	100 cp	N/A	0	15	15	15	5	15	30
	Tasset Skirt	400 cp	N/A	+3	15	15	15	5	15	30
Helms										
	Cap	5 gp	N/A	0	1	1	1	1	1	1
	Leather	30 gp	N/A	0	3	3	3	3	1	3
	Chain	50 gp	N/A	0	8	5	7	-5	7	7
	Open Helm	60 gp	N/A	0	9	10	11	-7	10	16
	Battle Helm	90 gp	N/A	0	10	10	12	-10	10	18
	Great Helm	150 gp	N/A	0	11	11	13	-15	10	20
	Crystalline	200 cp	N/A	0	15	15	15	5	15	30
Shields										
Wooden / Banded										
	Small	20 gp	0	+1	6	8	8	-3	8	13
	Medium	30 gp	-1	+1	6	8	8	-3	8	13
	Large	40 gp	-2	+1	6	8	8	-3	8	13
	Buckler	10 gp	0	0	6	8	8	-3	8	13
Steel										
	Small	30 gp	-1	+1	11	11	13	-15	10	20
	Medium	60 gp	-2	+1	11	11	13	-15	10	20
	Large	90 gp	-3	+1	11	11	13	-15	10	20
	Buckler	20 gp	0	+1	11	11	13	-15	10	20
	Tower	150 gp	-4	+3	11	11	13	-15	10	20
Crystalline										
	Small	60 cp	-2	+1	15	15	15	5	15	30
	Medium	90 cp	-3	+1	15	15	15	5	15	30
	Large	120 cp	-4	+1	15	15	15	5	15	30
	Buckler	50 cp	-1	+1	15	15	15	5	15	30
	Tower	300 cp	-5	+3	15	15	15	5	15	30

Under the Plate Armours categories you will notice adjustments listed to movement and First Strike Initiative. This applies to the entire armour category not just certain pieces of armour.

Natural Armour Table															
Material	Pierce			Bash			Slash			Electric			Fire		
Size	S	M	L	S	M	L	S	M	L	S	M	L	S	M	L
Scales	1	4	6	2	5	7	2	5	7	9	9	9	5	5	5
Bone	8	10	12	3	5	7	7	9	11	12	12	12	20	20	20
Shell	3	5	7	8	10	12	7	9	11	12	12	12	12	12	12
Spiked	3	5	7	3	5	7	7	9	11	9	9	9	8	8	8
Natural	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Plate	6	5	4	6	7	8	7	8	9	9	9	9	5	5	5
Leathery	2	3	4	3	4	5	2	3	4	12	12	12	5	5	5
Metallic	6	8	10	9	11	13	8	10	12	-8	-10	-12	-6	-4	-2
Magikeal	+1	+2	+4	+1	+2	+4	+1	+2	+4	+1	+2	+4	+1	+2	+4

It should be noted on the above table: The categories S, M and L denote size, Small, Medium and Large respectively. For the Magikeal row the categories represent weak, medium and strong enchantments. They offer the listed bonuses to any of the other armour categories.

Armour Weight and Movement Penalties			
Armour	Weight (cp)	First Strike Adjustment	Movement Penalty
Clothing	2	None	None
Soft Leather	16	None	None
Hard Leather	20	None	1
Studded Leather	26	None	1
Ring Mail	30	None	2
Chain Mail	130	None	3
Banded Mail	90	None	3
Scale Mail	90	None	2
Splint Mail	90	None	3
Bronze Mail	190	-2	5
Plate Mail	80	-1	4
Full Plate Mail	210	-2	5
Crystalline Mail	250	-3	6
Helms			
Cap	NA	NA	NA
Leather	1	NA	NA
Chain	5	NA	NA
Open Helm	5	NA	NA
Battle Helm	6	NA	NA
Great Helm	8	NA	NA
Crystalline	10	NA	NA
Shields			
Wooden / Banded	4	NA	NA/1/1/NA †
Steel	8	NA	NA/1/1/NA/2 †
Crystalline	16	NA	NA/1/1/NA/2 †

† Refers to the type of Shield: Small, Medium, Large, Buckler, Tower, respectively.

Being that Armours can be purchased in pieces the general penalty can be calculated by taking the average of the penalties of all of the armour types a character is wearing.

DESTROYING ARMOUR

It is not uncommon for armour to be punctured by piercing and powerful missile weapons. If a character rolls a strike roll that results in a critical strike, he inflicts structural damage to his opponents armour. That piece of armour loses two strength points and there is no damage absorption for that blow.

WEIGHT ALLOWANCE

Every player wants his character to have one of everything. But characters whether strong or not can only carry so much. The characters mount is also restricted in this way. The Weight allowance (WA) of a character is measured in cp's (weight of one crystalline, this is about half a pound). To calculate this number you simply add up the amount of weight the character has in equipment. If this total is less than the character can carry then he is all right. However, the character is still slowed down.

Character Weight Allowance					
Character	Encumbrance				Max
Strength	Unencumbered	Light	Moderate	Severe	Weight
2-3	20	50	70	90	100
4-5	70	90	120	140	150
6-10	90	140	160	200	210
11-12	140	160	200	300	320
13-14	160	200	300	400	420
15-16	200	300	400	500	530
17-18	300	400	500	600	630
19-20	400	500	600	650	690
21-22	500	600	650	700	740
23-24	600	650	700	800	850
25-26	650	700	800	900	950
27	700	800	900	1000	1100
28	800	900	1000	1500	2000
29	900	1000	1500	2000	2500
30	1000	1500	2000	2500	3000
Light	This section reduces the characters movement by 2.				
Moderate	This section reduces the characters movement by half.				
Severe	This section reduces a character to 3 movement.				

Animal Weight Allowance and Movement						
Animal	Unencumbered	Encumbrance			Max Weight	Movement Rate
		Light	Moderate	Severe		
Camel						
Normal	300	400	600	800	1000	15
Arakashian	600	800	1200	1600	1800	18
Horse						
Draft	300	500	600	800	1000	12
Light	200	400	500	700	900	24
Heavy	400	600	800	1000	1100	15
Riding	200	400	500	600	800	24
Warhorse	400	600	800	900	1000	15
Desert Lizard	600	800	1200	1600	1700	15
Mule	150	300	400	450	500	12
Oxen	400	600	800	900	1000	12
Yak	200	400	500	600	800	15
Light	This section reduces the animal movement by 3.					
Moderate	This section reduces the animals movement by half.					
Severe	This section reduces an animal to 5 movement.					

Now you know the weight limits but now your character needs to have something to hold all of his gear. You must also take into account of where and how the character is going to carry all of this gear.

Capacities	
Item	Weight Capacity
Backpack	200
Basket	70
Belt pouch	10
Chest, large	400
Chest, small	200
Sack, large	100
Sack, small	60
Saddle bags, large	80
Saddle bags, small	60

EQUIPMENT DESCRIPTIONS

TACK AND HARNESS

Barding: Barding is the armour we see on horses or other war animals. A war horse or any other war trained animals are of considerable value to the owner and must therefore be protected. Barding covers the animals head, neck, chest and body. Half barding would cover the animals head, neck and chest. The DR of the animal would be changed just as a characters would, depending on the type of barding. The bonus on the DR is dependent on the type of armour.

TRANSPORT

Byzantine Galley: Although it has two masts and sails this ships main power comes from 100 oars, 50 on each side. There are two levels of oars, with one man per oar on the lower level and three men per oar one the upper side. Thus the crew is about 200 men. This ship is about 60 meters long, and about 5 meters long. It's cargo capacity is approximately 400,000 CP's. As a war ship the galley has a long piercing ram on the front, projecting from just above the water. Castles are built for, aft, and amidships as firing platforms. The galley beaches at night as well as the dragonship.

Caravel: This ship has two or three masts and square sails. No oars are used. A typical caravel is approximately 25 meters long and 8 meters long. It can carry about 800,000 cp's worth of weight.

Coaster: This a small merchant ship that sails in the coastal waters. This ship usually has two masts and triangular sails. The average is 23 meters long by 8 meters wide. The rudder is on one side. The crew usually ranges from twenty to thirty men. Normally the stern castle is very small. The coaster is slow but steady. It can carry 200,000 cp's worth of weight.

Coaster, Large: This is a larger and more improved version of the coaster. The differences are that it uses square sails, is about 30 meters long and 8 meters wide, uses only a 20 man crew and has a cargo capacity of 400,000 cp's.

Dragonship: Otherwise known as the Drakkar. This war ship is about 35 meters in length. They may have a single mast with a square sail, but the primary source of power is oars. The rowing crew is about 80 men and the boarding and raiding crew is usually upto 160 men. Because of its size however there is no room for supplies or cargo or sleeping quarters. It is usually kept close to the shores where it can be put in for the night.

Galleon: This is the largest and most advanced of the ships. It is equivalent to a renaissance-period ship. It is sail driven with four or five masts. There are normally three decks running the length of the ship, while the fore and aft castles have two decks extra. The average size is about 45 meters long and 10 meters wide. The crews average about 130 men. The cargo capacity is 2,000,000 cp's.

Great Galley: The Great Galley is an improved version of the Byzantine Galley. It is slightly smaller than the **Byzantine**: about 44 meters long and 8 meters wide. The main power comes from 140 rowers, one man per oar and supplemented by three sails. When as a war ship there is a ram at the front end and marines are carried not cargo. The cargo capacity is 600,000 cp's.

Knarr: This is a small common cargo ship. It is 25 meters long by 7 meters wide. It has one mast with a square sail. In rough weather a few oars at the bow and stern create more power. The cargo capacity is 200,000 cp's. It is more seaworthy than the other ships and can make long sea voyages. It is flat bottomed and can sail up rivers easily, it is also easily beached.

Longship: This is a standard Viking warship. It is more substantial than the Knarr but less massive than the **Dragonship**: An average longship is 25 meters long with 25 oars per side. The total crew is about 50 men. There is a single mast and a square sail. In addition to the crew the ship can carry 150 more men. It has a capacity of 200,000 cp's.

MISCELLANEOUS EQUIPMENT

Holy Item: Small representations of all the things revered by religions, such as stars, crosses, hammers ect. All these holy items affect the undead. These are not, however, the type of holy symbols that the priests carry.

Oil: Greek fire is a name given to the special combination of oils and chemicals. This oil is twice as flammable as normal oil, and twice as explosive.

Rogues Picks: These are small tools used to pick locks. They range from one or more skeleton keys, long metal picks, clamps, a small hand saw, wedge and hammer.

WEAPONS

Cha Laar: Also called the Mace Axe. This weapon is a spiked mace with a long blade running out from it to form a T shape.

Crossbows: No strength bonuses or penalties are applied to crossbows. This is because crossbows are mechanical weapons and are not influenced by character strength.

Chu-ko-nu: The Chu-ko-nu is a light repeating crossbow, capable of firing many bolts before reloading. Mounted on top is a magazine that holds up to ten quarrels. The cocking and reloading is done by a single lever. The character cannot reload the magazine and fire in the same round.

Triple Hand Crossbow: This crossbow can fire up to three bolts at the same time or separately before reloading. The bolts can be fired parallel to each other or in different directions.

Grenade: This explosive missile will affect everyone in a certain radius (see combat section).

Kalock: This weapon is a blade with a short handle at the end of the blade. The weapon is then secured with a strap and metal support to the character's outer forearm. There is one on each arm and it is usually used in martial arts combat. Once, on the blade runs the whole fore arm extending about half a meter from the character's elbow. All in all it resembles a Arakasha style extending from the character's wrist.

Vorxar: This is a Double Short Kalock. There is one handle with two small Kalocks on both sides. One of these weapons is usually carried in each hand.

Arc-Blade: Also known as the Double Long Kalock. There is one handle with two full length Kalocks on both sides.

Kapek, Long: This weapon is in the shape of a crescent with a small sharp hollow ring in the center. The inside of the Kapek is bladed. On the outer side there are two hand holds. A master of this weapon can make deadly use of this weapon's flexibility and speed from moving from attacking to blocking. The blunt outer side allows the weapon to be rolled into different positions quickly. When used by a master he gains the advantage of being able to switch from attacking to defending in the middle of one's round with no penalties whatsoever. The master also gains a bonus of +4 to all blocking and shielding actions and a +2 to hit.

Kapek, Bladed: A more deadly version of the long Kapek. It is bladed on the inner ring, and outer crescent on both sides. It is excellent for back handed slashes.

Kapek, Short: A shorter version of the above weapon.

Kapek, Bladed Whirl: This weapon is bladed on every face but has a hand hold that extends from the weapon and may swivel in any direction. It is moved in certain directions only by using and manipulating the weapon's momentum. This causes the weapon to become very dangerous to beginners. For beginners (those only singly proficient in the whirl bladed Kapek) the fumble with this weapon extends from one to six on the to strike roll. For every other level of proficiency that the character attains with this weapon it is decreased by one. The bonus is that the character gains a +1 bonus on defense actions and a +2 to hit. On a roll of 20 or 25 the weapon does a plus 6 damage. On a roll of 28-30 the weapon can do a plus 12 damage with a 10% chance of fatally wounding the character's opponent.

Kapek, Double Short: These are two miniature Kapeks used one in each hand. The same bonuses apply. The surprising feature of these are they may function as a boomerang and are bladed on each side. To catch them it requires a special gauntlet that is made from crystalline and costs about 50 GP. When thrown there is a 10% chance that the character can decapitate or remove one of his enemy's limbs.

Mancatcher: This highly specialized weapon will capture an opponent without killing him. It consists of a long pole with a half circle at the end. The circle contains a spring loaded set of spikes at the end. The victim is caught in the jaws which then snap shut. The victim can escape with a successful bend bars attempt. Pulling causes the victim 1d4 points of damage. This weapon only works on man-sized creatures.

Axe-Spear: This simple pole arm is an axe head mounted on a two to three meter pole. This is also known as a Bardiche.

Bec de Corbin: Is literally a can opener for plate mailed opponents. The pick is made to punch through the plate, while the hammer can be used to give the armour a stiff blow. The weapon is 3 meters long. When dealing with armour the plate armour suffers double damage to its HP bonus.

Glaive: One of the most basic polearms, it is a single edged blade mounted on a long staff.

Halberd: Fixed on the end of this 3 meter long weapon is a large axe blade, angled for impact. The end of the blade tapers to a long spear point. On the back is a hook for dismounting riders of ripping apart armour.

Military Fork: A pitchfork with an elongated staff.

Naginata: A shaft three meters long that ends in a curved, saber like blade.

Partisan: A long spear with broad spear head mounted on the end. Two smaller blades project out from the base of the main blade.

Shanaka Throwing Pick: This is a double headed axe type. The axe fronts are elongated and curve downward to sharp points, resembling an axe crossed with a pick. This weapon is then hurled in the manner of an axe, and will fly with alarming accuracy and speed. +2 bonus to hit and damage. This weapon only requires two movement points to attack with and one movement point to hurl. It has a twenty meter (average) range. The Perfect Rogue Weapon.

Sode Garami: Is alot like the mancatcher in its use. It is made as a pole with a cross bar set with large spikes and hooks. It hooks the victims skin and clothes like a fish on a hook.

Spear Pike: This is an especially long spear about 6 meters long. This weapon is also known as a Awl pike.

Spectrum: It is the same as a Spear pike but blades are added to the sides of the spear point.

Sun Star: This unique and deadly weapon resembles a spinning spur on a handle. The spur has protruding ribbed and hooked blades arrayed around the edges. When it touches the skin it catches it and pulls and slices at the same time, opening gashes and tears more than three times the normal size.

Sythe-Pole: This is an outgrowth of a scythe.

Voulge: Is like the Axe-spear, but it is more of a cleaver on the end, sometimes with spikes.

Sang Kauw: A double headed spear with a Kapek in the center. All the bonuses apply, in addition a +1 to hit. There can also be a small shield attached in front of the handle. This gives a +1 to DR.

Sword, Double-Handed: A two handed sword, when using this weapon a shield cannot be used. The hilt is longer than most swords and is effectively balanced on the end. Other than this it is the same as a long sword.

Sword, Hand and a Half: Also called a bastard sword, it is the same as the sword above but can be used with one or two hands. With two hands no shield can be employed.

Sword, Katana: This sword is a one or two edged weapon that curves slightly and ends in a chisel point. This sword is considered to be one of superior design and construction. The construction of this sword is considered an art (weapon smiths must take a separate weapon smithing skill to make this weapon and the wakisashi). This sword is exactly like an oriental samurai long sword.

Sword, Kopesh: This is an Egyptian sword. The handle is long with quillons. The blade is straight for about half a meter and then becomes a sickle. The sickle length is half a meter long resulting in a total sword length of one meter. The sickle part of the blade can snag an opponent of his weapon.

Sword, Ninja-To: This sword is like the katana but the blade is straight and of lower quality. The sword hilt is often hollow allowing the concealment of poisons and powders. The scabbard is hollow allowing it to be used as a blow gun and is stiff enough to be used as a rung of a ladder.

Sword, Wakisashi: This is the shorter sword of the katana. Usually both are worn together in the Quan-Ti lands to show status.

ARMOUR

Studded Leather: This armour is made from non-hardened leather reinforced with close metal studs.

Banded Mail: This armour is made of overlapping strips of metal sewn to a backing of leather. The metal only covers the vital areas, while the leather protects the joints to ensure freedom of movement.

Chain Mail: This armour is made of inter-locking metal. It is worn with leather or a layer of quilted fabric. This prevents chafing and cushions the blows. Several layers of mail are hung over vital areas.

Plate Mail: This armour is a combination of chain with metal plates covering the vital areas and joints. The armour is reinforced with buckles and straps.

Ring Mail: This is an early form of chain mail. Instead of inter-locking the rings are sewn to a leather backing.

Scale Mail: This is a coat and leggings of leather covered with overlapping pieces of metal, like the scales on a fish.

Splint Mail: This armour is made of narrow vertical strips of metal riveted to a leather and cloth backing. The joints are made of chain mail.

Bronze Plate: This is a full plate armour combined with chain mail. The plates are made with a hardened bronze and is lighter and cheaper to make than steel.

Full Plate: This is an impressive gothic-style armour. It is custom fitted. All the plates are interlocking, riveted and angled to deflect blows. It included gauntlets, boots and a visored helmet. A thick layer of padding and chain mail must be worn underneath to absorb blows and prevent chafing. One main disadvantage is its lack of ventilation, the armour becomes hot and sweaty and very uncomfortable. The surfaces are highly ornamented with etchings and inlaid materials.

Crystalline Plate: This is exactly the same as Full Plate armour but it is made of crystalline. All the surfaces are transparent and the under armour and padding is usually coloured white. The chain mail underneath the plate is also made of crystalline which increases the cost of this highly valuable armour.

Shields: Shields are only useful to defend against front and front flanking attacks. Rear attacks cannot be blocked with a shield. Shield when strung over the back do still deliver their DR bonus. A Small Shield is carried on the arm and gripped with the hand. It is so light that the character can carry other items in that hand, (not weapons). It can protect only against attacks two specific flanks. A Medium Shield is carried in the same way. Only a shield can be used in that hand. This shield will protect against only frontal, or flank attacks. A Large Shield is held in the same way and protects against all frontal and frontal flank attacks. A Target Shield is a small shield that fastens on the forearm of the character. One or two can be worn with no hindrances on each forearm. This shield will only protect against one attack positions attacks. A Tower Shield is a full body shield. It reaches from head to toe and is fastened to the forearm and shield hand. Like the Large shield it can defend against all frontal and frontal flank attacks.

Chapter XVI CHARACTER ADVANCEMENT

Now that your character has been created the question remains how does he advance. You may have noticed that other than magike, there are no levels that characters follow. Each character is comprised of skills, abilities and powers. It is these that increase with time and experience. Experience no longer measures levels. It is now just currency with which skills, abilities and powers are improved and increased.

We will look at skill, ability and power development as well as health point advancement and even magike advancement. The following treatise on skill development is taken straight from the skill section so you may have already read it.

SKILL DEVELOPMENT

Each skill provides a base percentage that reflects the characters' chance of performing a task successfully. When skills are purchased each character will begin with the skill at the 1st grade level, being apprentice. The Base Percentage will be upgraded at every new grade level, or from one-time attribute or profession bonuses.

To learn skills you must be taught, it would not be realistic for a character to just automatically gain a skill which he never even knew a few minutes previously. We suggest that when a character is able to improve his skill grade and has all of the requirements that the character spends at least 50 gold pieces on a mentor. This pays for the learning of new techniques, and theories. Remember each individual skill must develop separately by continuous practice. Training is important when dealing with skills. At the initial character creation stage, a character buys his initial skills through his Profession. When training the individual must be able to devote time any energy to study and practice. **Increasing the level of a by one costs the initial cost it was purchased at multiplied by the level you are upgrading to.** This new grade level will provide yet another skill bonus, increasing his skill percentage and upgrading the proficiency title.

For example, Rath an Arakasha Warrior has bought the skill Survival, with a base percentage of 21 at the Apprentice level, for an initial cost of 40 points. Rath does not have a high enough Intelligence to give him a percentage bonus, therefore he only has his base percentage To advance to the High Apprentice grade level he must spend 80 points on this skill. To later advance to the novice level he must spend 120 points, (80 + 40).

Grade	Title	Bonus
1	Apprentice	0
2	High Apprentice	10%
3	Novice	5%
4	Journey Man	5%
5	Tradesman	5%
6	Intermediate	10%
7	Voyager	5%
8	Scholar	10%
9	Expert	10%
10	Professional	5%
11	Master Skillsman	5%
12	Grand Master	5%

Weapon Skill Development

Weapon Skills measure the characters knowledge and training with a specific weapon. The number of weapon skills that a character can have is limited only by amount of weapon skills that he purchases. Unlike Professional skills and Secondary skills, weapon skills have their own system altogether. When you purchase a weapon skill you choose what weapon in which you want to be skilled. A character receives a -5 to strike and damage penalty when using any weapon with which he is not skilled. These skills also have grade levels, determining how well the character is able to use the weapon. When purchased, the weapon skill is considered to be at the first grade level, each skill grade after provides extra bonuses to combat statistics. **Weapon skills are upgraded exactly as mentioned above in the Skill Development section.** The grade levels are as follows.

Weapon Grade	Specialisation Level	Melee Attack	Weapons TH/Dmg	Missile Attack	Weapons TH/Dmg
1	Apprentice	---	---	---	---
2	Amateur	---	+1	---	+1
3	(Weapon)-man	---	+1	+2	+1
4	Marksmen	+5	+1	---	+1
5	Master	---	+1	+3	+1
6	Martial Artist	+5	+1	+5	+2

Attack Is the bonus given to the character by weapon specialisation, to be added to the characters MP with that weapon. These bonuses are accumulative.

TH/Dmg Is the bonus to hit and damage when using that particular weapon. These are not accumulative.

Armour Skill Development

Armour Skills measure the characters knowledge and training with a specific armour type. The number of armour skills that a character can have is limited only by amount of armour skills that he purchases. Unlike Professional skills and Secondary skills, armour skills have their own system altogether. When you purchase an armour skill you choose what armour in which you want to be skilled. A character receives a -5 to his defence and movement ratings when using any armour with which he is not skilled. These skills also have grade levels, determining how well the character is able to use the armour. When purchased, the armour skill is considered to be at the first grade level, each skill grade after provides extra bonuses to combat statistics. **Armour skills are upgraded exactly as mentioned in the Skill Development section.** The grade levels are as follows.

Armour Grade Level	Defence Rating	Slashing Absorption	Bashing Absorption	Piercing Absorption
1	---	---	---	+1
2	+1	---	+1	---
3	---	+1	---	+1
4	+1	---	---	---
5	+1	+1	+1	+1

Note All of the modifiers given are cumulative

Defence Rating This column marks the bonus to defence rating when wearing a certain type of armour.

Absorption Added to the absorption rates of the armour.

PROFESSIONAL ABILITY AND POWER DEVELOPMENT

The abilities and powers that a character purchases from his profession develop essentially the same way that skills do. Increasing the level of an ability or power by one costs the initial cost it was purchased at multiplied by the level you are upgrading to.

For example, if the initial cost of an ability is 40 then the cost to upgrade it to the second level is 80. The third level would cost 120 more experience (level 3 * 40 = 120) Therefore, the character has spent a cumulative total of 240 XP's to get this skill to the third level.

Abilities and powers don't have a table that lists the amount they increase by when you increase the ability or power's level. Each ability and power is unique, the percentage increase is listed in the description for each ability and power.

HEALTH POINT DEVELOPMENT

Initially the health points a character has are determined by his race. The distribution of health points over the different body areas represent physical prowess and constitution of each body part. Constitution is the only other direct influence on a character health points. As there are no levels for characters there is no set chart specifying by how much characters advance in health points and when the advance. The only other way for a character to advance in health points is through the Health Building physical skill. For every level of this skill the health points of each body area increase by one. Just like other skills this skill requires effort on the part of the character and player.

MAGIKE DEVELOPMENT

Magike wielding characters presently have something similar to a level based system which regulates their progress through magikeal aspects and increases their psychi points. This system works similar to the skill development system in that experience points are used to increase their magikeal skills. However, there is a distinction made between normal experience points and those earned solely through magikeal endeavours. Only those experience points earned through magikeal endeavours, called aspect level experience, can be used to increase one's magikeal skills.

To begin with, each mage gets ten points to divide among his laws of magike and his arcane arts skills. To upgrade any of laws of magike or arcane arts costs 150 power level experience points. A characters arcane art is also treated as a skill. A characters arcane arts will have a rating of one to ten, depending on how proficient he is with those methods of casting. As a character learns and advances he gains more experience in casting and can improve his Arcane Art rating through expending experience points.

As far as arcane aspects goes a character gets a specific initial amount to distribute between his states and forms, which depends upon his aspect of magike. The cost to upgrade a state or form by one point is 300 experience points.

ASPECT LEVELS

Aspect levels are talked about frequently in the profession section as the way in which magi increase their psychi or spiritual life energies and the way in which the power of a mage is judged in each aspect of magike. For any arcane aspect that a mage learns he has an equivalent arcane aspect level skill of the same name. The values of this skill range from one to ten and are used as a guide for a particular aspect. Initially each aspect level skill begins with a value of one.

For example: A wizard who takes the Sorcery aspect with the Incanting art has a set of skills necessary for him to cast magike. He has skills for each law of magike, four in total. He also has a skill for his arcane art, arcane aspect and a skill for each of the states and forms of the Sorcery aspect. If you look at the sorcery aspect you can see that there are six states and nine forms. This brings the total number of magike skills the wizard has to twenty-one.

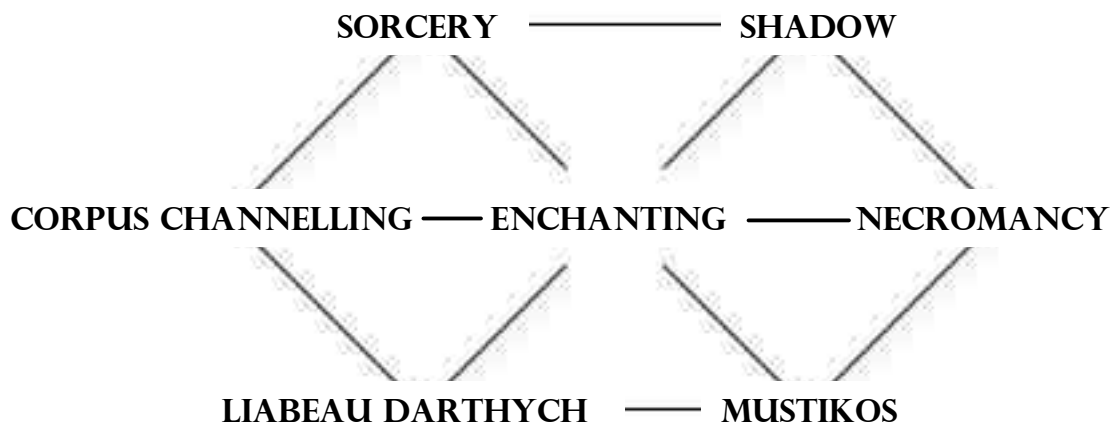
Each of those skills functions in an almost identical manner. They also develop in the same way, each taking a certain amount of magike related experience to increase their value by one. The Aspect skill, sometimes called the Aspect level skill, functions slightly differently than the others. In fact it functions more like a profession related skill that is purchased. For profession oriented skills the cost of upgrading the skill is determined by the cost the skill was purchased at and the next level that the skill has to attain. An example is a skill that was purchased with a cost of forty character development points. To increase the skill to the next skill level would require eighty experience points. To advance it to the third level would take one hundred and twenty experience points.

The aspect skill advances in a similar way, with a few differences. Firstly it does not have to be purchased, but it still needs an initial purchase value with which to calculate the upgrade cost. The formula for determining the initial cost associated with an aspect skill is the absolute value of (the intelligence rating for wizards or the wit rating for priests and druids) minus forty. Secondly the cost of upgrading to the next level is just double the experience that the previous level cost. For example, if the initial cost formula gives us 20 then upgrading to the second level costs 40, the third costs eighty, and so on. Every time the aspect level increases the player gets more psychi points and his renewal rate increases.

Once the aspect skill is at the tenth level the mage is free to choose a new aspect that is related to his own. He starts this new aspect at aspect level one, and proceeds again through the aspect level advancement scheme.

ASPECT ADVANCEMENT

Once a Wizard has reached tenth aspect level, he is considered a master of that aspect and may choose another that is related to his own. Below is a diagram showing the magikeal aspects and their relationships to other aspects of magike.



Adjacent Aspects on the diagram are considered related. In explanation, aspects that you can follow a line to from your current aspect or one of the aspects you know are considered related. The exception to this is the Enchanting aspect. Hence if you have the Corpus Channelling aspect at aspect level ten then you could choose Liabeau Darchyh, Sorcery or Enchanting, but not any others. If you took Sorcery and attained aspect level ten then you could then go on to take Shadow. However, if you started with Corpus Channelling and took enchanting you could not afterwards take Necromancy. This is because Enchanting is excluded from the rule of what aspects are related.

MAGIKE POINT DEVELOPMENT

Wizards use the power level system to determine their psychi points. Wizards begin with one hundred psychi points. As they increase in power level their psychi points increase by a fixed amount.

Priests do not use the power level system. Priests starts off with a number of spiritual life points according to 1d100. Add 10 points for every point of Wit. From then on the character gain's 1d100 Spiritual Life points for every level his arcane art advances.

Druids, like wizards use the power level system but it does not determine their magike points. Druids begin with 1d100 Spiritual Life Points at the first level and increase their capacity by 1d12 x 10 with each successive power level.

Being a good RM involves much more than just knowing rules, it involves knowing when to bend the rules, when to omit them, and when to make up more. This game system has been designed to be very flexible and for the use of all people. Parts of the game may be modified or changed to adapt to your preferred style of playing, and your game world. Contained herein is a description of how to create your own game world. While we can give you guide lines, experience and a good imagination are the best teachers. Do not be afraid of new concepts, but keep them balanced so that no one thing dominates another. This is essential.

The main concepts of RM'ing are knowing how to set up a campaign, running a campaign, and ending a campaign. A short list of terms and definitions will be given at the end of this section.

SETTING UP A CAMPAIGN

Any world, like our own, is a dynamic place that is composed of many different systems. The systems range from the, physical and cultural, to the spiritual and metaphysical. All of these systems interact and are interrelated. All of these systems balance, and when one is destroyed the rest come crashing down and must be rebuilt. When running a campaign the RM usually finds it essential to freeze the development of the world and break it down into conceivable and workable parts. We have defined these parts as: The World, the Geography, the Setting and its Inhabitants, the Cultures and Societies.

THE WORLD

First of all, the world provides the most general framework. For the world at present we must first develop a history. The R.M. must decide what sort of gods or demi-gods there must be, if any. The nature of these deities should be established so that we can judge their involvement in the operation of the world. There should also be a written history of how these gods were created and how they created the world. As a result each culture will have varying views of the deities and how they inter-act in life. The RM should assign characteristics to each deities and their spheres of influence.

You are called the Realm Master because you create the world in which the characters exist. You should choose a world or create one that the players find exciting or unique. The geography of the land and sea will help dictate its vegetation and the culture of its inhabitants.

GEOGRAPHY

Gravitational forces, elements, and ratio of solid land to the sea depends on you. You may do whatever you like to the planet, it may be flat, round, rectangular, with little or no water, or it may be a watery globe that consists of only small islands. You also may decide whether your inhabitants live above or below the surface, the planet may be hollow. Once you have determined major land masses you may go about adding terrain features. Land formations are also tied to the climate. There are three groups of terrain features: Mountains, Low Lands, and Waste Lands. In order for you to understand the operation of the environment and ecosystems we have listed sub sections to help you understand the basic concepts and principles of each terrain types.

Mountains

Mountains occur as a result of a number of forces. When the crust of the world cools, folding, occurs. When part of the crust cracks or breaks away a fault occurs, producing a shear cliff or mountain range on one side of the uplift, this may create volcanoes. Volcanic activity forms mountains by layering erupting debris. Dome mountains are also created by volcanic activity. Dome mountains are actually blisters caused by volcanic activity that has not broken the Earth's crust. Erosion and glacier activity sculpt the peaks. Very young mountains are tall and jagged while old mountains are more smooth as they have been exposed to erosion. Fault based peaks are whole sections of the Earth's crust that have been forced upward. They are often very sheer and polished surfaces. Dome peaks appear as huge rounded hills leaving a great mass of bare rock exposed. Folded mountains erode when the crust core is exposed as the softer surface rock erodes. The result is a central ridge surrounded by downs and have a steep inner slope and a very gentle outer slope. Glacial activity results in deeply carved or sheer rock faces, deposits of rubble, and U shaped mountain valleys.

Placement

Mountain ranges are indicators of subterranean activity and should be located in places where there has been crust disruption. Mountains usually lie near and parallel to sea shores. The mountains are a result of buckling or folding of the surface between another "plate." As a result parallel to the coastline there are huge trenches in the ocean. Volcanoes occur in areas where there has been folding along side other mountains or where plates have been separating.

Low Lands

Mountain ranges usually have one steep and one gentle side. On the gentler side foothills abound. On the other cliff like side the land drops suddenly into the flat lands. Broken low lands, marked by rugged hills, ridges, escarpments, etc., occur in a variety of areas, although the heaviest concentrations occur alongside mountain ranges or where great glaciers ended. The glaciers leave trough-shaped valleys dotted with lakes. Old weathered rock underlies most of the plains. Often these areas are formed out of the rock dating back to the creation of the world. They may contain steppes, savannas, or plateaus.

Waste Lands

Waste Lands occur where temperatures, soil quality, and climatic patterns are extreme. These occur where prevailing winds cross mountains causing precipitation. The result is for the leeward side to be dryer. Gentler slopes provide a runoff and carry the moisture away from the leeward side.

MATERIALS

Once the land is shaped the RM may note the placement of valuable minerals. These may be metals and gems and/or any new minerals with peculiar qualities. These may include the following characteristics: 1) Hardness; 2) Magical or anti-magical power; 3) Strength; 4) Pliability; 5) Explosive qualities; 6) Optical qualities; 7) Beauty; 8) Ability to hold a sharp edge, etc.

THE WATER

There are two types of water, Inland Water and Seas. Seas may dictate continental boundaries.

Inland Water

Rivers, follow the landscape, always searching for the lowest point and the most simple route. Rivers will travel in a straight route, only moved by higher solid rock and higher ground. Water moves quicker over inclines that are steeper and/or when large masses of water are forced through narrow gaps. Fast moving streams travel more directly and erode more land, carving deep channels into the earth. The slower the river the more sediment it deposits, creating bends in the river, this does, however, create more fertile lands. Lakes appear in large pools, troughs, trenches and even smaller valleys. Freshwater lakes appear in cooler regions and have a steady input and output of water. Saltwater or briny lakes appear in warmer regions with less input and circulation of water.

Seas

Ocean activity is tied to atmospheric conditions and earth rotation. Surface currents usually follow the direction of the winds. Where currents are channeled through narrow passages, or two major currents collide, whirlpools and undertows develop. Tides result in the interaction of gravitational forces of celestial bodies. The tides are greatest in large bay areas where the land narrows rapidly forming a stretched horse shoe shape. Tides may rise and fall as much as fourteen meters in a day.

Climate

The climate shapes the land and those within it. Below are some aspects which the RM may wish to consider while setting up the weather patterns for his world. Note that the distribution and nature of plant and animal populations will depend on the weather of the regions. This simplification will give a good working model for his campaign.

Temperature: Cooler and more temperate regions, normally, have a wider variety of seasons, having more temperature shifts over the course of a year. In warmer regions, the temperature curves get flatter, with higher temperatures varying little from summer to winter.

Conquering Winds: All winds have prevailing patterns. This accounts for most of their travel. Every hemisphere has a basic rule: one continent will have clockwise winds, the other counter clockwise.

Polar And Equilateral Wind Patterns: Where temperatures are most extreme prevailing wind patterns do not dominate. In such areas regional patterns dictate flow. Dense polar winds consistently travel towards warmer areas. While winds arising near the equator transfer air towards the opposite hemisphere.

Weather Fronts: Advancing polar masses meet warmer prevailing winds along the edges of mid-latitude areas. The result is the disruption of the gentler cycle and the creating of several weather fronts, which move off of the prevailing winds. These include cold fronts, which bring cool, harsh storms. Warm Fronts bring warm summer showers, and occluded fronts bring forth winter rain and snow.

Moderating Forces: Coastal regions enjoy the moderate temperatures. Moving inland, temperature becomes severe. Winds off of the ocean usually brings moisture to the land. Colder winds coming out of the polar regions can be extremely dry, since dense air cannot hold much moisture.

Coastal Winds: Land is composed of solids and is denser, thus it has a low heat capacity, and a given amount of heat will increase the temperature of a land mass a lot more than it would the sea. So that during the summer the land is much cooler.

Barrier Influences: As air rises it becomes cooler and much denser. The result is precipitation and condensation, since dense air is unable to hold water very well. This process occurs in the case of air masses attempting to cross mountain ranges, and highland areas in the way of wet or reasonably moist winds are well watered. In many cases, the heaviest rain falls on the windward side, where the mountains are high, the moisture falls before reaching the highest peaks. This causes the leeward side to become drier, creating grasslands or desert. Where the mountains are low, the rain may fall near or on the ridge line and run off in both directions. This scenario also results in less temperature drop.

THE SETTING AND IT'S INHABITANTS

This section, like the previous one is composed of different sections. The inhabitants of the new world, are also adapted to the climate and environment in which they live. The inhabitants have the following classes, Plants, Animals, and Intelligent Beings.

Plants

All other life forms depend and are affected by flora. For gaming purposes only the basic idea of the vegetation is needed, nonetheless, unique plants enrich a campaign, especially those that have medicinal properties of those that assist in making weapons, ect.

Vegetation Patterns

When distributing vegetation, we suggest the RM to distribute the vegetation according to the types of regions; for example, in temperate forested regions the forests generally include a mixture of evergreen trees varying in height from 50-100 feet, undergrowth is moderate in the deep forest and dense along the edges of clearings. The RM should use the climate and type of region to determine the vegetation.

Tundra and Desert Waste Lands: Vegetation in these types of region are very scarce. In desert regions many plants are able to survive the unbearably, harsh, hot, climate. Sage brush is sometimes commonly found in desert regions. Different varieties of cactus are the most common and are constantly found throughout the desert regions. These cactus may be edible, while others have prickly spines or are traps for animals or insects who fall pray; such as Venus Fly Traps etc.

Grass Lands and Plains: This is very simple, since it is mainly described by its name. Grasslands are usually found in mild and temperate regions, most common on plains, close to forests and close to mild temperature mountain areas. Grasslands are grass covered areas, its vegetation consists of: grass, weeds, wild flowers, small amounts of shrubs, and other forms of low-lying vegetation. Plains take place in low flat areas consisting of a variety of low-lying vegetation-including grasses and small shrubs.

Hills: Hills usually contain a variety of low-lying vegetation with little or no trees. Depending on the type of region and its climate this terrain may have different vegetation's; tropical regions may consist of grasses and low-lying tropical vegetation and few or many tropical trees.

Coastal Regions: Depending on the climate and weather conditions coastal regions usually consist of a variety of different vegetation. This may be (tropical or non-tropical) trees, shrubs, low-lying vegetation, or a mixture.

Swampy Regions: The vegetation in these regions may resemble that of a grassy plain, or it may be forest-like, and remember there is always a lot of it. Soil in swampy regions are very fertile because it contains a great deal of decomposed vegetable matter, and no plant in a swamp is without water. A swampy area usually contains a lot of water. The depth may be anywhere from zero to several feet. Here there is lots of different vegetation. Depending on the climate the vegetation will vary. In tropical regions it may be Mangrove and tropical plants, and a variety of tropical animal life. In more temperate regions it may be cattails, weeds and tall grass in an abundance of filthy water. In most cases it depends on the climate of the region, just use simple logic.

Mountains: Mountainous terrain is devoid of large vegetation. Heavily wooded regions are usually found on the lower slopes of a mountain, and should be considered forest depending on the size of the wooded area. Again it depends on the climate of the region. A mountainous region usually begins where the treeline ends. On Earth, the “tree line” marks the place where deciduous growth gives a way to coniferous trees, which are better suited for higher elevations and colder temperatures. After the “snow line” trees are unable to grow, only low-lying plants and shrubs are able to be found. Vegetation found on mountainous terrain will depend on the climate and weather patterns of the region.

Forests: The vegetation found in forests will depend on the climate where that particular forest is found.

Cool Regions: The forest tends toward (a) needle-leaved evergreens; (b) needle-leaved deciduous trees; or mixes of evergreen varieties, all with little undergrowth. These trees are usually quite tall, except in the coldest regions, near polar regions or along highland tree lines. Mature trees will usually be 100-200 feet in height, and some may even exceed that. Trees tend to grow closer together, and get bigger in cooler regions to retain heat. Trees tend to get taller to capture the less generous amounts of lighting. Extreme temperatures and winds, however, cause some of these variety to grow low.

Temperate Regions: These type of forests usually include a mixture of broad-leaved deciduous and evergreen trees. Mature trees vary in height from 50 to 100 feet. Undergrowth is moderate in deep forest, and denser around the edges of clearings.

Hot, Humid Regions: Broad-leaved evergreens dominate. Undergrowth is extensive, and the variety of plants in these regions is unparalleled. Trees are tall in order to reach sunlight above the forest. Rain Forests may actually be composed of undergrowth, younger trees, and mature trees, standing at a height of 80-150 feet.

Hot and Dry regions: Trees in this region become quite scarce and tend towards tougher and more specialized variety.

ANIMALS

Since animals are mobile, it is very difficult to generalize animal distribution. Categorizing and plotting animal types on maps, will aid the RM to chart encounters with animals, and the way that intelligent societies manipulate them.

The RM should use his own knowledge including any outside information from Dragon magazine, geography books, ecological books, ect. and decide on various animal groups for his campaign. An excellent approach is to combine known animal groups with your own creations. New species can be grouped according to ecosystem, diet, ect. We provide the RM with notes on how to distribute animals and how they are encountered. Specific animal statistics are explained in the appendix of Creatures.

WILD CREATURES

These are traditional animal species, that have developed in the wilderness, without interference from intelligent species. They operate only on instinct, have a social structure, but no culture. By a few basic patterns the RM can chart their locations and patterns.

Populations: Regions with moist, warm climates contain more inhabitants. These regions hold a wide variety of creatures and therefore many different species are found. Adventurers in these regions have a higher chance of encountering life, even if it is not threatening.

Size: As cooler regions hold less creatures, the creatures that abide there must be larger and more dangerous to survive the threatening environment. Warm blooded creatures get larger as the climate gets cooler. Cold blooded creatures, are venerable to cooler climates and few of these species live there.

Herding: Herding animals tend to deplete the resources of one area quickly. They roam over a large territory and although the herds may be large, the overall population density is small. With these groups, encounters will normally take place in grasslands or in cool forest lands.

Migrations: Animals living in harsh climates, during mild seasons, migrate out to warmer regions, but only as far as they must. As an RM we suggest that you draw lines showing these patterns.

Subsistence Patterns: As an RM you should know the animals means of survival. Since an encounter with a carnivore would be much different than that of a herbivore, omnivores will eat almost anything. Most animals will usually flee, unless starving, protecting young, territory or aggravated. The Realm Master should know how the weather can effect the food supply of common animals.

Manipulation: Certain animal species are easier to domesticate or control, than others. This is most common for intelligent animals or those that survive by guile to rely on others to do it's work. These beasts are more efficient food gatherers.

Monsters: Monsters are evolved creatures, exactly similar to other creatures, but are usually superior in strength, and slightly in intelligence.

Intelligent Beings: Intelligent beings are more complex than normal creatures. They have societies, beliefs and cultures, as well as instincts. They develop these instincts according to their surroundings. For instance a Warrior sleeps very lightly, always alert, a small sound may awaken him, or just a feeling that something is wrong. Like all instincts, instincts only develop through use, and practice. All intelligent life forms are the same. The only differences, are physical and cultural. Cultural differences lead to different ways of thinking, which lead to different life styles, views, reactions and survival techniques. Physically the environment affects humanoids. Colder regions produce shorter stockier beings, with higher constitutions, while warmer regions produce thinner and taller beings. The Humanoids physical coloration can also result in the area in which it developed. Hotter regions result in darker colors to protect the skin from ultra violet light. The cooler the region the fairer the people, with blond hair and blue eyes. Skin coloration, if any, in these regions takes the form of freckles. Those peoples in long hot seasons develop a reddish or yellow pigmentation, and tan quickly and thoroughly. As an RM you should record notes on where the peoples originated and what they looked like, then record where they moved, and what their beliefs are. Most culture evolves from meetings with strange peoples, ways of survival, beliefs of their origins and how they think.

CULTURES

When managing large societies of intelligent beings, the RM should simplify it by using a simple pattern. Before determining the culture of the society the physical aspects about the race must first be determined. The biological nature is the easy part, and is probably the most basic characteristic. Once the physical aspects are made clear, the RM may continue to work on the individual societies and cultures.

Culture is extremely important when dealing with a campaign. First of all it visualizes the way of life, secondly it formulates patterns of inner-society interactions, thirdly it develops underlying motivation and features for NPCs and it also allows for a rich character background.

It is impossible to cover all of the cultures in your game world since the possibilities for different cultures are infinite. It would be ridiculous if not stupid to cover all of the cultures on your game world. So we simplify it by covering the most major societies and cultures that could easily affect an area. A culture is an ever growing and changing thing which changes constantly over a period of time. Thus, take into consideration all of the above factors when creating you individual cultures. To summarize many of the cultures a chart could be used to incorporate the worlds cultures, this could summarize a tremendous amount much quicker.

First when you determine your cultures you should first determine the regions in which they inhabit. This factor will soon give you an idea of how the people live and there way of life. This factor will also determine the type of tools that they might use, the type of housing and shelter available, the resources available to them, food, clothing, in some cases it can even determine how civilized a people they are. This factor can determine alot of things. Below is a pattern in which you are able to create your culture:

All cultures are naturally restricted by the tools that the society possesses. The area in which the individual society is established will also determine the cultures assets. Therefore the RM should first determine the location of this particular society and the areas which they inhabit so that he may be able to determine the resources available to the people. The RM should take a look at all of the resources available to that culture and note them.

- A) Note all of obvious materials available; such as water, stone, wood etc.
- B) Determine all of the hidden resources that may be found around the location of the settlement; such as rich soil, natural riches, etc. The RM should note the chance of finding such resources.
- C) Note all available resources in neighboring areas, and the difficulty in obtaining them.

- Subsistence Patterns: How the culture feeds itself. Now having the physical resources of the area,
- D) the RM now has an idea of how the people of that society searches the land for food and other necessities. The RM must first determine if the land is capable of feeding such a population.

Hunter Gatherers: rely on game, and have low population densities. These people are usually semi- or totally nomadic people. This is usually the result of extreme temperatures, harsh terrain's and indigenous plants, causing them to rely on the hunters for their meat and the gatherers for their vegetable diets. Hunter Gatherers are never urbanized except for some sacred areas where they may meet for occasional gatherings. High protein meat diets are usually supplemented with nuts, berries, fish, and other fruits.

Hunter Gatherer groups usually consist of about 20-40 people, and their territory is limited to their surroundings. Population densities are very low.

The men of such Tribes or Clans are usually the hunters, depending on the clan (some cultures may be ruled by women or others may treat the sexes equally). The women of such cultures are used for bearing children, making clothes, and gathering food supplements; such as berries, nut, fish, etc. In nomadic groups the weak or the old do not last long (they are considered to be a burden the more fortunate).

Sedentary Societies: Sedentary societies remain in one place, city dwellers are sedentary as are farmers. Farmers rely on what the land can provide them and what they are able to grow. These people are almost always found in areas where there is good soil and many edible vegetables. Many times harsh weather conditions, and poor soil prevent a society from using the land more efficiently. Farming involves much work- clearing area, cultivating, planting crops, and harvesting. Usually one crop is harvested yearly, and once again the land must be cleared for the new season. Movement with these people is very common since the soil is quickly exhausted. The population of these people are 1 to 30 every square mile.

Fishermen are those living close to bodies of water where they are able to get nutrition from fish, shellfish, etc. Some fishing societies consist of many hunters and gatherers, and move periodically due to weather conditions, and low food sources. Fishermen may also supplement their diet by gathering food or gardening. The population density is 1 to 50 people every square mile.

Pastoralists: Pastoralists are peoples who survive off of herd animals meat and dairy products. Small areas where fertile soil can be found are reserved for cropland and small gardens, while the other territory is left over for the herds. Frequently movement between lowland and highlands occur, and serve to counter soil depletion. Mobility also conquers drought and hunger, which can destroy the food supply. Among herding groups disease is the most common, if there flocks contract illness they can carry them to the herders. This make the people more vulnerable to disease. The population is usually found to be 1 to 50 every square mile.

Mixed economies: These people have a variety of ways in which they may get food. These people use hunting, farming, gathering, fishing, and herding to obtain their food. Such societies populate areas where fertile soil can be found, since that is a rich and nutritious source of food. The population density varies from 10 to 150+ people every square mile.

Values and Kinship: The values and beliefs that identify a society, the manner in which it organizes itself and family structure. These practices distinguish a group, and give the culture an identity. This relates to a large part of the societies way of life. This is the structure in which the people live and are born into.

Matrilineal: A matriarchy a form of social organization in which the family lineage is traced through the female line. The women often live in house holds with their brothers who raise their sisters children, the women rarely live with their mates. Their mates live with them. The rulers of such a society may be women and inheritance, and wealth are usually placed in the hands of the females of the house hold. Usually the sole occupation of men is warfare and their efforts are concentrated solely in those areas. Matriarchal societies are often the result of prolonged conflict.
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Patrilineal: Patrilineal societies are ones in which the people trace their lineage through the male line. The men form the ruling class among the people, and most inheritance passes through the males. Males often practice polygamy with as many as 8 wives. At times of marriage the wealth is brought from the wives dowry.

Bilateral: Bilateral a society which traces the lineage through either line, property ownership and inheritance are flexible.

Language: All races have their own dialects. But within the different cultures of each race the language may be spoken differently. When the RM determines the languages of his cultures he must not the different dialects, and writing forms of the language. The dialects may vary. Dialects are sub groups of the language. Many groups use different dialects and have a somewhat different written form.

Religion, and History: This identifies how the culture was born and what form of religion that they have taken. The history of the culture identifies how the culture has come to pass, and the events that have taken place within it. The RM may wish to design the past movements to his society. Since the many travels of a society will shape its views. The RM should sketch out the past movements of his society and add a brief history. For religion, as an RM you should determine the pantheon of gods that your society has chosen to worship, if any. Write out a brief outline of how the society views religion, gods, and the supernatural. With religion comes superstition. Superstition can also shape the culture and the way in which people act. When determine the religion look at the following aspects- Deities: Who do they worship?; Traditions: How does religion affect their way of life? What myths do they have? What events have shaped their traditions? What are some of their traditions?; Rites and Ritual: What are some of their religious activities? What are some of their rituals and spiritual practices? Why do they resort to such practices? Why do they practice rituals?; Clergy: what type of religious hierarchy do they have? Do they have clergy? what is their orders? Who are the clergy? How do they worship? What are the people taught by the clergy? What are some of their beliefs? Do the clergy affect the way of life? Do the clergy affect the laws and punishment?; Religious norms: How does religion affect the people and their views? What are some of their religious practices? What role does religion play with the people?; Technology: Another important factor is the culture's level of technology. Describe in short detail what sort of skills and capabilities is known by the people. As an RM you may use historical examples; such as the stone age, dark age, etc. It may help to pick out a unifying theme for a culture and build on that.

Class Specialization: The way in which the society is organized, and the classes that it is composed of. As an RM you are to determine the order in which groups of people are organized; such as working class, merchants, slaves, nobles etc. The smaller the culture the less classes the larger the culture the more groups will be organized into different castes, and classes. There are two ways in which you can do this. The first is the Caste System- the caste system is when a person is born into a family where he gains that family's social rank, the family has inherited that social status due to its lineage. The second is the Class System in this system the individual is classified into a group determined by his wealth and profession. Below are notable classes which you may use when determine the classification.

Lower Class

Slaves: Slaves are the property of others, who receive no pay for their work. They are considered objects with no rights. They are unable to own property. Typical slaves are war captives, criminals or the offspring of another slave. They are owned by their masters.

Serfs: Serfs are those who are tied to their land, not a master. They work on the land which they are placed and have few rights.

Debt Servants: Debt Servants are servants who work to repay money in which they have stolen or borrowed. They are temporary slaves who are tied to their creditors.

Indentured Servants: Indentured Servants are contract to serve a lender for a short period of time, in return for food, board and money.

Middle Class

Freemen: Freemen these men are bound to no one. These people are free to move as they desire. Thanes are akin to the freeman, but own land in a feudal structure. In return they own military service.

Craftsmen: Craftsmen are accredited laborers whose special training and association give them accentuated standing.

Upper Classes

Lords: Lords have dominion over others, as a ruler or master of an area. Feudal lords hold rights to land and its human resources, and nomadic hold sway over specific people.

Overlords, Knights, High Kings: These men manipulate or command a number of lords, serving to unify large areas or large numbers of people.

Art, Architecture, and Symbolism: The ways in which the society creates images and expresses itself through art. As an RM you decide what kind of art is used by that culture; how they express themselves, what type of images they use, what type of symbolism they use, and their architecture. You should determine what type of art do they do, what patterns do they use etc.

Politics and Warfare: You will need to determine the politics and warfare of the culture. What the people will do in specific situations. You will need to determine how the people will react to situations. Much of the necessary background information can help dictate these factors. Knowledge of the structure and specialization will give the RM basic parameters for the size of political and military groups. The societies position and rulers will help determine how much war means to its people. The following factors may help the RM to sketch out these elements:

Leadership: The size and structure of the society's leadership. The power of the rulers, etc. Who Rules ? How do they rule? What do they rule?

Army Status: The position of army in life.

Class Controls: the operation of the ruling powers with respect to other classes.

Legal Code: Laws and an existing legal code offered by the people or the ruling powers.

Justice System: The system of justice and punishment. What are some forms of punishment? How is the guilty proved?

Other Relations: list all foreign neighbors and alliances, which are on either good or bad terms.

Government: The forms of government used by the society. How are they governed? Who rules? How do they rule? Why do they rule? These forms of government can be almost anything. All we no, is that it could be governed by a council of women, who and the total ruling power. That is left up to you.

Military and Warfare: The military and warfare is the military power in the society. Who are the warriors? When creating a military structure, these factors may help:

Leadership: Who leads the military in decisions, combat, tactics, and warfare.

Weapons: What weapons are commonly used? Why?

Routine: The day to day operations of the military.

Chapter XVIII **RUNNING A CAMPAIGN**

This section comes after the RM has finished drawing up his physical world, adding structure, culture, histories and dominant societies. In this section the RM gathers his players characters into a campaigning group and gets ready to put them into a scenario, and play. The campaign is an ongoing novel of short stories in which the players are able to manipulate. When the RM starts his campaign he puts his world into motion. The world should already have a setting which contains all of the working parts for his world. The drawn up cultures, societies, charts, maps and geography are an excellent start. All you need next is to know how to run your campaign, and how to get things into motion. First of all, you the RM should draw up several factors which could cause a chain reaction of both serious and minor conflicts or political interaction. These factors could include: Intervention by Gods, Territory, Aggressive cultural groups, plagues, threatening social or religious movement. Remember conflicts do not always mean wars. This section is divided up into 3 different parts: Getting things into motion, Building a scenario, and running a scenario. This approach is used to simplify things a little for the realm master.

Getting Things into Motion

When putting things into motion, the RM plays the world as he has created it.

The Flow of Events

The flow of events is very important when running a campaign. This will add colour to the game along with making it much easier when designing a scenario. First of all, the RM should note all of the factors which could cause a chain reaction of conflict, both minor and serious. These factors could include a number of things- Intervention by gods, plagues, territory, etc. These factors can prove very useful in your world 1) it adds colour to the game, 2) it gives you an idea of how to start a scenario, 3) it gives you an idea of what you are able to do.

Another factor that may help you when getting things into motion, would be to draw up a number of events that have happened in the past (in your world), and to draw up a number of events that you wish to happen in the near future. This can definitely help you, because it makes it easy for you to know before hand what will happen in the near future, but remember that when running a campaign, players and other happenings can manipulate the flow of events which can effect the feature you have designed. So you should just know a few things which you wish to do with your world in the near future.

WORLDLY STANDARDS

Since you world has many different cultures and circumstances, you the RM, may find problem managing a campaign without certain standards. Basic physical standards may not be enough, you may wish to implement social standards as well. These are elements which tie together the social groups, and enables the RM to compare societies. The standards are needed to create a smooth campaign. Remember that you players will not be interested in unique societies unless they are able to understand the world and its aspects. When creating these aspects the RM should first summarize his cultures. The RM should simply develop some small standards for each of his cultures. What do they believe in? What do they do? What don't they do? The possibilities are almost infinite. Many common standards include language, pricing and exchange, and a calendar. Remember you are the RM, you can do almost anything.

Campaign Region

This is the area where your campaign begins. The PCs are allowed to choose a place of birth according to where their race can be found. This is entirely different; This factor is where the campaign has gotten together (or met) and started off its adventuring career. This can help when opening a campaign to determine the region in which to start, and where your campaign could possibly lead. This is often the place where they first purchase their equipment, and provides you with the basis of what NPCs to use. This can prove useful in this large working model, and can help you when determining many factors.

Non Player Characters

These are the RMs playing pieces. The NPCs are what are you the RM, can use both against or with the PCs. After finishing all of the above, you, should determine the main and important persons of your world. This provides you with many different things- 1) important people of the world, 2) people that can start conflicts, 3) a way in which to manipulate the flow of events, 4) and give much more colour to the world. NPCs can be anything from children to powerful nobles, or even more important persons. This will help when creating a scenario in many way, it could be that an NPC is along to help the PCs in their objective, the NPC could even be the antagonist of it all. The possibilities are infinite.

When creating an NPC one could do it in a number of ways, one could be to write him up as you do a Player Character; another could be to briefly summarize him, or briefly draw up his attributes, a brief background and possessions.

Player Characters

You the RM should gather a group of people who wish to play the game. With these people you should explain all of the rules in which they must know in which to play the game. The players section is available for them to read. The RM section, is your section, you are the only one which should have access to this section. All of the rule that the players need from this section should be explained by the RM, players should not know all of the combat rules, and especially, the RM rule because if they know all of the rules they will know all of the tricks and techniques of playing which will make the game much more boring. It would make the game much more exciting if the players were somewhat ignorant in the rules, because how would a player know that he gets a bonus in combat when fighting on higher ground than his enemy, let him find out for himself, that way the game becomes much more exciting. For this reason the combat section is part of the Realm Master Section.

At this point in campaigning the RM can work with the individual PCs. These steps could be helpful:

- give the players a basic knowledge and understanding of the game.
- have the players generate their characters.
- help the players develop a brief background for their character, noting the players family origin, birthplace, family history, place of upbringing, parents, childhood experiences, racial and cultural motivation, and physical trait and peculiarities.
- review the characters current situation.
- answer the players questions.

BUILDING A SCENARIO

With all of the above finished, you can finally start building a scenario. This is when you start the movement of the world and get the action going. As an RM you are to create a scenario, or adventure, that will serve as an opening into the adventuring life for the PCs. Note that it is important to be careful with the first adventure, because it may set the tone to the entire campaign. You should:

- 1) First sketch out the area in which the adventure is to take place. This should include- bodies of water, towns, villages, local cultures, beasts, NPCs, recent events, roads, routes, and terrain. These are the pieces which will interact and conflict with the characters.
- 2) Develop a variety of options which may lead to an adventure. The amount of options will depend on the amount of time that the RM is able to spend.
- 3) Start the characters in a common place or bring them together in a central location. This will decide whether or not they will adventure together. You could bring the characters together in many ways- the characters could be searching for an adventuring companion, they could meet in a public gathering, etc. The possibilities are infinite.
- 4) Build a plot for your adventure, this is what the adventure is all about, what has happened and what is going to happen. It is all up to you.
- 5) Plot all important encounters and conflicts that put the game into play.
- 6) Note all important NPCs that deal with the scenario and account for their personalities and likely actions.
- 7) Plot all of the information that is given to the characters, if any. Note how it is obtained, where it is obtained, and why.

Keep in mind that PCs can do what they wish, but you have the overall power to manipulate them through many different ways. You are the power, and your wish can be anything.

RUNNING A SCENARIO

The RM spends time developing his world and creating a scenario, after completing that work he is able to play the scenarios with his players. This part of the section deals with running and adventure and handling the flow of play. This task becomes an enjoyable exercise, where he can use all that he has created. As the PCs travel the RM gets to fit details in his rough frame work, creating an exciting sequence of play, by brining the world and its players together. There are simple rules to follow when running a campaign. These are:

- Make the adventure as exciting as possible
- Use simple logic and reasoning
- Try and run a rich and smooth adventure

The most important part of the game is an enjoyable atmosphere for the players. Role Playing games are social events that take place in a fantasy world where the players control their playing pieces as well as the RM. During an adventure the RM is to conduct the flow of play, using his scenario as a small plot of a short story in this every lasting game. Although there are rules for the RM and the players to follow, the RM may wish to manipulate or slightly change them, but remember that rules are rules and many of them cannot be removed without removing the simple logic of the game. You are the RM, and you are the one who conducts everything, and your word is law.

CREATING DETAIL

When running a scenario, detail for a good and well rounded adventure can be quite important. This approach can also be time consuming, but can lead to one excellent adventure, all you have to use is your imagination. This is where you constantly construct options and develop incredible detail. Detail in such areas are quite common:

- 1) **Avenues of Travel:** First access the PCs options of what they can do and where they can go. Order the option into which is most important, and which will come first. Take into consideration the following factors:
 - the speed in which the PCs are able to travel.
 - any obstacles which may hinder any one of the options.
 - areas which are safe and comfortable to the PCs.
 - goals in which the PCs wish to undertake.
 - information which may turn them into another direction.
 - the number of diversions or encounters which the PCs may encounter.
- 2) **Roughing the Basics:** Sketch out the basic structures, terrain, and inhabitants of the area and get to know them so that you could use them in adventuring situations.
- 3) **Priorities:** make sure you have filled details in the high priority areas, where PCs are most likely to get attention and where action takes place. Have several notes of high and medium level priority areas.

SURPRISE SITUATIONS

Sometimes the RM will get into a situation where he hasn't prepared enough. These are not uncommon. In these situations it is simply play by ear and on the factors in which you know about your scenario. But there are also a few other ways in which to take care of this:

- 1) End the session temporarily for further preparation.
- 2) Simply play by ear.
- 3) Add in typical encounters leaving time to think and prepare.
- 4) Employ random events.

These types of situations can often be fun and interesting, leaving a challenge for the RM to use his imagination and intelligence. By simply following some of these surprise situation rules, it will be very easy. Good Luck..

USING LOGIC

A simple rule to follow when running a campaign is practising the use of simple logic. Logic is important in the game when using different situations. For example, it would be illogical to say that you get better combat bonuses tied up. Now that is Stupid! Look for logical answers in what you have prepared. Logic can be used with absolutely anything. Remember to be logical in your decisions and play, it would stop lots of arguments and a mass headache.

TIME VERSUS TIME

In games the conflict is many times time. When you play the game (real) time passes by, where you play the game to get through the adventure. While real time plays, game time plays on. Game time is placed on the events within the game session. So if you play a 7 hour session, you could say that 7 hours passes in the game. That is the long way of doing it. The best way would be to use the movement and time system, making it much simpler. Say, what if in game time the characters go through a 30 day travel, that doesn't mean that 30 days of play must be done. Simply speed up time.

STRATEGY

Strategy, is a good point to add into you adventure. When combats and situations arise you should make the game much more hard, fun, and dangerous by adding in tactical maneuvers and strategy. There is so many things that you are able to do with this. You could make combat much more harsh and realistic, and conflict situation harder. There are so many possibilities. Just use your brain. But remember to abide by simple combat and game rules, using modifiers, bonuses, minuses etc.

ENCOUNTERS

Under the appendix of creatures there are various charts for encounters. Use these charts to determine the encounters with types of monsters in different types of terrain's. Remember encounters are important in the game, adding both excitement and it causes the players to think. Remember to strategy and tactics during your encounters.

ENDING THE CAMPAIGN

The ending of a campaign is usually the end of a session of the end of an entire campaign. When ending a session, you must basically clean up, by giving out experience, rewards, and all necessary factors.

When ending a campaign it is the ending of the group. Where the characters have either died or retired. When this is done the campaign is ended.

Chapter XIX AN EXAMPLE OF PLAY

An example of combat in action. Gremor is leading a human campaign 2 warriors and a mage through the corridors of a 100 year old pyramid. Gremor and a warrior, Eric are side by side, while the 2 others follow close behind. Coming around the corner they approach a gigantic spiders web. As the party gets closer, a squeaking noise can be heard. All of the party draw weapon as the Mage prepares a magic spell. Coming down from the web is a huge Black Widow spider. No one is surprised by this encounter.

The RM says "the widow is hunger and starts to walk forward", the players respond "how close is the spider." "about 2 meters", says the RM. An First Strike Initiative die is rolled, 1d6 is rolled for each side, the highest roll wins. The RM rolls a 3 for his NPC, and Gremor rolls a 4. Gremor wins First Strike Initiative. The RM asks "what are you going to do?"

Gremor: "I attack the spider with my long sword!" (Gremor rolls a 25 on a die 30. And the spider rolls a 18 to parry, and fails. He rolls 8 points of damage +1 from his strength bonus. The widow takes 9 points of damage.)

Spider: The spider attack with her gaping teeth, rolling a 29 on a d,30. A hit. Gremor sustains 5 points of damage, and resists the poison, barely.

Mage: "Am I able to attack with my spell?"

RM: "No, first roll First Strike Initiative"

Mage: rolls a 4, spider rolls a 2. Mage wins.

Mage: (Necromantic Aspect) "I use 100 PP, doing 25 damage."

RM: "The spider fails to save. A nasty wound."

Combat continues on until one side falls, or flees. If the single First Strike Initiative is used then they attack one at a time after determining First Strike Initiative.

To be continued.....

THE UNIVERSAL SYSTEM

Please note this was done roughly ten years ago. Don't get your hopes up. I'll redo it when it's a priority. It is sufficient for now.

To convert the metric and imperialist systems into this game and to constantly have to give two measurements becomes quite a burden. So in the end I have Decided to make a universal system based on partly meters, the length of certain important items in this game world and the weight of equally important items.

For the question of movement in this game such as speed we will use how far in how much time. The standard amount of time will be one round in combat and one turn in normal game sequence. The standard distance will be one meter. For instance a character with a movement of 5 can move 5 meters in one combat round. When the character is moving in normal game sequence he may move ten times his movement per turn, 50 meters per minute. When the character is running that rate is doubled and halved when crawling.

For lengths, Distances, height etc. we will again use the measurement of meters (for those of the imperial system it is approx. three feet). Therefore a person who is about six feet tall will be described as two meters tall. Anything smaller is described as a centimetre or a millimetre.

For the question of weight we will use something not equivalent to either the metric or imperial systems, and that is the weight of one piece of crystalline or Cp. To give you an idea of how heavy that is it is approximately one half of a pound heavy. For anything lighter we just say one half of. For even lighter you could say one Gp in weight which is approximately two ounces or one sixteenth of a Cp. Normally we say just that something weighs one or two Cp.

Time Scales	
SEGMENT	Equivalent to five seconds.
ROUND	Equivalent to 10 seconds.
TURN	Equivalent to a minute.
CIRCLE	Equivalent to ten minutes.
HOURL	Equivalent to one hour of normal time.
DAY	Equivalent to one day of normal time
WEEK	Equivalent to one week of normal time.
MOON	Equivalent to one month.

The Movement Point System

For movement some people are confused as to what and how much they may do in one combat round. So I am introducing a system for players to go by in combat. Each player has movement points equal to his movement attribute (a person with a fifteen movement has fifteen movement points). Unlike other games in one round of combat, time for the characters moves very slowly. One minute of fighting may seem like an hour. In that round a character may accomplish a few different actions depending on his or her movement. Now this system brings many problems into play. One is the question of the number of attacks per round a character has and how that may advance. The other question is spells and how long it takes them to conjure compared to how many movement points it will take. The attacks per round will be vanquished, and in its place we say that you can attack as many times as your movement points allow. In attacks per round we will say that you will gain as many movement points as one attack takes up. In the spells area we will say that you cast as many spells per round as your movement points allow.

Move or Action		Movement Point Requirement
Drawing a melee weapon		2
Drawing a missile weapon		2
Drawing and knocking an arrow		1
Setting a crossbow		5
Attacking with a melee weapon		5
Attacking with a pole arm		6
Firing a Missile Weapon		1
Aiming for a specific hit		3
Recover / Change a weapon		2
Turning in aerial combat Flight Class 1	(180)	*2x
Turning in aerial combat Flight Class 2	(180)	*All
Turning in aerial combat Flight Class 3	(180)	*1/2
Attacking in aerial combat Flight Class	1	10
Attacking in aerial combat Flight Class	2	8
Attacking in aerial combat Flight Class	3	5
Bandage a wound		5
Breath Weapon		*1/2
Open/use something		5
Drinking/Searching something		3
Using a special attack/defence manoeuvre		*1/2
Shout a message, warning, demands		2
Turn around or face new direction		1
Drop or pick up an item		2
Move one meter		1
Getting up after knocked down		1
Getting up after being stunned		2
Rogues acrobatic manoeuvres		1
Using any other special ability		3
*The number listed is the fraction of the movement points.		

Spell Casting	Min Casting Time	Minimum Movement Point Requirement
Incanting		
Simple Spells	5 Seconds	5 mp
Complex Spells	1 Round.	*All
Wild		
All Spells †	1 Second	1 mp
Rituals		
Simple Spells	1 Round	*All
Complex Spells	2 Rounds	All for 2 Rounds
Aria		
Simple Spells	1 Second	1 mp
Complex Spells	3 Seconds	3 mp
Enchanting		
Temporary Duration	2 Rounds	All for 2 rounds
Long or Permanent Duration	2 Turns	All for 2 turns
Other MP Modifiers		
Additional Laws of Magike ‡	NA	+1
Complex Spells ?	NA	+2
Arcane State	NA	+1
Arcane Form	NA	+1
? Unless noted previously a complex spell should increase the mp requirement by two. The addition of each state and form also increases the mp requirement.		
‡ For each additional law of magike (other than the first) used in a spell the mp requirement increases by one.		
† Note: For minimum casting times see the Wild Magike Casting Times table in the Wild magike section.		

ARIEL MOVEMENT

Every flying creature has a certain aptitude while in flight. Some creature are just more graceful and at home in the air than others. In game mechanics this translates into and is quantified by a flight class. This rating schema is used to measure how well a creature or character is able to perform in flight. Flight classes are rated from one, being the worst to three being the best.

Class	Affect
1	The being with this flight class is barely able to maintain control of itself in the air. The creature has very poor flight capacity and is 25% likely to plummet uncontrollably to the ground if struck. They cannot carry more than their own body weight in flight.
2	This creature has normal flight control. It is able to maintain a good measure of control over his flight with only a 10% chance of plummeting to the ground if hit. They can carry half of their body weight or maximum encumbrance weight in flight.
3	The creature in this flight class has perfect control over his flight. A master of flight he has only a 1% chance of falling from the sky if struck. Most of the time they can regain flight. They are able to carry their full encumbrance weight in flight and might make excellent steeds.

ARIEL TURNS AND MANOEUVRES BY CLASS

Those of a flight class of one are able to turn ninety five degrees per round because of their poor flight ability. Creatures with a flight class of two are able to turn one hundred and eighty degrees per round. Those with a flight class of three can turn three hundred and sixty degrees per round.

"If you ever meet a Troll, run. Failing that, go for his eyes. Failing that, try not to scream too loud as he rips off your arms." -- Farnum, the one-armed beggar.

The rules of combat must both be thorough, but at the same time playable and exciting. There is a fine line between a detailed rules system that created vivid combat scenes and one that overburdens players. We have attempted to create one that is flexible and realistic but at the same time does not overburden players and keep combat going on for hours.

CREATING VIVID COMBAT SCENES

Creating vivid combat scenes is not hard to do when using this combat system. The rules strive to add a certain amount of depth and colour by providing a fairly good level of detail. The combat system defines the locations of every blow, the effects of weapon types and the often horrific results that result from actual combat. These systems should be taken as guidelines for your campaigns. All of the rules fail when a player attempting a heroic deed is told it cannot be performed because it is against the rules. Anything should be allowed to be attempted. It does not mean that every attempt will succeed. The trick to creating vivid combat scenes is to be less concerned with the rules and more concerned with what is happening at each instant of play. Combat should be more than hack and slash; "I hit, I miss, I hit again," is awfully boring for one of the most exciting aspect of the game. One example of an RM creating a combat scene follows.

"You spin quickly using the momentum of the Arakashas punch to your jaw and counter slash with your broad-sword in a downward arc; gashing him in the chest. On your next sword thrust the Arakasha jumps over the sword and blocks your next blow with his shield. His partner, a Spiri, runs and attempts to jump kick you but instead misses and lands face first in the mud, knocking himself out."

A series of actual rules based things happened during this round. First the character had just finished being punched in the jaw and then it was his attack. The character rolled to attack and hit the Arakasha. Then he attacked again and missed, (or the Arakasha could have been a Rogue and used a jumping ability, or he could have parried. On the next attack the Arakasha successfully used a shielding tactic. Next, the Arakasha's partner, perhaps a Ninja rolled a fumble and the result was him knocking himself out. Use description, timing, strategy and humor, but most of all know when to use the rule and when to bend them.

COMBAT CENTRIC DEFINITIONS

Armour	Armour is the type of protection a character is wearing. Each type of armor has its advantages and disadvantages. Any blows that a character takes also affects the condition of his armour.
Bashing	Bashing is performed by striking with a blunt object that is not intended to cut. Bashing weapons are weapons made of large blunt objects, sometimes covered in spikes. The intend of bashing weapons is not to cut but to crush and cause structural damage.
Damage	Damage is what a character takes when injured in any way. The most common type of damage is physical damage. This is reflected directly in his or her health points. A character can also be damaged mentally and suffer a loss to intelligence or wit permanently or temporarily.
Defence Rating	The defence rating is the total protecting measure of a character. This rating takes into account reaction times, dexterity, awareness, skill, armour and experience.
Health Points	Health Points measure how much damage (actual or potential) a character can withstand before being killed. A characters maximum amount of health points represents the actual physical punishment that can be sustained by the individual.
Melee Combat	Melee combat is any situation in which characters, monsters, etc. are battling each other hand to hand, using any weapon that does not fire a projectile, is not thrown, hurtled or otherwise propelled. Strength and Dexterity assist in this form of combat.
Missile Combat	Missile combat is defined as any time a weapon is use that is shot, thrown, hurled, kicked or otherwise propelled. Melee and Missile combat have the same basic rules but special modifiers apply to missile combat.
Missile	Any projectile weapon as classified under Missile Combat. A Missile weapon can be almost any weapon defined as slashing, bashing or piercing. The intent is to hit opponents at a distance.
Piercing	Piercing is the act of penetrating or puncturing. Piercing weapons are weapons that consist primarily of one or more sharp points intended to puncture it's victim.
Slashing	Slashing is performed with slashing weapons. Slashing Weapons consist of one or more blades that are intended to cut or gash.
Strength Modifiers	Strength Modifiers are refer to the strength damage bonus given by the characters strength attribute. These adjustments always apply to melee attacks in the combat turn. The damage bonus is never given to mechanical missile weapons such as crossbows or catapults. These weapons benefit from a character's dexterity reaction adjustment.

The Combat Sequence

There is a sequence of events which characters must follow when engaging in combat. These are:

1	Action Determination for NPC's and Monsters
2	Action Determination for players.
3	Both parties roll for First Strike Initiative.
4	Actions occur in order of First Strike Initiative.

- 1 **Realm Master decides NPC/Monster actions:** Before anything else the Real Master secretly decides the actions the NPC's (non-player characters) and monsters will be taking for the round. The Realm Master does not need to announce his decisions to the players. To maintain fairness the Realm Master should decide special actions, like casting spells, before the players announce their actions.

- 2 **Players decide actions:** Next the players determine what actions their characters will take and announce them to the Realm Master. This description can be general and may be modified. For example if the characters are facing a group of bandits the player may say he is attacking, without having to indicate which bandit he is attacking. However, if there are bandits as well as wolves, the player must state whether his character is attacking the bandits or the wolves. If the characters have any hirelings or followers their actions should be determined as well. Any actions which violate the rules may be overruled by the Realm Master.

Any spells being cast must be announced and cannot be changed once the first strike initiative dice are rolled. However, the caster may choose to cancel his spell, forgoing those movement points and subjecting himself to volatile magic. He may then take a different action when his place in the order of initiative arrives. The character may also change how the spell occurs. For example, the characters are fighting a group of bandits again, and the Sorcerer of the party decides to cast *Projection of Fire* on them, an area affecting spell. As the round progresses one of the caster's friends suddenly runs forward and engages the bandits, placing himself where the caster had intended to cast his spell. It is too late for the caster to stop casting or change his mind about the spell, but he may purposely sabotage the spell and suffer the consequences.

- 3 **First Strike Initiative:** The dice are rolled according to the rules of first strike initiative, below.
- 4 **Action:** In the final step all creatures and characters involved take their actions according to the order of first strike initiative.

Action Determination

The first thing the realm master and the players do is to determine what actions they will take that round. This usually consists of deciding whether or not to retreat and who is going to attack who. In some occasions it might be possible to surprise your enemy and thus gain an advantage over them.

Attackers per Character

Realistically only so many opponents may attack one foe at one time. The number of attackers per foe or defendant depends completely upon the defendant's size.

Tiny beings are those up to one half of a meter tall or one and a half feet. They can only have two attackers on two flanks: front and rear.

Small beings are those between half a meter and one meter tall, or three feet. They can have a maximum of four attackers on a square based flank structure.

Medium beings are from one to two meters tall, or up to six feet. A medium being can have up to six attackers on a hexagonal flank structure.

Large beings range from two to four meters, or twelve feet tall. A large being can have up to eight attackers on an octagonal shaped flank structure.

Giant beings range from four to seven meters, or twenty one feet tall. A giant being can have up to ten attackers on a decagon based flank structure.

Fleeing

Fleeing is when a character makes a careless run from combat. A fleeing character will turn and run, leaving his back to his opponent and releasing any defensive advantages he might have. The character can still only move at his normal full movement and can be pursued. Fleeing allows the attacker to have one free attack on the fleeing character.

Surprising an Enemy

Surprise can happen anytime a group or party is taken unaware. If taken by surprise the surprising party or character automatically wins first strike initiative for the first round of engagement, while the surprised party takes the time to gather their wits. It is very possible for two parties to surprise each other, in which case nothing happens the first round. How easily a group or individual can be surprised depends upon how cautious the realm master feels they are being. If very cautious then they are advancing fairly slowly and are surprised on a roll of a three or lower on a ten sided die. If unsuspecting or nonchalant then the surprise on the roll of a five or lower. If they are frightened or advancing recklessly then they are surprised by a roll of an eight or lower on a d10.

FIRST STRIKE INITIATIVE

First Strike must be rolled before any actions occur in a combat round. The First Strike Initiative number designates the order of events; the highest number going first followed by the second highest number and so on. First Strike is determined by rolling a d10 and adding any appropriate modifiers such as the First Strike adjustment from his Wit. The highest number goes first and so on. Several factors may modify a character's First Strike Initiative. Armor, Weapon speeds, spells, or magic items all have an influence on a character's final First Strike Initiative. Note: Characters should write down their First Strike Initiative scores for each weapon or set of armor they use thus speeding up the game.

Example

Kharmani is facing off against a snarling Kinn. Kharmani decides to attack the creature with his Arakashan Bastard Sword. First Strike Initiative must be rolled first. Kharmani's Wit is 19. That gives him a First Strike bonus of 1. The player rolls a d10 resulting in a 6. The two numbers are added equaling 7. Kharmani is using a fairly large weapon with a penalty of -3. He is wearing leather armor so he suffers no penalties there. The final First Strike Initiative score is $4(6 + 1 - 3 = 4)$. Next the Realm Master would determine the First Strike Initiative for the Kinn. Whoever had the highest First Strike Initiative score would attack first for that particular combat round. The following table demonstrates many of the possible First Strike Initiative modifiers. These are generally ranked. The RM may change the overall effect. For example, a character may only be partially entangled and so the RM may not wish to impose the complete penalty to the First Strike Initiative roll.

Situation Modifier Table	
Attacking with a Weapon	Weapon Penalty
Casting Spell Time	Penalty equal to the casting time in movement points
Foreign Environment (dark, blinded, etc.,)	-5
Higher Ground (Character is on,)	+2
Hindered (tied, tangled, etc.,)	-2
Invisible	+/-2 depending upon who is invisible.
Rising to feet	Halve your first strike score.
Set to attack (ready)	+1
Size (Character's,)	
Small	+2
Medium	0
Large	-1
Huge	-4
Gigantic	Strike Last
Slowed	-1
Slippery footing (ice, grease, etc.,)	-2
Wading (snow, water, etc.,)	-1 to -5 depending on depth

Group First Strike Initiative

When the Realm Master is using a large group of monsters with similar attributes rather than rolling First Strike Initiative for each individual monster the Realm Master may roll a group First Strike Initiative using the same number for every creature. This may simply speed up game play. However, it may also be unrealistic at times. For it might be feasible for the Realm Master to simply roll a group First Strike Initiative for ten city guards with similar attributes and armed with the same weapons. However a large group of 100 archers would not all fire at the exact same moment (unless they were a military unit and ordered to do so.) Instead the Realm Master might divide them into ten groups of ten, rolling ten group initiatives.

Guarding and Waiting

Sometimes characters may wish to hold their actions until another event occurs in the round or they may wish to synchronize their own actions with those of other party members. In either case First Strike Initiative must still be rolled. The First Strike Initiative number rolled is the earliest moment the character may act. The character may decide to postpone his action to any other moment below his own First Strike Initiative score.

Multiple Attacks

Usually monsters and characters will have the ability to make multiple attacks. The natural attacks of monsters occur one right after the other. Attacks of the same type such as a character attacking twice with his sword may occur at different times in the combat round, thus the player can choose to roll two separate First Strike Initiatives.

Spell Casting First Strike Initiative

When determining the First Strike Initiative for casting a spell the casting time of the spell must be subtracted from the First Strike Initiative roll to determine final First Strike Initiative. If the spell lists a time period instead of a number of movement points then the spell takes place at the end of that time period. For example a spell that takes five rounds to cast takes place at the end of the fifth round.

COMBAT ACTIONS

The Attack phase consists of the following actions.

1	Resolving the To Hit roll.
2	Determining the Hit location.
3	Determining the effectiveness of Defense or Resistance's.
4	Resolving damage.

Once First Strike Initiative has been determined attacks can be made in the order they were determined. Making an attack and defending against it involves competition between an attacks to hit roll and the defenders defense rating. Combat always involves a to hit roll against a defense rating. The "To Hit" die is rolled against the defense rating to determine the outcome of the attack.

The to Hit Roll

The To Hit roll is the roll of one d10 and 1d20 or just one d30. Modifiers to hit such as those from weapons, skills, abilities, powers and attributes (such as those from Dexterity) are added to the to hit die roll. To successfully hit an opponent you must match or exceed his defence rating. If you match your opponents defence rating you land the blow but the character takes only impact damage. If you exceed the defence rating the blow hits full force and the character and his armour suffer.

To keep the random element some natural die rolls have significance. Any natural die roll of one to two indicated an automatic failure, or even a critical mishap or fumble. The result of this can be a number of this such as the character's weapon flying from his hand, him tripping and falling or running into a wall and knocking himself out. Mostly the effects thereof are left to the RM and should be humorous. A roll of a natural twenty nine to thirty represents an automatic hit. Not only that but a critical hit. For information of the effects of the critical hit see the section *Critical Hits*.

Situational Combat to Hit Modifiers	
	Adjustment
Blinded, poor vision	-10
Class 1 Flying Creature (target)	-1
Class 2 Flying Creature (target)	-2
Class 3 Flying Creature (target)	-3
Defender Invisible/Transparent (Spiris)	-3
Defender off balance	+3
Defender sleeping or held	Automatic Hit
Defender stunned or prone	+4
Defender surprised	+1
Foreign Environment	-2
Forest Cover (Missile Weapons Only)	-2
Hindered or Tired	-3
Missile Fire, long range	-2
Missile Fire, medium range	0
Missile Fire, short range	+2
On Higher Ground	+2
On Slippery Ground (Ice, etc.)	-3
Open Terrain (Missile Weapons Only)	+2
Rear Attack	+6
Wading in Deep Water	-6
Waiting (Ambushing)	+2

Spell casting presents unique situations for determining a hit. As a rule any missile, melee or projectile spells should require a to hit roll. However, now the affects of the Laws of Magike become more clear. Casters receive bonuses to hit with projectile spells when using magikeal laws. The table below lists the bonuses for using each magical law. The bonuses are accumulative.

Law of Magike to Hit Modifiers.		
Laws	Projectile Spells	Non-Projectile Spells
Law of Gesegen	+1	Automatic Hit
Law of Contagio	+2	Automatic Hit
Law of Relantum	+1	Automatic Hit
Law of Necro	No Bonus. This law is implicit.	

For spells that are not projectile the laws of magic allow the caster to automatically hit his target. The targets defense in this case will be his *Resistance's*. The RM should rule any spell external to the body which can physically attack a target in a missile or melee way a projectile spell. Non projectile spells would be ones that cause fear, poisoning, blindness, healing, etc.

The Hit Location

In the races section and throughout this book you will have noticed that character's bodies are divided up into roughly 6 body areas. The question then is, once you land a blow, where does it land? Generally the location in which you hit your opponent is determined randomly. In some cases though a specific body area can be targeted. See *Called Shots* for more information.

The following table is used to determine the body area of a hit. It is rolled with one d20 and weighted according to probability. No modifiers should ever be allowed on this roll.

Body Area Hit Table	
Roll	Body Area
1-2	Wings or Other Appendage. Otherwise, Reroll.
3-4	Left Arm
5-6	Right Arm
7-14	Torso
15-16	Left Leg
17-18	Right Leg
19-20	Head

Called shots

Some situations may call for a character to strike certain location on a creature. For example the weak spot on a dragon might be his belly, or a warrior might try to strike a wand from a wizards hand. There are generally two categories when attempting a called shot. If a character attempts to strike a specific major body part (head, torso, arms, legs) then the to Hit roll is reduced by five. Attempting to strike an even smaller target such as an object in the target's hand, the target's foot, or a certain spot on a monster's torso reduces the to Hit roll by ten or one half, whichever is higher.

The same rules apply for spells, with a few exceptions. Anyone may make a resistance roll against specific called shots that are made with spells. The caster must also be using the law of Relantum, to even attempt a called shot. Ritualists are exempt from the to hit penalties and the resistance roll clause as a reflection of their devotion to the Law of Relantum. As a hard rule Called Shots must be announced in the first stage of combat before the to Hit roll is made.

Defense and Resistance's

Defense Rating

The defense rating is the overall protective rating of a character. It is determined primarily by a characters race, dexterity, and armour. This rating can also change according to a characters situation. For example, if a character is unconscious he automatically loses all of his defense.

This number is rated from one to thirty. There are a few separate labels for different states of a characters defense rating. A characters base defense rating is determined by his race and dexterity. This number should be tracked separately for situations when a character is out of armour. The characters final defense rating is the base with all of the modifiers applied.

Resistances

Resistances are integral to a combat system. These determine the level of physical resistance a character has to certain agents. It also determines a characters physical and mental strength when resisting spells or poisons or other forces wishing to control or affect a character in a negative way.

To make the resistance roll the player first selects the resistance type to be made. There are four resistance tables. Each resistance table is dependent upon a character attribute that is used to decide what number the player must exceed on a roll of the die. Then a player compares his appropriate attribute score to table and obtains his target number. Then a roll of the d20 must match or exceed that number in order to succeed. Any modifiers from race or otherwise can be applied to that roll.

No resistance roll is made if a character or creature voluntarily chooses not to resist. The intention not to resist must be stated clearly. The RM may also modify the targets on the chart to suit specific circumstances.

Breath Weapon/Death		Magikeal Items/Magike		Paralyzation/Poison Disease		Spiritual/Mind Attack	
Constitution	Target	Will Power	Target	Constitution	Target	Will Power	Target
2-6	18	2-5	18	2-6	18	2-6	18
7-14	15	6-8	17	7-10	16	7-9	17
15-20	13	9-10	16	11-14	14	10-12	16
21-22	12	11-14	15	15-18	12	13-15	15
23	11	15-18	14	19-22	10	16-17	14
24	10	19-21	14	23-24	8	18-19	14
25	10	22-23	13	25	6	20-21	13
26	9	24-25	13	26	5	22-23	13
27	8	26-27	12	27	4	24	12
28	7	28	12	28	4	25-26	12
29	6	29	11	29	3	27-28	11
30	5	30	10	30	3	29-30	10

Shielding, Optional Rule

A combat system without a way for a character to defend himself is a pretty one sided system. The defense rating system represents a characters ability to parry and shield a blow. However, some prefer to allow a character who has had a successful to hit roll against him to be able to catch the blow on his shield. Below is presented an OPTIONAL rule system to allow shielding as a separate system in defense and strike resolution.

Shielding is a tactic that can be used if you have been hit in a area that can be covered with a shield. This can substantially increase the time it takes to resolve combat encounters. If hit, a character can attempt to ward off the blow with his shield. In this case the shield takes the damage of the blow. For that reason the shield descriptions include armour strengths and absorption ratings. Shielding is determined by the roll of a d10 and is determined by the size of the shield. For buckler, target and small shields the roll of a one on the d10 indicates a successful block. For medium and large shields a roll of a two or under indicates success. For tower shields the roll of a four and under indicates success. Defence shielding can be done instead of attacking. This requires you do nothing but shield and it gives a bonus of two to the number required to successfully shield blows. This rule can be considered separate from being able to shield every blow that indicates a hit.

For the consideration of missile weapons characters bearing tower shields should be impervious to frontal attacks when crouching behind them. When attacking or performing any action that requires them to rise and move they can be attacked as normal.

Shielding fire or other such attacks including breath weapons protects you from one half of the damage if a resistance is not made. It protects you from full damage if a resistance roll is successful.

Resolving the Effects of Damage and Armour

When an attack is successful it usually does damage. Damage is the number subtracted from a characters health points. The amount of damage depends upon the type of weapon being used, spell effect or other effect. There are certain modifiers that may affect the amount of damage done, having a high strength, owning a magic weapon, spells, and many more things. There are two types of physical damage; structural damage and impact damage. Once the total structural damage has been calculated the targets armour protection must be taken into account. Impact damage is a factor of strength and cannot be absorbed. Impact damage is always conferred upon the determined body area of the character.

A characters armour can absorb a certain amount of structural damage. The amount of structural damage it can absorb is determined by it's type. Under the armour tables each armour type has absorption values listed for the various types of damage. The absorption values list how many points of damage are absorbed by the armour. Any damage that is over a multiple of the absorption is conferred upon the character. For every multiple of the absorption over the first the armour loses a strength point.

For example; Chain mail can absorb seven points of slashing damage and has a strength of fifteen. Lets say a creature does twelve points of damage to the torso of our character Azuroth who is wearing a chain mail vest. In this case the chain mail absorbs seven of those points which leaves five left over. Azuroth takes this five points of damage plus any points of impact damage due to his opponents strength onto his torso area. Now since the damage was not greater than the second multiple of seven it suffers no loss of strength. Now if that creature had done eighteen points of damage Azuroth would have taken four points of damage plus any impact damage. The reason is that there were two multiples of seven in the damage which total fourteen. The difference is four. Now in this case, because the damage was more than one multiple of seven, the armour lost one point of strength. (Two multiples of seven existed in the total damage but we only count the one after the first multiple. Hence one). Now had the damage been say, 24, then Azuroth would have taken three points of damage and his armour would have taken two points of damage. (There are three sevens in 24 which total 21. $24-21=3$. The total number of multiples minus one is two.)

Blood Loss, Optional Rule

When a character has lost more than half of the health points to any given body area he will continue to lose health points to that area at the rate of one per round until his wounds are tended. Once that body area reached zero the health points continue to be lost from the characters torso area. If it is the characters torso area that is losing the health points see *Death and Health Point Loss*.

Combat and Pain, Optional Rule

When a character has sustained major wounds then he may come under what we call the pain rule, if utilised by the realm master. The character must lose one quarter of the health points to his torso area in one blow to come under this rule. If this happens a player may then make a will power check. If he fails then he suffers from pain. If under pain the character's movement rating is halved. He will also suffer a penalty of 3 to his to Hit and damage rolls. If a character falls under the pain rule again while still suffering from pain he becomes incapacitated and cannot continue to fight or cast spells. His only option is to flee.

Damage from Falling, Fire and Cold

During the course of the game characters will sometimes fall from high places suffering damage. A character will sustain one health point of damage to every body area for every ten meters that he falls. Damage from normal fire or cold does 1d4 points of damage per round. Magikeal fires or cold normally cause 1d6 points of damage per round.

Damage According to Weight and Speed

Damage can occasionally be done when a character is hit by large moving objects or hits large objects at a certain velocity. The damage can usually just be assigned by the realm master. However, for a more empirical treatment of this use the following formula. $\text{Damage} = ((\text{Movement Rate})(\text{Weight in Cp's}))/500$.

Damage Recovery

Damage recovery is the rate at which characters recover their health points. There are many ways to recover lost health points, such as, potions, priests, regeneration and natural healing. Unless stated otherwise a realistic healing rate is one health point to each body area per day. Another solution, depending upon the campaign is to have a character regain all of his health points after a descent night sleep.

Death and Health Point Loss

Sometimes when a character has taken too much damage he dies. Any critical body part that loses all of its health points causes a character to fall unconscious. The critical body areas are the head and torso. If either of these body areas fall to five points below zero that character slips into a coma and will die within six hours. If either of these body areas fall more than ten health points below zero then the character dies.

When non-critical body parts, such as the limbs, reach zero they are considered useless or broken. If healed they will come back to full use. If they descend below zero then they are either considered removed or beyond repair and must be amputated.

Exertion, Optional Rule

After a certain amount of activity a character will have exerted himself and can come under the exertion rule. A character can come under the exertion rule by carry too heavy a load, running at their maximum speed or other various things like combat, swimming, etc. A character can maintain vigorous action for a number of rounds equal to his constitution and will power scores. The penalties imposed by the exertion rule are applied for every turn that the character continues vigorous activity after he becomes exerted. These penalties are accumulative. For ever turn of rest four rounds of activity are regained.

Strength	-2
Resistances	-3
Movement	-3
Damage	-4
Impact Damage	-2
To Hit	-2
Initiative	-2

Critical Hits

When a player scores a critical hit against an opponent he is entitled to roll on a critical hits table. A critical hits table describes various details about the damage that is delivered in the critical blow. This table is usually made up by the realm master. The realm master may also wish to apply special damage bonuses to the blow. Some examples are double damage or damage and a half.

I have opted to put in an example of a critical hits system for use in the Lycadican role playing game. This critical hits system further subdivides and identifies the head and torso body areas. You should already know generally where you have hit your opponent; this provides a more specific, graphic and realistic view. The system proposed below IS OPTIONAL. You may feel free to create your own.

Critical Hits System, Optional Rule

This system divides the body up into three areas of risk: high, medium and low. Landing a hit in a high risk area means that you or your opponent has a 25% change of automatic death, a bonus of 8 to the damage and a 30% change of paralyzation if death does not occur and hit in the spinal column, upper back or head. Targets hit in a medium risk area have a 15% chance of automatic death get a bonus of five to damage and have a 10% chance of paralyzation. Targets hit in a low risk area sustain three extra points of damage and have a 15% chance of being stunned for one round.

All limbs and appendages such as wings/tails, etc. are considered low risk areas. If hit in the head or torso rolling again on the following charts determines specifically where the hit landed and the risk factor of that area.

Risk Specification for Body Areas		
Head		
Roll (1d4)	Body Area	Risk Level
1-2	Head	High
3	Face	High
4	Neck	High
Torso		
Roll(1d8)	Body Area	Risk Level
1	Shoulders	Medium
2	Lower Front Torso	Medium
3	Lower Rear Torso	Medium
4	Upper Back	High
5-6	Chest	High
7	Ribs	High
8	Spinal Column	High

After the hit location is determined find the appropriate chart below and roll the percentile die to determine the outcome.

Slashing Effects	
Head	
Roll	Result
1-25	Opponent knocked unconscious. If he is wearing a helm it is destroyed.
26-85	Cracked Skull. Brain damage occurs intelligence is reduced by 1/2.
86-95	Severe wound. Opponent knocked out. Death in two rounds
96-00	Cranium severed. Immediate death.
Face	
Roll	Result
1-25	Face slashed deeply. -1 to Appearance. Stunned for one round.
26-50	Nose is removed. Appearance is reduced by eight, stunned for five rounds.
51-98	Face is deeply cut. The slash cuts through heavy bone and rips the jaw from the face. Appearance is are reduced by fifteen. Use of speech is removed.
99-00	The face of the character is cut from the skull causing the character to pass out in pain. Looks are a one. The character is blinded, made mute and the sense of smell is destroyed. Death in one turn.
Neck	
Roll	Result
1-25	Knocked unconscious. +5 damage.
26-50	Medula Oblongata hit. Intelligence is reduced by one half. Death will occur in five rounds.
51-95	Severe artery damage. Death in three rounds.
96-00	Decapitation. Immediate Death.
Shoulders	
Roll	Result
1-55	Shoulder muscle torn. Any shoulder or arm movement is not possible.
56-90	Collar bone severed. Arm immobilized. Bonus of five points damage.
91-00	Arm severed at shoulder. Ten points of damage to the torso. Death from excessive bleeding in ten rounds.

Chest	
Roll	Result
1-25	Knocked out. Bonus of ten points damage.
26-50	Pectoral muscle slashed. Unable to fight for three days until healed. Bonus of 15 points damage.
51-95	Lung punctured. Death in two turns if not treated.
96-00	Heart punctured. Death in one round.
Spinal Column	
Roll	Result
1-25	Severe back injury. Stunned for one to four hours. Bonus of ten points damage.
26-50	Knocked out for one to four days. Double damage.
51-95	Spinal Column hit. Resist paralyzation or paralyzed from the neck down.
96-00	The victim is virtually cut in half. As a result the spinal cord is severed and the victim dies.
Upper Back	
Roll	Result
1-25	Back muscles are severed. Plus ten damage. All attacks from now on are made at a minus one.
26-85	A deep gash cuts into the back and ribs. Double damage. All attack from now on are made at a minus one.
86-95	Back ribs are severed puncturing both lungs. Death will occur from suffocation in ten rounds.
96-00	The tendons for both shoulders are severed. As a result the structure of the upper back collapses and the spinal column compresses. First paralyzation occurs then death in three turns.
Ribs	
Roll	Result
1-25	Slashed ribs. Corresponding arm is restricted in movement. Movement points reduced by half.
26-85	Several ribs are severed from their position making a heavy gash in the victim. Death in five rounds from bleeding. Bonus of twenty points damage.
86-95	The weapon passes through the rib cage severing the heart and lungs and the aorta. Death in one round.
96-00	The victim is cut in half vertically. Immediate death.
Front Torso	
Roll	Result
1-10	Bonus of ten points damage. Stunned for five rounds.
11-26	Abdomen slashed. Unable to fight for three days. Bonus of twenty points damage.
27-50	Gut slashed. 1d10 damage until death occurs in 1d20 rounds from bleeding and infection.
51-60	Gut slashed. Death in two rounds.
61-70	Severe slash to the lower abdomen. Stunned for one round, double damage.
71-80	Waist slashed, tendons and muscles surrounding the waist are severed. Bonus of ten points damage. Movement reduced by half.
81-95	Genitals Removed. Victim rendered unconscious. Five points of damage each round until death.
96-00	Slash from the groin to the abdomen. Death in one round.

Rear Torso	
Roll	Result
1-25	Deep slash in buttocks. Unable to sit. Movement is halved. Victim is crippled and cannot walk without a cane.
26-85	Both buttocks severed. Movement reduced to five. If victim recovers he will be crippled and can only move by crawling on his belly.
86-95	Lower back stabbed. Victim is paralyzed from the waist down.
96-00	Rectum severed. Bonus of fifteen points damage. Victim will die from massive infection in one day.
Arm	
Roll	Result
1-25	Bonus of ten points damage.
26-50	Muscle slashed. Reduced to one attack per round until healed.
51-95	Arm useless for 1d4 turns.
96-00	Arm removed. Movement reduced by half. Defense rating reduced by three.
Leg	
Roll	Result
1-25	Thigh slashed. Bonus of five damage.
26-85	Knee cap removed. Movement reduced by three.
86-95	Hamstringed. Bonus of five damage. Movement reduced by quarter.
96-00	Leg removed at pelvis. Movement reduced by half.

Bashing Effects	
Head	
Roll	Result
1-25	Stunned for three rounds.
26-50	Knocked out for three rounds.
51-75	Concussion, stunned for five rounds. A Coma occurs in 24 hours if not treated. HP in the head area reduced to zero.
76-95	Shattered Cranium. Victim unconscious. Death in five rounds.
96-00	Skull crushed. Immediate death
Face	
Roll	Result
1-25	Knocked out for five rounds. Nose broken. Bonus of five damage.
26-50	Nose is crushed, character temporarily blinded by blood for two rounds then knocked out for three rounds. Bonus five damage.
51-75	Jaw crushed, speech lost. All teeth are broken and fall out. Appearance reduced by four, bonus of two damage.
76-95	Ear drums burst. Character loses hearing permanently. The side of the skull is also crushed resulting in a concussion and coma in one five turns.
96-00	All of the above, and death in two rounds.
Neck	
Roll	Result
1-25	Unconscious for five rounds.
26-85	Unconscious for five rounds and a concussion. Bonus of five damage.
86-98	Wind pipe crushed. Death from suffocation in five rounds.
99-00	The head is torn off the shoulders. Immediate death.

Shoulders	
Roll	Result
1-50	Shoulders are dislocated. Movement -5. To Hit -5 and Damage -5 until healed.
56-90	Collar bone crushed. Arm immobilized. Movement reduced by one quarter.
91-00	The arm and shoulder are torn off. Bonus of twenty five points damage to the torso. Death from excessive bleeding in ten rounds.
Chest	
Roll	Result
1-25	Breath lost. Stunned for two rounds.
26-50	Upper ribs broken. All activities reduced by half. Penalty of one half to all rolls.
51-75	Upper ribs crushed bursting one lung and the diaphragm. Death in ten rounds.
76-95	Lungs burst. Death by internal bleeding in five rounds.
96-00	Chest cavity crushed bursting all organs. Immediate death.
Spinal Column	
Roll	Result
1-25	Severe back injury. temporary paralysis for one to four days.
26-50	Severe back injury. Several vertebrae are out of place. Movement extremely painful for one week. Movement reduced by three permanently.
51-95	Spinal column broken. Character paralyzed.
96-00	Spinal column is shattered sending bone fragments throughout the body. Immediate death.
Upper Back	
Roll	Result
1-25	Knocked out from the force of the bash for one to four rounds.
26-85	Muscles are hit hard traumatizing them. Penalty of two to hit and five to damage.
86-95	The ribs are crushed. One quarter movement, a penalty of twenty damage to all attack rolls until healed. Bonus of ten damage to the torso.
96-00	The ribs are broken sending the bones through the heart. Death in one round.
Ribs	
Roll	Result
1-25	The ribs are severely bruised. Bonus of five damage.
26-85	Minor fracture of one to four ribs. Penalty of two to movement and a bonus of ten damage to the torso.
86-95	Ribs bashed breaking one to six ribs. Penalty of five to movement. Bonus of ten damage to torso.
96-00	Ribs crushed sending bone fragmentation into the lungs bursting them death in four rounds.
Front Torso	
Roll	Result
1-25	Pelvis is hit for a bonus of five damage.
26-85	Pelvis is broken. Movement reduced to one half.
86-95	Genitals are crushed. No movement until healed. Bonus of one to twenty damage.
96-00	Genitals are removed. Bleeding rate of one to ten hp per round until death or healed.
Rear Torso	
Roll	Result
1-45	Seat bruised. Unable to sit or walk more than three quarters of movement rating.
46-85	Buttocks extremely bruised, bonus of twenty damage.
86-95	Pelvis smashed. Bonus of thirty damage.
96-00	Lower back crushed. Paralyzed from the waist down.

Arm	
Roll	Result
1-25	Severely bruised. Bonus of four damage.
26-85	Muscle crushed. Movement minus two.
86-95	Lower are broken. Number of attack reduced by one or five movement points until healed.
96-00	Lower arm torn from limb. Number of attack reduced by one or five movement points. Fifty percent chance of passing out in five rounds from pain and bleeding.
Leg	
Roll	Result
1-25	Thigh muscles crushed. Bonus of five damage.
26-85	Knee cap smashed. Unable to walk. Movement halved until healed.
86-95	Leg broken as thigh. Movement speed for walking or running reduced by one half.
96-00	Leg torn off at upper thigh. Bonus of ten damage. Loss of quarter movement points.

Piercing Effects	
Head	
Roll	Result
1-50	Weapon skims the head leaving a funny hair do.
51-85	Weapon pierces the skin on the forehead and lodges itself in into the skull. Target is stunned for four rounds and has a sixty percent chance of being knocked out from the pain.
86-99	Weapon pierces the temple severing the jaw muscles and piercing the optic nerve and some brain tissue. Permanent loss of sight in one eye, stunned for eight rounds and a minus one to intelligence if the target survives. Defense rating penalty of two.
00	Weapon pierces the opponents forehead, completely turning the brain in to a mound of shredded meat. Target dies instantly.
Face	
Roll	Result
1-50	The weapon skims the face leaving ugly scars. Bonus of five to damage and penalty of three to appearance.
51-90	The weapon pierces the cheek cutting into the bone and lodging there. Any attempt to remove the weapon will shatter the cheekbone. Bonus of five damage and stunned for two rounds.
91-99	Weapon pierces the eye. Sight permanently lost in one eye. Defense rating penalty of two.
00	The projectile pierces the skull and shatters it on impact. Immediate death.
Neck	
Roll	Result
1-85	Weapon skims the neck ripping away skin and leaving terrible scars. Penalty of one to appearance.
86-95	Jugular artery pierced and severed. Death in five rounds.
96-00	Strikes the jugular vein and tears away half of the neck. Instant death.

Shoulders	
Roll	Result
1-50	The weapon superficially pierces the shoulder cutting through some muscle. Bonus of five points damage.
51-85	Weapon pierces the shoulder ripping away some of the shoulder muscle. Bonus of ten points damage to the torso. The arm is unusable until healed. Penalty of three to movement points.
86-98	Weapon pierces the shoulder ripping away most of the shoulder muscle. Bonus of fifteen points damage to the torso. The arm is unusable until healed. Penalty of four to movement points.
99-00	The weapon pierces the shoulder ripping it and the arm from the torso. Death in ten rounds due to loss of blood. The character is exerted and under the pain rule.
Chest	
Roll	Result
1-50	Strike to the chest. The weapon is lodged in the sternum. Bonus of five points of damage.
51-75	Strike tears through chest muscle and cracks some bone. Bonus of eight points of damage.
76-90	The weapon pierces the sternum and shatters it and several ribs. The foe drops in pain and is incapacitated until healed. Bonus of five points of damage.
91-99	The weapon passes through the chest piercing the lungs and heart. Death in one round.
00	The weapon shatters the entire rib cage sending bone fragments through most vital organs. Instant death.
Spinal Column	
Roll	Result
1-50	The weapon strikes the spinal column and lodges in the bone. If removed it may damage the spinal column. The foe is paralyzed for one to ten rounds.
51-90	The weapon strikes the spinal column cracking a vertebra. One point of damage is taken per round. Movement will cause permanent paralysis.
91-00	Weapon strikes the spinal column shattering it and severing the spinal cord. Instant paralyzation. Make a resistance roll versus death.
Upper Back	
Roll	Result
1-45	Weapon glances off of a shoulder blade. Roll a shoulder critical hit.
46-70	Weapon is lodged between the upper rib cage and spine. The character cannot breath adequately or use his limbs. Any attempt to move him causes excruciating pain and renders the victim unconscious for hours.
71-95	The weapon is lodged in the upper back piercing the muscle and lungs. Death from suffocation and bleeding in five turns.
96-00	Weapon passes through the shoulder blades, rib cage, and spinal column bursting the lungs and heart. The weapon then passes through the victims body spraying blood on all of those around. Immediate death.
Ribs	
Roll	Result
1-35	The weapon does not pierce the rib cage. The foe is knocked down and stunned for two rounds.
36-80	The weapon pierces the rib cage breaks a rib and punctures a lung. Death in one to four days.
81-95	The ribs cage is shattered. Death from suffocation in one to six turns.
96-00	Weapon shatters the rib cage and heart. Immediate death.

Front Torso	
Roll	Result
1-35	Weapon does not pierce any major organs. Foe knocked down and stunned for two rounds.
36-85	Weapon breaks the pelvis. The torso and lower limbs are immobilized. Any movement is very painful and cause one hp damage to the torso.
86-98	The weapon pierces and mangles the genital area. Death in two rounds.
99-00	Weapon passes through the lower torso destroying all organs. Death in one to four turns. Foe cannot move because of the pain.
Rear Torso	
Roll	Result
1-45	The weapon skims the buttocks causing painful cuts. Good luck sitting down.
46-85	The weapon pierces the buttocks. Bonus of four points damage. Movement is reduced by one half.
86-99	Weapon breaks the pelvis. The torso and lower limbs are immobilized. Any movement is very painful and cause one hp damage to the torso.
00	Weapon passes through the lower torso destroying all organs. Death in one to four turns. Foe cannot move because of the pain.
Arm	
Roll	Result
1-50	Weapon pierces the arm muscle. The arm is unusable. Penalty of five to movement.
51-85	Weapon pierces deep into the bone. Bonus of three damage.
86-00	Weapon pierces the muscle and bone. The arm is unusable. Penalty of five to movement and bonus five damage.
Leg	
Roll	Result
1-80	Weapon pierces thigh. Bonus of two damage.
81-00	Weapon pierces the legs joint with the hip. The leg is immobilized and cannot move. The victims movement is halved. Bonus of four damage.

OTHER COMBAT RULES

Ariel Combat

Ariel combat is defined as fighting other air born opponents. Ariel combat depends on manoeuvrability. For each class lower than flight class three there is a penalty of two to hit while attacking in the air. In ariel combat class one can only make one attack per round. Flight class two is able to use up to a maximum of two attacks per round, while flight class three is able to use their full range of attack while airborne. Airborne attackers using missile weapons suffer the following penalties; minus three for class one, minus one for class two and no penalty for class three.

Air to Ground Combat

Air to ground combat depends upon the number of passes that can be made by an airborne attacker at his enemy, in a round. Class one creatures may make one pass at an enemy every two rounds. since it takes two rounds to turn one hundred and eighty degrees. Class two creatures may make one pass every round. Class three creatures can make two passes every round. With each pass the creature is able to take one attack including their riders attacks, if applicable. Flying characters may not cast spells in ariel combat.

Any creature that loses half of its hit points to its torso, head or wings must land. When an ariel creature is attacked by missile weapons from the ground certain modifiers take place. The penalty to hit an ariel creature with a missile weapon is equal to that creature's flight class. For example, -1 for class one -3 for class three. Melee attacks remain unmodified if the creature is within reach.

Invisibility

When a character is invisible or chameleoned the character is also invisible to himself and everyone else. These characters still leave tracks and make noise. In combat the character is invisible to friends and foes. Invisible characters that are unnoticed may attempt to surprise others with a bonus of one to the roll. Otherwise invisibility affects the game system only in the to hit roll.

Light and Vision

Light and vision pertains to the characters ability to see and be seen; the ranges of particular light sources and other types of vision. The first aspect of vision is how far away a character can see an object clearly. The size of the object, available light and weather conditions are the primary determining factors.

Determining light and vision should not be a process. It is secondary to actual role-playing and the real master should not stop the game to determine what can and can't be seen. There will be some guidelines below for determining what can and can't be seen for RM's who need a grounding point on what is reasonable and need to get a feel for approximate ranges.

Under the best conditions the maximum range a character can see a man sized object is about fifteen hundred meters. At five hundred meters a general identification can be made. Colour, an approximate shape and rough size can be determined. At one hundred meters individuals can be made out and actions can easily be seen but small details are not clear. At ten meters all but the tiniest details are clear.

Under weather conditions such as rain and snow the above guidelines are probably one one-hundredth the range. Under more severe conditions this can be even less. For example, in a dense blizzard the maximum range one can see will most likely be less than ten meters.

Light Sources

Different light sources give off varying amounts of light in varying ranges. When there is absolutely no light most characters require artificial light.

Light Source	Radius	Burning Time
Lantern	40 meters	Two hours per stick
Bonfire	20 meters	One hour per log
Campfire	12 meters	Two hours per log
Candle	2 meters	Two hours
Torch	8 meters	One hour
Flaming Stick	3 meters	Half an hour

Other Visions

There are other types of vision such as night vision or thermal vision. Night vision can also be called infravision. This is the ability of the characters' eyes to use the heat or life energy given off of all things to see in the dark similar to how he would see in broad daylight. With thermal vision the characters' eyes see in heat patterns. Different levels of heat are seen as different colours. The less heat the darker the hue. The more heat the lighter.

Darkness

When lost in or moving through the dark, characters suffer physical and psychological effects. In the darkness the characters' vision is drastically reduced or affected. In these situations all characters automatically move at half of their movement rate, suffer a penalty of four to their to hit rule and suffer a penalty of three to resistance rolls. The sightless fighting skill negates these penalties.

Mounted combat

Many warriors purchase horses and gain the advantage in melee combat. It is difficult fighting on horseback (or creatures similar to horses) unless the mount is trained for combat. Steeds not trained for combat are easily frightened and difficult to control. Characters fighting atop untrained mounts receive a penalty of one half their to hit rolls. A untrained mount injured during combat will bolt unless the character has the **Riding** skill at which time a skill check must be made to keep the mount under control. When fighting atop a trained mount the character receives a +1 bonus to his to hit and defense rating when facing creatures smaller than his mount. If an opponent on foot with a weapon long enough strikes a mounted rider and rolls a critical attack then the rider is dismounted and falls from the horse suffering 1d4 points of damage. Anyone falling from a mount suffers 1d4 points of damage (the Realm Master may apply more damage if the mount was moving). Missile fire from atop a mount suffers penalties if the mount is moving. If the mount is moving under half its speed then a -2 penalty is applied. If the mount is moving at greater than 1/2 to 3/4 its speed then a -4 penalty is applied. If the mount is moving at greater than 3/4 its speed then a -6 penalty is applied.

Awarding experience point to players may be one of the most difficult tasks that a real master may face. You cannot give out too little or too much experience points. Both of these ruin the game and player characters. Experience points are a measure of improvement in a character's powers and skills. As with any rewards system it takes a realm master with playing experience and good judgement.

Mostly experience is a measure of what a character has learned. Every time a character goes on an adventure he learns something. The results and knowledge a character gains need not be positive or negative, just as the experience a character receives need not be restricted to him alone. The player also learns. He gains no physical reward but instead learns tactics, survival and how to put himself in some one else's shoes. The ability of a player to do this affects the quality of game play but also can mean life or death for his character. Hence, experience encompasses a host of abstract factors: confidence, physical ability, skill, insight, wisdom, rational thinking and on the job training. Unfortunately failing the latter tends to get characters killed.

As characters earn experience they increase their proficiencies in their skills abilities and powers.

When to Award Experience and Upgrade

Experience should be awarded in small but steady awards. As a realm master you will be frequently bombarded with important tasks from all angles that you must tackle concurrently. Therefore it is not only logical but also prudent that you award experience to characters as soon as they have earned them. No sort of formal training is required all the time for every skill a character possesses, as mentioned in the skill rules. Training for new skills is mandatory but experience suffices for skills a character already possesses. For major character changes rest periods between gaming sessions are an excellent time for players to upgrade their characters. The realm master may rule that any completely new skills, abilities, powers or aspects of magike that a player purchases in such rest periods not be allowed until they do train under a mentor. A mentor can be a professional of a higher skill rank or another character of a higher skill rank.

Experience should only ever be awarded for situations in which characters actually face a challenge or threat. Characters should never receive experience for killing helpless or friendly creatures or for attacking non player characters such as innkeepers, peasants or beggars. No experience is earned for situations in which characters have an overwhelming advantage.

Experience Awards

Each adventure should have a main goal, such as rescuing a princess, finding an assassin, treasure hunting, etc. For these objectives the realm master must determine how many experience points he will award the characters of the party. There are two ways in which a realm master can award experience to characters: A party award where all characters gain the same amount of experience and an individual award in which a character is awarded experience based on his own merits.

The most common situation in which a realm master awards experience is for subduing, killing or being otherwise victorious over foes and hostiles. Characters need not kill in order to receive the experience value of a creature. For combative experience the realm master can either give all characters who participated in the combat the same experience or assign a fixed experience amount and divide it by the characters involved.

Usually creatures are rated by the difficulty a party or a character would have in over coming it. These difficulty levels follow the same pattern as the difficulty levels for spells. They range from simple to aweful. This is a relative situation, what's difficult for one character may not be difficult for another.

Experience	20	40	60	80	100
Difficulty	Simple	Routine	Average	Challenging	Difficult
Experience	120	140	160	180	200
Difficulty	Strenuous	Arduous	Extreme	Imposing	Aweful

Experience should not be restricted to combat. There are many other things that all types of character can do that earn experience. Common experience awards are given to character who show bravery, cleverness and who role play intelligently. This encourages players to play their characters efficiently and realistically. The placing of these awards as well as their magnitude are solely at the ream masters discretion.

Action	Award	Action	Award
Successfully perform a skill	10	Endangers himself to save others	25-75
Clever, but helpless idea	5	Player role plays well	10
Clever idea	20-50	Player encourages others to	25-100
Quick thinking idea or action	25	participate in a or dangerous	
Important life saving plan	50-75	difficult plan	
Character saves the whole party	100-200	Successful combat strategy	25-50
Furthering a character cause or	20-40	CP value of treasure recovered	0.5
quest. E.g. religion for Priests			

LYCADICAN

Name	_____	Profession	_____
Player	_____	Level	_____ Power Level _____
Race	_____	Alignment	_____
Family Name	_____	Home Land	_____
Social Class	_____	Clan/Tribe	_____
Age	_____ Age Level _____	Gender	_____ Handedness _____
Height	_____ Weight _____	Eyes	_____ Hair _____
Appearance	_____		
Personality Traits	_____		
Demeanour	_____ Religion _____		
Quirks	_____		
Flaws	_____		

ATTRIBUTES

Attribute Score Modifiers

Physical

Strength	_____	Damage Bonus	_____	Weight Adj.	_____	Impact	_____
Dexterity	_____	Evasion	_____	Hit Bonus	_____	Reaction	_____
Constitution	_____	HP Bonus	_____	Shock	_____	Poison	_____
Appearance	_____	Charm	_____	Save Adjustment	_____	Regenerate	_____
Movement	_____	Defence Rating Bonus	_____				

Mental

Intelligence	_____	Language #	_____	Skill % Bonus	_____	Psychi	_____
Wit	_____	Casting Mod	_____	Mind	_____	Extra	_____
Will Power	_____	XP Bonus	_____	HP Adj.	_____	Resistance Adj.	_____
Personality	_____	Magnetism	_____	Persuasiveness	_____	Emotion	_____

Total Experience Points	_____	Spendable Experience	_____
Needed for next level	_____		
Total Power level Experience	_____	Spendable Power Level EXP	_____
Needed for next power level	_____		

SKILLS, ABILITIES, AND POWERS

Skills	Abilities	Powers

Notes _____



COMBAT

Endurance _____ Shielding _____ IN _____ Parrying _____
 Damage Bonus _____ Soul Well _____ Soul Damage _____ Effect _____
 First Strike Bonus _____ Attack Bonus _____
 Unarmed Combat Style(s) _____ To hit/damage modifiers _____
 Movement Bonus _____ Defence Rating Adjustment _____
 Unarmed Combat Manoeuvres _____
 Martial Arts Manoeuvres _____

High Risk _____ Kicks _____ Punches _____ Locks _____
 Force _____ Hurl _____ Armed _____ Movement _____
 Inner Strength: _____

HEALTH POINT DISTRIBUTION

Body Areas	Status	Body Areas	Status
Vital Areas Head Torso Left Arm Right Arm Main Body Limbs	HP HP HP HP DMG DMG DMG DMG	Left Leg Right Leg Other Appendages	HP HP HP HP HP DMG DMG DMG DMG DMG
Notes _____			



ARMOUR

Area	Armour Piece	MV	Pierce	Bash	Slash	Electric	Fire	Strength	
Total Defense Rating (Modified):		Natural Defense Rating:							
Notes _____									

RESISTANCES

Breath Weapon & Death 	Magikeal Items & Magike
Paralyzation, Poison & Disease 	Spiritual & Mind Attack

WEAPONS

Weapon	Level	Hit	Damage	Movement	FS	DT	WT	Size

Notes _____

POSSESSIONS

Crystalline _____ Platinum _____ Gold _____

Silver _____ Iron _____

Encumbrance _____

Notes _____

MAGIKE AND THE ARCANe ARTS

Arcane Arts				
Arcane Aspect		Waato'si Location		
Psychi Points		Renewal Rate		
Spiritual Life Points		Renewal Rate		
Life Points	Waato'si	Renewal		

LAWS OF M_AGIKE

Gesegen

CONTAGIO

Nec Rom

RELATUM

Aspect I _____ Aspect II _____

States

Rating

[illegible]

States

Rating

[illegible]

Forms

Rating

[illegible]

Forms

Rating

[illegible]

GRIMORE

[illegible]