N·G·R

Neoclassical Geek Revival

a fantasy roleplaying game by Zzarchov Kowolski

The WizardThiefFighter Edition

NEOCLASSICAL GEEK REVIVAL

INTRODUCTION

INTRODUCTION

FOREWORD

Neoclassical Geek Revival (NGR) is what many people would call a Fantasy Heartbreaker. Its a game about adventuring in a world of magic, swordplay, and monsters. You probably have like 20 on your shelf already. But NGR does have its charms, with a heavy focus on the game being a complement to social gathering. This book will focus on the rules as written, but keep in mind it is still assumed that every GM is going to immediately begin house-ruling these rules to fit their campaign. It would be kind of a bad sign if they didn't.

This latest version, put out in 2020, is my Hindsight edition. The last version in 2018 was a bigger hit than anticipated and also took over a year to finish rolling out as I did 6 different artist versions. This new edition is reverse compatible but includes a random spell generation system, a new option for mass combat, and the big one is a change to luck and healing.

This version features the art of Luka Rejec. I had never worked with Luka before, but I always enjoyed his art on other projects such as "Misty Isles of the Eld" and "Witchburner". I think it will be obvious why as you peruse this book.

To help with learning rules, sections of this book will be identified as either Basic or Fiddly.

Basic rules are used in 99% of the cases and are not specifically called out.

Fiddly rules are for when you want those extra knobs and dials to play with and are identified by Ω

Rules are generally set up so that they have a pro and matching con, especially fiddly rules. This way it is no big deal if you forget them.

THE BASICS

ROLLING THE DICE

Roll the dice and add the modifiers. One might assume it's pretty simple, yet this does lead to a host of familiar gaming situations:

Recounting the modifiers for 20 minutes
The hidden roll
The roll off the table
The 'after the fact' forgotten modifiers

Here instead are the general rules for rolling dice. If you have house rules, write those down instead.

► All of the modifiers are to be mentioned in no more than two statements before the roll: either the total modifier or the total bonus and the total penalty. If a modifier is forgotten, it does not apply.

► Cocked dice, dice outside of the rolling area, and dice off the table get re-rolled.

► If the player has any positive or negative re-rolls to dice use the notation ++ or -- respectively. If they have both combine the numbers and use the remainder.

► A repeating or exploding die means that if a die rolls its maximum value another die is rolled and added to the total until a result below the maximum is rolled. This all counts as one die. A repeating d6 that rolls a 6 would then roll an additional d6 and combine the results. If the second roll was also a 6 this would keep going until a result other than a 6 was rolled. A lucky streak could result in rolling 38 on a d6 with this method. It can be annotated as !d# (so !d6 for a six sider)

► The total modifiers to any non-d20 die roll (technically on a dX roll, more on that later) cannot do more than double the roll of the die itself. I.E, should someone roll a d8+4 for damage and roll a natural 3, the maximum bonus applicable is +3 resulting in a score of 6.

► Any dice notation of ?d# (where # is a number) refers to requiring the maximum roll. Someone stuck in mud might be out of commission for ?d6 rounds. At the start of each round a player would roll a d6, and unless the player rolled a 6 the character would remain stuck.

► Any mentions of dice steps, or increasing/decreasing the die size uses the following steps: d2 – d4 – d6 – d8 – d10 – d12 – nada nada nada d20

► Attribute scores have dice associated with them. A strong character might have a d12 for a Strength Die, another a d4. For notation purposes a capital letter of an attribute means the associated die. dS (Strength), dA (Agility), dH(Health), dI(Intelligence), dP (Perception), dC (Charisma), and dW (Will). A Luck Die can be noted as dL.

► Any time a die is refereed to as inverted it is something simple in practice but difficult to explain. In practice it means you invert so that the total of the original die and the inverted die are 16. A d12 inverts to a d4, a d4 inverts to a d12. D6 and 10, and d8 stays a d8. A d20 inverts with 0. This will usually come up in rulings where you don't want to invoke a long drawn out series of minor actions. A character might run a mile barefoot down streets strewn with glass and leaping over barbed wire. You could make dozens of checks or the GM might say "take an inverted agility die of damage". The better a character's agility, the better their agility die. When inverted this means a more agile character would take less damage. Simple in practice, useful in some off the cuff rulings, takes way too long to explain.

COMMON TERMS

Some common terms that will arise are cumulative and doubling:

▶ Cumulative refers to a value increasing in the following manner: 1,3,6,10,15. The pattern is adding the integers of the previous numbers: 1, 1+2, 1+2+3, 1+2+3+4, 1+2+3+4+5. A rate listed as '3 cumulative per interval' would go 3,9,18 etc.

▶ Doubling refers to each interval being double the previous. For simplicities sake, it is suggested you turn any instance of 128 into 125. Unless you have programmers in your midst 125 will be easier to calculate.

THE KNOWN RULE

NGR contains a large number of rules, and in the end it is not likely someone will have them all memorized. The rules of this game are only applicable if someone involved actually knows the rule or claims to. If no party involved knows the rule then they obviously did not choose their course of action based on the mechanics. In such a case, the GM should issue a ruling and move on. You should never be looking up rules during play. Doing so results in –1 awesomeness for a player or +1 awesomeness to all players if the GM looks up a rule (per occurrence). Awesomeness is covered near the end of the book in the End of the Session section.

Be
Awesome
keep moving on

CHARACTER CREATION
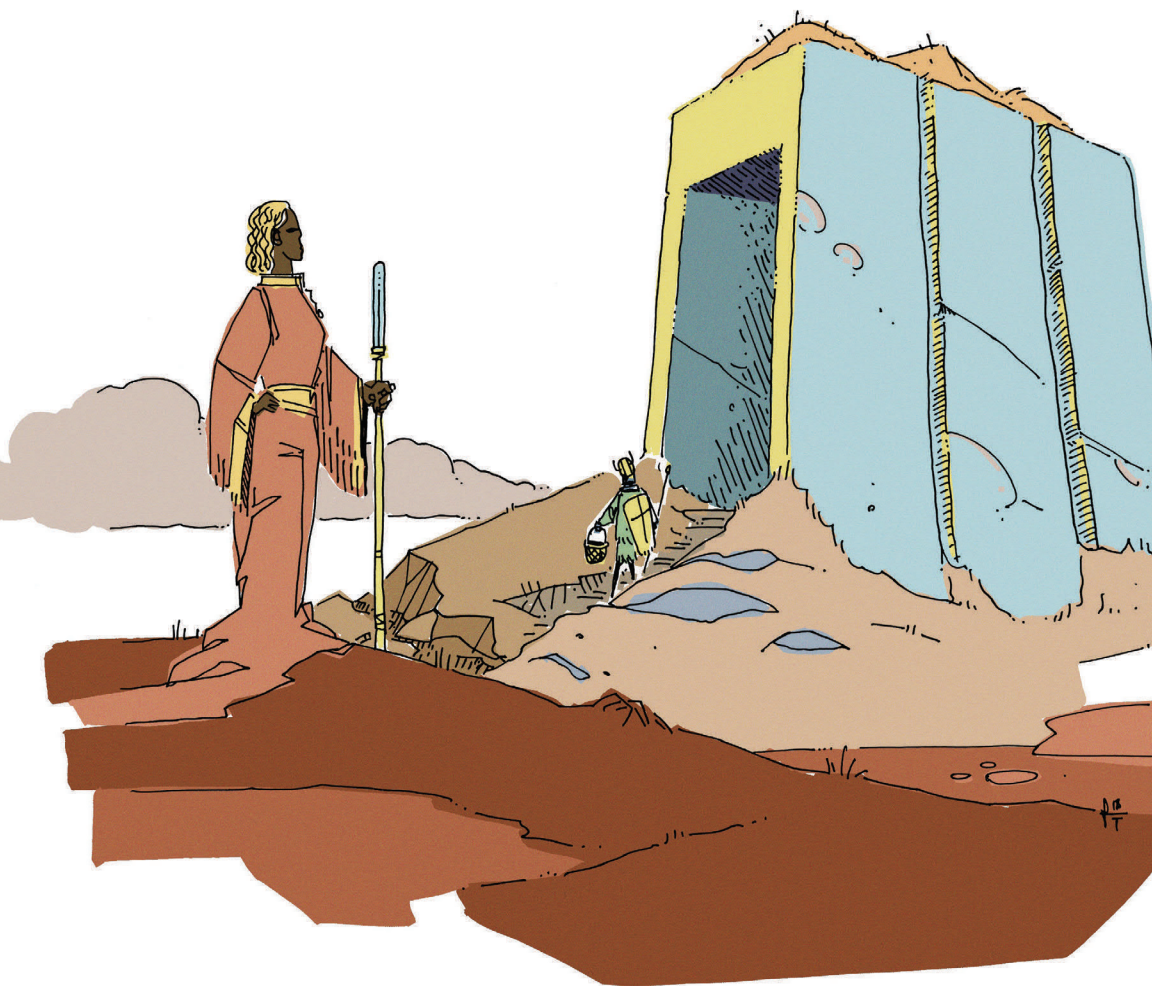
CHARACTER CREATION

HOW TO CREATE A CHARACTER

The first thing most players will need to do is create characters. This is done by creating what is known as "Schrodinger's Character". The player will select a name, species, gender, and distribution of attributes. As the first game progresses the character will have skills, traits, class, and starting inventory developed during the course of play. This allows a new character to be generated in a few moments while play continues.

You will first need to assign a few basic things like Name and Gender. The next step is to assign attributes; 80 points are distributed amongst the 7 attributes: Strength, Agility, Health, Perception (previously awareness), Intelligence, Charisma (previously social), and Will (previously spirit).

If you are already seated at the table, an alternative method is rolling a character. Do this by rolling 3d6 for each attribute, in order, and then assigning 10 discretionary points as you see fit to customize your character. This allows for both very competent and very incompetent characters. This method should only be taken if you are willing to take the risk of playing an incompetent character. If you are unwilling to play an incompetent character, assign 80 points between the attributes. In no cases may an attribute be above 20 or below 1.

Every attribute is useful, but in dif-

ATTRIBUTE MODIFIERS AND DICE

Score	Modifier	Die	Score	Modifier	Die
1	3	d4	11	0	d6
2	-2	d4	12	+1	d8
3	-2	d4	13	+1	d8
4	-2	d4	14	+1	d8
5	-2	d4	15	+1	d8
6	-1	d4	16	+2	d10
7	-1	d6	17	+2	d10
8	-1	d6	18	+2	d10
9	-1	d6	19	+2	d12
10	0	d6	20	+3	d12
			S(30)*	+7	d20

*Any Attribute listed as Supernatural has a Score of 30.

ferent circumstances. A quick primer is shown opposite. An important note is that the scores from 1–20 represent functional human ranges. Someone with an intelligence of 1 is not a vegetable, but would make a good caveman or football star turned war hero turned shrimp mogul. Likewise someone with a strength of 1 could still move on their own, but would be a nice imitation of Mr. Burns.

ATTRIBUTE OVERVIEW

STRENGTH

Score used for	Maximum damage limit, Encumbrance, Starting Inventory
Modifier used for	Bonus damage for melee
Die used for	Stun attacks

AGILITY

Score used for	Maximum suspicion limit
Modifier used for	Bonus to combat
Die used for	Initiative die

HEALTH

Score used for	Healing, Maximum, poison and illness limit
Modifier used for	Nothing
Die used for	Nothing

PERCEPTION

Score used for	Nothing
Modifier used for	Bonus damage for missile attacks, Bonus to Stealth
Die used for	Accruing suspicion in stealth conflicts

INTELLIGENCE

Score used for	Starting skill points
Modifier used for	Bonus to occult, Reduced XP costs
Die used for	Scoring influence in social conflicts, Optional initiative die

CHARISMA

Score used for	Maximum Infamy limit
Modifier used for	Bonus to presence
Die used for	Luck points regained with a Party

WILL

Score used for	Maximum Stress / Influence limit.
Modifier used for	Bonus to faith
Die used for	Mana per level for some wizards

SPECIES

All characters must select a species. Some species may have additional benefits or drawbacks. For example, dwarves are colour-blind and elves cannot eat meat. If you want to make a new species like a squirrel or a reptiloid, keep in mind that their attributes should not be impacted; that is lazy and boring. Things that fly, things that are wildly different than humanity in scale or things that are adjectives for other species are likewise probably pretty boring and shouldn't be done. Try to avoid making every new culture a new species while you are at it. As always disregard this rule if you think it'll be awesome, but I have my doubts. Below are some standard races.

MANKIND

If you are reading this and expecting great insight into the biology of mankind, please stop reading until you can find an appropriate safety helmet to wear.

DWARVES

Dwarves are eusocial creatures of the earth, very closely related to some forms of giants. Dwarves are exceptionally hairy, muscular and stout beings. While dwarves have a large variety of hair and eye colours, matching the variety found in mankind, dwarves pay no heed to it as they are almost completely colourblind. Dwarves see the entire world in gray scale with the exception of gold, silver and gemstones. Their eyesight also allows dwarves to see only half as far as humans in bright light (double any distance penalties at 0 darkness), though they can see four times as far in low light conditions (light sources are four times as effective for dwarves when negating darkness). This suits the biology of dwarves quite well as dwarves only age when exposed to sunlight. This process slowly turns them to stone over the course of a normal human lifespan if a dwarf doesn't carefully control their levels of sun exposure. A dwarf who never sees the sun could expect to live thousands of years, perhaps even forever. When a dwarf dies they do not rot, instead they slowly turn to stone. The oils in their body often calcify their funeral clothing. If you don't wish to have Dwarves you could relabel them Morlocks, Troglodytes or Molemen without much effort. When paying the cost of spells, dwarves suffer illness instead of stress.

ELVES

Elves are supernatural fae creatures. They are relatives of pixies, fairies, trolls and other such creatures. Like all fae creatures elves have a natural weakness to iron which both deals double damage and may poison them if ingested. Elves are virtually immortal when it comes to age, so long as they are in a magic-rich area. Should the magic fade from an area due to the encroachment of civilization the elves present will grow sterile and age as

humans do unless they leave to more distant areas. Elves breed very slowly near civilized lands and take some time to mature. As elves age they begin to sleep more and more, sometimes for weeks at a time. When in a dream state these ancient elves cannot easily be awoken, but can easily be sent into a form of sleepwalking, a state that when combined with their magical powers makes them quite dangerous.

Most Elves are vegetarian creatures and can only handle small amounts of meat or other animal products without becoming ill. Different bloodlines of Elves may have different dietary requirements. Some graze on grasses, while others can only eat honey. All elves innately know a spell specific to their bloodline. Usually this is cantrip, but it could be anything. If it is cantrip the elves tend to have a somewhat standard appearance of being tall, pale and pointy eared. The more powerful or unusual their innate spell the more bizarre they may both appear and be. Among other options antlers, wooden bones, and the habit of turning to salt upon death are all possible elf traits depending on their innate spell. The elf cannot explain this spell to others though a 'sage' may be able to fatally pry it from them; an important reason that elves tend not to mingle in other communities. An elf casting their innate spell always ignores the difficulty. While they may treat the difficulty as zero others do not. Elves also have an additional health die of mana in their mana pool. When paying the cost of spells Elves suffer mutation instead of stress. This mutation is into a misshapen monstrous version of themselves sometimes called a fomorian, an alter ego with opposing aims like a Mr. Hyde to their Dr. Jekyll. You could also make them mutate into humans or something else, this is a book not your boss.

THE DEAD

I don't anticipate that The Dead (or the undead) will be a standard option in most campaigns, but hey maybe they will. This species will probably be used most often for creating adversaries. The corporeal dead are all considered supernatural and suffer from an aversion to fire (which deals double damage to them). Those created by mortal magic suffer 1 (cumulative) damage per round from direct sunlight. All of the living dead can avoid mortal concerns such as breathing, disease, and toxins, but they can be poisoned by things like salt, sanctified oils, or other mystic substances.

Many undead also know an innate spell which they may use to replicate themselves. Powerful undead may also have other innate spells for a variety of purposes.

THE WEE FOLK

Wee folk is a generic term used for a physically slight humanoid species. These species tend to stand at only half to three quarters the height of a human and show greater aesthetic

diversity. Various types of wee folk have a vast number of hair, eye and skin colours far exceeding mankind, including some garish colours. The reduced height makes these species lead lives slightly longer than humans, often by a good twenty years.

Wee folk are considered to have a size modifier of 1/2. You may wish to mix "Wee Folk" with another species such as Dwarf or Elf to play something such as a Gnome or Brownie.

WODEWOSE

This species includes not just wodewose, but also ogres, half-giants, and any other larger than man sized goon. The wodewose themselves are far larger than a man and covered in a layer of fur. A larger body results in a shorter lifespan while their great size and thick fur often make clothing or armouring such a character impossible. They will also frequently have problems moving about in buildings meant for smaller folk.

Biologically, a wodewose is immune to any sickness from rancid meat, stagnant water or other natural hazards that plague civilization. Wodewose get sick from eating cooked meat or processed foods such as bread. This is also true of the very nature of civilization being poison to the wodewose. A wodewose automatically critically fails any healing or travel checks while living in a city or town, taking at least one point of damage.

Wodewose are considered to have a size modifier of 2. You may wish to mix "Wodewose" with another species such as Dwarf or Elf to play something such as a stone giant or troll.

SCHRODINGERS CHARACTER

Often the problem with creating a character is that he or she doesn't live through the first adventure. This is normal, which is why heroes are rare; most adventurers die. But playing a guy who dies, then starts over, then dies again isn't always fun (but sometimes it is hilarious).

This is where Schrodinger's Character comes into play. The characters just happen to be the perfect heroes for their first adventure. The first session is 'character creation'; this session starts with all players naming their character, assigning a species and assigning or rolling their attributes. The players then proceed with their character by filling out aspects of their character when required and after any rolls are made. This requires some record keeping on the first game but allows for a more organic character creation.

As they need them, players can select:

- *a number of skills equal to their Intelligence score,*
- *an inventory of items equal in dots to their Strength score,*
- *2 traits,*
- *2 or more relationships,*
- *a major and minor morality, and*
- *3 pie pieces for class.*

Speaking of pie…

MMMMM PIE

Many RPG's feature a class or archetype based system where a set of abilities is selected to match a class. NGR differs from this system; it uses the 'pie system'. Everyone loves pie, right?

Each character in NGR normally has 3 pie pieces to define her class or 2 if you want to start at level 0. At 10th level a character may choose another pie piece.

Each pie piece within a class gives a character a larger mechanical benefit by both giving modifiers that increase per level, and by granting new powers.

Each class increases a different one of the five modifiers.

- *Warriors improve Combat modified by Agility*
- *Wizards improve Occult modified by Intelligence*
- *Rogues improve Stealth modified by Perception*
- *Bards improve Presence modified by Charisma*
- *Priests improve Faith modified by Will*

Even if you have no pie pieces in a specific class, you will still slowly advance in that area.

A character also gains powers from their class, and may choose 1 class power if the character has one pie piece in that class. The character may

choose 3 if she has two and all 6 if she has all three pie pieces in a single class. If the character has 4 pie pieces she receives the locked power for the class. Note that a power may only be taken once.

The final benefit is that each character class has its own type of 'personal items' that characters can develop. These are methods that allow characters to naturally develop magic or magic-like items through adventuring. A character may be able to have personal items of multiple types with training in more than one class.

For those who prefer formula to tables. At zero pie pieces the base modifiers are one third of the character's level. At one pie piece the modifier is two thirds of the character's level. At two or more pie pieces the base modifier is equal to the character's level though there may be an additional bonus per milestone of the character at three or four pie pieces.

A final option is that a character can spend pie pieces in the "fool" class. This gives no powers and increases no stat. It also has no special item to roll for the on the 2d6 on the end of the night. So why would a player waste one (or more) of her pie pieces on this class? Each pie piece spent on the fool class increases the luck die and luck bonus of the character. This in general makes the character more durable, the exact mechanics will be explained in the fool section.

Pie	Modifiers by Level											Powers
-	0	1	2	3	4	5	6	7	8	9	10	-
0	0	0	1	1	1	2	2	2	3	3	3	Zero
1	0	1	1	2	3	3	4	5	5	6	7	One
2	0	1	2	3	4	5	6	7	8	9	10	Three
3	0	1	2	3	4	5	6	7	8	9	10	Six; +1 modifier per milestone
4	0	1	2	3	4	5	6	7	8	9	10	Seven including locked power; +1 modifier per milestone
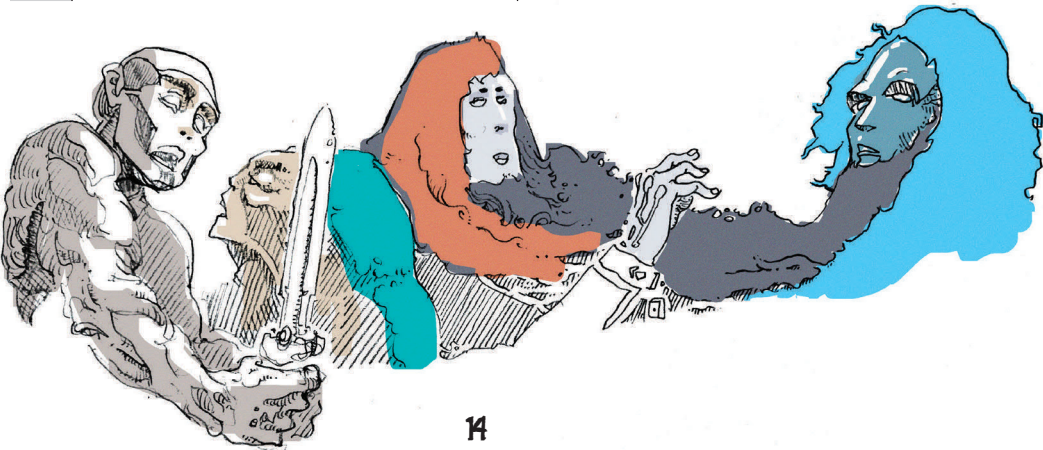
THE HALL OF WARRIORS

"GLORY THROUGH BATTLE"
Powerful warriors are a staple of most myths and legends. Warriors are powerful individuals trained in the arts of combat. Knights, samurai, shaolin monks, hoplites and swashbucklers are all at least partially considered warriors.

The warrior's power is based on quality equipment and training in special manoeuvres. Finding fabled teachers, battling new warriors and gaining mythical arms and armour are the drive for a warrior's adventure.

WARRIOR POWERS

GUARD
This power allows a warrior a single free 'block' action each round.

DUAL WIELD
This power allows a warrior to wield another weapon in their off-hand. This weapon gains its own free attack when the warrior attacks with her main weapon. If it is a small weapon it may be against a different target, otherwise it must be against the same target.

COMBAT AWARENESS (VETERAN)
This power allows a warrior to cash luck points in at a two for one ratio in response to points the warrior suffered from successful attack rolls. A warrior who failed to defend against a poisoned arrow for 3 damage and 6 poison could cash in 5 luck points to avoid the blow. If a poison arrow trap caused the same damage and poison, the warrior with this power would still need to pay 9 luck as normal. It must be the direct result of an attack roll.

MARTIAL ARTIST (COMBAT TRICKS)
This power allows a warrior to learn, teach and use combat tricks without the use of skills. See the combat tricks section for more details.

WEAPON SPECIALIZATION
This power allows a warrior to specialize in one weapon or fighting style per milestone. If a character specializes in a weapon, it must be a specific weapon. Being specialized in a katana would not help with a scimitar. Being specialized in a weapon allows the warrior to re-roll damage from the weapon and choose the better result.

DODGING
The warrior has honed her footwork to the point she can easily dance like a butterfly while stinging like a bee. By knowing what position to be in before the opponent attacks she is able to regain any actions spent on a successful dive.

LOCKED POWER: WEAPON MASTERY

The warrior may choose to master a specific weapon. This is not merely a category of weapon but a specific weapon. If this weapon were ever destroyed, the character would be intimately familiar with it to the point that she could forge a copy of it. Having mastered a weapon allows the character to alter any die roll of the weapon by 1. This means a 19 on an attack roll could be modified to count as a natural 20.

A trademark item increases the warrior's 'awesomeness' score by 1 per benefit level; it also gives a bonus of +1 presence per benefit level in military or combat matters. If the warrior reaches level 10, the trademark item automatically counts as at least a +1 magical item from that point on, even if lost or the warrior dies.

*The trademark item will only increase if its current modifier is equal to or less than the session's strongest opponent's level or size modifier.

PERSONAL ITEM: TRADEMARK ITEM

For an item to become a trademark item, a warrior must score a 4 or less on the 2d6.*

Any time a warrior completes a particularly impressive battle there will be a small chance of one of the warrior's easily visible items turning from a mundane item into a 'Trademark Item'. If the battle was particularly epic, the warrior will automatically have an item become a trademark item. A warrior can only ever have 1 trademark item at a time. If a warrior already has a trademark item, it's benefit is increased by one. If a warrior loses a trademark item, she may not gain another one until the previous trademark item has been utterly destroyed or a new milestone is passed.

THE DEN OF THIEVES

**"THE WORLD OWES YOU
A LIVING "**

Rogues encompass more than mere thieves, a better term may be 'specialist'. Rogues are individuals trained in bypassing problems and well trained in stealth. This includes characters such as cat burglars, treasure hunters, assassins, hunters, and detectives.

Rogues adventure for standard reasons: wealth, fame, to save/destroy the world. Rogues gain in power by finding artisans to create the precision tools they need to better do their job, and gaining the money to pay for them.

ROGUE POWERS

SPECIALIST

This power relates to the rogues ability to notice and deal with even the most trivial or minuscule details of a situation. They may negate up to two points of suspicion from a successful detection roll per luck point spent. If a rogue who is a specialist suffered 5 suspicion from a watchman, she would only need to pay 3 luck to avoid it.

PARKOUR

Everyone may be able to run, climb trees or leap across a ledge but a rogue with this skill can run along a tightrope, scale a brick wall and leap between buildings in a few seconds. This power allows a rogue to add their stealth modifier to any movement based attribute checks. This power also allows a rogue to "Defend Oneself" as a free action when moving.

DETECT TRAPS

This power represents a rogue always being on alert for traps. The rogue may wait until after the effects of any trap are revealed before announcing their saving throw and may negate up to two accrued points for each point of luck they spend as a result of a trap. If a rogue with detect traps suffered 5 poison from a toxin smeared on a door latch she would only need to spend 3 luck to avoid it. This could include things like natural quicksand, sniper killzones, and awkward social situations where the rogue would be trapped by social convention.

EXPERT

This power grants the rogue a +5 bonus when employing skills on attribute checks and +2 on attribute dice as compared to the normal +2 and +1 bonus respectively.

THE WATCH

This power represents rogues who are adept at seeing the unseen such as detectives, hunters, and snipers. The rogue may re-roll her Perception die after a successful detection roll and choose the best result.

QUICKWITTED

This power represents the rogue's ability to think on her feet faster than the average bear and ideally faster than any rivals, opponents, or consequences. The rogue may roll both her Intelligence AND Agility die for initiative and choose the preferred result. She will also defend herself by default even when using her Intelligence die.

LOCKED POWER: PROFESSIONAL

This power allows the rogue to become calm (rather than on edge or reckless) at the beginning of each round.

PERSONAL ITEM: LUCKY ITEM

For an item to become lucky the rogue must roll 7 on the 2d6.

Any time a rogue completes a particularly impressive stealth mission there is a small chance of one of the rogue's personal items turning from a mundane item into a 'lucky item'. Heists, assassinations, and surviving a dungeon with treasure are all common examples of a stealth mission. If the task was epic in scope, the rogue automatically gets a 'lucky item'. Lucky items increase the value of an item by giving the rogue bonus luck points when carrying the item. A lucky item can be upgraded to have more than one benefit. Each benefit level is worth 1 extra luck point per milestone the rogue has passed, awarded at the beginning of every game session. Only the rogue may gain the benefit of his or her own lucky item until the rogue reaches 10th level. After that point they also apply to anyone the rogue has gifted the item to, as they have become genuinely magical artifacts blessed by the trickster deities.
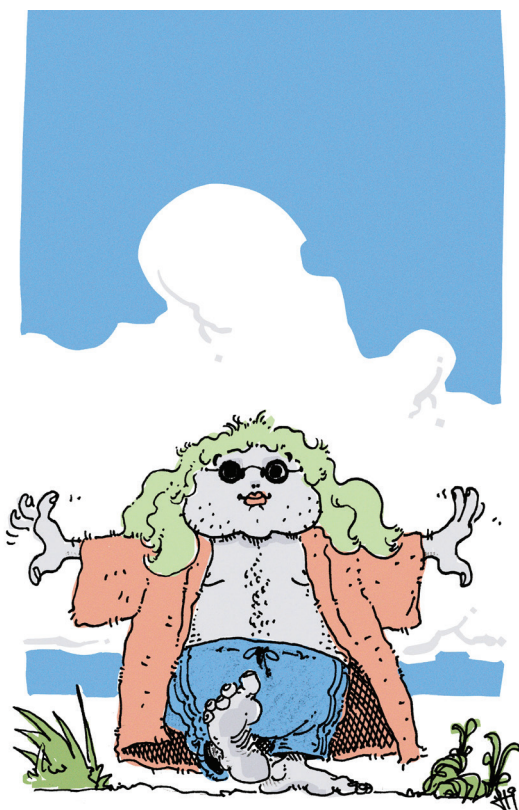
THE WIZARD'S TOWER

"I AM BECOME DEATH, DESTROYER OF WORLDS"
Wizard characters are those who seek to empower themselves directly through arcane lore. They are occultists, astronomers and mystics seeking to bend the universe to their own will.

A wizard's power is based upon knowing arcane spells and having access to useful ingredients and supplies. Due to the nature of counterspells, wizards do not freely share their magic with others. Wizards are thus driven to seek out long forgotten libraries, hieroglyphs and cave paintings to search for new spells as a drive to adventure.

WIZARD POWERS

SAGE

This power allows the wizard to discern the magic involved in mystical artifacts and creatures. A sage may study an individual or item and attempt to discern what spells are influencing the item or creature, permanent or otherwise.

The wizard may spend ?d6 days to examine an object or creature. They then pay a cost of 1 and roll a dX and add their Occult as a bonus against a the sum difficulty of all spells impacting the target added to the roll of a d20. If as the GM you don't know, assume modifiers of 2, 5, 10, or 20 for minor cantrips, competent magic, powerful enchantments, or ancient sorcery. On a success they learn what spells are at work on the item or creature. They may use this same mechanism to decode a cipher or cryptic text and discern if it contains an underlying spell such as a text in an unknown tongue, coded scrolls, pictographs, or stellar constellations. Success allows the wizard to translate the spell into her language.

The wizard may also make a check to reverse engineer a totemic spell, a magical item that has already been identified, or a creature's innate spell and in doing so learn one relevant spell of her choice. The item or creature is destroyed in the process regardless of success. For a creature, using a fresh corpse gives an additional −5 penalty while an ancient one gives an additional −20 penalty.

Having a laboratory allows the wizard to roll to reroll the ?d6 once for each additional skill related to her work.

PSYCHIC POTENTIAL

This power grants the wizard a mana pool equal to the roll of a Will die per level. This is re-rolled each level as described in Chapter 9. When regaining mana through rest, a wizard with this power may multiply the amount gained by her level.

ANTI-MAGIC

This power allows the wizard the ability to more easily undo the works of other magicians. For each milestone the wizard has passed she may improve her standing with one of the following: Counterspells, Wards, or Dispelling. A wizard with four milestones can create amulets, which are wards that are not destroyed when triggered.

A wizard with improved counterspells may attempt counter spells she does not know, and may automatically counter spells she does know as a free action (scoring an automatic "Epic Success"). Improved wards will allow the wizard to craft wards against spells she does not know (but must still identify in some manner such as "a fire spell") and causes any wards crafted against a spell she does know to likewise automatically succeed. Improved dispelling allows the wizard to attempt to dispel enchantments she does not know and allows automatic success against a spell she does know.

MYSTICISM

This power grants the wizard the ability to meddle with powers beyond her understanding. She may spend one action to convert any amount of piety to mana on a one to one basis and may substitute her occult for faith with either miracles or exorcisms.

FAMILIAR

This power grants the wizard the ability to call forth a familiar or spirit animal as an action at a cost of 2. The wizard determines the exact appearance of the familiar when it is summoned for the first time, often unconsciously. It is almost always a small animal. A familiar has a mana pool equal to the wizard's occult, but it is always fully depleted when summoned. The wizard may transfer any of her mana to or from her familiar by touch. The familiar may memorize up to one spell per point of the wizard's occult and recite them back to the wizard, acting as a living grimoire. The familiar can understand the wizard and will carry out tasks assigned to it.

When the familiar is harmed it forces the wizard to pay a cost of 1 per point of damage in its stead or the familiar is dispelled until the wizard next dreams. The wizard may spend an action to dismiss a familiar until it is summoned again. A familiar disappears when a wizard dreams. A wizard may technically control up to one familiar per milestone, but other familiars must be found or bound by rituals. The look and abilities of additional familiars may vary depending on how the wizard acquired them. If you want to go hardcore, make a wizard bind her first familiar too.

DEGENERACY

The wizard has become adept at functioning in altered states. For each milestone the wizard may choose one of the following: Eccentric, Withered, Corrupted, or Doomed.

Eccentric wizards add their total accrued stress as a bonus to casting rolls and anti-magic rolls. Withered wizards add their total accrued illness to their maximum Mana Pool. Corrupted wizards add their total accrued mutation to the amount of Mana they regenerate with sleep. Doomed wizards add their total accrued damage as a bonus to all dice they roll on a successfully cast spell.

LOCKED POWER: ARCHMAGE

The wizard has honed her talent in at least one particular spell. This spell is altered to be a new spell named by the wizard, with a few minor tweaks that generally follows the same function or uses the same template(s). This spell counts as having a complexity of zero for the wizard and is considered an innate spell that only the wizard knows. The wizard is also technically an elf with the usual benefits of immortality and pitfalls of iron. They may pay cost as either their original species or as an elf. Unlike most Elves the wizard has the ability to write down her innate spell (or spells) and teach them to others.

PERSONAL ITEM: TALISMAN

For a talisman to increase in power the 2d6 score must show connectors such as a 5-6 or 3-4.*

A wizard may attempt to personally craft a talisman to aid in their sorcery and then improve it upon it by imbuing it with additional spells. This is often a staff, wand, orb, book or even something such as a skull or amulet. Every time the wizard chooses to imbue a new and distinct spell into a talisman for the first time there is a chance it will increase in power.

The talisman will give opponents attempting to counter, spell, or ward against any of the wizard's magic cast through it a -1 penalty per benefit level. It also has its own mana pool of 1 per benefit level for use when casting spells through the talisman. When used by the wizard, the talisman itself will also count as a magical item with a bonus equal to the number of milestones the wizard has passed. The nature of the talisman will often limit its potential uses. Casting charm through a sword would be quite difficult, but swaying a pedant for the effect of hypnosis would be much easier to justify. Using specialized, important or otherwise exotic components should allow the talisman to also be used as a spell component, without being expended for the spell. A wizard cannot have more than one such object at a time. It takes a month of full time work to forge a new one. If a talisman is broken, the wizard must pass a health check or be knocked unconscious. A wizard may choose to abandon a talisman by crafting a new one. Until the new talisman gains a benefit level, the previous talisman still counts as the wizard's talisman. Once abandoned, a wizard cannot return to a previous talisman though it may be used as a spell component.

THE TEMPLE OF THE HIGH PRIESTS

" MY GOD IS A WRATHFUL GOD "
Any character can have faith and religion. Taking a pie piece in the priest class represents a different level of commitment to one's supernatural patron. Clerics, shamans, druids, witches and cultists all fall under the purview of the priest class. Anyone who deals with supernatural forces as an intermediary to power or to protect against such a thing would be well suited to a priest class.

In terms of game play, the priest is a class that requires long-term resource allotment. When a priest adventures, it is far more important to appease the priest's deity or patron than collect gold. Building temples, converting the masses, and destroying heretics among other things will earn a priest the piety needed to receive miracles. Having followers from two opposing deities in one group may cause problems.

These 'piety points' that fuel the priest's powers represent the favour a priest holds with their patron and is used to call forth miracles. Proactively spreading ones faith is the priest's drive to adventure.

PRIEST POWERS

DOGMA
This power represents the strength of a priest's conviction. A priest with this power reduces the influence, fear, or stress scored against her in a social conflict by 2 per die. The priest also gains an additional amount of XP equal to her faith for each point of piety she earns.

MIRACLES
A priest with this power can summon miracles at the base piety cost. This does not stack with the benefit for summoning miracles on holy ground. While I could have had all the piety costs in the "Scriptures" portion of this book be multiplied by 100 and said this power gives you the ability to summon miracles at 1/100th of the normal cost that seemed kind of inane considering priests with this power will be the ones summoning miracles 99% of the time if your game is anything like mine.

TRUE BELIEF
A priest with this power can enter a state of grace upon accumulating 500 piety. A priest in a state of grace is permanently considered 'blessed'; this means a priest counts all attacks as being magical and receives a dam-

age reduction of +1 against magical attacks. Such a priest is also immune to diseases and possession merely causes insanity instead (note they can suffer points of illness, they can't catch a disease). Dead priests in a state of grace do not deteriorate. How these effects represent themselves varies based on the patron. A holy bishop may simply not rot and instead smell of flowers, never having been able to contract disease in life. A warlock may have her body remain a withered husk, while in life she contracted the diseases but simply would not suffer from them.

Whether or not the priest is in a state of grace, a priest with 'True Belief' may add her faith to her awesomeness score for a single d20 roll each session (chosen after the roll).

EXORCISM

A priest with this power is able to perform exorcisms without either the aid of a holy symbol or spending piety. The priest may negate up to two points for each luck point spent against the result of a successful supernatural mental assault against the priest (possession, words of power, psychic assaults, etc). Thus if the priest suffered 5 stress from an appeal by a demon attempting to possess the priest, the priest could pay 3 luck to negate the stress rather than 5. If the priest fumbled an exorcism and suffered 7 damage, the priest would need to spend 7 luck to negate the damage as normal.

Supernatural creatures may have a version of this power (haunting) which allows them to instead cause stress to mundane beings through social conflict leading to possession. They also gain luck point benefits against exorcism.

FERVOUR

This power represents a priest's ability to lash out in a religious frenzy. A priest gains +1 damage in combat against sentient or supernatural enemies per cumulative faith point if the priest views them as religious enemies. This means at 1 faith, a priest would gain a bonus of +1, but at 3 faith a priest would gain a bonus of +2.

PROVIDENCE

This power represents the protective blessings of their patron (or a guardian angel, spiritual pact, or similar supernatural event). The priest is restored to her maximum luck points after a night's rest provided she prays or otherwise praises her patron before sleeping.

LOCKED POWER: CHOSEN ONE

This power represents the extreme favouritism of the priest's patron. The priest gains 1 temporary piety per level per day. This temporary piety is lost at the end of the day, and so should be spent daily. This allows a priest a constant supply of power but it does not grant XP though Dogma.

PERSONAL ITEM: RELIC

To gain a relic, the priest's player must roll doubles on the 2d6.

Any time a priest completes a large task of faith, there is a small chance of one of the priest's personal effects turning from a mundane item into a holy relic. If the priest completes an epic task of their faith, then an item automatically becomes a relic.

Relics increase the effectiveness of the item in a way similar to magic items with a numeric bonus, and the item reduce the piety costs of summoning specific miracles. It is also possible that an existing relic will be 'upgraded'. For each benefit level the relic will reduce base piety cost of any miracle performed "through" it by 1 (minimum of 1). The item will count as having a magical bonus of 1 per cumulative benefit level of the relic when wielded by any member of the priest's faith against supernatural or otherwise mystical beings. These benefits do not apply on unholy ground. The item transformed should be the one most crucial to completing the task, if there is no clear item to fit that role, the player should choose the item.

THE FORUM OF THE BARDS

"THE PEN IS MIGHTIER
THAN THE SWORD "

The term 'bard' here is used loosely; it is used as a fantasy catch all for the character who is adept at dealing with people. Unlike many games, the bard has no innate rogue or magical powers. The bard's power of speech also rivals what a warrior can do with a pointy stick in terms of shaking believability. A powerful bard is the one who can truly convince the emperor of her new clothes, or that a wagon full of onions is worth a wagon full of gold.

In terms of game play, the bard is only useful if you are going to interact with sentient beings, it may also require a mind shift for many game masters to allow the players to cause massive world changes based on words alone. Powerful bards can be the equivalent of those great orators who occasionally appear in the history and alter civilization. A bard's powers are intimately based on other sentient beings.

A bard adventures to boost her image, spread her word and, more importantly, find followers to do her work for her.

BARD POWERS

REPUTATION

This power represents the fame a bard attracts. This grants the bard and every other player character in the group +1 cumulative 'awesomeness' per milestone. A bard with one milestone gives every other player character +1 awesomeness but a bard with 2 milestones gives every other player +3 awesomeness. Any characters who regain luck with the bard in their party may also re-roll any of their luck dice that rolled equal to or less than this number (1,3,6 or 10) as if they had spent fate points on the re-rolls. If there are multiple bards with this power you could in theory re-roll some of the re-rolls as well.

LEADERSHIP

This power represents a bard's role as a leader and the appearance of courage. Those near her may use her presence for their own resistance rolls.

SILVER TONGUE

This power represents the bard's skill as a master debater and gives a bard the ability to re-roll their intelligence die and choose the better result in any type of social conflict.

INTERPRET

This power represents the bard's skill as a cunning linguist to understand foreign and alien languages at a basic level. Using hand gestures, miming, and by speaking both slowly and loudly in an annoying tourist kind of way the bard can understand and communicate basic terms like 'Follow' or 'Danger' or 'The cheese is mouldy, where is the bathroom'. The bard must make a Charisma check, modified by presence. On an epic success the bard can gain this level of communication (including a skill) within an hour, a normal success requires ?d20 hours of communication and a normal failure requires ?d20 days of communication. An epic failure prevents the bard from establishing this level of communication.

WIT

This power represents a bard's ability to lash out with her razor sharp wit and cause deep psychological scars to her victim. While a clever insult or witty pun won't ever do any physical damage, it can hold sway with the trickster deities who dole out luck to the various heroes and villains. A scathing remark in combat allows the bard to force an opponent to cash in luck points to avoid taking influence from a successful appeal. The opponent cannot choose to suffer influence instead. This only works with witty lines in dangerous situations such as combat.

ORATION

This power represents the ability of the bard to sway large crowds. Whenever the bard transforms an appeal into a statement her appeal targets everyone listening.

LOCKED POWER: BELOVED

This power represents the almost super-human loyalty a bard of this level of skill has with society. A bard with this power can use the luck points of others, allowing them to flow 'up' instead of the normal limit of only flowing 'down'. Note the owner of those luck points have to agree with their use to protect the bard. Henchmen will always allow their luck to be used if they have any.

PERSONAL ITEM: HENCHMEN

For a bard to gain a henchman, the bard must score a 10+ on the 2d6.

Rather than an actual item, bards gain special followers. Any time a bard completes a particularly impressive debate, trial, military campaign or similar event, the bard gains an opportunity to acquire a henchman. If the event was particularly epic the bard automatically acquires a henchman.

The henchman will loyally serve the bard and may take the form of a bodyguard, squire, personal assistant, student or some other role. The main benefit of the henchmen is that the bard can choose to make one of her henchmen suffer grisly death on behalf of her or another member of the party. This could include the henchman shoving a bard out of the way of a volley of fire from an ambush, setting off a dangerous trap, or being crushed by falling rocks in a landslide. You can feel free to give each henchman a nice red shirt if you would like. The henchman should be someone relevant or related to the bard's recent task. Henchmen have attributes averaging 10 and are normally 0 level. Level 0 henchmen have a bonus luck point each morning for each of their pie pieces in fool.

When the bard reaches 10th level, her henchmen advance to 1st level.

THE SHIP OF FOOLS

"GOD SMILES ON FOOLS AND DRUNKS"

A Fool is generic catch all term for a non-adventurer. It includes bumbling jesters, fish-out-of-water, and people stuck in the wrong place at the wrong time. Anyone who has no business adventuring but is somehow adventuring is a fool. The fates and trickster deities look out for their own however, and they smile a little stronger on the baker caught up in an multidimensional conspiracy than they do on the warrior monk destined to be a hero who has trained all her life. There are no powers to go with the fool class save these. Each pie piece wasted on the fool class gains a bonus to awesomeness at the end of every game session and increases their Luck Die by one die step. The luck die is how many luck points per level a character has, and these are very useful as they keep you from suffering damage, being caught sneaking, or being possessed by demons. They fill the niche "hitpoints" have in many games.

After creation, a character may trade in their pie pieces wasted on the fool class for other pie pieces in any other class provided they can find an appropriate mentor, along with the time and/or montage required. This lowers their luck die and luck modifier as appropriate.

Pieces	Die	Modifier
0	d6	+0
1	d8	+1
2	d10	+3
3	d12	+6
4	d20	+7

CHARACTER TRAITS Ω

Traits are a way to customize starting characters. Each trait contains a pro and matching con. Each character can start with up to two traits. Traits cannot normally be selected after character creation.

A list of sample traits is provide below, and you may wish to create additional traits for your game. The general rule is a pro that will impact the character, and a con that will impact the character. If a character can ignore the con with a specific build, it is no longer a con; it is just a free bonus.

NATURAL TALENT

You are a naturally talented individual and life has just dealt you a good hand. You gain +2 to all attribute scores. No attribute score may exceed 20.

You also just tended to coast through life, relying on natural talent and failing to learn practical life lessons. You start the game with one fewer pie piece to determine class. If you are playing in a more mythical setting, consider instead having this trait be "Supernatural Talent" and instead of giving +2 to all attribute scores, have the character's highest attribute score be considered "Supernatural".

ZEALOUS

Zealous individuals are so single minded in any conflict that they may ignore the effects of any accrued points on dX conflict rolls, but are always reckless in conflict dX rolls.

ELITE TRAINING

You spent your youth being honed into an elite force. You may select an extra pie piece at character creation, though you may not have more than three in one class (unless you bug your GM until she groans and says "fine, be a munchkin special snowflake" and everyone rolls their eyes so you can "win" at imagination.)

Unfortunately the fates don't seem too interested in the 'likely hero' that everyone saw coming. You have a Luck Die one size smaller than normal (usually a d4), and an extra -1 awesomeness.

BULL HEADED

You know what is what and are steadfast in your convictions. When making a Will check or rolling the Will die, re-roll the die and choose the better result. You are also less open to new ideas. When making an intelligence check or rolling the intelligence die, re-roll the die and choose the worse result.

MUSCLE BOUND

You've got visibly burly muscles. You may re-roll any Strength checks, or rolls of the Strength die and choose the better result.

Because these big muscles impede your movements, you must re-roll any Agility checks or rolls of the Agility die and choose the worse result.

ARROGANT

You are so full of unrepentant pride and self-confidence that opponents must beat your defence by 10 to score a critical success in a social conflict. This also means you tend to dig yourself in worse rather than admit mistakes. Any epic failure in a social conflict causes a !d10 influence instead of a normal !d4.

BARBARIAN

What do you know of cultured ways, the gilt, the craft and the lie? You, who were born in a naked land and bred in the open sky. You may re-roll any Health checks, or rolls of the Health die and choose the better result. You must re-roll any Charisma checks or rolls of the Charisma die and choose the worse result.

MONSTROUS

The first instinct of those who see you is revulsion and terror. This trait should not normally be used for player characters and should be reserved for monsters. Appeals from a Monstrous being do not cause influence and instead of cause fear. The amount of fear dealt (and received) from appeals by Monstrous beings is affected by Size in the same manner as damage.

SKILLS AND KNOWLEDGE

Characters in NGR starts with a number of skills equal to their intelligence score. Skills represent the large amount of training an individual will pick up that is not directly related to the character's archetype. Skills fall into three categories: Languages, Knowledge and Weapons.

Languages represent the written or spoken tongues of the world. There is no default language that everyone speaks, so languages are quite important. Being able to speak a language does not give you the ability to read a language and vice versa. If you can speak a language and read another language with the same alphabet you can probably manage to grasp basic concepts through reading.

Knowledge skills are the most useful and versatile skills. Beyond being used in investigations, skills have several uses. A skill may be used to grant a +2 knowledge bonus to related attribute checks or a +1 bonus to a lone attribute die. Someone with wood lore might gain a +2 bonus to a Perception saving throw in the woods or a +1 bonus on their Intelligence die when convincing someone not to wander into the woods at night. Skills may also be used in conjunction with attribute checks to perform tasks. An individual with blacksmithing may be required to complete a set of strength and Perception checks to forge a high quality sword. Players are encouraged to think up of their own general skills. Skills that are deemed too broad by group consensus must be broken into specialities. Skills cannot be added multiple times when multiple attribute

dice are being rolled.

Weapon skills are also considered knowledge skills, but with an important second function. Characters are assumed to be skilled in any weapons required or commonly used with that skill. A character with fencing would know how to use swords, a lumberjack an axe, and a butcher a knife. If a character is using a weapon they have no training with, the weapon gains the unsuitable tag.

Characters may attempt to gain a new skill each season they spend training full time. Character's make an intelligence check at the end of the season. If the character succeeds they have gained the new skill. The time will be increased if the character has less time to study. If studying part time for instance the check will be after half of a year. As an optional rule a player may sing an appropriate montage song while making the intelligence check. If she fails the first check, the character may make a re-roll 30 seconds later, providing she is still singing the song and has not yet admitted to forgetting the words. Other players are allowed to join in and provide backup to better mask her failure. Also note that due to the vast potential for specific skills, almost anything could count as full time training. Being locked in prison might give one the opportunity to learn the "isolation" or "being shackled" skill. Also note that a skill just means you are better at an activity than a non-skilled

person. A skill called "drinking acid" doesn't mean you can drink acid and live, merely that you'll get +2 on your -20 check to avoid dying instantly.

CREATING A GROUP TEMPLATE

When a new group of characters is built, it is important to have a group template. This gives the characters a reason to band together beyond meeting in a tavern. Each character must have at least two relationships to other party members; the character whose player is seated to the left and the character whose player is seated to the right. You cannot alter another character's history without the other player's consent. If you chose 'Romance', you could not declare the two character's had dated, but you could declare that your character had a crush on the other character. Likewise if you chose 'Family' it does not mean the character considers your character family or that there is a blood relation. It may simply be that for some reason your character considers the other 'like family'. Perhaps your character knew her parents. Each relationship has a slight mechanical benefit.

A set of example relationships is listed below. Feel free to create other relationships with GM

FAMILY

Character +1 fate

Target +1 fate

Example This relationship represents a blood relation, adoption, or a strong friendship or sense of obligation resembling family. For example, you could be the child of a close family friend to the other character. Either way, your character feels a familial bond.

PROTECTOR

Character +250XP

Target +1 fate

Example This relationship represents a sense of strong protectiveness. A parent, a bodyguard, or a trusted lady-in-waiting is examples of a protector. A character could feel protective of a character they have only recently met and it does not need to imply a long history. Never the less the relationship is strong and not merely a passing sensation.

(B)ROMANCE

Character zilch

Target +2 fate

Example This relationship covers everything from long-term marriages to unrequited love or even hero worship. This is a link beyond minor attraction or admiration and is unlikely to ever fully leave the mind of the character.

EMPLOYEE

Character $500 in coin or jewellery

Target zilch

Example This represents any financial relationship; the character has been paid and has a job to do. This could be that your character was paid by the target, or paid by a third party to watch over the target or perform some other action. This relationship also requires enough of a dedication to reputation or work ethic that this is a major impact on behaviour.

HIGHER CALLING

Character 50 Piety

Target +1 fate

Example This represents a sense of divine duty. Perhaps your character believes the other is the chosen one, or simply part of a wayward flock. Either way your character sees their destiny as dependent on the safety of the target.

LIFE DEBT

Character +250XP

Target +250XP

Example This represents a deep sense that the character owes their life to the target. Perhaps the target saved their village, spared their life, or saved them personally. This could also represent a debt that the character feels she owes to the target's bloodline, nation, or species. Either way, the character feels an unshakable debt to the target.

STARTING EQUIPMENT

Generating a starting set of equipment can take a fair amount of time if you wish full control over each individual item based on a cash value. Starting characters are given their strength score in 'dots' of equipment. This equipment can be decided during the first game session as needed. Should a character need rope to cross a chasm, as long as they have 4 dots left in their inventory then they luckily happened to have brought some along. All of these items should be mundane and common items, with the exception of 1 special item such as military grade equipment, luxury items, specialist tools, or highly illegal items. Any unused starting 'dots' should count as a extra coin the character has back home (say 25 coins). If a character with 10 strength only used 5 dots of "Schrodinger's inventory" during the first game sessions and picked up 3 dots worth of loot, the character would have an additional 125 coins (5 unused starting dots x 25 coins).

As an alternative, the GM may outlay a set of starting "equipment packs". Characters can instead just announce their starting equipment pack and begin play with the listed items. This would mean the character would lose the advantage of "just in time" equipment during their first adventure. Listed below are some example equipment packs; you are encouraged to think of your own starting packs that fit with the flavour of your game world.

WANDERER

A wanderer's pack contains very little. It has a staff or walking stick and a single tool. This tool could be a set of lock picks, a holy symbol, or a wizard's grimoire. Choosing the wanderer's pack also gives the character 2 extra fate points.

EXPLORER

An explorer's pack contains a large number of useful items. It contains a rope and grapnel, a set of light armour, a backpack with two weeks of food, a full wineskin, a set of flint and steel, a piece of navigational equipment (often a map or lantern), 2 militia weapons or weapons that double for non-military purposes, and one small weapon such as a dagger or small sword.

WEALTHY

A wealthy person's pack contains very little of immediate use. It contains a set of fancy clothes, a fine fur cape or cloak, an expensive hat, an ornate and high quality personal weapon such as a sword or dagger, 1 tool such as lock picks or a holy symbol, 3 pieces of jewellery worth $500 or more each, and $1,000 in coins.

MILITARY

A military pack contains equipment needed for front line combat. It contains a helmet, a set of mail, a shield, 1 militia weapon, 1 small weapon and 1 weapon of choice.

MERCHANT

A merchant's pack contains a beast of burden and a wagon, or a riding animal. It also contains a backpack with two weeks of food, a full wineskin, a navigational tool such as a lantern or map, 1 self-defence weapon, a set of light armour, and $1,000 in coins or a single tradable good.

NOMAD

A nomad's pack contains a bow or set of throwing weapons, a backpack with two weeks of food, a full water skin, a hunting animal, and a tool such as lock picks, a holy symbol, or a grimoire.

CHARACTER MORALITY

All characters must select a morality by the end of their first game session. Moralities come in two pieces, a major and minor concern. The major concern is the most important moral consideration that guides an individual's actions. The minor concern is the moral or ethical consideration an individual will strive for as long as it does not interfere with their major concern.

One part of morality (either major or minor) will be a choice between personal liberty and external rules. This can take many different forms, however the player chooses to write it. Terms like freedom, liberty, chaotic, anarchistic or independent are found on one axis while terms like honourable, obedient, lawful or pious are on the other axis. The second part of morality (again either major or minor) is the choice between self-interest and the good of the community. This too can be put in any terms the player wishes, such as good versus evil, selfless versus selfish or compassionate versus uncaring.

In such a system, many variations can occur. An honourable good warrior may be best friends with a good honourable warrior until faced with a dilemma over choose the good path or the honourable path. Note that morality represents only how the character feels, not how they act. A good person could still set fire to an orphanage; the character would just be driven with nigh unbearable guilt. Likewise a selfish pirate captain might uncharacteristically put her life in danger to rescue stranded nuns, the pirate captain would merely feel stupid the entire time.

LUCK BE A LADY TONIGHT

The final step when creating a new character is to pick a 'lucky number' between 1 and 20 inclusive. This will be important for any conflicts you en-

ter. When you roll it on a d20, please be sure to bring it up and complain if something cool doesn't happen. Characters have one lucky number per milestone they have passed.

SO THIS BOOK SEEMS TO KEEP GOING

Yes yes, so you want the cliff notes of what other information you need? Make sure to fill in where it says "Luck Points" those are used to avoid damage (combat), stress (mental possession), and suspicion (getting caught sneaking about). If you take 5 damage, you want to be able to cash in 5 luck points. You normally have a number equal to the max roll on your "Luck die" (Its based on how many pie pieces you "wasted" on Fool).

MANA

Only elves and some wizards have mana. You might have an amount equal to the max roll on your "Will die" (look at the die associated with your Will stat, the eighth one). Mana is used to fuel wizard abilities.

PIETY

Anyone can collect piety, but only priests really need it in the short term. Most priests start with 20. You cash in piety to summon miracles (assuming your priest has the miracle power). If you don't have the miracle power you need a vastly larger amount (100x), enough you don't need to worry about it right now. You gain more piety by doing priestly duties (smiting heathens, converting people, burying the dead, etc).

FATE POINTS

Fate points have a few uses, but think of them as re-rolls.

You gain more fate points by being awesome, specifically by taking extra risk purely for style. If you want more fate points, be an instigator. Even if you know its a bad idea, have your greedy cut-purse steal gems from the "Cursed Cave of Wonders", or have your Dwarven warrior get drunk when she should be keeping watch. See where it says destiny points? Keep going if you are new. They won't come up unless its your birthday. Where it says XP, mark down enough to get you to level 1. This is usually a thousand plus or minus up to three hundred depending on your intelligence, but don't worry about that much.

MODIFIERS

The 5 modifiers (Combat, Presence, Stealth, Occult and Faith) are based upon your class, level and attributes. That was already covered back on page 13. Combat, Presence and Stealth are used directly in "Conflicts". Which is a fancy way of saying what happens when you get in a disagreement with another party. There are specific rules but the basic is that you will go round by round, taking actions that usually involve some manner of rolling a d20 and adding your modifier while

the opponent rolls a d20 and adds their modifier. Combat for fighting, Stealth for sneaking and Presence for convincing people. If you hit or are hit by these rolls you'll take or deal a die of damage(combat), suspicion(stealth) or stress(presence). This is where you need those luck points to avoid death/capture/discrediting.

If you have that much information you can play along and figure out the rest as you go.

ADVENTURING

ADVENTURING

GOING OUT AND ADVENTURING

Adventuring can be a dangerous business. Simply living can be a dangerous business in troubled times. There will frequently be dangerous situations where characters must navigate hazardous terrain, avoid traps and overcome similar obstacles.

The chief mechanism for resolving such obstacles is careful attention to details and quick thinking. When that fails, you might be able to pull your behind out of the fire using an attribute check or a variant of the attribute check known as a saving throw. The primary penalty for failing these last ditch efforts is accruing various types of negative points, the chief one being damage. These all accrue against an attribute and cause increasing penalties. When the accrued points equal the attribute something bad happens like death, dishonour, or potentially a word that doesn't even start with 'd'.

The main reason this chain of bad events leading to death occurs is the limiting factor of how many things a person can do at once. An individual can only take two actions at any given time. While that is most important when involved in conflicts, such as a fight, it still applies when just roaming about. To understand the reason the limit of two actions is important re-quires the understanding that talking to someone, defending yourself from potential attack, keeping watch, and moving are all distinct actions. If someone is both defending themselves and keep watching for foes sneaking up on them they can't move. If they are moving and defending themselves they are not keeping watch. This is complicated further when other temporary actions occur. If an individual is moving and roots around in their backpack they either stop and end up behind the rest of their party or cease defending themselves. This means that things can strike you at a vulnerable moment.

KEEPING YOUR COOL

Throughout this book it will refer to dX this is actually a series of possible dice, or no die at all. It is based on the assumption of rolling a d20 and adding a score to the result. The bonus added to the die roll can exceed the roll of the die (you could have +20 on a roll of a 4). A natural roll of a 20 before modifiers is called an "Epic Success" and always succeeds while a roll of a natural 1 is called an "Epic Failure" and always fails. The difference is that a character does not need to use a d20. A character who is CALM and collected can choose to always count a roll as a natural 10 on the die. If that looks unlikely to succeed a character

can become ON EDGE and instead roll 3d6 to generate a natural result between 3 and 18. A character who is either CALM or ON EDGE can also become RECKLESS and roll a d20 to generate a natural result between 1 and 20. The important note is that once you shift from CALM to ON EDGE, or to RECKLESS from either CALM or ON EDGE you cannot revert for the remainder of the adventure (or until you choose to have a restful nights sleep in a safe area away from danger). It is in essence a risk spiral where a character becomes less stable.

A character always becomes at least ON EDGE when they spend luck points A character will become RECKLESS if they spend fate points.

ATTRIBUTE CHECKS

One of the core mechanics in NGR is the humble attribute check. This is used for any situation in which you cannot think of a more suitable mechanic or where one may not exist. An attribute check requires a player to roll a dX and add her attribute score as well as any modifiers from skills. If this is a task of 'man against nature' the score must equal or exceed 20 to succeed. If this is a case of 'man against man' or some other form of competitive test, the roll is required to score higher than one's opponent in order to succeed.

It will frequently be important to modify an attribute check by the difficulty of the goal. While kicking down a steel door and a rotted wooden door may both require strength checks, one will be considerably more difficult to accomplish. The following suggested modifiers may be used to customize a difficulty.

ATTRIBUTE CHECK MODIFIERS

Task is Considered	Modifier	...or required score
Impossible	-20	40
Gruelling (very hard)	-10	30
Hard	-5	25
Difficult	-2	22
Normal	0	20
Straightforward	+2	18
Easy	+5	15
Very Simple	+10	10
Utterly Trivial	+20	0

While it may seem easier to use different "target numbers", it can get more difficult in opposed situations. If you are trying a hard manoeuvre to push someone off a ledge, they won't need to even resist your roll if you score below 0.

THE VENERABLE SAVING THROW

Occasionally, characters will encounter events where they have but a split second for a chance to avoid crippling injury or certain death. These events allow a character to declare a course of action to try and avoid the injury through making an attribute check such as dodging falling rocks or avoiding a ball of fire. Normally this action has to be related to one of the two actions the character is currently performing. If they are defending themselves as an action this can be pretty

much anything. Skills, tools, or other factors can modify these checks in the same manner as a normal attribute check. They may roll one dX per milestone they have passed and then choose the best result. 0th level characters with no milestones do not get a saving throw.

The type of action a player makes determines how effective the action will be if it succeeds. This does not necessarily mean the task is any easier or more difficult to attempt, only how effective it will be if it is pulled off. Rolling a lucky number on a saving throw may trigger an opportunity attack (see the conflict section), so long as it can be tied to a direct result of the action taken by the character making the saving throw. For example, if a character dodged a lightning bolt spell the character could not declare

the spell missed, hit the wall behind the character and bounced back to the caster, as that is not really based upon the action of the character that made the saving throw. The character could declare that she landed at the base of a bookshelf and tipped it over, falling towards the caster.

If a saving throw option lists a partial option, such as 'full or half' and there is no way to adjudicate the partial option, treat the lesser option as 'nothing'. For example, if one is dodging a fireball then 'half' would represent half damage but if dodging a shrink ray it either connects or does not so a successful dodge would remove all effects. **A saving throw may fall under the following categories:**

SAVING THROW CATEGORIES

Saving Throw is	Fail or Success
Crazy enough to work!	Double or Nothing
A standard response.	Normal or Half
A brilliant defence!	Half or Quarter

A plan that is crazy enough to work might include leaping at a lightning bolt and hoping it goes underneath you, while a standard response covers the five D's (duck, dodge, dip, dive or dodge) and a brilliant defence may include a plan such as throwing the chest of treasure you are carrying into the path of the fireball to cause it to detonate prematurely. Epic successes

always result in 'Nothing' while epic failures always result in 'Double'.

I do want to stress that the player has to actually announce what they are doing and it should be a quick decision. Often I will describe to the players a small click or a tug at their boot and mentally count to three. If someone hasn't announced they are doing something they do not get a saving throw. If this is a new player to the game, give them one warning where you explain the concept and let them think about a saving throw. Players get jumpy all on their own after that or at worst after the first grisly decapitation.

DAMAGE AND OTHER ACCRUED POINTS

As mentioned, the main risk of failing to overcome an obstacle is some sort of accrued point unless you count things like lost time or blocked passage as risks. These points build up until the total is equal to some attribute of the character in question. The more points a character accrues the greater the penalties they suffer. When the points accrued exceed half of the attribute an additional penalty is suffered and when they match the attribute a final penalty is suffered. Damage for example causes an increasing universal penalty to all die rolls, incapacitation, and finally death.

The following are some common examples but you can also use them as templates for cases representing special perils. Some types of points that accrue against the same attribute "stack". This is usually because one is a permanent version and one is a temporary. Damage stacks with Stun, meaning being injured makes you easier to knock out. Stun does not stack with Damage, being in pain doesn't make you easier to kill (its assumed damage is already painful). Damage therefore counts towards the halfway and full effects of Stun.

The three most common accrued points for adventuring are Damage, Suspicion, and Stress. If you really wanted to, you could roll most other types of accrued points into one of those three.

COMMON TYPES

Damage	
Accrues	against Strength
Penalties	-1 to dX rolls per point.
Effect	Death
Halfway	Incapacitation
Removal	Once a week a health check is made. See the "Healing" section for more information.
Uses	Anything that could cause permanent physical injuries (fires, falls, cuts, and stabbings)

Suspicion

Accrues	against Agility
Penalties	-1 penalty to evade rolls per point
Effect	Exposed/Caught
Halfway	Inability to move or take aggressive actions without suffering Full Effect immediately
Removal	Suspicion resets each time the full effect is suffered, including by intentionally revealing yourself. (or sufficient time passes)
Uses	Anything that draws notice. Opening creaky doors, letting light out of a window, or breaking a door would all cause suspicion.
Special	Often suspicion targets everyone present. IE, if someone knocks over a lamp those nearby might take suspicion. If someone present can reduce the suspicion taken, it is reduced for everyone.

Stress

Accrues	against Will
Penalties	-1 penalty to resistance rolls per point
Effect	Insanity (or possession)
Halfway	(no additional effect)
Removal	Each week an individual avoids rolling any dice in a conflict reduces stress by 1.
Uses	Stress is often a side effect of casting magic or suffering psychic horrors such as a haunted house.

Illness (Disease)

Accrues	against Health
Penalties	-1 penalty to all forms of health checks per point
Effect	Death
Halfway	Nausea causes the "Off Balance" effect.
Removal	Each week 1 point of Illness is removed and 1 point of Damage is accrued that cannot be negated through luck.
Uses	Any form of generic health complication, infection or sickness. For specific diseases with a tailored effect consider using a method similar to specific poisons.
Special	

Mutation

Accrues	against Health
Penalties	Mostly cosmetic
Effect	Irreversible mutation (barring magic)
Halfway	The mutation becomes glaringly obvious
Removal	Each week 1 point of mutation is removed and 1 point of Illness is accrued that cannot be negated through luck.. Mutation points are reset after the full effect occurs and the mutation or polymorph becomes permanent
Uses	This is mostly a way to deal with magical traps like turning someone into a toad or magical radioactive fields such as roaming the mystic wastes.
Special	Each source of mutation point has their own score (ie someone with 10 health could have 5 points of mutation towards being a chicken and 8 points towards being a dragon. They are two separate pools)

Stun (Temporary Damage)

Accrues	against Strength
Penalties	As damage
Effect	Additional stun counts as damage.
Halfway	Unconsciousness
Removal	Stun can be dissipated at a rate of 1 per action spent successfully regaining composure (requires a health check).
Uses	Stun encompasses anything that is meant to knock out an individual, mostly blunt force trauma but also things like oxygen deprivation or pain.
Special	Damage stacks as stun.

Influence (Temporary Stress)

Accrues	against Will
Penalties	as Stress
Effect	Discredited in an argument
Halfway	(no additional effect)
Removal	Influence resets each time the full effect is suffered (or sufficient time passes)
Uses	Influence is usually only scored in social conflicts/arguments.
Special	Stress and Fear both stack as influence.

Fear (Temporary Stress)

Accrues	against Will
Penalties	-1 penalty to resistance rolls per point
Effect	Suffer panic and additional fear becomes Stress.
Halfway	(no additional effect)
Removal	Fear resets each time the panic is suffered or after sleeping.
Uses	Morale loss, some forms of supernatural mental interference.
Special	Damage and Stress stack with Fear.

Poison (Temporary Illness)

Accrues	against Health
Penalties	as Illness
Effect	Paralysis. Additional poison counts as Illness that cannot be soaked through luck
Halfway	Nausea causes the "Off Balance" effect.
Removal	Removal Accrued poison is reduced by 1 every twelve hours.
Uses	Despite being called "poison" it can model venomous bites, toxin coated needles, and other chemicals. For very specific poisons with a tailored effect, they should not accrue points in this fashion and should instead be given an equivalent point value.
Special	When accrued poison naturally reduces every twelve hours an individual must make a health check. Failure causes a point of Illness. Illness stacks as Poison.

UNCOMMON HAZARDS

Intoxicants	
Accrues	against Health
Penalties	-1 penalty to all resistance rolls per point
Effect	Sleep or Paralysis. Additional intoxicant counts as poison that cannot be soaked through luck
Halfway	Nausea causes the "Off Balance" effect.
Removal	Accrued intoxicant is reduced by 1 every hour
Uses	Recreational chemicals, tranquilizers, and sleeping powders are great uses for this type of accrued point. For very specific intoxicants with a tailored effect, they should not accrue points in this fashion and should instead be given an equivalent point value much like poisons.
Special	Each point of intoxicant increases a character's maximum mana pool by 1. Poison stacks with Intoxicants.

Infamy	
Accrues	against Charisma
Penalties	-1 to appeal rolls against authority figures
Effect	Criminal accusations
Halfway	Leeriness from authority figures and upstanding citizenry
Removal	Special circumstances such as serving a sentence or gaining a pardon
Uses	Morale loss, some forms of supernatural mental interference.
Special	This is a somewhat abstract way to measure an individual's standing with the law in specific polities.

Risk	
Accrues	against Nothing
Penalties	Nothing immediate
Effect	Nothing
Halfway	Nothing
Removal	N/A
Uses	Buckets of water, clouds of flour, and anything else that is currently completely innocuous. If a villainous sort throws a bucket of pig's blood on you (and it isn't acid, or on fire, or any such thing) this would be a use of 'Risk'.
Special	This type of 'point' is important if someone is facing "5 points" of pig's blood they can usually negate the accrual of points by cashing in luck points if it is important.

LUCK POINTS

These accrued points quickly begin a "death spiral" making it harder and harder to succeed. To avoid this, those who possess them will probably cash in "Luck Points" to negate the various types of points on a 1:1 basis (after size modifiers are applied).

Luck points can be spent to cancel not only points scored against the character (damage, influence, suspicion) but also to protect someone in their care such as a mount, sidekick, or pet. Luck points can only be transferred downwards. A knight could use 5 luck points to protect her squire but the squire could not use her luck points to protect the knight. It is important to note that luck cannot be spent to remove points already suffered. If the knight doesn't use luck points to negate damage now the knight cannot use her luck to heal the wound later. Any ability that lets you trade in luck points on a better than 1:1 basis (Combat Awareness, Specialist, Detect Traps, or Exorcism) is based on the individual suffering the points, not the one supplying the luck to negate them.

INVESTIGATIONS Ω

If you are a long term player of NGR, this section has been completely re-written because I was part of an online discussion that had a vastly simpler method of explaining this concept. I am sure the people in that ethereal online place were referencing other works they had read, so please don't assume this simpler explanation is my brilliance.

When hunting for information, it generally falls into one of three categories: *Obvious*, **Hidden**, or *Secret*.

Obvious information is freely available and should be told to people at the table, perhaps reminded if they seem to have forgotten. If you walk in a room and there is a dresser on the far wall, that is obvious information. Everyone should be told about the dresser.

Hidden information requires that an action be taken or a roll be made to figure out what is going on. The contents of the half closed drawers is hidden information. Unless someone opens the drawer (risking a trap) or perhaps makes a very difficult perception check to peek through the slight crack between drawers they won't know whats inside.

Secret information requires that an action be taken AND a roll be made. The secret panel at the back of the dresser drawer holding an ancient map is secret information requiring the drawer be opened and a difficult perception check be made to notice it.

A character may use an action to start investigating with a skill. This will change any information by one level towards obvious that is related to the skill. A skill in "Furniture Making" would move the knowledge of the compartment from Secret to Hidden. Opening the drawer while investigating would reveal its presence to a character. Likewise a skill could turn Hidden information into Obvious information.

REGAINING HEALTH, LUCK AND MANA

HEALING INJURIES

While accrued points list their methods of removal, there is a special relevance to natural healing. Unlike luck points, real injuries heal much slower. Once a week a character makes a health check to heal 1 point of damage, transfers a single point of illness into a point of damage, and transfers a single point of mutation into a point of illness. These three potential actions can be carried out in whatever order is least likely to instantly kill the character. On an epic success, or a success by 5 or more, two points of damage are healed. On an epic failure, or a failure by 5 or more, 1 point of damage is accrued that cannot be negated from luck as things turn south. Exceedingly sanitary or unsanitary conditions can increase the benefits or penalties to those rolls. Hiding in a sewer might grant a -10 penalty, while being in a sterile environment with nurses might grant +5.

DYING WHILE TRAVELLING

Nature is a harsh mistress and a danger all in its own. If characters are travelling through the wilderness, they will slowly wear down and eventually die of exposure, dysentery, or some other ailment. They will need to make increasingly difficult health checks or suffer a point of damage which cannot be absorbed through luck. The danger of the terrain they are currently travelling through dictates the period of time until they must make their next health check.

Terrain	Time
Pleasant	Weekly
Normal	3 days
Harsh	Daily
Inhospitable	12 hours
Deadly	Hourly
Suicidal	10 minutes

The first check is at a +2 bonus, followed by +0, -2, -5, -10, and then all further checks are at -20. Staying in the wilderness will eventually kill you. The difficulty of the checks reset whenever a character can sleep in a warm, dry area that is sheltered from both the elements and vermin. Travelling through the wilderness is hard and terrible, people should really stay at inns along the main roads instead. People built them for a reason.

REGAINING LUCK

Luck points don't heal in the same manner as accrued points. They don't heal in a linear predictable fashion. Whenever a character regains an amount of luck (through any means), the luck points regained are compared against the current number of luck points the character has. If they are larger, they become the character's new luck point total, otherwise there is no change. Wait what?

Ok, so lets assume "Bobbie the Fighter"

comes away from a fight with 2 luck points. She sleeps to regain 1d6 luck points, rolling a 1. She has 2 luck points currently versus the roll of 1, so there is no change and she stays at 1 luck point. If she had rolled a 5 then she would have 5 (comparing the 5 on the roll versus the 2 she had, 5 was larger). A character can never have more luck points than the maximum possible result on all of their luck dice combined, any excess luck points are lost.

A character normally regains 1d6 luck points after a night's rest. A character who is a living a miserly existence relative to their means regains 1d6 luck each week. A character who is living a wasteful, relaxing, or luxurious lifestyle relative to their means regains 1d6 luck points per level per night's rest. If "Bobbie" from the previous example was third level and decided to have a relaxing night at a nice inn she would roll 3d6 and compare that result to her current luck points. She rolls an 11, which is more than the 2 she currently has and so she then has 11 luck. This will make it easier to regain the bulk of a character's luck points but slow to regain the final few points.

PARTIES, CELEBRATIONS, HO-DOWNS, SHINDIGS AND BOX SOCIALS Ω

After an epic battle, unbelievable heist or other noteworthy event such as a character's wedding or the birth of a child, it is time to celebrate. A character may host a celebration after a note-worthy event to regain a large amount of luck points in short order. Usually this is something worthy of their current milestone, or a very notable personal event. This celebration will consume an indeterminate amount of time and money, potentially ending in character's being left destitute. A real simple rule is to roll a d100 and they lose that percentage of their easily accessible wealth. This will vary highly by local conditions. At the end of this, the characters involved will heal one point of stress and regain a number of luck points equal to the roll of their Charisma die times their level. For smaller acts of celebration while in the middle of a dangerous situation a character might be able to regain a Charisma Die of luck in exchange for a few intoxicant points. For example, finding a bottle of wine in a shipwreck and drinking it while your party members are busy fighting a giant squid.

Thus after a hard month's journey through their wilderness to slay the evil Sir Conveniently-Wealthy, a group of heroes can blow all of their spoils in the local tavern and regain a pile of luck points. Alternatively, this celebration might take the form of tithing and a period of prayer and contemplation of some other appropriate event.

REGAINING MANA

Mana pools slowly regenerate over time. The rate at which mana points regenerate is based upon the elf or wizard's level and the type of area they are located in. Magic is inherently disorganized and chaotic, and is strangled by the march of civilization. The first blow against the unrestrained power of magic is the naming of things. It is why names hold such power to magical beings.

Terrain	Rate of Mana Regain
Orderly City	0
Rural	1 per week
Frontier	1 per day
Wilderness	3 per day
Uncharted	5 per day
Mystic Wastes	1 per hour
Vortex	1 per minute

In each type of region there will be unstable locations that count as one type lower. These are things like haunted houses, ley-lines, meteor impact craters, and dragon graveyards. Another risk is of mutation; individuals who critically fail a healing or travelling check in Mystic Wastes will gain a point of mutation if the GM has some horrid mutation table. If she doesn't she should make one now. A Vortex will likewise cause mutations but that is slightly overshadowed by the fact that death will result within a few minutes. It would be a totally rad looking corpse though.

Mutations are an example to highlight that unusual things should happen the more unstable a region. An area should have a list of potentially mystical events that could happen.

A good rule of thumb is that these events should have a % chance of occurring equal to the base amount of mana gained per day. A sample list of events your campaign might use could include:

- *An improperly buried body will rise to unlife*
- *Cannibalism turns you into a beast-man*
- *Elves can conceive this month*
- *Wearing too much jewelry turns your blood blue*
- *An egg hatched by a rooster will birth a cockatrice*

TYPES OF DANGEROUS OBSTACLES

Generally I will go with the assumption that you can figure out how to wing unplanned damage using the general guidelines of "roll a d6" and go from there. A few examples always help thought so I am going to include rules for probably the two most common types of death and destruction for a party of players.

FALLING

This is probably the most common type of dangerous potential obstacle and it is fairly easy to resolve. Someone

who falls a story or more takes 1d6 of damage as a base. If the ground is especially soft or dangerous you might modify that. Landing on loose earth might deal d4 damage while sharp pointy rocks might deal a d10 damage or perhaps even repeating (!) damage if they are something like stalagmites. Then multiply the damage by the number of stories fallen. Falling 7 stories onto loose earth would deal a d4 x 7 damage. Falling twenty feet onto jagged rocks would deal a d10 x 2 damage. The reason I would advise against multiple dice unless someone is bouncing off of things on the way down, is because of how damage reduction and size modifiers work. Also it creates a really swingy situation with falling that adds to suspense. While the damage range may be the same, the probability curve is much more varied.

FIRE

Fire is usually the most common player caused hazard. Fire is probably the root component of most potential plans players suggest. If an area is set on fire it causes damage to everything in the area, dealing 1d6 damage at the end of every round after characters finish moving. The area has a die worth of fire in it it. If you roll a 1 for the damage, the fire goes down by one die worth of intensity. If that brings it to zero dice of fire, the fire is extinguised. If you roll a 6 for damage the fire has spread and there will be an additional die worth of fire in the area. For size modifiers, treat all of the damage as coming from a single source. Any damage reduction per die is still applicable per die.

PANIC

If someone ever takes enough accrued points of Fear to suffer "Panic" they become limited in their choice of actions. A character in a state of Panic who spends an action, is limited to only taking that type of action. If a character spends an action moving, they can only use their second action to move or to facilitate movement. If they spend an action making an attack, they cannot defend themselves and must spend their second action also attacking in a blind rage. If they defend themselves they could not move and would instead just be trying to fend things off (And possibly screaming "Oh God no!" as well). You could "Double Down" or "Do Over" an action as covered in the Conflict chapter if it made sense.

EXHAUSTION

If a character misses a night of sleep or performs grueling labour they become exhausted and cannot "regain composure" to remove accrued Stun. If an exhausted character misses a night of sleep or performs grueling labor they become very exhausted and are also continually off-balance. A third level of exhaustion causes a character to suffer a point of damage and pass out. Sleeping a full night removes all exhaustion effects.

HUNGRY AND THIRSTY

If character goes a day without food they become hungry, and other than being irratble suffer no ill effects. After a week without food they become very hungry and suffer 1 point of illness each day without food until they die. They cannot use luck to negate this illness.

Thirst is handled in a similar manner. After a day without water a character becomes thirsty. A thirsty character suffers 1 point of illness, which cannot be negated through luck, for every 3 hours without water. In sweltering heat, these times are divided by 3.

OFF-BALANCE

If someone is ever knocked "Off Balance" they suffer a -2 penalty to all attack, defence, evade and agility rolls. This could be from the earth shaking, being sick, over-encumbered, or some other reason. It represents any form of dizziness, nausea, or strain that impairs co-ordination. If someone is forced Off Balance when they are already suffering from the condition they are sent prone. If someone is not permanently off-balance, such as being over-encumbered or poisoned, they can spend an action to regain their balance.

PRONE

Being flat on your backside is rarely a good thing. Characters who are 'prone' receive a -5 penalty to their defence rolls in melee and suffer an attack roll penalty equal to their weapon's reach in melee and equal to the weapon's dot size for missile fire. In addition, if they don't have allies still standing their attackers probably also have the high ground advantage. As a slight benefit, explosions do half damage to prone characters. This bonus does not stack with a successful saving throw; characters must choose one benefit or the other. Prone characters do not receive a penalty for attacking with firearms or crossbows. If they are intentionally prone, they suffer no penalties for crossbows or firearms and gain a +1 attack bonus per dot size of the weapon. Prone characters can get back to their feet on their turn as a move action. If they are in melee this requires an agility check. Because this would be lame it if didn't occur, any time a character is knocked prone near a ledge they must make an agility check or fall off the edge. If they still have an action free they may try and grab the ledge. Holding onto the ledge without falling requires an action and a strength check each round. Pulling yourself up off the ledge requires a movement action and a strength check.

DISEASES

COMMON AILMENTS

This would be a sample template to use for common colds and sicknesses. Someone with this illness will accrue 1 point of illness each day until they make a health check to cure themselves

of the disease. Anyone who does not have the sickness and is spending time in close quarters with an individual who has this illness must make an easy health check each hour or suffer 1 point of illness. Anyone who suffers a point of illness in this fashion contracts the disease.

FAKE MEDIEVAL RABIES

Unlike real rabies this illness is about being interesting at a game table. Someone with this illness must make a health check each night or accrue a point of illness and a point of stress. The only way to cure the disease outside of medicines is to be reduced to zero illness points and succeed in the next night's health check. If an individual is driven insane by this disease they gain the "Zealous" trait. The saliva of an individual with this disease causes 1d4 extra points of illness if bitten or transferred some other way. Anyone who gains a point of illness in this manner contracts the disease.

A TERRIBLE PLAGUE

This is an illness that spreads like wildfire and requires someone to bring out their dead. Someone with this disease gains 1d4 points of illness each day. Anyone who is not afflicted and in close quarters with them must make a hard (-5) health check each hour or accrue a point of illness. Fluids of the individual can cause the accrual of 1d6 points of risk for several weeks after removal. Anyone who gains a point of illness or risk in any of these fashions contracts the plague. The disease can only be cured if an individual is reduced to zero points of illness and rolls an epic success on a health check.

RODENTS OF UNUSUAL SIZE

In a fantasy game, many creatures will have a size modifier. This represents creatures of substantially different sizes from humans such as a dragon or pixie. This size modifier is represented by a fraction or integer such as 3 for a large creature or 1/4 for a small one. This number has several effects on both on damage, stealth, and attribute checks.

In terms of damage, when a creature physically deals damage (or stun) the total amount is multiplied by the size modifier. A dragon with a size modifier of 8 who deals 3 damage from a bite would turn that into 24 damage. A pixie with a size modifier of 1/4 who deals 4 damage would turn that into 1 damage.

When a creature takes damage (or stun, poison, mutation, or intoxicants) the creature will in turn divide the damage by its size modifier. If that same dragon took 16 damage it would be reduced to 2 damage. If the pixie took 16 damage it would be increased to 64 damage. The opposite ratio is used for the scoring of suspicion. A dragon would score less suspicion when it successfully makes a detection roll, a pixie would suffer less upon failing a stealth roll and vice versa.

For attribute checks a high size mod-

ifier is good with strength checks but poor for agility checks. For an opposed strength check ('man against man'), the result is multiplied by the size modifier. If a dragon rolled a dX and scored 12, it would result in a total score of 96. A pixie with the same original score of 12 would have an end result of 3. For opposed agility checks this situation is reversed. In an opposed agility check the score is divided by the size modifier. If the total score of a dX roll was 16 the dragon would have an end result of 2 while the pixie would have a result of 64.

It is important to note than in any of the above situations a decimal score is always rounded down. If the score had been 15 for an agility check the dragon would score a 1. If the dragon was dealt 7 damage it would take 0 after the modifier is accounted for. It is also important to note that in any 'man against nature' check this is not relevant. A dragon trying not to slip on a plane of ice is not based upon the dragon's size and so size modifiers would not come into play, likewise for a pixie trying to climb hand over hand.

In terms of weapon reaches, the size modifier multiplies them as well. A pixie with a 'large' weapon (for a pixie) would have a reach of 4 divided by 4 to 1; this would mean that a human with a dagger (reach 1) would be at par for weapon ranges. The dragon fighting unarmed would have a total reach of 8, giving it an advantage against any human warrior who is not wielding a large pole weapon such as a pike.
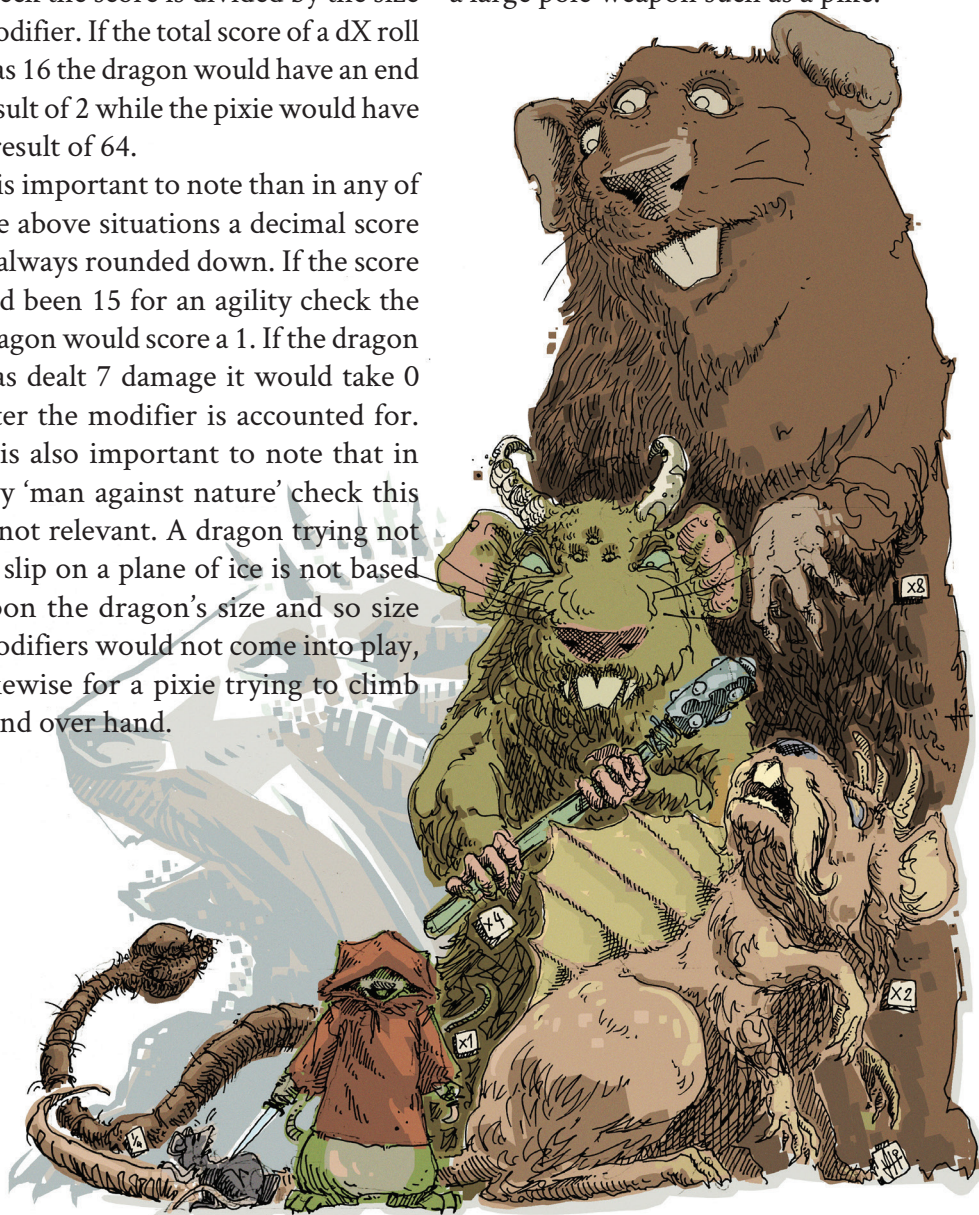
CONFLICTS
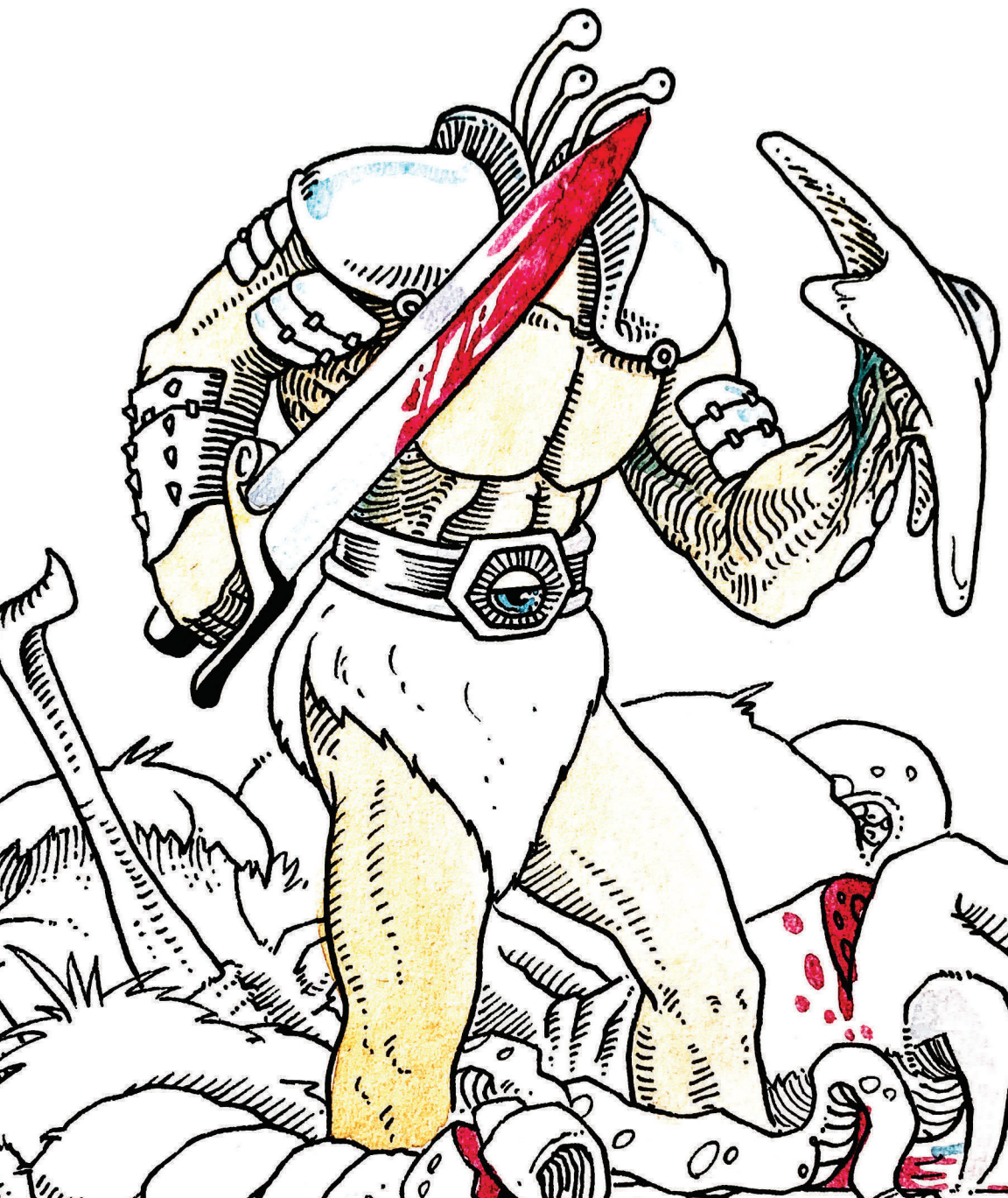
CONFLICTS

THE MECHANICS OF A CONFLICT

Occasionally (read often) players will erupt into a conflict with another group or individual with opposing aims. When these disputes could involve lots of back and forth moments they are referred to as 'Conflicts'. Trying to cut a rope someone is climbing is probably not a conflict, but trying to cut someone climbing a rope probably is. In NGR there are three main categories of conflicts: Covert Actions, Arguments and Combats. There are lots of other types of conflicts you could have arise but rather than list them all out I would suggest you use these rules as a framework. To that end, each component of resolving a conflict will give examples to the three main types, as well as suggestions on how to alter it for a custom conflict.

All conflicts follow a similar structure of being broken down into rounds. Each round, participants have two actions that they resolve in initiative order. In most adventuring situations, rounds are about 5 or 6 seconds in length. If the situation is something less common, like intrigue at a royal court's gala then a round might represent a different length of time, at least until the players cut the chandelier rope after setting fire to the throne out of boredom. I am kidding, those types of scenarios are usually the result of one player, not all of them in concert.

INITIATIVE

Every round players will need to roll initiative to determine the order in which they take their actions. For most adventuring situations, a player will determine their initiative score for the round by rolling their Agility Die with ties being resolved by rolling a d6 as a tie breaker or series of tie breakers. As an alternative, a character may roll their Intelligence Die instead of their Agility Die. Choosing to roll the Intelligence die represents someone acting on deliberate thought instead of reflexes. If someone is acting based on deliberate thought they are not considered to be deliberately defending themselves, a risky situation described later. If people are being wankers about this, roll Intelligence dice first, then Agility. Skills can be added to the role with an important caveat. Any actions taken during the round, other than defending oneself must in some way be related to the skill. If anyone wishes to take their actions first they can choose to, with priority going to the person with the highest initiative. If no one chooses to go first, the participant with the lowest initiative must go first. They must announce an action they wish to take and anyone with a higher initiative can interrupt her action with

an action or actions of their own. Anyone with an even higher initiative can interrupt that participant and so on. In theory every single participant involved could be part of a chain of interruptions. The highest initiative interruption is resolved first, then the next highest, all the way down to the original action. Once the actions have begun resolving, you may no longer interrupt that action. If the original participant has another unspent action, she then announces her second action and the process repeats itself. The participant with the next lowest initiative must then go through the process to announce their actions. This continues until all participants have used all of their actions. Then the next round begins and initiative is rolled fresh.

WEAPON REACH Ω

A special note to the initiative rules is "weapon reach", which only applies to melee combat. When the target of a melee attack wants to interrupt that attack with a melee attack of their own against their attacker, the individual with a longer weapon reach is considered to have the higher initiative regardless of their actual score.

Example: Susan has a dagger while the Skeleton warrior has a spear. In the first round Susan has a 3 initiative while the Skeleton has a 2. Susan chooses to go first and announces her first action is to stab the Skeleton. The Skeleton could not normally interrupt, but because it has a higher weapon reach than the participant attacking it, it chooses to interrupt and make an attempt to stab Susan. If Susan had not elected to go first the Skeleton would have to announce its action first. The skeleton announces it is going to stab Susan. Susan cannot interrupt the skeleton by stabbing it, but she could interrupt by throwing her dagger at the Skeleton, or by jumping onto a table or by attacking the zombie trying to shuffle up behind her.

ACTIONS

Every round, participants have two actions they may spend as they see fit. This technically applies to the times between conflicts as well. Common actions include things like opening a door, moving to an adjacent area, drawing an item from your inventory, trying to find an item you've packed inside a container in your inventory, attacking someone, keeping watch on an area, and of course the most important default action of defending yourself. The reason this applies to the time between conflicts is because this is when ambushes can occur. If the party is running fast that means they are spending both actions moving and are neither trying to spot brigands nor defend themselves from an attack. Defending yourself, keeping watch, and moving can require the party have some semblance of duties (or are just willing to go along for the ride).

DEFENDING ONESELF

An important default action is to defend yourself. This allows the participant to make an opposed roll against any number and types of aggressive actions such as an attack (combat), an appeal (social conflict), a detection roll (stealth), and any other circumstantial conflict roll. As a default action, a participant may defend herself even if someone interrupts her with a higher initiative. A participant is only not considered to be defending herself if she announces it before making any defensive rolls, including after the aggressive roll. This will free up the action normally used in resisting for other purposes such as attacking twice. If someone is acting based on deliberate thought (Intelligence Die) instead of reflexes (Agility Die) they are NOT considered to be defending themselves automatically. If someone with a higher initiative interrupts them before they can begin defending themselves they will be in serious danger.

AGGRESSIVE ROLL

While there are a near infinite number of actions participants can take in a conflict, at some point someone is going to have to start trying to win. That usually means making an aggressive roll such as an attack (combat), a detection roll (stealth), or an appeal (arguments). Other less common types of conflict may have their own aggressive rolls.

The aggressor will announce the type of aggressive roll (an attack, detection roll, or appeal) and then roll a dX and add their base modifier for that type of conflict. If they are making an attack roll they would add their combat modifier. Then they will decide the exact nature of the attempted roll and add any additional modifiers to the roll. For example, an attacking barbarian might roll the dX to attack and see the result is a 3 before announcing she is using her axe to try and slash her opponent. If she rolled a natural 20 she might declare she is trying to grapple her opponent with her free hand. After the roll the participant must announce what means they are using as well as what they would spend their first 'success' on (more on that later). This must happen before the opponent can make a defensive roll. If the total result of the roll is zero or less it automatically fails and the opponent does not need to defend themselves from you. If a natural 1 was rolled, the result was a fumble and it is an automatic failure. The effects of a fumble depend on the type of aggressive roll you were making.

DOUBLING DOWN

Most types of conflict have an option for the aggressor to "double down" and spend a second action on an aggressive roll (turning them into Power Attacks, Dramatic Pauses, or Statements). This is done after the die is rolled but before the opponent makes their defensive roll. If this action then succeeds it

scores one more success than normal. This can be done as part of an interruption without being decided ahead of time.

DEFENSIVE ROLL

If the aggressive roll was above zero, it has a chance no matter how great or small to succeed against an opponent. If the opponent is defending themselves (see above) they may make a defensive roll to try and protect themselves. The defender then rolls a dX and adds their corresponding modifier based on the type of aggressive roll they are defending against. If they are trying to avoid an attack they would add their combat modifier for example. If the total score of the defence roll meets or exceeds the aggressive roll, the defender has protected themselves from harm. The only exception is with the rolling of an epic success (a natural 20). Only a matching epic success on the defensive roll can protect against an epic success on the aggressive roll.

DO OVER

If the aggressive roll has exceeded the defensive roll that isn't always the end of the story. If the defender has an unspent action they can announce a "Do-over" after making the first defensive roll. This is the defensive equivalent of Doubling Down. The defender may re-roll the defensive roll and choose the best result between the two. If they still fail they usually suffer an additional penalty.

SHIFTING POSITION

Teamwork is incredibly important to staying alive. An action can be spent to "Shift Position" to allow the person spending the action to be the target of all aggressive actions of a specific type (attacks, detection rolls, or appeals) that would otherwise be against someone the person shifting position wants to protect. This does not give the person shifting position a defensive roll, it merely makes them the target in the place of someone else. This benefit will last until the end of the round or the protector shifts position again (whichever is first).

An action to shift position can also be used to gain benefits to defence by using terrain, such as jumping on a table to gain the high ground or moving behind cover to gain a bonus to defense and evasion rolls. These benefits will last until another shifting position action is taken or they are knocked prone.

An action can be spent to shift position after an attack is made but before a defense roll is made. Interrupting actions spent shifting position will be a common tactic in conflict.

SUCCESSES

If the aggressive roll exceeds the defensive roll, it is considered a success. This means one "success" is scored towards the announced intent of the roll. It is possible to score multiple successes though such as if the aggres-

sor "Doubled Down". If the aggressive roll was an epic success or it exceeded the defensive roll by a large margin it will be a critical hit, and score an additional success. Normally this means the aggressive roll must either be an epic success or beat the defensive roll by 5 or more. Some equipment (specifically helmets) can change this number. Helmets make it harder for the wearer to suffer critical hits in combat, but also harder for the wearer to score critical hits with detection rolls. This number is known as the "Threshold" and will be explained more in the helmet section

USING SUCCESSES

Successes can be spent to achieve specific objectives, usually the accrual of points against an opponent. Before the defensive roll was made, the aggressor had to state what she wanted to use the first success for.

If a barbarian was trying to hack Juliard the dance wizard with an axe, the first success would have to be spent dealing damage. If the barbarian announced she was trying to grapple Juliard, the first success would have to be spent trying to grapple Juliard. This is important because some tricky manoeuvres require multiple successes to pull off. Grappling for example requires two successes. If the barbarian only scored one success, the grappling will still fail. The basic uses of successes for all conflict types are listed below. Different conflicts may have

additional options. If a player wants to try something crazy, state how many successes it requires before the roll.

Cause opponent to suffer a die worth of points	1 success
Double the results of a die worth of points (after modifiers)	1 success
Have a die count as having rolled the maximum result	1 success

LUCKY NUMBERS

If a character has any of their lucky numbers rolled on a d20 during a conflict it may trigger special events depending on the type of defensive or aggressive rolls made. This cannot be an automatic 10 or rolling 3d6, it must be rolling a d20 as the dX.

AREAS

Conflicts will often span across multiple areas. Aggressive rolls normally suffer a -1 penalty for every area between the aggressor and the target. Missile weapons normally have a range limit equal to their cumulative dot size (1,3,6, or 10 normally). Thrown weapons have a range of 1 area. Areas are abstract concepts so this may not always be applicable. An open field may count a much larger geographic region as an area than the interior of a building. Areas can also be assigned benefits or penalties to operate within. A dark alley may give a benefit to hiding or a dense jungle may limit the range of weapons used. Any participant may spend a single

action leaving into an adjacent area. This will cause the character to leave the area at the end of the round. If a participant spends an additional action to 'sprint' or is fast they may move more than one area if no one in intervening areas wishes to stop them. Trampling rules apply if someone does try to block someone else from moving. As a rule of thumb you can often assume a target is fast if they have multiple sets of legs. A giant spider might be insanely fast.

If a character spends two actions moving they 'sprint'. A character who sprints suffers one point of stun. After suffering the point of stun (meaning they did not negate it) they then take their second move action.

Exceptionally difficult terrain (such as climbing or wading in hip deep mud) may require a second action to move to a new area, this does not count as sprinting.

TYPES OF CONFLICT
SOCIAL CONFLICTS

USE: Having a social confrontation to try and change another persons mind about a fundamental issue. This does not include asking directions or trivial issues that can be solved with a simple Charisma attribute check. This does mean that even irrelevant issues or life and death issues can be debated. Losing an argument does not force someone to act in a certain way; it merely makes it hard for someone to continue to adventure in a way contrary to her new beliefs.

A character that loses an argument can claim 'Stubborn Refusal'. A character in a state of stubborn refusal will believe deep down she is wrong, even if the character does not admit it outwardly. This can change if reality proves the character right or exposes a lie in the course of the argument. A character in stubborn refusal will not earn experience while acting contrary to her beliefs, heals luck points at the worst possible rate and cannot spend fate or destiny points. Convincing a villain (or hero) they are wrong before a battle can deny them important and powerful fate and destiny points.

Social Conflict

Agressive Roll	Appeal Roll (dX + Presence)
Doubling Down	A Statement
Defensive Roll	Resistance Roll (dX + Presence)
Do Over	Being evasive (no additional penalty)
Shifting Position	Interjection (no additional mechanics)
Fumble Range	Suffer !d4 influence
Lucky Number	Clever Retort

If the resistance roll is a lucky number (regardless of if the appeal succeeded), the character may launch an immediate retort against whomever launched the appeal. This takes the form of a fresh appeal and potential resistance roll. This clever retort will not score any influence or stress but will score +1 awesomeness per milestone at the end of the session. No one was ever swayed on an important matter by a clever line, but they do remember them.

Successes

- Score an intelligence die of influence against an opponent (1)

- Double the result of an intelligence die after modifiers (1)

- Count the die roll of an intelligence die to be its maximum value before rolling it (1)

COVERT ACTIONS

USE: 'Covert Actions' covers a wide range of actions that all characters may attempt such hiding, sneaking, or generally moving around undetected. An important note is that one participant using her action for detection targets an area rather than an individual and could roll against several opponents in a single round, causing some to succeed and some to accrue suspicion.

Stealth conflict rules can also be used to track "random encounters" in locations such as a monster infested ruin or dungeon. As a character performs potentially loud actions she could be forced to make evade rolls or accrue suspicion (or to cause all present to suffer it automatically for causing loud noises, like breaking something). Whenever the individual is "caught" a random encounter can be triggered and her suspicion reset. Everyone else should lose an amount of suspicion equal to her Agility score.

Stealth Conflict

Agressive Roll	Detection Roll (dX + Stealth)
Doubling Down	A Dramatic Pause
Defensive Roll	Evade Roll (dX + Stealth)
Do Over	Remain perfectly still (opponent gains 1 additional success if Detection Roll succeeds)
Shifting Position	Divert Attention (terrain bonus)
Fumble Range	Suffer !d4 suspicion
Lucky Number	Window of Opportunity

Whenever an evader, or the detector rolls a lucky number during a evade roll or detection roll the character may launch another stealth check immediately; if the character loses this extra stealth check she does not suffer any suspicion. This 'window of opportunity' must be a different form of stealth action than previously used this round. If the evade roll had been 'sneaking' through a crowded market, the window of opportunity may be a 'disguise' as they throw on a cloak or toss their hat on some bystander. If the detection roll that scored a 'window of opportunity' had been keeping watch , the roll may be listening and hearing a branch being stepped on. The characters must justify the new check through a situation. Should the evader succeed in a evade roll they launch, she may lower suspicion by a Perception die. This can cause an operative to have negative suspicion.

Successes

- Score a die of suspicion against an opponent (1)

- Double the result of a Perception die after modifiers (1)

- Count the die roll of a Perception die to be its maximum value before rolling it (1)

- A unique situational effect (1)
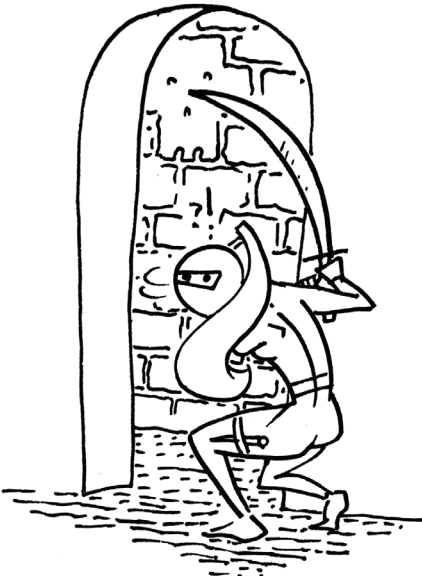
SPECIAL OPTIONS Ω

HIDING

If the evader spends an additional action to hide (and they have succeeded without accruing suspicion) the character does not need to continue using an action to remain hidden, the evader remains hidden until they have accrued enough suspicion to be found. Someone cannot hide in the same area as people who are fighting, talking to, or in some other way looking at or interacting with her.

A hidden sniper can wreak havoc until caught, using her action to launch attacks, while the sniper's targets are forced to use their actions to attempt to detect her.

A character must hide in a specific location (in a bush, in the shadow of a statue, etc) and will also be found if that specific location is physically searched. A hidden character can attempt to hide somewhere else.

AMBUSH

Speaking of havoc, to ambush someone is to attack her without her noticing. The target must not currently be engaged in combat or aware of the ambusher. This is an aggressive action in which the aggressor makes an evade roll and the defender makes a detection roll. If it scores a success the target is caught unaware and counts as having scored an epic failure on any defence rolls against the aggressor this round. If the ambush is with a melee attack

the aggressor is exposed automatically unless the target is killed in one hit so you may as well shout "Sic Semper Tyrannosaurus" or something else impressive.

PICK POCKETS

This is another form of aggressive action where the aggressor rolls an evade roll and the defender a detection roll. The aggressor attempts to remove or introduce a single item to or from the target's inventory. A good rule of thumb is that it requires 1 success per "dot" size of the item in question, this is doubled if the detector is holding the item. If they are using or looking at the item, this will obviously always fail. Note that the "detection roll" defence is in addition to any other detection rolls being made this round. It also cannot score suspicion.

COMBAT

USE: Combat is the act of attempting to physically harm another entity and will often result in physical injuries and death. Characters may launch an attack against another individual as their action, which in turn may roll a defence to avoid the blow. Successful hits will cause damage and eventually lead to death.

In open areas Combat uses the same fumble range as all other conflicts (a roll of a natural 1). In more cramped areas (such as inside a regular furnished room or a hallway) the range of a fumble is equal to the reach or dot size of their largest held item (whichever is greater). Inside especially cramped areas (a crawling tunnel or cluttered attic full of junk) the fumble range is the cumulative reach or dot size of their largest held item (again, whichever is greater). A dagger therefore still only fumbles on a 1 in an air duct, while a one handed spear would would fumble 50% of the time.

Agressive Roll	Attack Roll (dX + Combat)
Doubling Down	Power Attack
Defensive Roll	Defence Roll (dX + Combat)
Do Over	Dive (Defender is sent prone if Attack Roll still succeeds)
Shifting Position	Block (terrain bonus)
Fumble Range	Defender chooses between going prone, granting an opportunity attack, or being disarmed.
Lucky Number	Opportunity Attack

If the attack die (d20) of a participant in a battle is the same as the attacker's lucky number, he or she may immediately launch an 'opportunity attack'. This attack can be any kind of special action the player can think of that doesn't involve a basic attack (or power attack etc). This could be tripping, punching, pulling out a pistol and firing it point blank, hitting with a torch, kicking the dangles, throwing dust in an opponent's eyes or kicking over a burning brazier. It should either require an attack roll, be some special exception that is too cool to pass up, or that result in damage to a target in a manner more fitting of saving throw. It is possible to have a string of opportunity attacks from a series of lucky rolls. With missile weapons you need to ensure these 'opportunity attacks' are related to your missile fire. You may have missed with your arrow, but perhaps it strikes the rope of a chandelier and drops that into the fray. Perhaps the arrow sinks true and your target falls over and risks tripping her comrade. This is a key opportunity for creativity.

Successes

- Score a weapon's damage die worth of damage against an opponent (1)

- Double the result of a damage die after modifiers (1)

- Count the die roll of a damage die to be its maximum value before rolling it (1)

- A unique situational effect (1)

- Cause a knockdown check (1+)

- Deal stun damage with a blunt weapon (1)

- Disarm an opponent (2)

- Grapple or overbear an opponent (2)

SPECIAL OPTIONS Ω

DISARMING AN OPPONENT

To disarm an opponent requires 2 successes. Any attack can be turned into a disarm. If the attack roll was an epic success or the roll of a lucky number, the attacker may attempt to grab the disarmed weapon with a free hand by means of an agility check and use it.

Knocking an opponent off balance Any attack can be turned into a 'knock down' attack. Attacks of this nature represent trips, shoves and tackles. If a 'knock down' is the primary result of a melee attack (declared before the defence roll) it has a range of 0. A knockdown forces the opponent to make an agility check to avoid being 'off balance'. This agility check counts as "defending oneself". If the defender scores an epic failure, or fails by 10 or more on the agility check she is knocked prone instead. For every two legs beyond the first two, the target may re-roll a failed agility check. Unlike other options, multiple successes can be spent towards this effect. This is required because of the interaction between a "Knock Down" and size modifiers. A target divides the total number of knock-down checks it must make as the result of an attack by its size modifier (round down). An attacker multiplies the number of knock-down checks an opponent must make by her size modifier. A wee gnome might require two successes

to force a human opponent to make a knock-down check, but that human would force two knock-down checks upon the gnome with a single success. Each "check" after the first causes an additional automatic off-balance effect. If one person uses three successes towards knocking an equally sized opponent off-balance they will automatically send them prone.

STUNNING AN OPPONENT

Only blunt and knockdown attacks can cause a "Stun". On a regular hit this causes a point of stun to the target. On a critical hit or power attack this is increased to a strength die of stun without requiring an additional success to be spent.

GRAPPLES, PINS AND OVERBEARING

Attempting to grapple, pin, overbear, ride or in any way latch onto an opponent is a difficult manoeuvre and requires 2 successes. Normally only an unarmed attack can be turned into grapple. If a grapple is successful, neither the attacker nor the target can use a weapon of a larger range than the attacker's unarmed range against each other. A human who manages to latch onto the back of a dragon would force the dragon to be limited to attacks of range:1 and have to try and get the human off by other means. If the dragon grappled the human, say by pinning the human under its claws, the human could still use a broadsword

to try and fend off the dragon. Participants cannot leave a grapple unless the grappler releases their hold or an unwilling participant manages to knock her opponent off-balance or prone (it is possible for one person to grapple their opponent but their opponent to have no similar hold on them). If a character is involved in a grapple with something immediately harmful such as spiked armour, scalding metal, or similar dangers and does not attempt to leave the grapple at every opportunity the damage the opponent suffers can not be negated with luck points. If a 'grapple' is the primary result of an attack (declared before the defence roll) it treats the enemy's critical threshold as 5.

If you want to allow people to climb monsters to stab them in the eye, you can allow someone to grapple an individual once per size modifier of the target. Each additional grapple beyond the first grants one additional success to the first non-grapple attack against the target. If the target frees themselves from one grapple, it frees itself from all grapples by that individual. This makes it a tension building climb as a character spends round after round climbing a giant, risking a fall every turn so that she can make one vicious strike with a dagger into the giant's eye.

COMMON SENSE

While I shouldn't have to point this out, just in case your favourite childhood snack was lead paint chips as you spent your idle days playing under the power lines I will. An action has to have some possible chance of success to roll a die, however slim. You cannot stab a dragon flying at 10,000 feet even if you roll a natural 20. You cannot sneak down an empty well lit hallway with a guard looking at you barring something like a diversion.

SPECIAL CONSIDERATIONS

SECURING THE HIGH GROUND Ω

An important advantage in any form of combat is to have the high ground in a battle. If a character can definitively claim the high ground against an opponent he or she may claim a +2 universal bonus to any rolls made in combat against that opponent. Against opponents of equal or comparable size this is easy to adjudicate. If the opponent is of a different size it can become more difficult. A good rule of thumb is that if a character must swing upwards to strike at most of the vital areas of an opponent, the opponent has the high ground advantage.

THE MORAL HIGH GROUND Ω

Morality systems are always a bit of a mixed bag in roleplaying games. Often they get used as bludgeons or manacles. In NGR they should be pure

carrot and no stick. A character in NGR can choose to use their morality in social conflict to reduce influence, stress, or fear suffered but in doing so will 'tip their hand' as to their morality and let their feelings show to other parties through disgust, disdain, or shows of open defiance.

If an appeal goes against a target's minor morality they may reduce any accrued points they would suffer by 1. If it goes against their major morality they may reduce by 3 and it goes against both they may reduce by 5. For exorcism and hauntings this will stack holy/unholy symbols.

MIGHTY STEEDS AND FANCY SHIPS Ω

In a fantasy game it will frequently occur that characters are involved in mounted combat. This works very similar to foot combat with a few exceptions. The first exception is that the mount may take its own actions (split between attacking, moving, defending themselves or other actions as normal), this means a knight could attack with a lance while the horse spends the round moving out of the area, leading to a 'hit and run' scenario. The only exception to this is that if the steed is "defending themselves" the knight must also protect themselves. If the steed spends a second action on a "do over" the knight must also.

The second issue is height; mounted characters will often have the high ground advantage versus opponents on foot. Another issue is dismounting. Any time a mounted character either fails an agility check by 10 or more or is ineligible to make one the rider is dismounted usually suffering minor damage. If a character has proper riding gear she may re-roll the agility check in this manner even if one was not initially granted. If the character succeeds in this agility check it will not count as a success overall, merely that the rider was not dismounted. Similar rules can be used for anything the character is riding on or in such as in a ship or on a howdah.

THINGS THAT FLY, SWIM, WHIP TENTACLES OR IN SOME OTHER WAY PREVENT NORMAL MELEE Ω

So you picked a fight with a swarm of man-sized giant hornets, or perhaps you are on the deck of a ship and a sea serpent is keeping well back except for the brief moments it lunges forward to eat an unlucky opponent. These are situations where the enemy can attack you in melee whenever it wishes, but you cannot do the same. This is handled in a very simple manner. You can only strike these enemies with an interruption. If the giant hornets win initiative you probably will not be able to attack them this round. If the reach of your opponent is greater than your own you are probably screwed, unless the weapon of your opponent is attacking with an unarmed attack. You can attack the portion of the creature

that is attacking you in that case.

You can also use this mechanic for when a group is attempting to hold some sort of position where they won't leave themselves open, such as forming a phalanx in a dungeon doorway. They could break formation and fight as normal at any time, but in doing so would move into a regular melee.

MASS COMBAT: HAVING AN EPIC BATTLE WITHOUT AN EPIC AMOUNT OF TIME Ω

At some point there will come a time when a large amount of battle must go on between a large number of participants in some epic showdown. It becomes less epic if 400 rolls need to be made per turn, each of which lasts 3 hours. However methods of abstraction often break the flow of the game and act as jarring. NGR splits the difference.

Groups of five or more very similar opponents can be lumped into a 'mob'. A mob has a characteristic known as their 'scale', which is 1 + 1 for every 10 individuals in the mob. 20 peasants with torches is a mob with a scale of 3.

A mob as a whole can be targeted by appeals in social conflict. If the entire mob is selected as one target, it divides all influence, fear, or stress suffered by its scale. Everyone in the mob suffers the resulting fear/stress/influence after it is divided.

A mob as a whole can also be the target of detection rolls. If the mob suffers suspicion from a detection roll, the amount of suspicion suffered is multiplied by the mob's scale. Everyone in the mob suffers the resulting suspicion after multiplication.

Combat is a bit different. A mob can be the target of attacks, but it doesn't make sense to spread damage among its members equally. A mob can suffer a number of casualties equal to the number of people (or monsters or beasts or whatever) in it. Anyone that is injured, incapacitated, or killed is counted as a casualty which will slowly degrade the scale of the mob as it loses members.

It is important to know how much damage does it take to kill a member and how much to incapacitate. If we have a mob with average humans (Strength 10) then they become incapacitated at 6 points of damage and are killed when they suffer 10.

Each die of damage they take that deals 1-5 damage (after any armour or other damage reduction) will injure a member. Any die dealing 6-9 damage will incapacitate a member and any die dealing 10 or more damage will kill a member. If you don't care how many members of the mob are truly dead versus fleeing or crippled this step can be skipped.

A mind controlled mob of humans

chanting imhotep might not flee when injured. In this case, injuries are still marked as casualties from the main mob, but are pooled into a second mob of injured opponents. It is way too hard to figure out who had suffered what injury, so always assumed injured targets in a mob have suffered 3 points of damage. This gives them the normal penalties to attack and defense and lowers the additional damage they require to be shifted to incapacitated (in our example of humans, 3 points of damage on a die will incapacitate an injured human).

If you have some sort of undead situation where incapacitation doesn't work, make a third mob in the same manner and assume that all of its members neeed to suffer only 1 more point of damage to be destroyed (if somehow the humans we've been using fit this bill, assume they have all taken 9 damage).

The range penalties against a mob are divided by the mob's scale.

When a mob launches an aggressive action (an appeal, detection roll, or attack) it gets 1 action per scale. A scale 3 mob that launches an appeal may make 3 separate appeals. When it attacks it makes 3 separate attacks, and when it makes a detection roll it makes 3 in the same manner. A mob of less than 5 individuals (such as a building pool of injured) cannot take aggressive actions.

When a mob scores a hit with an appeal it deals 3 Intelligence dice of influence, dealing 1 additional die for each additional success scored.

When a mob scores a hit with a detection roll it deals 3 Perception dice of suspicion, dealing 1 additional die for each additional success scored.

When a mob scores a hit with an attack it either deals 3 dice of damage with 1 additional die for each additional success scored or it grapples an opponent and forces 1 'knock down' effect for each additional success scored. If the mob has burst weapons, this is 9 dice and 3 dice respectively. A mob can only attack a target once in melee per size modifier of the target. If they were some sort of trained phalanx maybe you'd double this to 2. A mob can attack a target any number of times with missile weapons.

A well organized mob (like soldiers) can also be in 'loose formation'. When in loose formation a mob does not multiply suspicion it suffers by its scale. Range penalties against a mob in loose formation are not divided by its scale. When a mob in loose formation attacks in melee, each attack is just a regular attack from one of its members, likely doing a single die of damage.

MORALE

Most people involved in combat do not fight until the death, barring the mindless or the truly zealous. When things start to go poorly, any mobs involved need to take morale checks. When a morale check is triggered, those affected suffer an appeal with a score of 10 causing !d6 fear per success. This fear will likely cause Panic.

Causes for Morale Checks

- Attacking a supernatural or monstrous creature for the first time
- More fallen than opposing force
- First use of magic against those without
- First use of guns against those without
- Loss of the leader
- Received more damage than opposing force (individuals/small groups only)

Morale checks are impacted in regards to the scale of the opposing forces. A mob fighting a mob multiplies the fear suffered by the opposing mob's scale. The mob suffering fear will also divide the fear it suffers by its own scale.

Some pieces of gear and equipment can impact the morale check:

Equipment	Effects
Standard/Flag	+2 to resistance roll
War Paint*	+1 to enemy fear
Uniform*	-1 fear
Musicians	-1 fear, +1 to enemy fear

* both cannot be used by one side

BLINDING AND FIGHTING UNSEEN FOES Ω

If you are attacking a character you are unable to see in melee you suffer -10 to attack rolls. This is usually the case with invisibility or blindness. If you are not in melee with the unseen foe, consider it hidden as per a covert action.

IMMUNITY TO NORMAL WEAPONRY Ω

Some opponents are immune to normal attacks, requiring special weapons to harm them. These opponents can normally only be harmed by magical weapons (either imbued by a magician or blessed by a priest) or by specific forms of attack.

Iron can be used to harm many mystical creatures normally requiring a magical weapon to harm as if it were a +1 weapon. If the creature does not normally require a magic weapon, or the iron weapon is also magical, the iron weapon will do double damage. Faeries, trolls, djinn, and elves all count as such mystical creatures.

Silver can be used to harm magically diseased creatures. If the creature does not normally require a magic weapon to harm the silver weapon will do double damage. Vampires, werewolves and plague zombies count as magically diseased creatures.

Fire can be used to harm undead creatures normally requiring a magical weapon to harm as if the flame was a +1 weapon. If the creature does not

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normally require a magic weapon, fire will do double damage. Even skeletons can be harmed in this way, as the flames ignite the very magic that binds them.

If a creature can only be slain with special methods, for example a wooden stake through the heart, roll for damage first. If it deals enough damage to slay the target it will. If it does not deal enough damage (perhaps the target cashes in luck points or the roll is poor) then the damage can be ignored by the creature. If a warrior stabs a vampire with a wooden stake for 12 damage and the vampire dies if it takes 10, it will deal damage. The vampire has 3 luck points and is wearing leather armour. Combined the vampire can reduce the damage below 10, no longer enough to kill it. The vampire therefore has to cash in 2 luck points and is unharmed as the stake misses the heart.

BATTLING THE ETHEREAL AND IMMATERIAL BEINGS Ω

Occasionally incorporeal creatures will be fought with magic weaponry. In these cases the blade doesn't do any actual damage when stabbing a ghost as there are no arteries to slice. In these cases the weapons (regardless of the weapon) do an amount of damage equal to a damage die based on the bonus of the weapon plus one. A +1 dagger, sword, or mace would do d4 damage and a +3 would do d8 damage. A lowly +0 weapon would still do d2 damage.

GETTING TOO CLOSE FOR COMFORT Ω

Trampling deals not just with stampedes, but also with the dangers of approaching any large creature. This represents the incidental damage one can receive from just being near a massive animal. Should a character ever approach a creature that is defending itself within a reach of less than 1 from the creature's perspective, the character will suffer 1/2 a point of damage (round down) and be knocked off balance unless she can defend herself with an agility check. This means it is not dangerous to approach someone of approximately your size or smaller, but if you approach too closely to a large creature you may be hurt, due to the nature of size modifiers in terms of range and damage.

For example, a character attempting to attack a dragon with a size modifier of 8 using a scimitar with reach of 2 would be in peril. Because the sword (reach 2) is less than the reach of 1 for the dragon (1 reach x 8 size modifier) the character must make an agility check or suffer 4 damage (1/2 damage x 8 size modifier) and be knocked off balance.

SWAY AND FAVOURS Ω

Favours represent a lump sum of influence a player can cash in as an appeal action. A player might be owed

a favour worth 5 influence points (say she helped a neighbour fix her house), she could call that favour in when trying to borrow that neighbour's wagon as an appeal. The favour may be enough to influence the neighbour to her point of view. Favours could also be an offer, compromise or bribe. You could offer to pay an individual a sum of money to accept your position, or perhaps a guarantee of behaviour.

TRIALS Ω

Trials are a generic term for the common type of social conflict where two conflicting parties are trying to influence a third party arbitrator who spends their actions simply defending themselves as a general rule.

An apathetic or fickle judge won't make resistance rolls against either party.

A biased judge will only make resistance rolls against one party.

A hostile judge will make appeals to discredit one or both parties.

The worst case scenario would be to have to convince a hostile, biased judge. You would need to spend actions interjecting against your opponent's appeals to the judge will also trying to resist the judge's attempts to discredit you. You lose such a conflict when either the judge is swayed by your opponent or you are discredited by the judge (if they are hostile).

EXORCISMS AND BANISHING THE UNCLEAN

Any individual brandishing a holy symbol may spend 1d6 piety to attempt to banish a supernatural creature through their devotion by reciting scripture . Note that the player actually has to recite or invent scripture at the table. She should be goaded to add gusto. This is resolved by the individual making an appeal against the target using faith in place of presence. The target may defend with a resistance roll using presence as normal. Success causes the target to suffer either fear, damage, or suspicion rather than influence. What is caused is the decision of the exorcist. The scripture should match the type of points (ie: are you talking about driving out the spirit, destroying it, or making it show itself?).

You cannot cause fear or damage to an unseen (hidden) target and will need to use suspicion to reveal it first. If you use exorcism to cause damage to a spirit possessing a body, the body will also suffer an equal amount of damage. Exorcists considered with a host's life will usually use fear to drive the spirit from the body first.

On a fumbled appeal the individual will suffer damage instead of influence as their holy symbol either catches fire or suffers some similar supernatural reprisal. Even priests with the exorcism power who are not using a holy

symbol suffer this fate.

It may be important to note that the holy symbol itself will lend its qualities to the appeal. An iron holy symbol would cause double fear or damage to an elf, while a silver holy symbol would be extra effective at repelling a werewolf.

A target brandishing an unholy symbol will reduce the fear or damage taken by 2 per die similar to armour in combat. Wearing an unholy symbol will increase the 'threshold' of the defender, requiring the exorcism to beat the defender's resistance roll by 10 to score a critical success.

SPIRITUAL, PSYCHIC OR DEMONIC POSSESSION

Should a mystical creature attempt to possess a living being it must engage in a social conflict. The mystical creature can only attempt possession until it has been discredited (defeated) in social conflict. Each point of influence scored by the creature instead causes a point of stress, losing this social conflict causes possession or insanity (stubborn refusal cannot be chosen). Once inside of a meat suit it will be very difficult to harm the possessing force without harming its vessel. Brandishing a holy symbol will reduce the stress taken by 2 per die similar to armour in combat. Wearing an holy symbol will increase the 'threshold' of the defender, requiring the possession attempt to beat the defender's resistance roll by 10 to score

a critical success. A spirit in a state of panic cannot possess nor remain in possession of a body.

BICKERING OVER PRICE WHILE THE WORLD BURNS Ω

Haggling involves bickering over price, while not always suitably epic and often quite banal it can never the less be important (or just fun). Haggling involves a social conflict where the stakes are determined by the price change. The defending merchant must score 5 influence to end the haggling. For every point of influence scored before the merchant scores 5, the haggler lowers the price by 1% to a maximum drop of 50% in most cases. For really small and truly banal exercises, don't roll. It is 5% cheaper per point of presence of the haggler greater than the merchant. Be sure to throw up your hands in exasperation and exclaim "can we go back to adventuring now?"

BETWEEN LIGHT AND SHADOWS Ω

You may end up running the type of game where the amount of light and shadows is important beyond mere "light" or "dark". Areas will have a darkness score between 0 and 10. For example daylight would have a darkness of 0, dusk or the full moon 2, the night sky 5, and a pitch black room would have a darkness of 10.

The darkness score can be used as a penalty to attack and detection rolls (based on the amount of darkness the target has available). It is also a penalty to Perception checks based on vision and would make a pretty sweet penalty to resistance rolls against possession and supernatural horror if you wanted to hear endless "are you afraid of the dark?" comments.

Light sources reduce the darkness, a good rule of thumb is to reduce it by 1 for every 10 feet of light radius an object would radiate. A candle is +1, a lamp +2, a torch +3, and a lantern +4. The amount of light in an area is half as effective to neighbouring areas. If an underground cavern was in pitch black (10 darkness) and you brought two torches (6 light) then the immediate area has 4 darkness, the neighbouring areas have 7 darkness. The next area out has 9 darkness, and beyond that it is back to total darkness. The penalties to attack and detection rolls based on darkness do not apply if you are attacking someone carrying a light source. They also do not apply to anyone being attacked in melee by someone holding a light source. Someone holding a light source cannot hide, but also does not suffer any penalties to resistance rolls due to darkness (if you use such penalties).

You might ask why darkness is a penalty to attack and detection rolls rather than the much simpler to describe option of it being a bonus to defence and evade rolls. If an attack or detection roll is below zero, the opponent does not need to spend an action defending themselves.

For example, suppose a bandit attacks Grunk the Barbarian in total darkness and rolls a 4 with a +2 bonus. If the darkness is a bonus to defence then Grunk will be struck unless she spends an action to defend herself , allowing her to roll a d20+10 in an effort to beat a 6. If the bandit suffers a -10 penalty instead, the total score of the attack is -4. The swing goes wild and Grunk does not need to spend an action defending herself.

BLINDED BY THE LIGHT Ω

I am told the next line does not actually involved being wrapped up like a hygiene product but rather a misheard version of the word "edition". But this is actually about those times when there is too much light, and how you could penalize that if it became important. If light goes above 20 (or 10 above zero darkness), assume additional light gives a -1 penalty to all aggressive rolls per point of light. Assume daylight is 10 light (0 above darkness) and noon is 15 (five above darkness) and being in a burning room causing 20 or 25 light (10 or 15 above zero darkness). Things like a coating of white snow might add half again the light level (causing snow blindness).

EQUIPMENT

EQUIPMENT

THE VALUE OF GOLD

So just how much is a gold coin worth? If 2 gold coins buy a nice dagger that's fine, but is a gold coin a lot of money or not?

To answer this question, I think of all prices in dollars to give an approximate modern day comparison of how much that is to an average person. If you are trying to think of the price of an item on the fly, compare it to a modern equivalent device. A horse is much like a car, a draft horse like a transport truck. A dagger might be closer to a handgun, a sword an assault rifle.

Currency can take many forms, it varies region to region. As NGR is a generic system, this section will assume you will use metal coins at some point. Even with coins, the value shifts region to region. If a region has abundant silver, silver coins may be worth a pittance while in a region with little to no silver a silver coin may be more valuable than a gold coin.

Taking coins from region to region can be a form of merchant traffic that drives the characters to adventure. Taking silver coins to a town devoid of silver, then taking back gold coins to the silver mine. When taking coins across national boundaries, one can expect a 10% decrease in value as a standard outside of border towns.

Here are some coin values for generic coins.

Coin	Modern Equivalent
Copper Coin	$1
White Copper Coin	$5
Silver Coin	$15
Electrum Coin	$50 - $100
Gold Coin	$300

ENCUMBRANCE
THE DOT SYSTEM

Encumbrance is a system to determine approximately how much gear you can carry. It is not scientific and is pretty abstracted. This is the dot system.
The dot system is basically categorizing weight and general difficulty in carrying items with a number of dots. It's fairly abstract because while important, it's also boring and time consuming since items carried change so often. The dot system specifies how many 'dots' worth of equipment you can carry, as well as where you carry the item, without a lot of fuss. How many 'dots' worth of equipment you can carry is broken down by 'total dots', representing how much you are weighed down with. Maybe you are strong enough to carry 5 bags of sand, but if you don't have something to carry them in, it's going to impact your abilities. 'Total dots' is a simple number to figure out: simply add up all

the dots on your person in any location. The maximum number of dots you can have for total dots without penalty is your strength score. You also get some bonuses if you are highly under encumbered. Anyone may become over-encumbered/ overburdened and carry up to half her strength (round up) of additional dots, though this causes the character to be perpetually 'Off Balance'. Someone carrying less than half of their strength score in dots gains a +1 bonus to agility checks, evade rolls and their defence roll.

So how much is a dot? Below is a listing of some common dot 'weights'

Item	Dots
Small	1
Medium	2
Large	4
Helmet	1
Light Armour	1
Partial Mail	1
Full Mail	2
Partial Plate	2
Full Plate	4
Reinforced Plate	8
25 Coins	1
A day's food	1
Water Skin	1
Potion	1
Full Quiver	2
Coil of hemp rope	4
Coil of silk rope	1
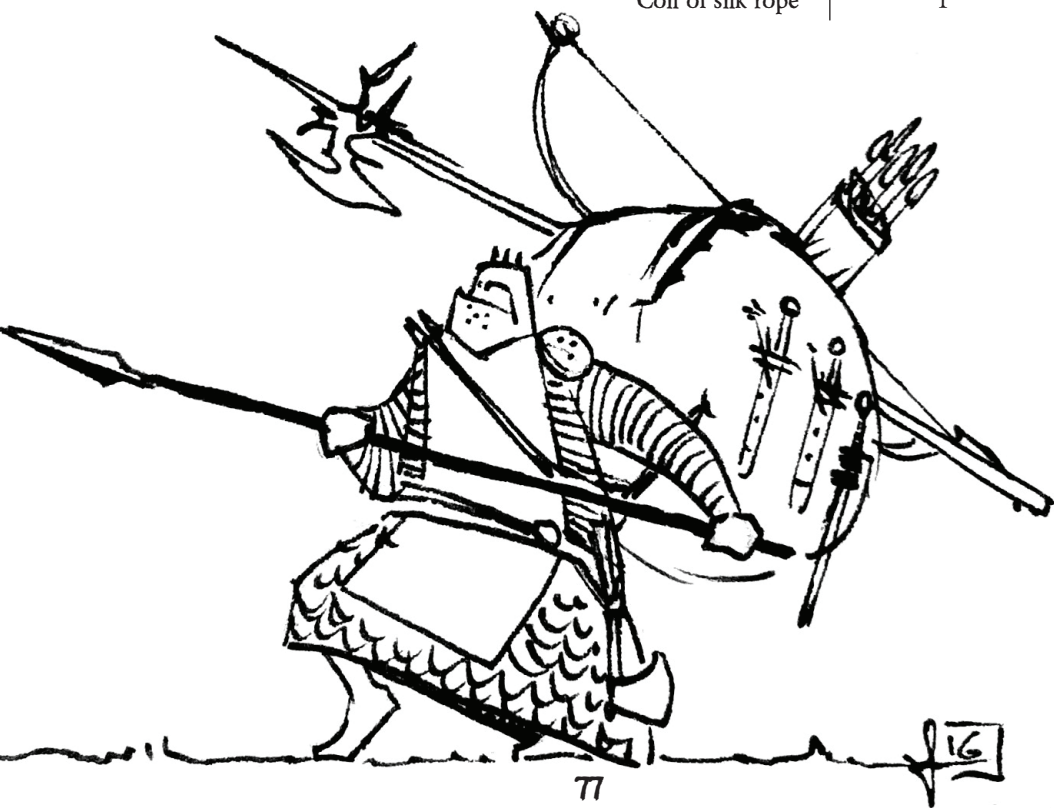
CONTAINERS

An adventurer's backpack is not the TARDIS made of leather. Items can be nested within a container item, effectively reduce the number of dots they contain. The most common is a backpack. It can contain 8 dots, but only takes up 4 on your back.

Container items also have 2-3 more attributes besides capacity and dot size. The first is searching time, which represents how many actions it takes to find an item in the container. A backpack takes ?d4 actions, so each action you spend has a 1/4 chance of finding the right item.

The second is maximum item size. In the case of a backpack it is 2 dots. This means the backpack can have up to 8 dots worth of gear, but no individual item can be more than 2 dots in size. Maximum item size should always be smaller than the size of the container item, otherwise you end up with unlimited storage. To get at an item contained in an item that is itself contained you must first draw the container, then from that get the second item. Packing well allows you to carry more items but means you cannot got at those items in a hurry.

The third potential attribute of some containers is carrying location. Only one container can be in a carrying location to be effective. You can have one backpack, one knife belt. and two big sacks for example.

Backpack	
Size	4
Capacity	8
Item Size	2
Search Time	?d4
Location	Back

Cloth Bag	
Size	2
Capacity	5
Item Size	1
Search Time	?d6

Coin Purse	
Size	1
Capacity	4
Item Size	Coins only
Search Time	?d2

Knife Belt	
Size	2
Capacity	5
Item Size	Knives only
Search Time	0
Location	Chest

Big Sack	
Size	6
Capacity	12
Item Size	4
Search Time	?d8
Location	Hand

Small Chest	
Size	3
Capacity	6
Item Size	1
Search Time	?d4

ARMAMENTS FOR WAR

The following pages deal with weapons, armour, shields and helms. This is but one portion of the section on equipment in general.

Many pieces of equipment are based upon the 'tag' system; a weapon or armour has basic characteristics set by its type that are then modified by any and all 'tags' assigned to it. Some tags are not normally compatible with other tags; you will wish to check the description of each tag to see what its requirements are.

BASIC ARMOUR

The main benefit in armour is not to avoid being hit, but to reduce or eliminate the impact. Armour will, in many cases, actually increase your chances at being hit. Armour will grant you a 'damage reduction' score per die of damage (DR). This means if armour gives you a DR of 2, and you take 2d6 damage, you would receive up to 4 fewer points of damage. It is important to note the rolls of each die. Armour will also tend to give negative modifiers as penalties. These modifiers apply to evade checks , casting rolls, and agility checks. Half of the modifier (round down) will apply to defence rolls. Wearing no armour and loose clothing will actually give you a slight bonus. Armour can be described by the basic type, and then modified by descriptive tags should you wish that level of detail.

Type	Modifier	Damage Reduction	Dots
Loose clothing	+1	0	0
Light armour	0	1	1
Mail armour	-2	3	2
Plate Armour	-4	5	4

HELMS Ω

Helms and helmets give the wearer an increased ability to avoid critical hits. With no helm, an attacker's die roll must either be a natural 20 or exceed the defender's score by 5 or more to score a critical hit. While a helm does not protect against a natural 20, it does increase the margin of success required. The downside is a helmet also has the inverse effect in regards to stealth. Wearing a helmet increases the difficulty in scoring a critical spot check by exactly the same amount. A person in a great helm requires her opponent succeed by 10 or more to score a critical hit in combat, but also must succeed by 10 or more to score a critical detection roll. This number is known as the helms 'Threshold'. By default, assume that light armour comes with a leather cap, mail with a helmet, and plate with a great helm. Different helmets take up inventory space.

Type	Treshold	Dots
None	5+	-
Leather Cap	6+	1
Helmet / Coif	8+	1
Great Helm	10+	1

SHIELDS

Shields are primarily used as a defensive measure in combat. A shield's powers and drawbacks are defined by its size. The larger the shield the better its defensive bonus but the worse it is for agility checks and evade rolls. Shields can be used to 'Shield Punch', dealing blunt damage based upon their size. Note that all shields have the 'unsuitable' weapon tag by default. Shields add their quality or magical bonus to their agility check, defensive bonus and any shield punch attack and damage rolls. Cloaks and capes may be used to block melee attacks and cloaks also help with evade rolls. Having a free hand grants a +1 bonus to agility checks but not evade rolls. Note that if shields are used to block an attack from a creature with a larger size modifier the defender suffers a knock-down check as if the attacker had scored a success and used it on a knock-down.

Type	Block	Mod	Dots
Small	+1	-1	1
Medium	+2	-2	2
Large	+4	-4	4
Cloak	+1*	0 / +1	1
Free Hand	N/A	+1 / 0	-

BASIC WEAPONS

Much like armour, weapons are described with basic characteristics and then modified by the use of descriptive tags. Weapons are primarily defined by their size: small, medium or large. A weapons size determines its base damage die, and weapon range. Large weapons require two hands to wield properly without supernatural strength. The second most important aspect of a weapon is its damage type: Slash, Pierce or Blunt. Slashing weapons have their damage die increased by one size and piercing weapons cause repeating damage. Blunt weapons give a +1 attack bonus. Damage is altered by the Perception modifier for missile weapons, and the strength modifier for melee or thrown weapons.

Type	Reach	Damage	Dots
Small	1	d4	1
Medium	2	d6	2
Large	4	d8	4

DESCRIPTIVE TAGS FOR WEAPONS AND ARMOUR Ω

Describing armour as light, mail or plate and weapons as small, medium, or large is fine for quick or combat light games. If the game is of a more militant nature, descriptive tags are a good way to add mechanical differences to the many types of weapons and armour available in a fantasy world. Tags are more efficient than describing specific historical gear, as historical armours were developed to protect against historical weapons. Would smiths have still have used the same designs to counter griffon claws as they used for heavy crossbows or emerging firearms? Historical weapons and armours can be approximated using the descriptive tag system as well.

WEAPON TAGS Ω

ARMOUR PIERCING

Armour piercing weapons are specifically designed to puncture enemy armour. Crossbows and special military picks are the most common examples of this type of weapon.
Effect An armour piercing weapon prevents the opponent's armour from reducing damage from this weapon. If this is too simplistic, the weapon ignores 1 DR of armour for each point of damage dealt. The damage die of an armour piercing weapon is reduced by 1 step.

BLUNT

Clubs, hammers, maces, nail festooned bats, staffs, and slings all do blunt damage (even if they have some pointy bits).
Effect Attacks with the blunt part of a weapon gain a +1 bonus to attack rolls. An attack cannot have more than one primary damage type.

BURST

Burst weapons don't just mean wishing for a Thompson 1928, a blunderbuss or ducks-foot would also qualify.

Effect Burst weapons do 3 dice of damage on a hit but count as one size smaller for range. Damage from burst weapons are not modified by Perception, nor can the results of their dice be modified by extra successes (either doubling or counting them as a maximum roll). Extra successes may be used to add one additional die of damage per success.

COMPLICATED

Complicated weapons have a multistep reloading process; flaming arrows and early firearms are good examples of complicated weapons.

Effect Complicated weapons require an additional action to reload between shots.

DEFENSIVE

Defensive weapon characteristics include things like a basket hilt, hand guards or a large weapon catch.

Effect Defensive weapons cannot be thrown, but allow for parry; this will usually give +1 to a defence roll in melee against frontal attack.

DEVASTATING (HEAVY)

Devastating weapons include things like axes, picks, hammers and flaming arrows.

Effect Devastating weapons have their damage die increased by one size, but they also suffer a -2 penalty to attack.

ENTANGLING

Entangling weapons are designed with capture as their primary goal. Nets, Bolas, Mancatchers, and similar weapons would use this tag.

Effect Entangling weapons only require a single success to grapple an opponent but must always spend their first success on grappling and their second on a knock-down.

EXOTIC

Exotic weapons include features such as oddly curved blades, flails, early or double barrelled firearms, and forked prongs. Weapons such as a ball and chain or trident have the exotic tag.

Effect An exotic weapon gives a +2 bonus to any unmodified dX roll of 12 or greater, and a -2 penalty to any dX roll of 9 or less.

GUNS (SUPERSONIC)

Loud and supersonic projectiles. Usually black powder, but in a sci-fi setting this could be expanded into variants.

Effect Anyone making a defence roll against a gun who is not in some form of cover cannot make a defense roll (unless perhaps they were supernaturally agile and could pull a Neo). Anyone firing a gun causes d6 suspicion to everyone present. Guns are bad for dungeons but great for killing expert swordsmen standing out in the open.

HAND AND A HALF HILT

A hand and a half hilt is just that, a hilt that is a hand and a halflong. I know another game uses a different term that here represents something different, but I was wrote this tag system before that so you get what you get.

Effect Having a hand and a half hilt allows a small or medium weapon to be properly used in either one or two hands. When wielded in two hands, its damage die is increased by one step. A hand and a half hilt increases the dot size of a weapon by 1.

INEFFECTIVE

An ineffective weapon would include things like a rake or other farm implement, anything not able to cause harm as effectively as its mass or size would suggest, but still designed to be wielded in some manner, often tools. Unarmed attacks also count as ineffective.

Effect An ineffective weapon rolls a damage die one smaller than would be expected.

LIGHT

A light weapon is designed for those who are physically weak or where a contest of skill is desired. They would include things like a rapier or whip.

Effect A light weapon has no damage modifier and each point of an opponent's DR stops 2 points of damage from a light weapon. Attacks from a light weapon gain a +1 bonus to hit.

LONG RANGE

Special flight arrows, rifled muskets or other special designs.

Effect Long range weapons have their missile range doubled and require two hands to fire. You may not effectively fire a long range weapon and move.

LUDICROUS

A ludicrous weapon is something so insanely overpowered it really doesn't belong in the game. Buzz saws, miniguns, laser swords and other ridiculous weapons would have the ludicrous tag. A ludicrous weapon must have at least three other weapon tags.

Effect Ludicrous weapons score double the normal amount of successes when they hit. When a ludicrous weapon fumbles not only is usually it damaged beyond immediate repair (and potentially destroyed) but its wielder suffers three fumble effects simultaneously.

MECHANICAL

A mechanical weapon uses technology to function independently of human power. Crossbows and firearms are the only common examples of this.

Effect A mechanical weapon increases the damage die of piercing attacks by step and makes the damage dice of non-piercing attacks repeating. It takes an extra round to reload a mehanical weapon.

MINOR

A minor weapon represents those weapons that cannot normally cause a crippling injury, except in the luckiest or best placed of strikes. A dart, fist or pocketknife would fit into this category.

Effect A minor weapon will only ever do 1 point of damage, unless a critical hit is scored.

PIERCING

Daggers, picks, spears, shivs, bows, and guns all do piercing damage (even if they have some edged bits).

Effect Any damage die from the piercing part of a weapon deals repeating damage (!). An attack cannot have more than one primary damage type.

POLE WEAPON (REACH WEAPON)

Any weapon on an extended shaft such as a spear, halberd or staff constitutes a pole weapon.

Effect Pole weapons have their reach and throwing range doubled, such as from 1 to 2. Pole weapons cannot be stored in most containers unless they are specially built to handle pole weapons.

SIMPLE

A simple weapon is stripped down to the barest elements required to function. A simple club would not have a knob at the bottom of the hilt.

Effect A simple weapon gives a -1 penalty to attack.

SLASHING

Swords, axes, cleavers, claws, pincers, and scythes all do slashing damage (even if they have some jagged bits).

Effect Any damage die from the slashing part of a weapon is increased by one die step, such as from a d4 to a d6. An attack cannot have more than one primary damage type.

THROWING

Weapons specially designed for throwing are usually lighter and better balanced. Javelins are an example of a weapon with the throwing tag.

Effect Throwing weapons suffer -2 to attack in melee. They give a +2 bonus to attack when thrown.

UNSUITABLE

An unsuitable weapon would be something such as wielding a trophy or satchel of books as a weapon.

Effect An unsuitable weapon requires the damage die to be re-rolled, and the lower result taken.

VERSATILE

Versatile weapons include weapons with multiple identical attack surfaces such as double-edged blades, flanges or a second weapon head. Axes and swords are common for this feature. I know another game uses this word to mean it can be used one or two handed, but I wrote this first so screw them.

Effect Versatile weapons grant a +1 attack bonus, but on a fumble your opponent may choose the effect.

VICIOUS

Vicious weapons include spikes, serrated blades and barbed points.
Effect Vicious weapons gain a bonus of +1 to damage. Vicious weapons suffer a –1 attack penalty.

ARMOUR TAGS Ω

AWESOME

There is practical armour and then there is fantasy armour. Many examples of fantasy armour feature exposed midriff, impractically shaped greaves, oversized spaulders, unreasonable numbers of 'edgy' leather straps and chains, or glistening well oiled pectoral muscles and biceps. This makes it hard for the wearer to take herself seriously in a life or death situation, giving a –1 penalty to resistance rolls. On the other hand it really does keep to trope and as such gives +2 to awesomeness. Clothing can use this tag.

BULKY

Bulky armour sacrifices mobility for an increase in protection against blunt attacks. The armour gains +2 DR against blunt attacks but suffers an additional –1 modifier. The armour also increases in dot size by 1. Quilted armour is a good example of this armour. Clothing can use this tag.

CEREMONIAL

Ceremonial armour is not designed for field use, but rather for display. Ceremonial armour gives a –1 penalty to defence rolls but a +1 bonus to presence. Clothing and helms can both also use this tag.

CRUDE

Crude armour represents shoddy workmanship, experimental designs or partially damaged armour. It provides no extra benefit but does increase the modifier penalty by 1. Clothing can use this tag.

LIGHTWEIGHT

Lightweight armour has been specifically stripped to ease the burden and increase mobility. This lowers the dot size by 1 and reduces the modifier by 1. The downside is the armour loses 2 DR versus blunt damage.

ORNAMENTAL

Ornamental armour has been adorned with decorations designed to catch the eye. Ornamental armour gives +1 to appeal roles due to the opulence it projects, but gives –1 to evade rolls due to its distinctive appearance. Feathered, gem encrusted or gold plated armour would use this tag. Clothing, helms, maybe even other items can also use this tag.

PARTIAL

Partial armour is any incomplete set of armour. This halves the dot size of the armour and halves the agility check penalties of the armour. The armour is also bypassed completely by critical hits or critical fails on saving throws.

It is possible to wear a set of partial armour over a set of full armour, such as partial plate over full leather. In this case, the full armour is only used if the partial armour is bypassed. Use the worst penalties from the two sets. A breastplate or mail shirt is an example of partial armour.

SOPHISTICATED

Sophisticated armour represents master workman-ship coupled with a perfected design. Renaissance period plate armour would be an example of this tag. Sophisticated armour reduces the modifier penalty by 1.

REINFORCED

Reinforced armour has been improved with additional plating, chain links, metal studs or other modifications to deflect blades. This doubles the armour's DR against slashing weapons and doubles its dot size. Studded leather or advanced plate armours are examples of reinforced armour.

SPIKED

Spiked armour has been studded with small blades or long spikes. This is useful to repel a grapple or a shove as it causes the wearer to deal five times the normal trample damage, but gives a –1 penalty to attack rolls as the spikes impact the ability to move cleanly.

SHIELDS TAGS Ω

While describing a shield based on its size is usually more than enough, you may wish to allow the same kinds of customization for shields that are used in regards to weapons or armour. There is a difference between a Zulu Isihlangu and a Greek Hoplites' shield even if both are large shields. These tags are used to reference those differences. Note that many tags will alter the number of dots a shield uses within inventory, this does not modify a shields 'dot size' for the purposes of defence bonuses, combat tricks or the like.

BUCKLER

Bucklers are small shields, balanced for use as a weapon. Bucklers do not suffer the 'unsuitable' tag when used for a shield punch, but cannot be used against missile attacks. Only small shields may be bucklers.

LIGHT

Light shields are made of hide, wicker or other lightweight materials lacking in durability. Light shields take up half the normal amount of dots in ones inventory (round up) and grant only half the normal agility penalties (round down). Light shields cannot block 'Armour Piercing' or 'Devastating' attacks and gain the 'Ineffective' tag when used for a shield punch.

TOWER

Tower shields are large rectangular shields designed to provide missile cover. Tower shields take up 2 extra dots of inventory and suffer the 'Ineffective' tag when used in a shield punch; they may also not have the 'light' tag. Tower shields provide an extra +2 to defence rolls against missile attacks.

VICIOUS

Any spiked or serrated shield may be considered 'vicious'. This functions exactly as the weapon tag when the shield is used for a shield punch (-1 to hit, +1 to damage).

ITEMS OF DIFFERING MATERIALS Ω

Material	Hardness	Sharpness	Weight	Magical?
Bone	1	0	-	-
Horn/Claw	3	0	-	-
Obsidian	2	+2	-	-
Flint	2	-1	-	-
Wood	1	-2	-	-
Granite	5	-1	-1	-
Wrought Iron	3	0	-	-
Bronze	4	0	-	-
Steel	5	0	-	-
Silver	2	0	-	M+0
Flying Rowan	1	-2	-	M+1
Faerie Silver	6	+1	+1	M+2
Metoric Iron	7	0	-	M+3
World Stone	8	-1	-2	M+4
Dragon	6	+1	-	M+5

Keeping track of the different materials that weapons and armour is constructed from only becomes relevant if the differences are important to the game play. The occasional picking up of a soup bone for a club in a game set in a world much like 12th century England will not require the additional work. If the game is set in a conquistador setting then the differences between obsidian, stone and steel items are a crucial part of the game. Each material has three characteristics: Hardness, Sharpness and Weight.

The hardness rating of materials is used to determine the effectiveness of armour against slashing and piercing weapons. If a slashing weapon has a higher hardness than the defender's armour, the defender's armour has its DR lowered by 1. If the armour is harder, its DR is increased by 1. This modification is doubled for piercing weapons.

The sharpness rating of materials is used against individuals in either light or no armour. Slashing and piercing weapons gain the sharpness score as bonus damage (or a penalty for dull materials). Like all non-magical bonuses, this extra damage is limited by the roll of the damage die. Weapons can be sharpened beyond their normal limit, but they will break after their first use.

The weight rating of a material will change a weapon's attack roll by the listed amount for slashing and piercing weapons, but reduce damage from a blunt attack by the same amount (or increase with a negative number). A lightweight metal is good for swords but not as good for a hammer.

Materials labelled M+X are magical materials that make their item count as a +X item (but do not give a bonus). The can be used to better harm immaterial items and can theoretically hold magical enchantments easier.

STEALTH AND EQUIPMENT

Stealth is a major part of NGR, as much or more so than combat. Choosing between tools to fight, tools to hide, and tools to spot the hidden is a big part of managing what gear a party takes on an expedition. Some of this equipment has been listed in other sections, but some of it can be listed again here for the sake of easy reference.

HOW TO KEEP FROM BEING FOUND

- *Loose clothing instead of even light armour gives a +1 bonus to evade checks.*
- *Being under half encumbrance gives a +1 bonus to evade checks.*
- *A dark cloak gives a +1 bonus to evade checks for hiding.*
- *Going barefoot can reduce suspicion for failed attempts to move quietly by -1 per die.*
- *Skin paint causes the reduction of suspicion for failed hiding attempts by -2 per die but also gives a -2 penalty to influence scored on appeals due to being s.a.f.*

HOW TO SPOT PEOPLE

- *Helmets make it harder to score critical hits when making detection rolls.*
- *Better light reduces darkness bonuses to hiding to the tune of +1 per ten feet in radius. It also causes 1 suspicion per ten feet in radius when entering a hallway or similar open area for the purposes of random encounters. If you are using the light and darkness finicky rules that means that everyone takes their light level in suspicion when they move into a new hallway, courtyard, or similar exposed area.*
- *Spyglasses and similar devices can reduce range penalties when making detection rolls.*

RANGED WEAPONS

Name	Dots	Range	Modifier	Damage	Tags
Bow	2	3	-	!d6(p)	-
Small Sling	1	2	+1	d4(b)	Long Range
Longbow	4	10	-	!d8(p)	-
Fire Arrows	-	10	-2	!d10(p)	Devastating
Arbalast	4	10	-	!d8(p)	Armour Piercing, Mechanical
Harquebus (shooting)	4	10	-2	!d10(p)	Devastating, Armour Piercing, Complicated, Gun, Mechanical
Pirate Pistol	1	1	-2	!d6(b)	Devastating, Armour Piercing, Complicated, Gun, Mechanical

SHIELDS

Name	Type	Dots	Reach	Modifier	Damage	Tags
Buckler	Small	1	1	+1	d4	Buckler
Targe	Small	1	1	+1	(d4+1)--	Vicious
Heater Shield	Medium	2	2	+2	d6--	-
Viking Shield	Large	4	4	+4	d8--	-
Roman Shield	Large	6	4	+4*	d6--	Tower
Zulu Shield	Large	2	4	+4	d6--	Light

ARMOUR

Name	Type	Dots	Modifier	DR (S/P/B)	Tags
Leather Armour	Light	1	-	1/1/1	-
Padded Armour	Light	2	-1	1/1/3	Bulky
Studded Armour	Light	2	-	2/1/1	Reinforced
Hide Armour	Light	4	-2	2/1/3	Reinforced, Bulky, Crude
Post Apocalyptic Leathers	Light	2	-	1/1/1	Spiked, Awesome
Brigandine	Mail	2	-2	3/3/3	-
Chainmail	Mail	3	-3	3/3/5	Bulky
Lorca Segmentata	Mail	4	-1	6/3/3	Sophisticated, Reinforced
Do-maru	Mail	1	-1	3/3/1	Light
Scale Coat	Mail	1	-1	3/3/3	Partial
Dendra Panoply	Plate	5	-5	5/5/7	Bulky
Breastplate	Plate	2	-2	5/5/5	Partial
Gothic Plate	Plate	8	-3	10/5/5	Sophisticated, Reinforced
Golden Nipple Plate	Plate	4	-5	5/5/5	Ornamental, Ceremonial, Awesome
O-yoroi	Plate	8	-5	10/5/5	Reinforced, Crude

MELEE WEAPONS

Name	Dots	Reach	Modifier	Damage	Tags
Dagger	1	1	-	!d4(p)	-
Dart	1	1	-2*	1(p) or !d4 on critical	Minor, Throwing
Hatchet	1	1	-2	d8(s)	Devastating
Gladius	1	1	+1	d6(s) or !d4(p)	Versatile, Defensive
Rock	1	1	-	d4(b)	Simple

MELEE WEAPONS (CONTINUED)

Name	Dots	Reach	Modifier	Damage	Tags
Nunchucks	1	1	+1	d4(b)	Exotic
Maine-gauche	1	1	+1	!d4(p)	Light, Defensive
Unarmed	0	1	+1	1(b) or d2 on critical	Minor, Ineffective
Glaive, Real	4	8	-	d10(s)	Pole Weapon
Glaive, Rad	1	1	-2*	d6+1(s)	Throwing, Versatile, Exotic, Vicious, Ludicrous
Arming Sword	2	2	+1	d8(s) or !d6(p)	Defensive, Versatile
Rapier	2	2	+1	!d6(p)	Light, Defensive
Flanged Mace	2	2	+2	d6(b)	Versatile
Spike Club	2	2	-	d6+1(b)	Vicious
Macuahuitl	2	2	-	d8+1(s)	Vicious, Versatile
Ball and Chain	2	2	-2	d8+1(b)	Vicious, Devastating, Exotic
Spear	2	4	-	!d6(p)	Pole Weapon
Barbarian Battle Axe	3	2	-1	d10(s)	Versatile, Devastating, Hand and a Half
Warhammer	2	2	-1	d8(b)	Devastating
Military Pick	2	2	-2	!d8(p)	Devastating
Crowbar	3	2	-	d6(b)	Hand and a Half, Crude
Torch	2	2	-2	d8(b)	Devastating, Simple
Quarterstaff	3	4	+1	d6(b)	Hand and a Half
Trident	3	4	-1	!d6+1(p)	Vicious, Hand and a Half, Pole Weapon, Exotic
Katana	3	2	+1	d8(s) or !d6(p)	Defensive, Versatile, Hand and a Half
Javelin	2	4	-2*	!d6(p)	Throwing, Pole Weapon
Zweihander	4	4	+1	d10(s)	Versatile, Defensive
Sledgehammer	4	4	-	d10(b)	Versatile, Devastating
Woodsmans Axe	4	4	-1	d12(s)	Versatile, Devastating
Caveman Club	4	4	-	d8(b)	Simple
Pike	4	8	-	!d8(p)	Pole Weapon
Halberd	4	8	-1	d12(s)	Pole Weapon, Versatile, Devastating
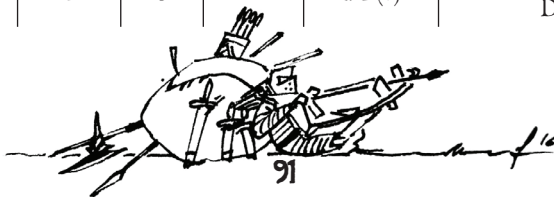
LIGHT SOURCES

Name	Dots	Light	Chance of Extinguishing (d6)
Candle	1	1	1-5
Rushlight	1	1	1-6
Brass Lamp	1	2	1-4
Burning Branch	2	2	1-3
Torch	2	3	1-3
Candle Lantern	1	4	1
Oil Lantern	1	4	-
Candelabra	2	5	1-5
Movie Torch	2	5	1-2
Campfire	-	10	-
Brazier	-	8	-

PACK ANIMALS

Name	Strength	Size
Halfling War Rooster	10	1
Donkey	15	1
Riding Horse	12	2
Camel	12	2
Mule	15	2
Yak	15	2
War Horse	16	2
Draft Horse	20	2
Oxen	20	2
Elven War Swan	13	3
Elephant	16	5
Mammoth	20	6
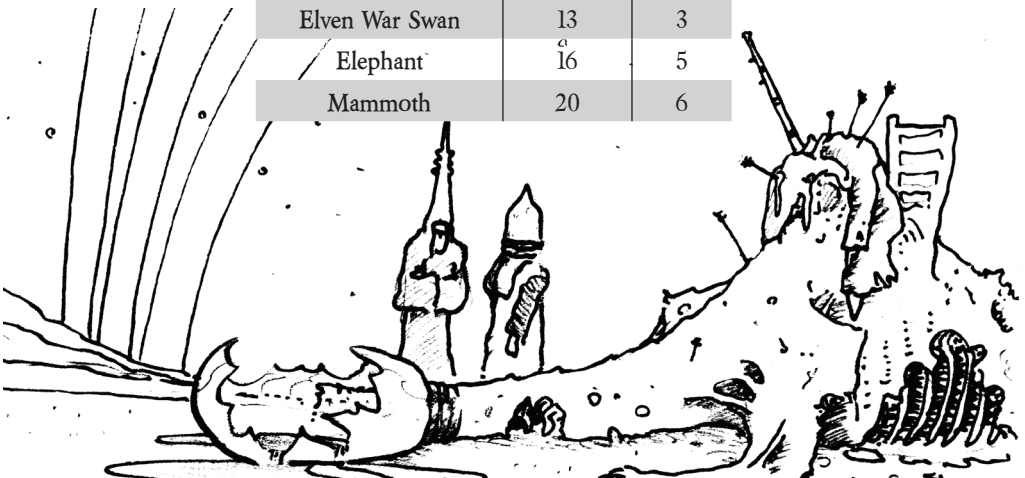
THE DRAGON SCROLL

THE DRAGON SCROLL

COMBAT TRICKS

Combat tricks represent the different actions a trained warrior is capable of reflexively executing. These actions are voluntary options that become available when certain trigger conditions appear; the warrior then gains the option to use the trick. For example, the 'quick sweep' trick requires the warrior be knocked prone. If the warrior is knocked prone, the warrior may use the 'quick sweep' trick immediately. An important trick requirement is difficulty. This is based upon the warrior's base combat modifier. If this value is equal to or higher than the difficulty, the trick can be used. The Combat Tricks listed in "The Dragon Scroll" are just examples to give you something to use as a basis. Completely new Combat Tricks are encouraged as they make fantastic treasure as a warrior crosses the mountains to learn the secret of "The seven fist lotus technique".

LEARNING COMBAT TRICKS

The most common method of learning new techniques is through training. If a mentor teaches a character a technique, it takes 1 skill point to learn a combat trick. This is the only method characters that do not have the combat trick power can use to gain combat tricks, and they can never have more learned combat tricks than their combat modifier. Characters without the combat trick power shouldn't start with any, but hey if they have a military background maybe this gets fudged a bit.

Warriors with the combat trick power can learn a combat trick without using a skill. A mentor can teach a combat trick to such a warrior after a day of training.

The most common barrier to training is trust. Combat techniques are dangerous weapons in the wrong hands and even amoral warriors must worry about spending so much time with a stranger who may poison them in closer quarters (as everyone needs to sleep). This will lead warriors to attempt to recover ancient training manuals or scrolls. If a warrior with the combat trick power finds a combat trick or manoeuvre in an ancient (or modern) text or scroll she can attempt to recreate it from instruction. The warrior must spend 1 week practising to learn the trick.

A warrior with the combat tricks power may also choose to recreate a manoeuvre she has faced in action. This takes a base time of 1 week. If the warrior trains in a secluded area, this is reduced to 1 day. If the warrior trains in an area full of distractions like a city, this time is increased to 1 month.

At the end of the training period, an intelligence check must be made; if it is failed the warrior must encounter the trick again, re-read the text, or receive more training. Having proper training grounds will give a re-roll to the intelligence check. Much like skills, a failed roll can be aided with the help of a montage song…

THE DRAGON SCROLL Ω

ARMOUR EXPLOIT

DIFFICULTY 3 per dot size of weapon
LIMITATIONS The warrior must have scored repeating damage on a critical hit with a piercing weapon.
EFFECT The warrior may ignore an opponent's DR due to armour.

BATTER UP!

DIFFICULTY 1
LIMITATIONS The warrior must have just hit an opponent with a two handed blunt weapon, and rolled maximum damage (or count as).
EFFECT The warrior may add the effect of a 'Knock Down' to their attack in addition to regular damage.

BEAR HUG

DIFFICULTY 1
LIMITATIONS The warrior must have just connected with a grapple attack on a critical hit or a lucky number. This does not count as the opportunity attack.
EFFECT The warrior deals a strength die of stun damage.

BODY CHECK

DIFFICULTY 1
LIMITATIONS The warrior's opponent must have just scored an epic failure in an attack against the warrior.
EFFECT The warrior may make an immediate 'knock down' attack against her opponent. The warrior may add their shield's dot size to their attack roll.

BRACE

DIFFICULTY 1
LIMITATIONS The warrior must be making a power attack while wielding a piercing pole weapon with a range of 4 or greater. The warrior must either be mounted or interrupting a melee attack from the target.
EFFECT The warrior converts any hit into a critical hit with an additional 'knock down' effect.

BRUTE THROW

DIFFICULTY 2
LIMITATIONS The warrior must have just struck their opponent with or in a grapple attack that rolled a lucky number. This does not count as the opportunity attack. The opponent may not have a larger size modifier than the warrior.
EFFECT The warrior may throw their opponent a number of feet equal to the warrior's strength score; this can take the form of an attack against another target.

CHARGE!

DIFFICULTY 0

LIMITATIONS The warrior must have taken a move action last turn.

EFFECT The warrior may "Defend Oneself" as a free action after making a power attack.

CLOTHESLINE

DIFFICULTY 1

LIMITATIONS The warrior must have just scored an epic success on a defence roll versus an opponent with an equal or lesser size modifier who took a move action last round.

EFFECT The warrior deals a strength die of stun damage to an opponent, allowing for a re-roll to choose the higher result.

COMBO ATTACK

DIFFICULTY 2 cumulative per previous attack

LIMITATIONS The warrior must have a free hand and must not be "defending herself" this round. The warrior may not have been struck since their previous attack.

EFFECT The warrior may make a free unarmed attack following a successful unarmed attack, with an extra -2 penalty, stacking on top of any previous penalties.

COUP DE GRACE

DIFFICULTY 3

LIMITATIONS The warrior's target must be prone.

EFFECT The warrior may convert a hit into a critical hit automatically.

CRAZY WEAPON TRICKS!

DIFFICULTY 3 per dot size of weapon

LIMITATIONS The warrior must have just struck the target on the roll of a lucky number. This does not count as the opportunity attack. Each version of this trick only works for one weapon. 'Crazy weapon tricks!' for a scimitar would not apply to a broadsword, they are two separate tricks.

EFFECT The warrior pulls off a crazy manoeuvre resulting in a flurry of damage. This manoeuvre is so frickin rad I cannot describe it. The warrior must describe it, with sound effects. You may roll the damage die again, if it is less than the previous damage roll you may add it to the damage total and roll yet again. Continue until you fail to roll less than your previous roll. A warrior with a dagger could roll a 4, followed by a 3,2, and 1 if she were lucky.

DEFENSIVE FIGHTING

DIFFICULTY 2

LIMITATIONS The warrior must not be wielding a weapon in either hand.

EFFECT The warrior's unarmed attacks gain the 'defensive' tag. This will allow a parry attempt.

EAGLE CLAW

DIFFICULTY 3

LIMITATIONS The warrior's unarmed attacks cannot have a different strike style. Eagle Claw is a strike style.

EFFECT The warrior's unarmed attacks are considered slashing attacks; this will increase the die size by one category.

ENTANGLE WEAPON

DIFFICULTY 2

LIMITATIONS The warrior must have a higher initiative than the target and just successfully avoided an attack with the roll of a lucky number, while using a cape or cloak to block. This does not count as an opportunity attack.

EFFECT The warrior may make a free disarm attack against an opponent.

EPIC PARRY

DIFFICULTY 1(cumulative) per +1 awesomeness

LIMITATIONS An epic success attack roll must have been stopped by an epic success parry.

EFFECT The players of the two warriors immediately enter a staring contest. The last one to blink or look away (if they know this trick) may regain up to !d6 luck points, and gains a boost to awesomeness if they are of lower level.

FAST FIRING

DIFFICULTY 5

LIMITATIONS The warrior must be wielding a missile weapon.

EFFECT The warrior may 'Defend Oneself' as a free action while reloading.

FEINT

DIFFICULTY unmodified dX of the attack

LIMITATIONS The warrior must have just made a melee attack against a target. The target must have announced they will be making a defense roll but have not yet made it.

EFFECT The warrior may cancel their attack and regain one action they spent on the attack.

FIRE CONTROL

DIFFICULTY 2 per base point of damage

LIMITATIONS The attack will only cause a loss of luck points and cannot cause actual damage. If the target is unaware they are in a combat situation they will not lose luck points, though the attacker may choose to still 'hold the shot' and wait for a better damage roll before firing.

**EFFECT** After rolling for damage, the warrior may choose to 'hold the shot' and not actually fire. This still deals damage and does not use ammunition or require a reload.

FOLLOW UP

DIFFICULTY 2

LIMITATIONS The warrior's opponent must have just been knocked 'off balance' by the warrior and the warrior must have a free hand.

EFFECT The warrior may make an immediate unarmed attack with her off-hand.
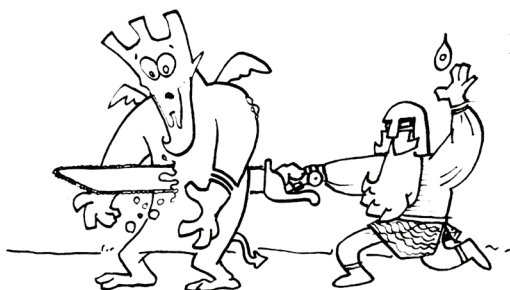
HAFT BLOCK

DIFFICULTY 1

LIMITATIONS The warrior must be wielding a hafted weapon in two-hands, such as an axe. The warrior must spend an action if they have one, but this trick can be used even without.

EFFECT The warrior may parry as if her weapon had the 'defensive' tag.

HEADBUTT

DIFFICULTY 2

LIMITATIONS The warrior must have just been struck with a grapple attack by a humanoid of the same size modifier.

EFFECT The warrior may launch a free 'Glasgow Kiss' attack. If this attack connects, both sides suffer a 'knock down' hit, testing on health instead of agility. Wearing a light helm gives a DR of 1, while a metal helm grants a DR of 2 and causes an extra d4 normal damage to the opponent.

HUMILIATION STRIKE

DIFFICULTY 5

LIMITATIONS The warrior must have just disarmed her opponent and successfully grabbed the weapon in a free hand. The free attack is with the opponent's weapon.

EFFECT The warrior may make an immediate standard attack upon her opponent. If this attack connects it grants the warrior +1 awesomeness per point of damage dealt.

IMMOVABLE

DIFFICULTY 5

LIMITATIONS The warrior must not be 'Off Balance' and must be standing on a flat and stable surface.

EFFECT The warrior counts all attacks as causing 1 less 'knock down' effect.

IMPROVISED PARRY

DIFFICULTY 1

LIMITATIONS The warrior must be wielding a flail that does not have the 'vicious' tag and must have a free hand.

EFFECT The warrior may grab both ends of a flail they are wielding and parry incoming attacks with the weapons chain. The flail gains the 'defensive' tag.

IRON FIST

DIFFICULTY 2

LIMITATIONS The warrior's unarmed attacks cannot have a different strike style. Iron Fist is a strike style.

EFFECT The warrior's unarmed attack gains the 'devastating' tag.

JOINT SNAP

DIFFICULTY 3

LIMITATIONS The warrior must have just scored a critical hit with an unarmed attack.

EFFECT The warrior may make a comparative strength check with the target. If the warrior wins the target suffers a strength die of additional damage.

JUMP ATTACK

DIFFICULTY 2

LIMITATIONS The warrior cannot have made a defence roll before their attack. If the warrior suffers a fumble, the warrior is knocked prone in addition to other effects.

EFFECT The warrior charges at their opponent and leaps into the air to chest height, most likely gaining the high ground benefit.

KIRK

DIFFICULTY 2

LIMITATIONS The warrior must be launching an unarmed power attack and must get the reference.

EFFECT The warrior locks their fingers together and slams an opponent. The warrior's unarmed attack counts as a being done with a two-handed weapon, granting the expected damage bonus.

LUNGE

DIFFICULTY 0

LIMITATIONS The warrior must be launching an attack with a thrusting weapon and cannot parry or block this turn.

EFFECT The warrior increases their range by 2 for a single melee attack.

MIGHTY BLOW!

DIFFICULTY 5

LIMITATIONS The warrior must have just struck the target with a critical hit with a blunt weapon.

EFFECT The warrior's opponent is automatically knocked 'Off Balance', if already off balance they are knocked prone.

MOMENTUM THROW

DIFFICULTY 3

LIMITATIONS The warrior must have just scored an epic success on a defence roll, while unarmed, against a melee attack. The opponent cannot have a larger size modifier than the warrior.

EFFECT The warrior may throw an opponent prone behind her.

MULTI-SHOT

DIFFICULTY 2 per additional arrow

LIMITATIONS The warrior must be wielding a bow. The warrior rolls one attack roll for each arrow, but all attacks use the worst roll. No single opponent can be the target of more arrows than its size modifier, to minimum of 1.

EFFECT The warrior fires multiple arrows from a bow at once. No other players are permitted to complain about the physics of this manoeuvre.

NECK PINCH

DIFFICULTY 8

LIMITATIONS The warrior must ambush a humanoid target with an unarmed attack primarily dealing Stun.

EFFECT The warrior deals up to !d20 stun to the target instead of the normal amount of stun. The warrior can choose to do less than the full amount of stun.

NERVE STRIKE

DIFFICULTY 3

LIMITATIONS The warrior's unarmed attacks cannot have a different strike style. Nerve Strike is a strike style.

EFFECT The warrior's unarmed attack gains the 'vicious' tag.

OFF-HAND PARRY

DIFFICULTY 2

LIMITATIONS The warrior must have rolled a 15 or higher on their defence roll.

EFFECT The warrior may add a second +1 to their defence roll for parrying with a defensive weapon in their off-hand.

OVERREACH

DIFFICULTY 4

LIMITATIONS The warrior must have a free hand and the warrior's opponent must have just fumbled an attack against the warrior.

EFFECT The warrior may make a free disarm attack.

PHALANX

DIFFICULTY 0

LIMITATIONS The mob must be armed with pole weapons and not be in loose formation.

EFFECT The mob may attack a target in melee with twice as many of their attacks as size modifiers would normally allow. This does not grant the mob extra attacks. A warrior with this combat trick leading a mob can spend an action to give the mob its effect for the round.

POMMEL STRIKE

DIFFICULTY 1

LIMITATIONS The pommel strike will normally only be used as a knockdown attack. The weapon must be a swung weapon and cannot be a flail or pole weapon.

EFFECT The warrior may cancel their regular attack, and interrupt someone who is in turn interrupting them, attacking instead with a pommel strike after their opponent's attack roll but before their own defence roll.

QUICK DRAW

DIFFICULTY 2 per dot size of weapon

LIMITATIONS The warrior must have a free hand or hands as required to wield the weapon. Each version of this trick works for a single class of weapon (swords, or axes or knives for instance).

EFFECT The warrior may draw a weapon as a free action.

QUICK SWEEP

DIFFICULTY 4

LIMITATIONS Their opponent must have just knocked the warrior prone.

EFFECT If the warrior can pass an Agility check, the warrior may make a free and immediate 'knock down' attack against their opponent.

RIPOSTE

DIFFICULTY 1

LIMITATIONS The warrior must have just scored an epic success or rolled a lucky number with a successful defence roll against their opponent while using a parry. This does not count as an opportunity attack.

EFFECT The warrior may launch a free attack against their opponent.

RUSH

DIFFICULTY 1 (cumulative) per difference in range

LIMITATIONS The warrior's initiative must be higher than the target's initiative by an amount greater than the difference in range. This can only be used for the warrior's first attack in a round.

EFFECT An opponent with a lower initiative cannot interrupt the warrior, regardless of melee range.

SHIELD PUNCH

DIFFICULTY 1 per dot size of the shield, per punch this round

LIMITATIONS The warrior must have just rolled an epic success, or success by 10 or more, on a defence roll while blocking with a shield.

EFFECT The warrior may make an immediate standard or knockdown attack with their shield.

SHIELD WALL

DIFFICULTY 1

LIMITATIONS The warrior must be holding a large or medium shield.

EFFECT The warrior may attempt to help deflect an attack against an ally adjacent to the warrior, granting half their shield's defence modifier to their ally.

SHOVE

DIFFICULTY 1

LIMITATIONS The warrior must have just hit with an unarmed knockdown attack.

EFFECT The warrior may force a comparative strength check instead of an agility check for a knock down attempt.

SHOWDOWN

DIFFICULTY 4

LIMITATIONS The warrior may not launch a normal attack this round and they must be engaged in combat against a single adversary. The warrior may not be damaged during the round in which this is used.

EFFECT The warrior locks eyes with an opponent and slowly circles them. At the end of the round the warrior rolls a Perception die, costing the target that many luck points. Record how many luck points are lost in this manner during the combat, if the winner of the combat knows this manoeuvre they regain all of the luck points from both parties, up to their maximum. Uninvolved parties are encouraged to make attempts at western showdown music.

STAFF MASTERY

DIFFICULTY 1

LIMITATIONS The warrior must be wielding a pole weapon in two hands.

EFFECT The warrior may parry with a pole weapon as if it had the defensive tag and attack as if it had the versatile tag.

STOMP

DIFFICULTY 1

LIMITATIONS The warrior must have just knocked their opponent prone.

EFFECT The warrior may make a free attack on an opponent. If this attack connects it deals a strength die of damage.

STUMBLING SHOT

DIFFICULTY 2

LIMITATIONS The warrior must be using a weapon that has ammunition capable of tripping over; a firearm for example would not work unless unabsorbed (through luck) damage is dealt. The attack roll must have been a lucky number, note that this does not count as the opportunity attack.

EFFECT The warrior fires a bolt, arrow or thrown weapon into the path of (or perhaps directly into) the target's feet, causing an additional knockdown attempt as they risk tripping. This does not require an additional attack roll.

SWORD BAND BUCKLER

DIFFICULTY 1

LIMITATIONS The warrior must not have yet made any defence rolls this round.

EFFECT The warrior may wield a 'hand and a half' weapon in two hands for an attack, and still hold and block with a small shield, cloak or be considered to have a free hand.

SUNDER

DIFFICULTY 2

LIMITATIONS The warrior must have just missed with an attack due to the bonus from a parry, block or both. The disarm must be against the cause of the missed attack, if the warrior was blocked then the disarm is against the shield for example. The warrior's weapon must have two or more of the following traits Devastating, Slashing and Two-Handed.

EFFECT The warrior may make a free disarm attempt, this can be used to 'disarm' a shield.

THROW THE GUN!

DIFFICULTY 0

LIMITATIONS The warrior must have fired the weapon until it was empty at the target. More than half of the shots must have connected (not dodged or blocked) and have dealt no damage to the target. The fire must have been completely ineffective.

EFFECT The warrior throws an empty firearm at the target; if this connects the warrior rolls a luck die and costs the target that many luck points.

TRAIL OF CARNAGE

DIFFICULTY 2 per previous attack roll from the initial shot

LIMITATIONS The warrior must be using an 'armour piercing' weapon and have just slain the first target. The attack against the next target will be resolved with a damage die one lower than the previous attack. This will eventually fizzle out to a d2 and then nothing.

EFFECT The bolt, bullet or arrow from the warrior travels through the first opponent's body and slams into a target directly behind. The warrior makes a fresh attack roll against the new target.

WARCRY

DIFFICULTY 0

LIMITATIONS The warrior must have just slain a conscious foe and caused a morale loss this round.

EFFECT The warrior lets out a massive roar over the corpse of a fallen opponent. The warrior regains a charisma die of points times the foes level. Allies regain the warrior's charisma die of luck points (using normal limitations for regaining luck)

WEAPON CONTROL

DIFFICULTY 4

LIMITATIONS The warrior must have just rolled a fumble other than a natural 1 on an attack roll.

EFFECT The warrior may treat a fumble as merely an epic failure in melee combat. The attack will still miss, but it will not cause the normal effects of a fumble.

WHIRLING ATTACK

DIFFICULTY 4

LIMITATIONS The warrior must have just scored a critical hit or rolled an epic success with a normal attack while wielding a versatile weapon and not defending herself.

EFFECT The warrior may make an additional attack; this does not count as a normal attack.

WHIRLING PARRY

DIFFICULTY 2 per previous parry this round

LIMITATIONS If the attack is coming from an angle the warrior could not normally parry, only a +1 bonus is applied. The warrior still cannot parry with or against a weapon that disallows a parry.

EFFECT The warrior gains a +2 bonus for using a parry, which can be made against an attack coming from any angle.

THE GRIMOIRE

THE GRIMOIRE

THE GAME MECHANICS OF SORCERY

Casting spells, mechanically, involves several steps. A caster (not just a wizard) announces the spell to be cast, selects a power level for the spell, pays any costs and then casts the spell as a conflict action. A caster cannot cast a spell that the caster cannot afford to pay. A caster's occult is also often modified by armour worn.

A caster must also choose a power level for most spells. Increasing the spell's power level will increase its difficulty, cost and will change the scope of the spell. This is somewhat modified by how well known the spell is. If the caster is the only one who knows the spell, it will be double the intended power level when cast. Magic is weird and mysterious; the more who know of it, the less power it holds. It is literally the occult (the hidden).

The caster then must try to fight reality to cast the spell, exactly like a conflict. The caster makes a casting roll, rolling a dX and adding their Occult to the roll as a bonus. The universe always scores a 10 (as if it were calm, at least in this dimension) and adds the difficulty of the spell as a bonus. If the wizard fails to cast the spell she must pay an additional point of cost for each point she failed by. If a wizard rolled a 5 with a total bonus of +3 against a difficulty of 2 then not only would she pay the cost of the spell (which doesn't go off) but an additional 4 cost as well (to bring her up to the 12 scored by the universe). An epic failure counts as a total score of at most 0 and an epic success will always succeed (unless an epic success is scored in a defence, such as from a counterspell).

COST

Magic has a price. That price is listed as the spell's cost. A wizard must suffer 1 point of stress per point of cost followed by damage if the caster is driven insane; This loss cannot be absorbed with luck points. Instead of stress, Elves will suffer mutation (followed by damage after they mutate), and Dwarves will suffer illness on a 1 to 1 basis.

A spell can never be lowered below a cost of 1 unless some form of innately magical component is being consumed. A character that has mana may pay with it instead of stress, illness, mutation, or damage (thus a cost 1 spell is either 1 mana or 1 stress/damage/illness/mutation).

MANA

Some characters will have a mana pool, this allows them to store and 'heal' mana. Without the ability to store mana in such a way it will bleed off fairly quickly, a point per minute usually.

MAGIC COMPONENTS Ω

Magic components are a largely undefined range of items that can be used in casting spells. Almost anything can work as a component when paired with the right spell (or counterspell). It is up to the player to invent magic components and then work with the GM to figure out the benefits the component grants; it is an exercise in player creativity. Anything from the body parts of rare creatures (such as a dragon's skull) to unplanned items that present themselves, such as standing next to a fire when casting fireball. The more rare and inventive an item's description the more powerful it should be. A goblin skull and the skull of a goblin shaman decapitated with a silver blade under the full moon on a mountain peak will generate different levels of power even if they are the same item. Components can also include non-physical components such as songs or ritualized dance. Make the player do an impression while everyone else stares deadpan at them.

Magic components generally act in one or more of the following ways: a bonus to the casting roll (crafted components like wands, orbs, or magic circles) and/or offsetting costs (consumable components like dusts, sacrifices, or oils), by either a set amount or an amount per power level of the spell .

A key concern with components is inventory management, as all components must be kept separately. This means each type of component must be stored in a separate encumbrance 'dot'. Contamination of components can be deadly. The final thing to remember is that components should never be mandatory unless it is the point of a spell (a spell to make a magic sword could require a sword, a spell to make a ball of fire shouldn't require anything). It is not there to punish players nor is it there to make the game an unmanageable joke. As always, find the right tone of component use for your group.

That said here is a suggested template.

Object is	Crafted	Consumed
Easy to find / make	+1 casting	-1d2 cost
Hard to find / make	+2 casting	-1d4 cost
Rare / Intricate	+3 casting	-1d8 cost

DEFENCES AGAINST THE DARK ARTS

Those subject to malicious spells and enchantments are not without recourse if they are properly schooled in the spells being used. This is one of the reasons that wizards do not share their spells.

COUNTERSPELLS

An opposing magician may attempt to counter a spell as it is being cast. The opposing magician must spend an action to interrupt the caster (requiring

higher initiative) and must also know the spell in question (meaning they must have it memorized or in the tome in front of them). The opposing magician rolls a dX and adds their occult to the roll. This score is used as an additional defence roll that the caster must beat. An epic failure on a counterspell counts as a zero and an epic success will always cancel a spell though it might still not end up costing the caster additional cost.

So if Flandag casts a spell with a total dX value of 10 with a difficulty of 2 and someone counters the spell (scoring a 17) then Flandag will pay 9 additional cost (2 from the universe scoring a 12 and 7 from the counterspell). If Flandag scored a value of 22 and someone countered with a natural 20 and a +1 bonus then the spell would be countered but Flandag would not pay any additional cost.

WARDS

A magician may craft a protective ward against any spell they have access to with a few hours notice at a cost of 1. This ward will take up a dot of inventory and cannot be stored in a container for it to function. Should someone wearing this ward be the target of the spell in question, the ward will attempt to keep the spell from affecting its bearer (other targets may still be impacted). This function mirrors the counterspell functionality as described above (using the occult of the ward's crafter at the time of its creation). Regardless of success or failure, the ward is consumed in the attempt.

DISPELLING

A magician may attempt to dispel a single spell that is currently in effect for a cost of 1. This includes spells affecting items, people, places, or even the magician herself. The magician must both know the spell in question and be able to touch (or at least hover a hand ovfer) the target entity for ?d20 actions. At the end of that period, the magician rolls a dX and adds her occult to the roll. This roll must exceed 10+ the difficulty of ALL of the spells currently impacting the target. If the magician succeeds in the roll, a single spell is deactivated. If the magician fails, they must immediately pay the difference in cost as if they failed to cast a spell. Due to this risk, magicians often store dispel attempts inside of potions or other delayed casting mechanisms. They have a cost of 10 and suffer a -1 penalty for each day since they were made, regardless of form.

MYSTICAL FAILURE Ω

If a wizard is struck while casting a spell, or otherwise distracted, the spell's difficulty is increased by the amount of damage, stun, influence,fear, or stress the wizard received. This means it is perfectly acceptable for someone to make an appeal against an opposing wizard by shouting random numbers

and astrological signs to try and disrupt their spell by sheer force of jackassery.

LEARNING AND MEMORIZING SPELLS

To cast a spell a wizard must spend an action and either have it memorized by spending a skill slot or using a held object with an accompanying skill to decipher it. That is a fancy way of saying using a grimoire and a skill to be literate in most cases, but it doesn't have to be. A wizard could encode their spell in a cut gem, requiring a skill such as a gemology to read its peculiar lines. An artist could hide the steps to a spell in an abstract painting, an astrologer in star charts, or a demonologist in the visages of unsettling idols. Use whatever fits in the tone of your campaign. A wizard with the sage power can always reverse engineer this kind of encryption and translate the spell into another format. Books will probably still be the most common method of writing spells, due to the density they can contain in a single object, but they do bring their own hassle. If there are more than four or five spells in a book you may wish to add a search time to find the right spell's starting page, similar to retrieving an item from a backpack. How far down that rabbit hole you go depends on how much you want to stress inventory management for wizards.

A character can also temporarily memorize up to one spell with about an hour of preparation. When first attempting to cast such a spell, make an intelligence check. A failed check causes a mystical failure as if an epic failure was rolled.. This temporary memorization only lasts until sleep.

TOTEMIC SPELLS

When no one remembers a spell and no records of it exist, it can be forced into the shape of a useful object (or according to some a new supernatural being). This is often done when a wizard becomes the only one to know a specific spell and they destroy their own records to make such an item. Doing so lowers the benefit level of the wizard's talisman by 1.

A totemic item is bursting with living magic that seeps into the mind of any sentient being holding it. Anyone with the item can intuitively cast the spell it was crafted from as if they had it memorized and were the only one to know the spell. They will be unable to transcribe the spell, though a wizard with the Sage power could destroy the item to learn the spell within.

MAKING NEW SPELLS

The spells listed in NGR are generic variants devoid of real flavour. They are broken into a method of targeting, an effect, and any special options. This is to let you quickly adjucate spells that existed only in your head before

a player kicked a friendly court wizard in the nards because they were bored and wanted a fight. It also allows you to randomly generate new spells for use as treasure.

Pick (or roll a d12) a method of delivery which will set the difficulty per power level and pick (or roll a pair of d6s as a d66) an effect which will set the cost per power level. If you select one or more kickers (extra effects) that may impact the difficult or cost by either a set amount or an amount per power level. You can roll a d8 for each kicker if you want.

The spells generated will be things like "Bolt of Damage" which is lame, so its up to you to crank that into "Manxibran's Magnificent Mutilation" or "Finger of the Black Death" or something similar.

Any starting character begins the game with spell per pie piece of the wizard class. As an alternate solution, consider writing down a few common spell books for the setting and starting with one of those at random. Who doesn't want to start with a copy of the Necronomicon or the Diary of Damned Vizier after all?

THE WIZARDS GRIMOIRE Ω

DELIVERY

(1) SELF
DIFFICULTY *0.5 per power level (round down)*
RANGE *Self*

This caster is the target of the spell and suffers the full effect.

(2) TOUCH
DIFFICULTY *1 per power level*
RANGE *Touch*

This caster makes a free unarmed attack against a target. The caster may spend 1 success to cause the target to suffer the full effect. If the caster misses, the spell is lost.

(3) BOLT
DIFFICULTY *2 per power level*
RANGE *Long Missile Range (10 Areas)*

The caster makes a free missile attack against a target. The caster must spend the first success to cause the target to suffer the spell's full effect. Other successes may only be spent on 'knock-down' or 'disarm'.

(4) CONJURE
DIFFICULTY *1 per power level*
RANGE *Current Area*

This space more or less directly in front of the area is the target of the spell, with whatever is there at the end of the round suffering the full effect. A target that is defending itself can choose to be out of the way.

(5) REMOTE

DIFFICULTY *3 per power level*
RANGE *25 miles per power level*
The caster targets any being within range that the caster has a piece of (blood, hair, nail clippings), or any supernatural creature the caster knows the true name of regardless of range. The target suffers the full effect.

(6) CONE

DIFFICULTY *3 per power level*
RANGE *1 Area*
The caster billows forth a cone of magic. 1 target in the same area will suffer the full effect or 1 target per power level in an adjacent area will suffer the partial effect.

(7) VOLLEY

DIFFICULTY *3 per power level*
RANGE *Long Missile Range (10 Areas)*
The caster makes a free missile attack against 1 target per power level with a +1 bonus per power level. The caster must spend the first success to cause the target to suffer the spell's partial effect. Other successes may only be spent on 'knock-down' or 'disarm'.

(8) GAZE

DIFFICULTY *2 per power level*
RANGE *Short Missile Range (1 Area)*
The caster makes a free detection roll against a visible target, who can attempt to avoid locking eyes with an evasion check. The caster must spend the first success to cause the target to suffer the spell's full effect. Further successes are probably useless.

(9) WORD

DIFFICULTY *2 per power level*
RANGE *Short Missile Range (1 Area)*
The caster gains 1 free appeal against a unique target per power level with a +1 bonus per power level. These appeals cannot be turned into statements. The caster must spend the first success to cause a target to suffer the spell's partial effect.

(10) ZONE

DIFFICULTY *5 per power level*
RANGE *1 Area per power level*
Everything in the same area as the caster suffers the spell's full effect, though a saving through might allow them to only suffer the partial effect. For each additional power level the caster may select 1 additional adjacent area to be affected.

(11) ITEM

DIFFICULTY *1 per power level*
RANGE *Touch*
The caster places the spell as a stored energy inside an object they craft. Each version of this spell should be a different object type. The first person to "use" the object (drinking a potion, being struck by an arrow, reading a scroll) suffers the major effect. The spell degrades by 1 power level per week unless the item is stored in ideal conditions for its type (such as a scroll in a dry desert).

(12) RUNE

The caster writes magic symbol(s) on an object or surface that contains within them a specific set of conditions. The first thing to fulfill those conditions in the presence of the writing is the target of the spell and suffers the full effect.

DELIVERY

(1-1) ARMOUR

COST *3 cumulative per power level*
FULL EFFECT

This spell grants the target a DR equal to the spell's power level for 15 minutes per power level.
PARTIAL EFFECT

This spell grants the target a DR of 1 for 15 minutes.

Depending on the version of the spell can be through magical body paint, energy fields, hardening the wizard's clothing or other methods. This effect does not stack with armour or other means of gaining damage reduction. Use the greater value provided.

(1-2) BARRIER

COST *5 per power level*
FULL EFFECT

This spell creates a wall or barrier with a size and shape of the caster's choice centered on the target. This barrier has a length of up to 5(cumulative) feet per power level and a height of up to 5 feet per power level. If the barrier is solid it can absorb 10 points of damage per power level, with a DR of 1 per power level.A damaging barrier will do 1d6 damage per power level of the spell if someone attempts to cross the barrier and 1d6 damage if they merely touch the barrier. The barrier will last for 5 (cumulative) minutes per power level.
PARTIAL EFFECT

This spell creates a small five foot by five foot barrier centered on the target. If the barrier is solid it can absorb 10 points of damage with a DR of 1.A damaging barrier will do 1d6 damage if someone attempts to cross the barrier and 1 damage if they merely touch the barrier. The barrier will last for 5 minutes.

Depending on the exact version of this spell it will either be a solid (force field, briars, ice, etc) or damaging barrier (fire, lightning, poison gas, etc). After the spell duration expires, any materials conjured by the spell will remain. For example, an ice barrier would leave a large slab of ice behind that would melt normally while a poison gas barrier would leave a cloud of poison gas behind that would drift and settle normally.

(1-3) BLURRED FORM

COST *1 cumulative per power level*

FULL EFFECT

The target gains +1 per power level to evade rolls for hiding and also a +1 per power level to defence rolls when taking a move action . This benefit will last for 1 minute per power level.

PARTIAL EFFECT

The target gains +1 to evade rolls for hiding and +1 to defense rolls while taking a move action for 1 minute.

This spell blurs the outline of the target, making it very different to focus on them and discern their exact position.

(1-4) CHANELLING

COST *1*

FULL EFFECT

The target gains 3(cumulative) points of mana per power level of the spell.

PARTIAL EFFECT

The target gains 3 points of mana.

This spell is used to recharge the mana stores of the target. The spell either draws from hidden reserves within the caster, or collects magical energy from the world around the caster, depleting it until natural restoration for the area occurs. If it is drawn from the caster, the caster usually suffers some form of accrued points (such as 1 damage) that cannot be absorbed through luck. Otherwise the caster will usually consume or sacrifice some item or being.

(1-5) CHARM

COST *1 cumulative per power level*

FULL EFFECT

The target suffers -1 to resistance rolls per power level against the caster and suffers 1 additional influence per power level per die from successful appeals from the caster for 10 (doubling) minutes per power level.

PARTIAL EFFECT

The target suffers -1 to resistance rolls against the caster and suffers 1 additional influence per die from successful appeals from the caster for 10 minutes.

This spell lowers the mental defenses of the target against the caster and could represent hypnotism or a love potion.

(1-6) DAMAGE

COST *2 per power level*

FULL EFFECT

This spell deals 1d6 damage times the spell's power level. to the target.

PARTIAL EFFECT

This spell deals 1d6 damage to the target.

Different versions might also do stress, illness, or similar dangerous effects or just different methods of damage such as fire, or acid, or lightning.

(2-1) EMBIGGEN\DEBIGULATE

COST *10 cumulative per power level*
FULL EFFECT

The target grows by one size modifer per power level or the target shrinks by 1 size modifier per power level. This last for 1 hour per power level.

PARTIAL EFFECT

The target grows by one size modifer or the target shrinks by 1 size modifier for 1 hour.

This spell causes the target to grow (or shrink). A normal sized human could be increased to a size modifier of 2 or decreased to a size modifier of 1/2. Note that embiggen and debigulate are two different spells and knowing one does not guarantee the wizard knows how to cast the opposing spell.

(2-2) ENCHANT ITEM

COST *10 cumulative per power level*
FULL EFFECT

Target item is a +0 item, gaining +1 for each additional power level up to +5 for 1 (doubling) hour per power level.
PARTIAL EFFECT

Target item is a +0 item for 1 hour.

This spell makes a personal sized piece of equipment into a magical item. This spell's duration can be ignored for magical materials, which will hold the charge indefinitely if the bonus granted is equal to or less than the power of the material (for example, silver can hold a +0 bonus indefinitely while Meteoric Iron can hold up to a +3 bonus indefinitely).

(2-3) ENCHANCED CAPACITY

COST *1 per power level*
FULL EFFECT

If the target is a container, its storage capacity is increased by 1 dot per power level for 1 day per power level.
PARTIAL EFFECT

If the target is a container, its storage capacity is increased by 1 dot for hour.

This spell causes a sealable container to be "larger on the inside". When the spell ends, any excess matter is either compacted or extruded through portals (lids, doors, etc), choosing the path of least resistance.

(2-4) FAST FEET

COST *1 cumulative per power level*
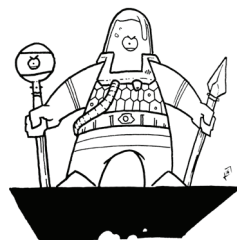FULL EFFECT

When the target takes a move action they may move 1 extra area per power level. This lasts for 1 round per power level.
PARTIAL EFFECT

When the target takes a move action they may move 1 extra area for 1 round.

This spell causes the target's legs to be able to move at comically fast speeds. At sufficient speeds this may allow the caster to run over water or up walls.

(2-5) FLIGHT

COST *3 cumulative per power level*

FULL EFFECT

The target may fly for 10 minutes per power level. They may fly at a rate of 1 area per per power level per move action.

PARTIAL EFFECT

The target may fly for 10 minutes. They may fly at a rate of 1 area per per move action.

This spell allows the target to fly for the spell's duration, with some versions they may grow wings or have other such limitations . The target can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

(2-6) GLAMOUR

COST *1 per power level*

FULL EFFECT

The target changes its appearance (as well as potentially the voice and smell) to that of something different for 10 (doubling) minutes per power level for up to 1 person per power level at a time.

PARTIAL EFFECT

The target changes its appearance (as well as potentially the voice and smell) to that of something different for 10 minutes to a single observer at a time.

This spell creates an illusion to change the appearance of a target (as well as potentially the voice and smell depending on the version spell) to a limited number of people at a time.

If too many people are observing at once, the last observers are unaffected until someone else stops observing and the illusion can catch up. If the someone is familiar with the individual the target is impersonating they may use stealth conflict to see through the disguise.

(3-1) GLOW

COST *1 per power level*

FULL EFFECT

The target counts as a light source of +1 per power level for 10 minutes per power level

PARTIAL EFFECT

The target counts as a +0 light source for 10 minutes.

This spell causes the target to be outlined with a faint glow, though it could also manifest as flickering flames, or coloured light depending on the version of the spell.

(3-2) IMPRISON

COST *5 per power level*

FULL EFFECT

The target suffers !d6 influence power level to convince it to be bound.

PARTIAL EFFECT

The target suffers !d6 influence to convince it to be bound.

This spell will only affect a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad). They cannot choose stubborn refusal against being bound into an object. The object itself is always considered a spell compo-

nent and not always a beneficial one. Living objects require a willing target (including a calm but unaware target). The being is trapped and powerless in the item until the spell expires or the object is broken or interfered with in some way (ie, opening a box or uncorking a bottle). Certain versions of this spell may allow the being to communicate. The version of the spell will dictate if capturing multiple beings at once needs multiple objects or if they all must be stored in the same object (and therefore released at once as well)

(3-3) INCORPOREAL
COST *3 per power level*
FULL EFFECT
The target becomes incorporeal for 1 cumulative round per power level and may move 1 area for every two power levels per move action.
PARTIAL EFFECT
The target becomes incorporeal for 1 round and must take 2 move actions to move 1 area.

This spell forces the target to assume an incorporeal form. The type of form (ethereal, mist, hologram) is based upon the version of the spell. The target may be able to move through walls, or slip through cracks depending on the version of the spell. The target is immune to mundane physical attacks though may be injured through methods appropriate to the form (such as strong winds against a mist form). This spell has a duration, though the caster may choose to end it at any time.

(3-4) INVISIBILITY
COST *3 per power level*
FULL EFFECT
This spell turns the target invisible for 1 (cumulative) minute per power level or until they suffer 1 point of damage (or damage equivalent) per power level.
PARTIAL EFFECT
This spell turns the target invisible for 1 minute or until they suffer 1 point of damage (or damage equivalent).

This spell turns the target invisible, allowing them to treat all hiding based evade checks as epic successes unless they are epic failures. Damage equivalency includes being covered with a substance to make the caster visible such as water or paint.

(3-5) LOCK/OPEN
COST *2 per power level*
FULL EFFECT
This spell seals (or attempts to open) the target door, window, chest, or other devices as if by the caster using their own strength, but with a size modifier equal to the spell's power level.

PARTIAL EFFECT
This spell seals (or attempts to open) the target door, window, chest, or other devices as if by the caster using their own strength

Lock and Open are two different versions of this spell and knowing one does not mean a caster knows the other. The "Lock" version creates glowing runes that keep the target locked until they are forced open or the caster casts this same spell again.

(3-6) MESSAGE

COST *1 per power level*
FULL EFFECT
This caster establishes communication with the target for 1 round (6 seconds) per power level, allowing two way communication.
PARTIAL EFFECT
The caster sends a single sentence message to the target.

The way the caster communicates to the target will depend on the version of the spell, it might be telepathic or it could be that the target can hear the caster's voice as if they were next to each other (and vice versa).

(4-1) MIND INVASION

COST *6 per power level*
FULL EFFECT
The target must honestly answer a question put forth by the caster to the best of their knowledge in a single sentence or take 1d6 damage times the spell's power level.
PARTIAL EFFECT
The target must honestly answer a question put forth by the caster to the best of their knowledge in a single sentence or take 1d6 damage.

This spell allows the caster to pry information out of the mind of the target. The question being asked must be the same for all targets and it is not important that there be a mutal language, the question and response are in the form of raw thought. Both the question and answer are telepathic.

(4-2) NECROMANCY

COST *10 per power level*
FULL EFFECT
The target corpse (or spirit) is raised as an intelligent undead but still has a chance of being free willed.
PARTIAL EFFECT
The target corpse (or spirit) is raised as mindless undead unless they are free willed.

The nature of undead raised will differ based on each version of the spell. Any heroes or villains who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1 (cumulative) undead per point of occult at any one time, the others act on their own. If the caster dies all of her undead are destroyed, except free willed undead. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

(4-3) NIGHT VISION
COST *1 per power level*
FULL EFFECT
The target gains low light vision for 5 (cumulative) minutes per power level.
PARTIAL EFFECT
The target gains low light vision for 5 minutes.

This spell allows the target to see in the dark up to half of the distance they could see in optimal light. To this end it halves the penalties for darkness.

(4-4) OBFUSCATION
COST *1 per power level*
FULL EFFECT
A bank of billowing fog (or similar effect) forms around the target, blocking view to not only the target but anything within 10 feet of it. The fog does not move and will remain for 10 minutes per power level .
PARTIAL EFFECT
A bank of billowing fog (or similar effect) forms around the target, blocking view to not only the target but anything within 10 feet of it. The fog does not move and will remain for 1 minute.

This spell assumes a billowing bank of thick fog, but for other versions it could be magical darkness, acrid smoke or other method of obfuscation. Strong winds, bright lights or other appropriate actions can quickly dissipate the effects of this spell.

(4-5) PETRIFY
COST *20 per power level*
FULL EFFECT
The target suffers d20 potential damage times the spells power level. If this would kill the target they are instead turned to stone.
PARTIAL EFFECT
The target suffers d20 potential damage. If this would kill the target they are instead turned to stone.

This spell allows the caster to turn the target to stone. For most versions of the spell this is permanent. In regards to potential damage, note that partial damage can be ignored as described in "Immunity to Normal Weapons".

(4-6) POLYMORPH
COST *12 per power level*
FULL EFFECT
The target suffers a d12 mutation per power level of this spell.
PARTIAL EFFECT
The target suffers d12 mutation.

This spell allows the caster to transform the target into something else. The target maintains their intelligence when transformed, though that may degrade/upgrade over time. This spell will last for one day normally, unless altered by spell components or made permanent. Each version of this spell transforms the target into something different and has an additional difficulty added per power level.
Below are some sample difficulties:

Toad	*+4 per power level*
Humanoid	*+1 per power level*
Dragon	*+12 per power level*

(5-1) PORTAL

COST *3 per power level*

FULL EFFECT

A portal appears at the target with a range of 25 (doubling) miles per power level. It will last 10 minutes per power level.

PARTIAL EFFECT

A portal appears at the target with a range of 500 feet. It will last for 1 minute.

This spell allows the caster to open magical portals. Stepping into a portal will have them emerge from another portal within the portal's range, thus it is required that at least two portals be created. Each portal must be cast from the same version of the spell, and it is possible that one portal will have a range greater than its corresponding portal, making a trip one way. If more than one portal is in range, the user of a portal will emerge from a random portal within range. If the version of the spell shows the other side of the portal (some do, some do not) the character may be able to try and 'time' jump through the portal to find the desired location based on a saving throw.

(5-2) PROTECTION

COST *2 per power level*

FULL EFFECT

The target is protected by a force that can absorb 1 cumulative point of damage per power level before dissipating with a DR of 1 for every 3 power levels.

PARTIAL EFFECT

The target is protected by a force that can absorb 1 point of damage before dissipating.

This spell causes the target to be surrouned by a protective force. Depending on the version of the spell it could be a flying shield, a barrier of energy, or even a suit of swirling wind.

(5-3) REGENERATION

COST *2 per power level*

FULL EFFECT

The target heals 1 point of damage per power level per round. The spell lasts for 1 round per power level.

PARTIAL EFFECT

The target heals 1 point of damage.

This spell allows the target to heal injuries they suffer, but it does not affect luck. Injuries suffered from fire, acid or from magic weapons will not heal with most versions of this spell (barring spell components). Some versions convert damage into mutation points rather than heal it.

(5-4) SAFETY FALL

COST *2 per power level*

FULL EFFECT

The target cannot fall more than 5 feet per round for 1 (cumulative) round per power level.

PARTIAL EFFECT

The target cannot fall more than 5 feet per round for 1 round.

This spell allows the target to fall very gently. If casting this spell while falling, add 2d6 difficulty.

## (5-5) SCRY

COST *2 per power level*

FULL EFFECT

This caster can observe the target remotely for 1 (cumulative) minute per power level.

PARTIAL EFFECT

This caster can observe the target remotely for 1 minute.

This spell allows the caster to observe a target remotely. Different versions of the spell will have different combinations of senses (sight, sound, smell). The caster observes the target in "third person view".
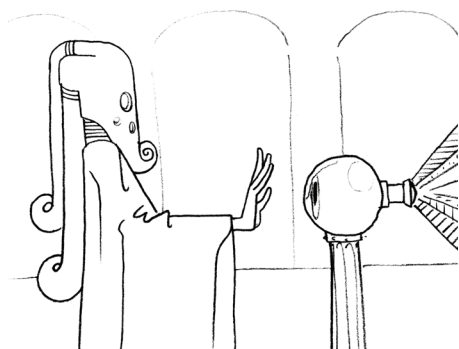
(5-6) SILENCE

COST *5 per power level*

FULL EFFECT

The target makes no sound and is unable to hear or be affected by sound for 5 minutes per power level.

PARTIAL EFFECT

The target makes no sound and is unable to hear or be affected by sound for 5 minutes.

This spell renders sound impossible. This makes most spell casting impossible and all evade rolls based on sneaking that are not critical failures count as critical successes.l.

(6-1) SIMULACRUM

COST *10 per power level*

FULL EFFECT

The target object (if appropriate) is turned into a simulacrum that can take 2 (cumulative) points of damage per power level before the spell fizzles. It has a duration of 1 (cumulative) hour per power level.

PARTIAL EFFECT

The target object (if appropriate) is turned into a simulacrum that can take 2 points of damage before the spell fizzles. It has a duration of 1 hour per power.

This spell allows the caster to turn an inanimate representation of a being into an obedient servant, such as statue or doll. The composition of the object to be turned into a simulacrum is limited by the version of the spell, 'Stone Guardian' may require a

humanoid stone statue while 'Void Knight' may require a suit of armour and 'Nightmare Fuel' may require a stuffed animal. The animate object will have attribute scores determined by the version of the spell. 'Stone Guardian' may have a high strength and low agility while 'Nightmare Fuel' may be the opposite. A simulacrum may be used as a receptacle for an imprison spell, in which case the simulacrum has the presence, occult, faith, combat and stealth modifiers of the imprisoned spirit.

(6-2) TELEPORT/SUMMON
COST *5 cumulative per power level*
FULL EFFECT
The target is instantly teleported to the caster (or vice versa).
PARTIAL EFFECT
The target is instantly teleported somewhere it would subconciously consider not immediately dangerous between its current location and the caster (or vice versa)

Teleport and Summon are really just reversed versions of each other, but they are different spells and knowing one does not mean a caster knows the other. Multiple target's can be summoned to the caster, but what happens if the caster teleports to multiple targets can be messy or just disorienting depending on the specific version of the spell. Some might have the caster teleport to one random target, some to quickly cycle through, other might make multiple copies of the caster or

even teleport evenly split portions of the caster.

(6-3) TEMPORARY
COST *1 per power level*
FULL EFFECT
This spell deals 1d6 stun times the spell's power level. to the target.
PARTIAL EFFECT
This spell deals 1d6 stun to the target.

Different versions might also do fear, intoxication, or similar dangerous effects or just different methods of stun such as pain, or choking.

(6-4) VIEW VEIL
COST *1 per power level*
FULL EFFECT
The target can detect any magical beings, including wizards with mana pools as well as any magical items or spells for 1 (cumulative) minute per power level.
PARTIAL EFFECT
The target can detect any magical beings, including wizards with mana pools as well as any magical items or spells for 1 minute.

This spell allows the target to detect magical auras and pierce the veil over the mundane world. The exact nature of how this is detected vary by version (from seeing clouds of magic, to hearing a song, to feeling heat or other more unique methods). Creatures or items that currently lack mana or magical power will not be highlighted by this spell. This does not tell the

target what magic is involved, only that magic is present.

(6-5) WATER BREATHING

COST *2 per power level*

FULL EFFECT

The target can breathe water as if it was air for 15 (cumulative) minutes per power level.

PARTIAL EFFECT

The target can breathe water as if it was air for ?d20 minutes.

This spell allows the target to breathe water and in some rare versions also means that the target breathes air as if it was water.

(6-6) WEAKNESS/STRENGTH

COST *3 cumulative per power level*

FULL EFFECT

The target is temporarily reduces to 1 strength (or gains supernatural strength) for 1 round per power level.

PARTIAL EFFECT

The target is temporarily reduces to 1 strength (or gains supernatural strength) for 1 round.

This spell temporarily makes the target weaker or stronger. Note that these are two different spells that function very similar and that knowing one does not guarantee knowing the other. Different versions of these spells may impact other attributes such as agility or intelligence.

KICKER

(1) TRIGGER

DIFFICULTY *+1 per power level*
COST *+0*

This spell is used to set a condition for another spell to either activate or deactivate. Each version of this spell has its own trigger. For most versions of Trigger, unless otherwise modified by a spell component, a spell that is deactivated by a trigger still counts down its duration as normal, the effects are merely masked.

(2) CANTRIP

DIFFICULTY *+0*
COST *+1 per power level*

This spell creates a minor magical effect such as sparkles, wisps of vapour, soft coloured light or minor musical effects.

(3) BIND ENCHANTMENT

DIFFICULTY *+4 per power level*
COST *+2 (cumulative) per power level*

This spell allows a wizard to increase the length of a spell's duration indefinitely. Until the spell is dispelled, the wizard (or anyone else) may not recast this spell, it is locked into the binding spell. If the spell is dispelled, the wizard can recast this spell. One way to remove the negative impacts of this spell is to combine it with a trigger spell; the trigger would specify a means to cancel the binding rather

than activating it.

Other versions of the spell have other trade-offs, such as creating uncontrolled monster or requiring a bound spirit, but then allow the binding enchantment to be recast. If you create a separate spell to make an unrelated spell permanent, it must be cast at an equal or greater power level than the spell being make permanent.

(4) BLAST

DIFFICULTY *+2 per power level*
COST *+2 per power level*

Blast represents the myriad of spells that cause a deadly explosion. As a kicker, this explosion will occur at the target even if it "misses". Anything caught in the blast radius will suffer !d6 damage. The blast diameter is 5 feet per level of the spell. If you are using abstracted positioning, this should hit 1 person per power level in a target area or 1 cumulative per power level if they are clustered in melee or a tight formation.

(5) UNSTABLE

DIFFICULTY *+1 (cumulative) per power level*
COST *+0*

This spell is one that barely functions, perhaps it is one that is too well known and is on the edge of ceasing to work at all. It becomes increasingly difficult to cast this spell.

(6) DANGEROUS

DIFFICULTY *+!d6 per power level*
COST *+!d6 per power level*

This spell is unreliable even for magic. Perhaps it is a bad translation full of imperfect phoenetic equivalences and hand gestures originally meant for the hands of a different species. Perhaps some sections are missing and replaced with best guesses.

(7) CRUDE

DIFFICULTY *+0*
COST *+1 (cumulative) per power level*

This spell is a hurried work that is full of useless gestures and calls to powers who need not be involved, all to patch gaps that may not exist at all by an overly cautious archmage.

(8) RITUAL

DIFFICULTY *-1 per cumulative power level*
COST *+0*

This spell has taken the form of an elaborate ritual so as to induce the aid of strange powers in teasing open a rift between the mundane and arcane worlds. It lowers the difficulty based on the cumulatie power level (-1 at power level 1, -2 at power level 3, -3 at power level 6, etc) but increases the casting time to 10 rounds plus 1 round per power level. Any action taken other than casting the spell causes a Mystical Failure.

OTHER SPELL EXAMPLES

TELEKINESIS

DIFFICULTY *1 per power level*
COST *1 per power level*
RANGE *0 areas + 1 area per power level*

This spell allows the caster to reach out and manipulate items with her mind. The caster can push, pull, grab and grapple but not strike directly. The caster has an effective 'strength' of 1 per power level. The spell has a duration of 1 round per power level, but the caster must maintain concentration to use this spell for more than one round. This spell can be used without a verbal component by increasing its difficulty by 1d4.

## LEAP

DIFFICULTY *1 per power level*
COST *1 cumulative per power level*
RANGE *10 feet up or 1 area over per power level*

This spell allows the caster to leap from standing the full range of the spell. An agility check is required for a successful landing. Long leaps with unsuccessful landings may result in damage.

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THE HOLY SCRIPTURES
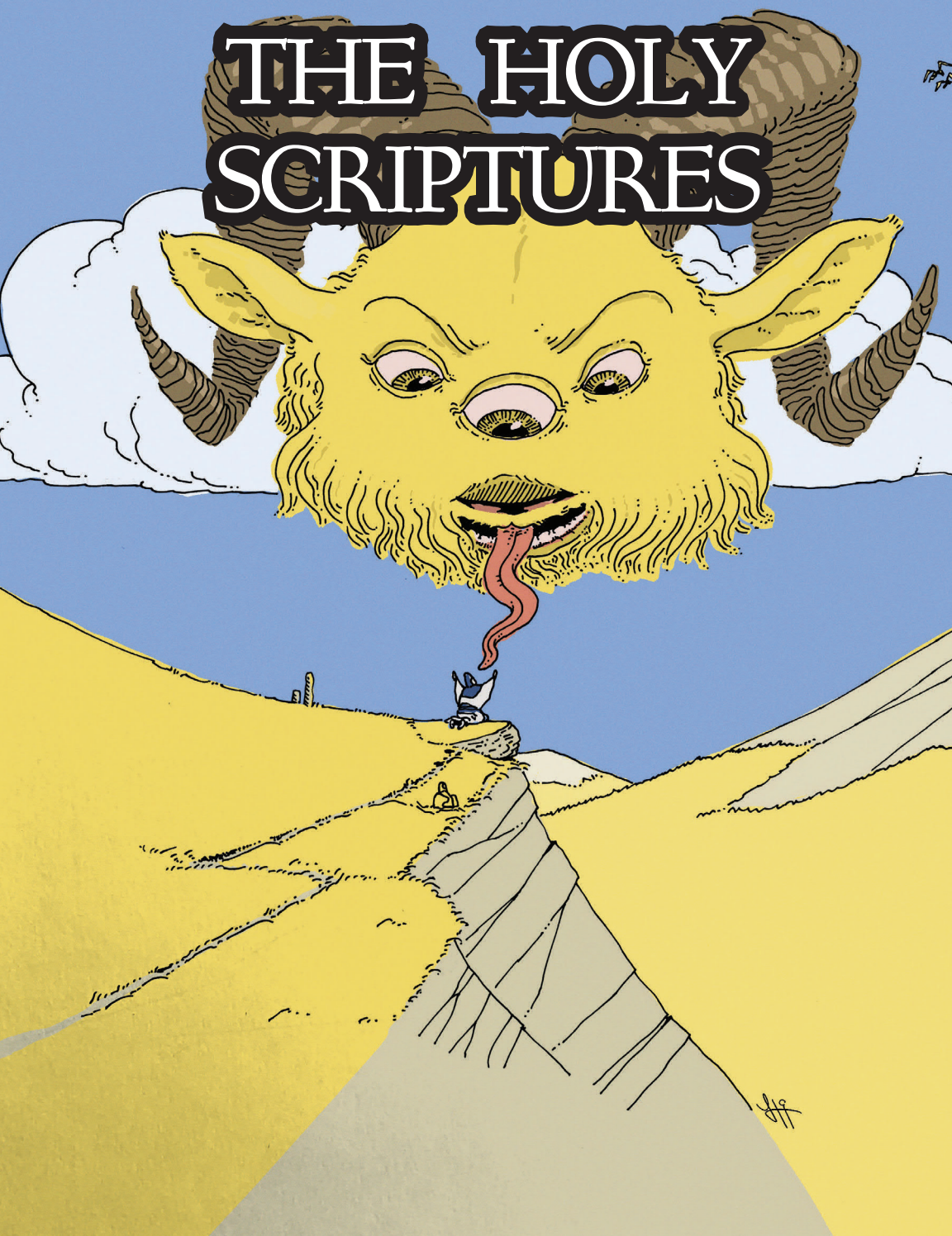
THE HOLY SCRIPTURES

THE GAME MECHANICS OF MIRACLES

Miracles function in a fairly simplistic manner. A character may choose to summon forth a miracle provided she has enough piety to cover the costs. Miracles are not the actions of the character but the actions of a patron on behalf of the character. For some miracles the faith of the character may grant additional benefits. If you are using miracles on a follower of the same faith they can choose to let you use their own piety score as if it were your own for that particular miracle.

Characters can only summon miracles related to their patron's nature. A character must be able to reasonably justify a miracle as relating to the patron's domain they may summon the miracle. For example, a priest of the sun god could call forth 'increase yield' if they justified it as giving the right amount of sun, while the follower of a war god would have a hard time unless it was dressed up in some sort of elaborate ritual.

The use of lengthy, time-consuming rituals will be required to use most miracles. A fire priest would probably need an elaborate ritual where a person is surrounded by flame to justify using a healing spell.

Any starting character able to summon miracles at normal cost begins the game with 20 piety points. Characters without the ability to summon miracles at normal cost pay 100x the listed rate. I could tack on some zeroes and say the priest with the power to summon miracles chops off the zeroes but that seems pointlessly complex.

CREATING A PATRON Ω

A priest requires a patron to grant their miracles. If the GM already has one or more options in your game world, you may wish to use them. Alternatively it isn't that hard to build one. First choose if the patron is aligned with civilization, the natural world or hell.

Civilization patrons reside in the realm of the dead, and usually are intermediaries between a mortal and heaven. Hero cults, saints, prophets, messiahs and ancestor worship all fall into this category. So while the god may be Zeus, the patron may be Hercules as an intermediary. For the domain of the patron, assume that the miracles must be justified as coincidence (even if nigh impossible in terms of probability). The patron will reward attempts to civilize and control the natural world, removing the demonic and the wild.

Patrons of the natural world are ex-

tremely powerful nature spirits, elementals, djinn or titans. These should have power over 1 broad natural force (an element, plants, animals, fertility, weather, etc). Alternatively a region can be selected, granting the ability to use any miracle within the region but nothing outside of the region. The latter is not recommended for any PC. Piety is awarded for keeping magic and mystery present in the world, keeping civilization localized and removing demonic influence.

Patrons of hell are powerful demons bargaining with would be sorcerers. Some demons claim to be working for a dark god or THE devil, but most claim there are no such things as gods or devils. Patrons of hell may use the method of either civilization or the natural world. Demonic patrons give piety for banal evil deeds and causing corruption. As truly hideous deeds tend to cause people to resolve themselves to a life of resistance (ref: Batman), piety is not awarded for such acts.

ACCUMULATING PIETY

Here are some example ways in which a character could earn piety points:

Task	Piety
Preaching to a congregation for a week	1
Personally converting someonee	5 or 5 (cumulative) per level
Converting a region	50-1000+
Building a roadside shrine	2
Buidling a small shrine	10
Building a large shrine	25
Building a small temple	50
Building a temple or church	100
Building a great cathedral	500
Building an epic wonder (such as the Hagia Sophia)	1000
Completing a small task of faith	5
Completing a moderate task of faith	20
Completing a large task of faith	100
Completing an epic task of faith	500+
Killing faith enemy	2 or 2 (cumulative) per level
Defiling/Destroying enemy temple: as building	as building
Converting a faith enemy	3 times normal conversion
Burial or funeral	1 + cumulative level* (must be level appropriate)
Sacrifices (Patron specific)	As converting, also allows for killing or burial

THE SCRIPTURES

ANTIDOTE
TIME TO CALL FORTH *1 action*
PIETY *5*

This miracle allows a priest to temporarily immunize a target against a specific type of poison or cure an amount of existing poison accrual equal to the faith of the priest. This miracle will last for 1 hour per faith of the priest.

ARMOUR OF FAITH
TIME TO CALL FORTH *1 action*
PIETY *3*

This miracle allows the priest to somehow armour themselves against physical punishment. This could be through spectral armour, turning their skin to stone or covering it in hard bark; it varies from patron to patron. The miracle lasts a number of minutes equal to the cumulative faith of the priest and grants a damage reduction equal to 1/3 the priest's faith (round up). This does not combine with armour.

AUGURY
TIME TO CALL FORTH *?d6 rounds*
PIETY *20*

The miracle allows the priest to contact powerful spirits, ghosts or other entities to consult for advice. The spirits will grant cryptic riddles that the priest believes are relevant to the current situation. Whether or not this information IS accurate, the trickster deities are likewise entranced and those present in the priest's gathering gain a number of fate points equal to the priest's faith, to divide amongst them for use within the next month. Characters cannot have more than one temporary fate at any time. This miracle requires some physical ritual, item or mechanism (dice, tea leaves, the stars) to function.

AUTHORITY
TIME TO CALL FORTH *instant*
PIETY *1*

This miracle allows the priest to speak out with a voice carrying the eminent authority of her patron. When in social conflict, this scores additional influence up to the priest's faith on a successful appeal. The target cannot claim stubborn refusal this round or they are cursed (see miracle).

BLESS
TIME TO CALL FORTH *1 action*
PIETY *1; 250 to permanently bless an item*

This miracle imbues a person or item with the favour of the priest's god. The priest must speak out and say an actual blessing, but the target does not need to be specified by name. A blessing could be cast upon the first person to return a stolen trinket for example. The blessed person or item receives a +1 universal bonus until the target (or wielder of the item) makes an action (even minor) against the priest's patron or a number of hours equal to the priest's faith pass since the

blessing was applied. Giving different gods different blessings is a great way to add variety.

CALAMITY
TIME TO CALL FORTH *4 weeks + 1 week per 1,000 people*
PIETY *200, plus 50 per week*

This ritual causes a city, settlement or similar dwelling to suffer a disaster (natural or supernatural) based upon the priest's patron. This ritual must be conducted on holy ground within sight (or within) the settlement in question. As the ritual is being performed, warning signs and omens will begin to appear throughout the region. Any attempts at augury or prophecy will grant additional and clear-cut reference to a calamity approaching. The calamity will completely bypass any followers of the priest's patron who shelter upon holy ground.

This ritual is conducted in a series of individual sessions, once per week until completed. If a session is disrupted and the priest killed or captured, or all of the holy ground in sight of the region is destroyed, the calamity is averted.

CAUSE FIRE
TIME TO CALL FORTH *?d4 rounds*
PIETY *5*

This miracle allows the priest to cause a combustible item to ignite in a single finger sized flame. The item may be one area away per point of faith of the priest.

CHANT
TIME TO CALL FORTH *1 round to establish*
PIETY *1 per minute*

This miracle allows a priest to invoke her patron's power to protect her and her companions. This gives a +1 bonus to the priest's allies for morale, combat and saving throws, and a −1 penalty to her enemy's morale, combat and saving throws. This bonus is doubled on holy ground and ineffective on unholy ground. Chanting is interrupted and must be begun again if the priest is struck in combat or otherwise disrupted. Only one chant can be in effect at once. If competing chants are uttered, roll a comparative check of a dX + the priest's faith. The losing priest's chant is disrupted.

COMBINE
TIME TO CALL FORTH *1 round*
PIETY *1 for each priest*

This ritual will allow two to five priests to surround a central priest by holding hands in a circle. The central priest gains two to five faith (the number of priests) for the purposes of summoning a miracle. If disturbed (i.e., an attack) the effect ends.

CONSECRATE GROUND
TIME TO CALL FORTH *Several hours*
PIETY *see below*

This ritual will make an area of ground count as holy ground. The ground

must be free of the influence of other deities of power or this ritual will not hold. To keep it permanent there must be an undefiled shrine, temple or church in the area. Enemies of the priest's patron cannot heal on the ground, and mundane weapons wielded by the faithful count as +0 weapons. Blessed weapons of the priest's patron and successful exorcism attempts always count as critical hits against the patron's enemies. Miracles may be summoned for 10x the listed amount instead of 100x. The ritual requires holy substance to splash at the edges of the land.

Type	Radius	Cost (Piety)
Roadside Shrine	10ft	5 piety
Small Shrine	50ft	10 piety
Large Shrine	150ft	20 piety
Small Temple	250ft	40 piety
Medium Temple	500ft	80 piety
Large Cathedral	1000ft	150 piety
Epic Wonder	5000ft	300 piety

CREATE HOLY ITEM

TIME TO CALL FORTH *1 action*
PIETY *5 for holy symbol; 3 for a dose of holy substance*

This miracle allows the priest to create holy symbols, holy water, holy dust, sacred flames or other compounds specific to their patron. Additional requirements for the items (smiths, materials, etc) may still be required. Any substances created in this way must be kept secure and free of out-side contamination or they lose their magical powers. Any holy item counts as a +1 item to mystical faith enemies and grants +1 faith when brandished.

Holy symbols can be used to parry the attacks of supernatural faith enemies and gives a bonus against possession or exorcism attempts. Wearing a holy symbol also gives a different bonus against poession and exorcism attempts.

Holy substances deal a !d6 damage per round to mystical faith enemies. If annointed in the substance, this would also apply to any melee attacks suffered through the substance would quickly lose potency within a minute or two. This miracle must be summoned on holy ground. Characters in a state of grace pay half piety.

CURE DISEASE
TIME TO CALL FORTH *10 minutes*
PIETY
2 piety for trivial illness (cold, flu, etc)
8 piety for a dangerous illness (dysentery)
20 piety for a likely fatal illness (malaria)
50 piety for a permanent illness (leprosy)

This miracle calls forth the power of the priest's patron to cure a mundane disease on a single person whom the priest must physically handle for the entire length of the ritual. Priests in a state of grace pay half piety (round down).

CURSE
TIME TO CALL FORTH *1 action*
PIETY *3; 50 to permanently curse*

This miracle curses a person or item with the wrath of the priest's patron; the priest must speak out and say an actual curse, but the target does not need to be specified by name. A curse could be cast upon the first person to open a tomb for example. In those cases the curse must be recorded, either in writing or remembered oral history. The cursed person or item receives a -1 universal penalty until the target (or wielder of the item) makes an suitable offering to the priest's patron, is blessed by a priest with a higher faith, or the miracle's duration expires. The miracle will last a number of days equal to the priest's faith once it has been applied to a target. Giving different gods different curses is a great way to add variety.

DIVINE INTERVENTION
TIME TO CALL FORTH *Instant*
PIETY *All*

This is THE miracle; the priest's patron directly intervenes on behalf of the priest to save the priest (and usually her companions). The exact extent of the act depends on the patron, and the priest has no ability to convince the patron to be more gracious. The priest must have at least 1000 piety to perform this miracle.

ENDURE TEMPERATURE
TIME TO CALL FORTH *1 action*
PIETY *5*

This miracle allows a priest to ignore any non-magical heat and cold naturally found in the world. The priest also gains a DR of 1/3 her faith (round down) against heat and cold based attacks (including fire). This miracle lasts a number of hours equal to the priest's faith.

ENTANGLEMENT
TIME TO CALL FORTH *1 action*
PIETY *4*

This miracle allows a priest to make a region of plant life twist and bend to entangle anyone caught in it. Each round anyone in the radius (or who moves into it) must make a strength check or be held fast for the round. No one (regardless of the check results) may move more than one area or make missile attacks; the plants will entangle missile weapons before they can fire. The miracle affects 1 area for every 3 points of faith of the priest (round up) and will last 1 round per faith of the priest.

ETERNAL GUARDIAN
TIME TO CALL FORTH *1 day of contemplation*
PIETY *500*

This miracle allows the priest a sort of immortality. The priest will not die of age as long as they remain upon holy ground. If the priest is in a state of

grace, they will also not physically age. Should the priest leave holy ground the 'bypassed' age will return over a one-day period or natural death would occur. If a priest had remained on holy ground for twenty four years she would age at a rate of one year per hour upon leaving holy ground. The ending of this miracle can quickly kill a truly ancient priest.

FEAST OF PROVIDENCE
TIME TO CALL FORTH *5 minutes*
PIETY *5*

With this miracle the priest can cause a single serving of food to expand to feed many, either by making each tiny crumb nourishing or by replicating the existing food many times over. The priest can feed up to 1 (cumulative) person for a full day per faith. The food only lasts for a day and then spoils, it cannot be saved for travelling or stores. This requires at least a small amount of food.

FURY
TIME TO CALL FORTH *?d4 rounds*
PIETY *3*

This miracle allows a priest to fill a target with utter rage and fury. If the target fails a saving throw, they gain the 'zealous' trait. The target will get –5 to attack, but also +5 to melee damage and an immunity to stun damage. This miracle will last a number of rounds equal to the priest's faith.

GOLEM
TIME TO CALL FORTH *2 days straight*
PIETY *500*

This powerful miracle can only be performed upon holy ground; it imbues an idol of the priest's patron with life. The idol will vary in material from patron to patron and must be hand crafted by the priest. The actual construction does not matter, as it is purely the power of the priest's patron that animates the (usually humanoid) idol. The golem will bear a glowing mark of the priest's patron on its forehead and gain the power of that mark. The golem will lash out and violently kill anyone who does not follow the priest's patron. It cannot communicate in any manner, but is intelligent in its mission of destruction. The golem will roam no further than the priest's faith in miles from the nearest holy ground. The golem has a DR of 1 for each point of faith of the priest, it also cannot be harmed by mundane means. It suffers 1 (cumulative) damage per round on unholy ground, but is invulnerable on holy ground and regenerates at a rate of 1 point of damage per minute otherwise. The golem has attribute scores equal to 5 plus the priest's faith, to a maximum of 20, and can have a size modifier of up to the number of milestones the priest has passed. It has no additional combat modifier, stealth modifier, presence or luck points. If the golem travels too far away from holy ground, it is destroyed in a number of hours

equal to the priest's faith.

There is no way to control a golem, but a priest must also create a bound item such as a scroll or clay tablet for the golem. If this object is in any way destroyed, so too is the golem.

HEALING
TIME TO CALL FORTH *1 action*
PIETY *10 per person*

This miracle allows a priest to heal accrued points and luck points on a living target. This miracle can be used on anyone the priest can see or reasonable perceive and can be cast on a number of individuals equal to the priest's faith at once. Note that the piety costs are still paid for each individual, merely that it can be done quicker. The piety costs double each time this miracle is used on an individual beyond the first in a single day. Characters in a state of grace pay half piety, and all characters may re-roll the dice and choose the better result on holy ground. The target heals 1/3rd of an accrued point per point of faith of the priest, always rounding up. The target also gains 1d4 luck points per level of the target, increasing whenever the priest's faith is equal to or greater than the next highest die size's maximum roll. For example, at faith 6 the miracle would switch to a d6 luck points per level. These luck points follow the normal limitations of regaining luck.

HEALING ITEMS
TIME TO CALL FORTH *1 full round*
PIETY *3 per item*

The priest can turn a religiously appropriate ingestible item in a minor healing item. These items heal a single point of illness, damage, or mutation as well as 1 luck point per level of the recipient. No more than one item can be ingested per day and still have an effect. Healing items last a number of days equal to the cumulative faith of the priest unless stored on holy ground. If a healing item is stored on holy ground it will last until the item naturally decays or rots. These luck points follow the normal limitations of regaining luck.

ICON WEAPON
TIME TO CALL FORTH *1 round*
PIETY *5*
This miracle allows the priest to make a suitable holy item into a weapon that harms mystical creatures. The item does a d12 damage and counts as a +5 weapon. The weapon lasts a number of rounds equal to the priest's faith.

LIGHT (DIM)
TIME TO CALL FORTH *1 round*
PIETY *2*
This miracle allows a priest to bring the ambient lighting in a 30 foot radius (or area if it is simpler) equal to that of a single torch(+3 light), or to cancel light by using dim. This miracle will last a number of hours equal to the priest's faith.

LOST

TIME TO CALL FORTH *5 minutes*
PIETY *12*

This miracle allows the priest to completely remove all natural methods of long distance navigation from an individual or group such as a small caravan or lone trade ship. This causes the stars to appear incorrect and all but the most blatant of landmarks to seem unfamiliar. Any navigation attribute check will automatically result in an epic failure. The priest requires an item from the individual or leader of the target group, such as a lock of hair or a small amount of blood that is destroyed when the miracle is summoned. This miracle lasts for 1 day per point of faith of the priest.

MOONLIGHT ILLUSIONS (OR SUNLIGHT, STARTLIGHT, ETC)

TIME TO CALL FORTH *1*
PIETY *2 per hour, 30 piety per month*
100 piety per year, 250 piety for permanent

This miracle allows the priest to cause visual illusions in the moonlight/sunlight. Those suspecting the illusion to be false may make an intelligence check to see through it. This miracle affects an area of 10 (cumulative) square feet per point of faith of the priest. This illusion may be used at any point the priest can see.

NATURAL AFFINITY

TIME TO CALL FORTH *1 action*
PIETY *5*

This miracle allows the priest to pass by wild animals unbothered, so long as she does not make aggressive acts (or intent) upon an animal, herd or offspring. This will have no effect upon already hostile animals. This lasts a number of hours equal to the priest's faith.

PROPHECY

TIME TO CALL FORTH *variable*
PIETY *1 per point of faith gained*

This miracle grants the priest the ability to foresee the future. Mechanically this functions as a fun little mini-game. The priest may issue a prophecy consisting of 'I foresee' and up to 20 additional words to describe a situation or event in the future. The event cannot mention people, places or things directly and must use metaphor or implications. For instance stating 'The King of England' or 'The year 1292' would not be suitable, but saying 'The King of the rose' or 'When the dragon is in the fourth house' would be suitable since they are open to wide interpretation.

The GM then must use up to half as many words as used by the priest to attempt to subvert the prophecy, adding them to the end of the prophecy.

A priest must record all prophecies they make and ensure records are kept. If a prophecy is ever intentionally

lost the priest will lose all piety. This is why there are secret cults existing to guard powerful prophecies. Any character who can claim to complete such a prophecy once and for all gains 4 awesomeness per point of faith from the prophet. If the prophecy is over a century old they may also claim a destiny point if they do not already have one.

PROTECTION

TIME TO CALL FORTH *3 rounds*
PIETY *3*

This ritual allows a priest to surround herself with her patron's protection. No mind control, possession, magical or melee attacks by supernatural creatures opposed to her patron will succeed against the priest. The protection fails should the priest directly assault or otherwise act aggressively to such a creature. This means the priest could not strike a demon with a mace, but could pour holy water on the ground by the demon's feet, forcing it to move or be burned. This ritual requires a holy symbol to complete and has thrice the piety cost on unholy ground, and a third the piety cost on holy ground. This miracle lasts a number of rounds equal to the priest's faith.

RAISE UNDEAD

TIME TO CALL FORTH *1 action*
PIETY *5 or 5 cumulative per level of the undead*
This miracle allows the priest to reanimate corpses into the walking dead. If the priest summons this miracle over the grave, a spirit might be summoned instead. The priest can only animate the bodies of her religion's faithful. The priest pays half piety on holy ground. Any character raised in this manner has a chance of being free willed equal to their level times the number of milestones they have passed on a d20. The priest must touch either the corpse or the grave of the corpse.

RESURRECTION

TIME TO CALL FORTH *?d4 hours*
PIETY *500 (plus sacrifice)*

This miracle allows the priest to summon a spirit from the afterlife to bring its body back to life. Assuming the priest's patron has this power, other limits are placed. Unless the target was in a state of grace upon death, death can only be reversed within a number of hours equal to the priest's cumulative faith. A sacrifice is always required. For evil patron's this may be people; a good patron may require a loss from the priest, either something specific like sight or something generic like a d4 health points. There is also the ever-present chance something may go wrong...

SMITE

TIME TO CALL FORTH *1 action*
PIETY *4 (cumulative) per d6 damage*

This miracle involves the priest calling for an enemy to be smote in her patron's name. The priest's patron

funnels energy through the priest at a target. The priest makes a ranged attack roll, using faith in the place of combat modifier; this can be used up to long range. Faith enemies take full damage, enemies of polar opposite morality take half damage, and others are unharmed. If the priest is in a state of grace, the priest can re-roll the damage. Secondary characteristics of the smiting vary god to god (beams of light, fire, lightning, etc).

SUMMON SERVANT

TIME TO CALL FORTH *1 round*
PIETY *25*

This miracle allows a priest to summon a supernatural minion from her patron's service. This would include creatures such as a hellhound, ghost, djinn or dryad. The minion will serve the priest in any action that is not against the patron's best interests. The minion may not spend more days away from holy ground than the priest's faith before needing to return and rest for a full day. Failure to return to holy ground will cause the minion to return from whence it came. Should the minion be lost before being dismissed, the priest will lose an additional 25 piety.

SUMMON WIND

TIME TO CALL FORTH *1 action*
PIETY *5 + 1 (cumulative) per 5 miles per hour of wind*

This miracle allows the priest to cause a noticeable breeze to appear in her immediate area. Wind lasts a number of rounds equal to the priest's faith.

TONGUES

TIME TO CALL FORTH *Instant*
PIETY *1 per sentence to be understood (run on sentences cost more)*

This miracle allows the priest to have her intentions understood by someone who does not speak her language, or allows the priest to understand the intention of someone else. They do not understand the exact words but get an unshakable hunch as to what is attempting to be said. This does not mean they believe it.

YEAR OF PLENTY (BLIGHT)

TIME TO CALL FORTH *1 hour*
PIETY *1 per garden, boat or hunting team or 10 per field, large ship or hunting ground*

This miracle allows the priest to increase (or decrease) the bounty in a hunt, harvest or fishing haul. The size of the bounty is increased (or decreased) by 5% per point of faith of the priest.

END OF THE SESSION

FATE AND DESTINY!

As player characters progress through their adventuring career they will almost certainly accumulate 'fate points' and 'destiny points'. What exactly are these points? what do they do and how do you get them?

In brief, fate points are the fates and trickster deities subtly altering things to keep their favoured entertainers (i.e. the adventurers) amusing them. Only entertaining heroes and villains will achieve fate points. Fate points are used primarily to re-roll dice, though they do have other functions. At the end of every game session, players will roll to see if they gain more fate points.

Destiny points on the other hand represent a character's purpose. They are very rare and should not be given out randomly. They occur when characters undertake specific and life-altering quests (if that is the sort of game you like) or given out on a player's birthday if you don't. If a character ever has more than one at a time she will become nigh unstoppable in her task. Destiny points give a wide range of possible functions, including but not limited to choosing the results of a die roll without needing to roll.

DESTINY POINTS

Destiny Points are incredibly valuable and may be spent in the following ways:

PERFECT LUCK

Pick the results of a die or set of dice rolled by the character without needing to roll it. A character could thus determine their attack will be an epic success without needing to roll it.

SIC SEMPER TYRANNIS

This option allows for the kind of inglorious anti-climactic death of a character you rarely see. It disallows an opponent from using luck points to soak the damage or other accrued points from an attack. This particularly brutal use of a destiny point would mean that even a mighty hero could be felled by one dagger to the back from a betrayer.

HEROIC SECOND WIND

The Determinator is out there and she absolutely will not stop, ever, until you are defeated. This option would allow a broken and beaten character to rise up and fight on. It is highly suggested you have one or all of the players mutter 'get up Rocky'. The character regains all of their luck points.

DEUS EX MACHINA

Add a possible though potentially extremely unlikely element to the

encounter, provided it hasn't been specifically described as not being present. This is one of the harder to referee options, allowing a hero or villain the option to figuratively 'pull something out of their #$%'. A hero could be running through the wilderness naked while being chased by wolves and then spend a destiny point to stumble into an ancient tomb with a full set of quality weapons and armour.

FATE POINTS

Fate points are substantially more common than Destiny Points. At the end of every game session players will roll against their 'Awesomeness Score' to gain more fate points. They will also elect and MVP who will gain an additional fate point. Fate points can be used in the following ways:

LUCKY BREAK

Re-roll a die or set of dice. This is the most common use; a player who just rolled an epic failure for their leap across the chasm of doom could spend a fate point to re-roll the die for example.

NEAR MISS

Restore a luck die worth of luck points. Used in this manner a player could spend a fate point for additional luck points and avoid a grisly injury or death.

FORTUNATE COINCIDENCE

Add a likely and plausible element to the environment, scene or encounter providing it hasn't been specifically described as not being present. Used in this manner, the words likely and plausible are key. For example, a hero who dives out of a city window could not declare there is a saddled horse directly below (unless she was in a stable or other location with valuable horses left lying around) but she could declare there was an awning or pile of garbage to cushion her fall.

ROLLING FOR AWESOMENESS

At the end of each session, roll a d20 for each player. If they have an awesomeness score less than the die roll, move on to the next player. If they have an equal to, or higher awesomeness score than the die roll, subtract the die roll from the player's awesomeness score, award 1 fate point, and roll again. On a roll of a natural 20 (to celebrate that rolling a 20 is in itself awesome) give the player a fate point and have them roll again without subtracting.

EXAMPLE: A player has 6 Awesomeness this session, she rolls a d20 and gets a 4. The player receives 1 fate point and is reduced to 2 Awesomeness and may roll again. On the next d20 the player lucks out and rolls a 2, receiving a second fate point and another roll. With 0 Awesomeness remaining the players only hope for another fate is to roll a 20, she does not and passes the die to the next player.

To determine a player's awesomeness score for a game session, add or subtract the following (you may wish to add to this list, kilts are a common addition for example):

+1 for wearing a cape
+1 for wearing an awesome hat
+1 for a manly beard
+1 if a character has "80's hair"
+1 for wearing an eye patch
+5 if they actually need it
+5 if MVP

Bonus for adhering to trope/genre

Arbitrary bonus for choosing to do intentionally awesome things (defined as taking extra risk for style)

A character's awesomeness score resets to 0 at the end of each session regardless of fates gained (or not). Note that this is a die roll for the player, and is thus not affected by 'Joe Average'.

ELECTING AN MVP

Role-playing games are at their core a co-operative game, and everyone likes to receive recognition of their efforts at being a team player. At the end of each session, all players other than the Game Master should elect whom they consider the 'Most Valuable Player'. This should be the person who added the most fun, made the biggest sacrifices or otherwise added to the game. Players may not vote for themselves. In the event of a tie, the Game Master casts the de-ciding vote. The MVP receives +5 to awesomeness this session, and receives one additional fate point.

EXPERIENCE POINTS & LEVELS

If you have ever played almost any tabletop or computer roleplaying games you have the general gist of how experience points work. You accumulate 'XP' and at various points rise to a new 'level'. The mechanic generally seems to work well enough. People have fun with it and it won't be altered here.

Experience is only gained by 'adventurers', those who have gained the attention of the trickster deities and who thus could possess fate points. Everyone else only improves through years of hard work and training, and isn't that boring? Adventurers gain experience points for defeating opponents, outwitting adversaries, solving puzzles or traps, and by finding new places and locations.

All characters level in the same manner, requiring their total 'Experience Points' to reach more or less doubling plateaus, and to keep completing 'Milestones'. Milestones are barriers that prevent a character from reaching a certain level until they have done something appropriate to breach these points. As much as milestones they are also 'level caps'. Milestones will be expanded upon later. Below is a chart showing the amount of experience points characters must accumulate to reach various levels.

CHARACTER ADVANCEMENT

XP	Level	Other
0	0	-
1,000	1	*More Pie, *Milestone
2,000	2	-
4,000	3	-
8,000	4	-
16,000	5	*Milestone
32,000	6	-
64,000	7	-
125,000	8	-
250,000	9	-
500,000	10	*More Pie, *Milestone

Every additional 250,000XP grants an additional luck die of luck points, though the total may never exceed the normal maximum achievable at level 10.

MILESTONES

Milestones are an important part of character progression in NGR. Milestones act as a barrier, preventing heroes and villains from levelling up until they perform feats or acts worthy of further levelling. This means that merely slaying goblins all day for a few years is unlikely to raise one to tenth level. Each milestone represents becoming another 'tier' of villain or hero.

The first milestone (level 1) represents going from being a nobody to a local notable. Winning a local tournament, surviving a battle or living through a local disaster can easily reach this milestone. Characters in this first tier (levels 1-4) are the domains of impressive but still 'grounded' characters. The king's champion or a powerful magus who has studied her entire life would be 4th level. New characters usually start with their first milestone.

To reach 5th level, characters must reach another milestone, this one for performing exceptional deeds. These deeds are things such as slaying a dragon, collapsing a barony or kingdom with powerful spells, or converting a province or region to your faith. Characters in this second tier (levels 5-9) are the domains of legendary heroes or villains, and everyday people will know of them. At any time there may be only a handful of heroes or villains of this calibre across a continent, and people will speak of them for years or centuries to come.

Level 10 represents the pinnacle of achievement, where characters are mythological heroes or villains that will live through the ages in song and story worldwide. Characters seeking to enter this tier should have saved, conquered or destroyed the world in some fashion.

The final milestone is not required for levelling and is for heroes capable of making the great powers of other realities stand back in hesitation and fear. There may never have been characters of this calibre before and there may never be again. To reach this epic point, the characters should have fundamentally altered the universe, defeated a deity or conquered a plane.

For each milestone you pass (including level 1) you may select a 'lucky number'. This will be important in conflicts. Note you can gain milestones without reaching the level in which you require one. A level 4 character could in theory have passed the first three milestones.

INTELLIGENCE AND EXPERIENCE Ω

An important note with gaining levels is the impact of a high (or low) intelligence score. Characters who are bright take less experience to gain a new level, and characters that are on the dull side require more. Characters require 10% less experience to reach the next level per +1 intelligence modifier and 10%

more per –1. This means a character with 20 intelligence (+3 modifier) is such a genius that she can reach 2nd level with only 1,400XP and 3rd level with 2,800XP. A dim-witted character with 5 intelligence (-2 modifier) is so daft that she requires 2,400XP to reach 2nd level and 4,800XP to reach 3rd.

Over time this will cause a party of characters with different mental abilities to vary greatly in level. This can be a good way to represent the different strengths of different character builds. If this does not bode well for the party, it is possible to control it with the use of Milestones to give characters time to play 'Catch up'. If the kingdom simply hasn't needed to be saved from ruin for the first 4 levels (perhaps never having been in danger) then the smarter characters are forced to wait for their slower brethren to play catch up.

GAINING LUCK POINTS

Characters gain another luck die each time they level up to level 10. When they go up a level they set their current luck point total equal to the maximum possible amount for their current level.

GAINING MANA

Wizards with the 'Psionic Potential' power will roll for additional mana using their Will die. They roll a number of Will dice equal to their level, and if the result is more than their current maximum mana pool (excluding any

temporary modifiers) it is their new maximum mana pool.

Re-rolling mana pool every level prevents a character from permanently 'botching' her mana pool total with a string of two rolls for two levels. Use common sense to figure out what happens past level 10. Skills cannot alter mana point rolls.

SOURCES OF EXPERIENCE POINTS

Experience points (XP) are earned as characters perform certain activities. Characters will gain experience by travelling through new terrain, visiting unseen locations, solving puzzles and traps, routing minions, defeating and outsmarting villains (or heroes) and slaying monsters.

An important note is that defeating does not mean slaying. With the exception of monsters, it is usually less effective to outright kill your enemies than to drive them off or capture them. It is entirely possible (and comparatively easy) to rise in the levels without ever having taken a life, or even raised a hand in anger. Experience sources fall into one of two categories: "group XP" and "individual XP". Group experience points are awarded to the party as a whole and split evenly among its members. This means both player characters and any non-player characters with levels. Zero level non-player characters such as bodyguards or soldiers only

receive half a share of XP each. The exception to this rule are henchmen (such as from a bard), they receive no share of XP. Use common sense for if someone was part of the adventure or just a spectator.

Individual experience points are awarded to each player character and levelled non-player character as individuals and are not split. The more the merrier. Non-player characters without levels still only receive half the normal amount and henchmen still receive nothing.

TRAVELLING: IT'S NOT ABOUT THE DESTINATION

Trekking through the wilderness, sailing the seven seas and spelunking through miles of tunnels are all tasks worth of gaining XP. The amount of XP ones gains is based upon the terrain being travelled and the dangers inherent in such adventures.

Terrain	XP / Week
Pleasant	0.5
Normal	10
Harsh	50
Inhospitable	100
Deadly	200
Suicidal	1,000

If the travel is into the complete unknown (to the characters) double the experience gained. If it is terrain previously travelled by the party, halve

the experience. The assumption is that characters know the terrain through maps, a guide or other forms of direction. If they are truly trailblazing into uncharted wilds or making their yearly commute to the capital then use the modified XP values. Any experience received in this manner is individual XP.

EXPLORATION: OKAY, SOMETIMES IT IS ABOUT THE DESTINATION

While it's an 'A' for effort to travel through jungles, dodging leopards and getting lost every 20 feet, it's even better if you actually reach El Dorado. The GM should set her own XP awards for reaching various hidden or epic locations in the game world, but here is a rough guide:

Destination is	XP
Local Curiosity	50XP
Uncommon	150XP
Rarely Visited	500XP
Unseen for Years	1,500XP
Unseen for Generations	5,000XP
Of Questionable Veracity	15,000XP
Fabled	50,000XP
Mythological	150,000XP

A Local Curiosity would represent something akin to an ancient oak tree near a mountain lake or the inside of the local nobility's mausoleum. An uncommon destination might be an abandoned border fort deep in the woods. Something rarely visited refers more to a far off mountain monastery than an unpopular restaurant. Unseen for years might mean a far off kingdom across the sea. Unseen for Generations might be that same kingdom if the seas had been lost to sea serpents a century prior. Of questionable veracity may be something like uncovering Troy or Machu Picchu. Fabled locations include El Dorado while a Mythic location would be akin to finding the Garden of Eden. Note that experience points for reaching locales requires one actually explore the area and be seeking it out or at least know of its importance. It is individual XP.

DUNGEONS AND RUINS

You are fully able to use the exploration and travelling rules to model exploring a dungeon. Finish the dungeon (or levels of it), get exploration XP. Sometimes a campaign is structured so that delving into ruins over and over again IS the game, and a dungeon won't be fully explored for months of game sessions. You may want to have XP in the interim. A dungeon in these situations should be defined as a place the players are sneaking into for loot, a place where the denizens of the dungeon would obliterate the party if they descended upon them at once. Each room explored in this sense is worth 10 cumulative XP for each previous room the party has explored this expedition for the first time. Once they exit to heal and restock,

the counter resets. A room can only be "explored" once, ever. This encourages the party to push themselves to "one more room". If this becomes too stingy, consider multiplying the XP of a room, but the level of the dungeon the room is on. This is individual XP.

DEFEATING MINIONS

Minions are defined as any of the myriad of 0th level (usually) intelligent humanoids (to some degree). A pack of bandits, the king's loyal soldiers, marauding wolves or ogre bodyguards are all minions. They are worth XP as follows:

Minion is	XP
Ineffectively Equipped	0XP
Worse Equipped	25XP
Somewhat Comparable Equipment	50XP
Better Equipped	150XP

This means that how much a minion is worth is based upon how the hero (or villain) is equipped. In a bar brawl, unarmed thugs would be worth 50XP (assuming the hero is likewise in the brawl) while a guard who busts in wearing mail, a shield and swinging a sword would be worth 150XP. However if the plate wearing hero kicks in the door to a bathhouse and finds unarmed opponents, they are worth 0 XP. Note that equipped can also refer to magical abilities and natural weapons.

Note that experience is only gained from minions who are either captured,

incapacitated, or who had fled but not for ones who are slain (unless they can do none of the above). Letting the underlings flee and spread fear (or be sacrificed, tried and executed, or enslaved) is also pleasing to the fates; it increases the odds new heroes and villains will emerge from the experience.

The line between minion, villain and monster can sometimes blur. A good rule of thumb is that minions are obstacles on the path to something else like a gatehouse guard or wolves in a forest. Defeating minions gives group experience.

SLAYING MONSTERS

Doing epic battle with fierce monsters is a staple of fantasy role-playing games. Monsters include creatures such as basilisks and griffons, to great roaring dragons and the odd marauding troll.

Monsters come in two varieties, named monsters (with luck points) and nameless monsters (without). If you defeat a nameless monster, such as a random troll you found under a bridge, is it worth 100XP per spell or power (minimum 1) times it's size modifier in group XP. A nameless monster is usually worth more than a minion, but far less than a comparable villain. Monsters are worth far more experience if they are named monsters. This doesn't have to be a proper name; a title such as 'The serpent of widows peak' works just fine. This is

the difference between fighting a minotaur that just happens to be roaming about and fighting THE Minotaur, love child of Crete's queen and entombed in the labyrinth. A named monster is worth the experience points of a nameless monster or the below experience (whichever is more). A local legend would include a giant one-eyed grizzly bear rumoured to live in the local hills. A regional threat might include a hill giant that is terrorizing the outlying farms.

A national threat would be a small dragon that is cutting a swathe of destruction throughout the kingdom. A cultural icon would be a creature such as the Medusa. A fabled monster might include an ancient dragon said to be sleeping since before written history in the caves deep below the foundations of the royal castle. A Mythological being would be a creature such as Typhon.

The monster is	Luck	Fate	XP
Local Legend	d6 luck	1 fate	1,000XP
Regional Threat	3d6 luck	3 fate	5,000XP
National Threat	4d6 luck	4 fate	10,000XP
Cultural Icon	8d6 luck	8 fate	50,000XP
Fabled Monster	10d6 luck	10 fate	100,000XP
Mythological Being	15d6 luck	10 fate & 1 destiny	500,000XP

VANQUISHING VILLAINS

A staple of high adventure is defeating one's nemesis, be it an evil wizard in a dark tower or slaying the good king. Defeating a hero or a villain is worth 1/10th of the character's experience point total if slain or forced to flee, and 1/4th of the character's experience point total if captured or converted (even if to later be executed after a trial or sacrificed to the dark gods). They are worth more experience points if captured alive, because not only is that often more difficult, but it is more interesting to the trickster deities. Note that this means that a character's nemesis will be instinctively more likely to accept surrender, after all, in a world where magic is real who wants to insult the fates? This is group XP.

OUTSMARTING THE OPPONENT Ω

Another staple of adventure is outsmarting the villains and solving mysteries through wordplay or sneaky tactics. If a character manages to outsmart a villain(or hero) in a matter of life and death without needing to resort to violence, and in doing so thwarts her plans, all the conspirators receive 10% of the villain's XP as group XP. If more than one villain is present, accumulate the experience points for them as well.

Furthermore, if outsmarting leads to the villain or hero's downfall and defeat (by say convincing them to cross a frozen lake where they perish) the

characters involved in the trickery gain experience as if they had also vanquished the villains/heroes.

Completing your own evil (or noble) scheme without being caught or captured by heroes (or villains) uses the same experience point mechanism.

PUZZLES, TRAPS AND RIDDLES

Finding and bypassing deadly traps or elaborate puzzles and riddles is worth experience. While this is primarily rewarding a player in most cases, it is also fun. Due to the wide variety of different possible traps and puzzles (unlimited, really) it is often advisable to create custom awards for puzzles and traps. As a rough guide, you may wish to consult the following chart and adjust to taste. Experience points for traps is considered individual XP.

Trap is	XP
Simple	10XP
Deadly, hidden, or complicated	50XP
Two of the above	200XP
All Three	500XP
Utterly Diabolical	5,000XP

THE BIG SCORE

Treasure hunting can be a big part of the adventuring lifestyle, even beyond simple financing. While most treasure is its own reward, especially famous things are often about more than the money they bring. They are the sign of a master. Neither the public at large nor the trickster deities care that you knocked over a money lender and took her fortune, but the brave souls who recovered (or stole) the golden fleece is another matter entirely. Each piece of Treasure (capital T) should have its own XP reward for when it is fully acquired. A set of Treasure may contain multiple components before it is considered fully acquired, like "the seven swords of Hsan". Below are some guidelines that can double as values for unplanned treasure.

Treasure is	XP
Of local importance	50XP
A local treasure	100XP
Of national signifcance	500XP
A national treasure	1,000XP
A cultural icon	5,000XP
Mythological in nature	10,000XP
Divine	50,000XP

Experience points for treasures are considered group XP. As mentioned earlier, no experience is earned for stealing a hundred gold doubloons, but you might get experience as a theft of local importance for stealing the local lord's payment for his troops even if it is the same chest of coins. Context matters. A local treasure may be the sword of the town's founder from inside the mayor's study. Recovering a lost eagle from one of your empire's legions (or maybe you are the barbarians driving them out) could be of national significance while the crown jewels of the enemy royal would be a national treasure. Stealing a piece of

the true cross could be a cultural icon. Recovering the golden fleece would be a treasure that is mythological in nature, while stealing fire from the gods or an apple from the tree of knowledge would be a divine treasure.

AN EPIC QUEST Ω

There is a style of campaign, where the entire purpose is to fulfil some predetermined quest. Before the first characters are created everyone knows the game may be about finding a cup at the behest of a doddering king or throwing some unwanted jewellery into a geological incinerator. To qualify as a quest it has be worthy of a milestone. Upon completion of the quest each character receives experience points equal to half their current total for each new milestone they acquire (recalculated for each new milestone)

ROLLING THE 2D6

At the end of the game session, one last thing needs to be done: rolling the 2d6. This is used to improve a character's personal items based upon the most impressive actions they have taken based on their class make up. This is where a wizard's talisman will power up, a bard will gain more henchmen, a priest will gain a holy relic, a warrior will gain glory and fame through her trademark item and a rogue will feel the blessings of lady luck.

Each class has their own different mechanics for what they are looking

to score on their 2d6, but there is only ever one throw of the dice per night, that throw is applied against all of the conditions. In rare circumstances you may wish to allow a character should be allowed the condition of another class to apply to their 2d6 roll. A character that is two parts warrior and one part rogue might be allowed the condition of a bard (gain a henchman on 2d6) if they managed to win some suitably impressive social conflict: for example convincing a town to rise up and sack a corrupt local count. The event in question should have earned the character a milestone and earned the player MVP status. Announce this condition is in effect BEFORE the roll of the 2d6. A character should only ever have one "out of class" benefit and never above benefit level 1. The one exception to this is if everyone thinks it is bullshit, in which case go nuts.

END OF THE CAMPAIGN

END OF THE LINE

Your character defeated the goblin chieftain, slew the dragon and stopped the mad wizard from destroying the world, but now what? There may be other battles to fight, but those are battles for other heroes. In such a case retirement might be setting in even if you don't want it too.

Perhaps your character's career didn't end quite as comfortably, what rests in store after death? Every wizard

and priest knows death isn't the end after all.

This section deals with both the effects and causes of retiring from active adventuring as well as the rules pertaining to when a character dies.

RETIRING FROM ACTIVE ADVENTURING Ω

A character begins to enter retirement once she reaches the maximum level possible without breaching a new milestone. Once a character advances to the point where she should progress onto the next level further (past the milestone) the character will enter retirement.

When a character enters retirement, she loses the attention of the trickster deities. She can no longer regain luck points through time nor magic and can no longer gain new destiny or fate points. This means characters enter a downward spiral if they attempt to remain as adventurers. They should move into roles of leadership, politics, or even the simple life.

Characters can exit retirement in one of a few different methods:

Quest to pass the next milestone: If a character is actively working towards passing the next milestone such as battling an evil wizard to save the world the character will not enter retirement. Should this battle become a 'background quest' the character frequently puts on hold to deal with

personal or minor issues the character will enter retirement and will not be able to exit it in this manner unless she actually passes the milestone.

Other characters attempt to destroy them: If a band of heroes or villains attempt to destroy a character, either to test their mettle or advance their own schemes, the retired character may temporarily exit retirement. Until the former retiree settles the issue with these 'up-and-comers' once and for all the character may regain luck and fate points but will re-enter retirement upon defeating them or choosing to ignore them.

Death: If a character dies and moves on to the afterlife then retirement no longer impacts her. This may seem pointless but the rules for death will explain how it is not.

MOVING ON TO THE AFTERLIFE Ω

When a player character finally meets her end it does not mean you have to stop playing them. In a fantasy game where you can visit the realm of the dead or journey to the gates of hell it should be no surprise that death is not the end.

When a character dies, it is suggested the next game session be that character's journey into the ever after. The character will go through her meeting with death and assuming the character does not evade death somehow and

become a ghost, she will move to the realm of the dead. From there, the other players will take the role of some of her past friends or religious allies, and help the character to reach her preferred afterlife. This means either reaching heaven safely, or making sure you can avoid going to hell.

The character should be armed with any personal items of theirs; in the case of henchmen she will only have dead henchmen at the character's side. If any special items or wealth were buried with her in an elaborate ceremony they will also be present, including servants. If a character received a proper burial she will have an additional destiny point for use in the game session. If a character's burial or remains were defiled in some manner, the character will have no equipment and will begin the game naked and at 1 point of damage below passing out, with no luck or mana points.

Time does not pass in the same manner, so there should be some time to allow the living a chance to recover a body and give it a proper burial.