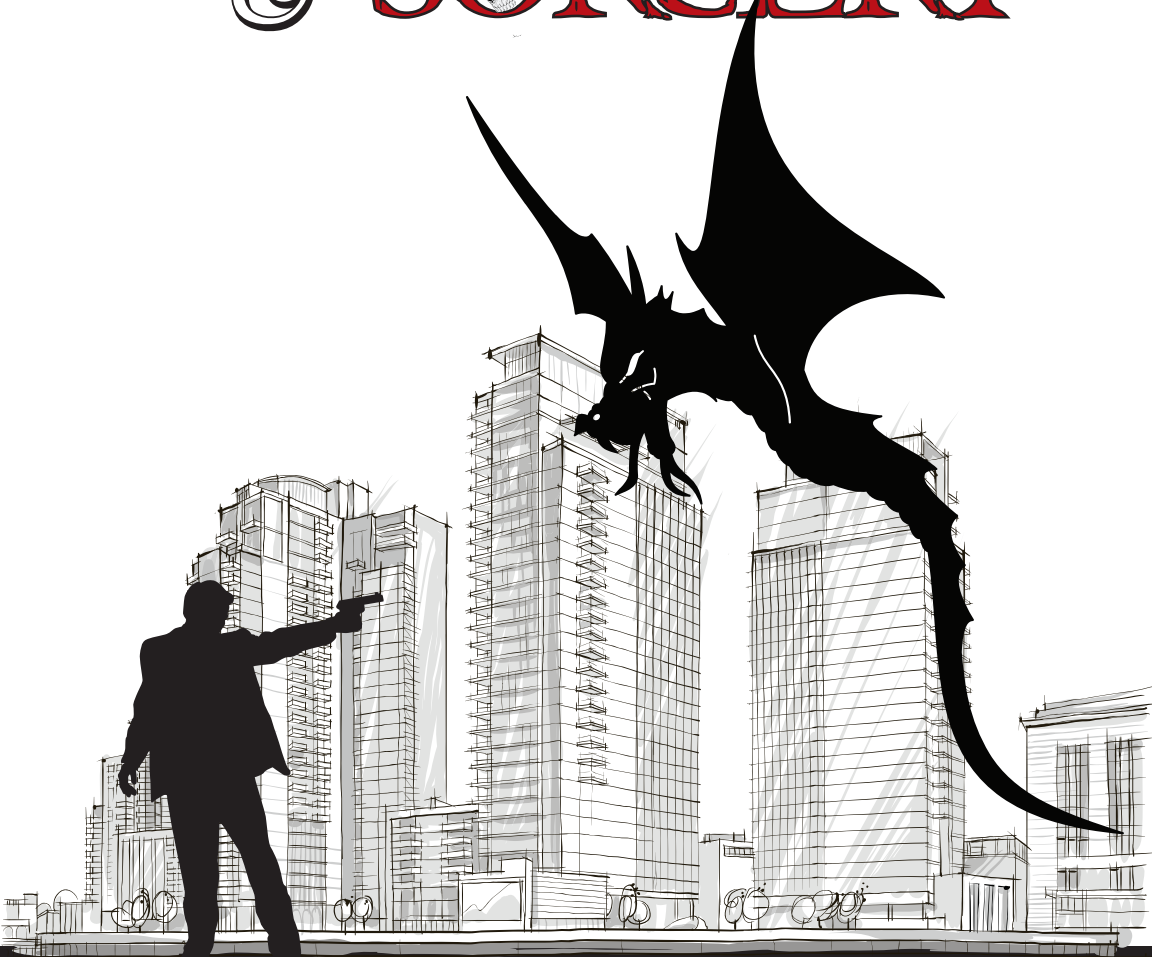


PLAYERS GUIDE

SKYSCRAPERS

& SORCERY



MODERN OCCULT PULP ROLEPLAYING ADVENTURES


OSR
WHITE BOX
COMPATIBLE

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SLEEPING GRIFFON PRODUCTIONS



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I'd like to dedicate this to my friend, Wyatt Bruce, with whom I rolled dice for many years and who left us all too soon; and to my wife Linda for her infinite patience in listening to me expound upon my ideas.



Skyscrapers & Sorcery

Players Guide

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What if the world ended and no one really noticed?

What if almost everyone just picked themselves up the next day, dusted themselves off and went back to their routines as if nothing major had happened?

That is what happened here. Sometime in the late part of the 19th century, something exploded in several places around the world at the same time. Scientists say they think it was a number of comets or some other sort of space body hitting the planet. Some people claim that we were being attacked by Martians. Some folks just didn't really notice. The explosions caused lots of death and destruction and affected every continent in the world.

Cities were wiped out, millions of people died in an instant. After a few weeks of having the routine disrupted, most of the survivors started going back to work. After all, the mail had to be delivered, the cows milked and the stores opened.

Things changed that day though. Nightmares became reality. Creatures from myth and legend either became real or crawled out of whatever holes they had been hiding in before the event.

Most people seldom travel more than a few hours away from their homes, so those in the 'safe' areas soon forgot the event, and as time has passed, more and more people have forgotten. We all know there are areas you don't want to travel to, but we've pretty much forgotten why.

Oh, and magic works now. Perhaps it always did, but it seems that there are more people around who make use of it. They still don't advertise the fact very broadly, because ordinary folks either think they are lunatics or charlatans.

Strange things live in the shadows of the world. Other worlds seem to have intruded upon ours and you are one of the few who decided to take notice and take action. Folks have names for people like you, the most polite of which is Adventurer. There is something that makes you want to notice the world and what goes on outside the daily humdrum lives of everyone else, and you have an itch to explore the dark corners and possibly even right some wrongs.

It's been several decades since the Event and you have decided that it is time to scratch the itch of Adventure. Welcome to Skyscrapers & Sorcery, may your adventures be many and fruitful and may your lives be valiant and your death be bravely faced.

WHAT IS THE TIME PERIOD FOR THE GAME?

The setting for *Skyscrapers & Sorcery* is intentionally left somewhat vague. This is a cinematic setting, where anachronisms abound, portable phones exist, but they are larger, flip-open phones, not small, hand held computers like you see everywhere today and service is often spotty at best, especially, it seems when you are in one of 'those' areas. You know the ones; the sketchy neighborhoods, those times you are in a dark and foggy cemetery or out in the woods, or when your car breaks down on some rural back road.

Pay phones exist in the towns and cities, being more prevalent than they are in our world. Fashion and technology seem to be a strange blend of 1960's through 1990's, with the parts the referee feels most comfortable including or excluding. Offices often have computer terminals on their desks, but fancy color monitors and games have not become the norm as they are in our world.

Although the world is far from a Politically Correct utopia, gender and color seems to be less of an issue than it might be, most likely because deep down, people know that the thing they need to worry about are more than skin deep.

Competence and conformity are rewarded in business. In smaller areas, strangers may be eyed with suspicion just because they are not 'known.'

It is not typically the cinematic wild west however; going on a shooting spree in the middle of the city or town you are in is likely to end up with your adventurer behind bars, shot and cuffed to a hospital bed or in line for the electric chair.

The excuse of "He was a werewolf" or "She was a Vampire" might turn that hospital bed into the psych ward or those bars a padded cell in the local asylum, so exercise caution and be sure to not start a gunfight where there are witnesses around, at the very least.

On the other hand, forensic science is not up to the mythological levels depicted in television crime procedurals, nor are computers available in every department store or found in every household, so facial recognition is most likely a thing of spy novels and science fiction. Of course, that three headed crocodile you shot in the Everglades last month is pretty much the stuff of science fiction (or at least horror fiction) too, so, take that for what it's worth.

This is a game, set in what is effectively the world of B-Movies and Bad Dreams. In other words, have fun, because the Referee sure will. Now then, turn the page and let's start creating your adventurer . . .

GETTING STARTED

Skyscrapers & Sorcery requires at least two participants; The Referee and the Player. For players, the first step is to create your Adventurer (also referred to as a Character). This is a simple matter of performing the simple functions listed on the following pages, such as rolling some dice and making a few choices regarding Adventurer Class, background and picking your starting equipment. If you are the Referee, however, you have a bit of work to do in preparing for a game. Check out the Referee's section for more details.

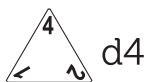
RULE NUMBER ONE

The most important rule in Skyscrapers & Sorcery is that the Referee always has the right to modify the rules to suit his campaign and personal needs. Actually, the Referee is encouraged to do so. Make this game your own, the setting is purposely vague and general beyond a few, set points, and even those are easy enough to take a hammer to, if you so desire.

The rules will be vague on many points, and this is intentional, after all, a great deal of the fun for "old school" type gaming is the ability to wing it and go, rather than having to stop the game to look up the rules for toe stubbing and teeth brushing.

DICE

Skyscrapers & Sorcery uses several different types of polyhedral dice, and they are abbreviated according to the number of sides they have. For example, a six-sided die is noted as a "d6." If the text states that the character should roll "3d6", that means they would roll three six-sided dice and add the results together for a total. Other types of dice are used in the same manner. The most commonly found and used dice in this game will be six-sided, and twenty-sided dice. Four-sided, eight-sided, ten-sided, twelve-sided are also used upon occasion but having a half dozen or so six sideders and a twenty sider will typically have you what you need.



ADVENTURER DOSSIER'S (CHARACTER SHEETS)

A dossier is a collection of documents regarding a specific person, event or item. In gaming terms, this is typically called a Character Sheet. A simple one will be presented at the back of this book. Frankly, a plain 4" x 6" index card would work fine as a character record as well, or a composition book if you want something with lots of pages for a detailed record of your Adventurer and his exploits.

Enough of that, let's create your Adventurer . . .

ATTRIBUTE SCORES

Adventurers all have six scores which represent the basic physical, mental and spiritual attributes that define their raw ability to perform. These (and their common abbreviations) are as follow:

Strength (STR)- A measure of muscle power and physical prowess

Intelligence (INT) - A measure of the Adventurer’s ability to grasp concepts, learn and remember

Wisdom (WIS) - Common sense, perceptiveness, willpower and faith

Constitution (CON) - A general measure of the Adventurer’s health and hardiness

Dexterity (DEX) - Eye-hand coordination, agility and fine motor skills

Charisma (CHA) - A measure of the Adventurer’s ability to relate to others and general appeal

Determining Attribute Scores

The primary and accepted method of determining your Adventurer’s Attribute Scores is to roll 3d6 in order, recording the results on each Attribute as you roll them. This allows luck to have some influence over the course your Adventurer takes through his career.

Alternate Attribute Score Methods

Place as desired: Roll 3d6 six times and place the results in the order desired.

Tougher Characters: Roll 2d6+6, six times, also placing the results as desired. This will often result in Adventurers with better scores. This is desired by some Referees and Players.

Other: If you have a method you prefer that you have used in other games, feel free to use it here. No method will ‘break the game’ as long as the Referee and Players are having fun, after all, it is a game and we are all here to have fun. Attribute bonuses also apply to Ability Checks.

ATTRIBUTE SCORE	3-6	7-13	14-17	18+
DESCRIPTION	Below Average	Average	Above Average	Superhuman
COMMON MODIFIER <i>(if no other applies)</i>	-1	+0	+1	+2

STRENGTH - A high Strength gives all Adventurers bonuses to attacks and damage in close combat. Strength is the Prime Attribute for many in the Tough Class.

STRENGTH SCORE	3-6	7-13	14-17	18+
CLOSE COMBAT HIT MODIFIER	-1	+0	+1	+2
CLOSE COMBAT DAMAGE MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

DEXTERITY - A high Dexterity improves an Adventurer’s defense (Armor Class) and gives bonuses when attacking with Ranged weapons such as thrown weapons, bows and firearms. Dexterity Modifiers also apply to damage delivered with ranged attacks. Dexterity is the Prime Attribute choice for the Tough and Snoop Classes.

DEXTERITY SCORE	3-6	7-13	14-17	18+
RANGED COMBAT HIT MODIFIER	-1	+0	+1	+2
RANGED COMBAT DAMAGE MODIFIER	-1	+0	+1	+2
ARMOR CLASS ADJUSTMENT	+1 [-1]	+0	-1 [+1]	-2 [+2]
ACTION CHECK MODIFIER	-1	+0	+1	+2

CONSTITUTION - A high Constitution grants your Adventurer additional Hit Points. Negative modifiers will not reduce minimum Hit Points gained per level below 0. Constitution is the Prime Attribute for the Hunter Class.

CONSTITUTION SCORE	3-6	7-13	14-17	18+
HIT POINT MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

INTELLIGENCE - A high Intelligence affects the number of languages your Adventurer knows and has a direct bearing on an Occultists ability to affect others with their spells. Occultists may apply their Intelligence Bonus (if any) as a negative modifier to a target's saving throw against any spells they cast. All Adventurers gain fluency in one additional language for every point of Intelligence over 9 they possess. Intelligence is the Prime Attribute for the Occultist Class.

INTELLIGENCE SCORE	3-6	7-13	14-17	18+
SAVING THROW MODIFIER	-1	+0	+1	+2
BONUS OCCULTIST SPELLS*	N/A	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

** May be applied to any level of spells known.*

WISDOM - Faithful may apply their Wisdom Bonus (if any) as a negative modifier to a target's saving throw against any Miracles they bring to bear. Any Adventurer with a Wisdom of 13 or higher receives a +5% bonus to all experience points awards. Wisdom is the Prime Attribute for the Faithful and Snoop Classes.

WISDOM SCORE	3-6	7-13	14-17	18+
SAVING THROW MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

CHARISMA - Any Adventurer with a Charisma of 13 or higher receives a +5% bonus to all experience points earned. Charisma also determines the number of Skilled Assistants the Adventurer may have at any one time (General Laborers can be had by anyone with money, but those with special skills require special handling above and beyond the mere paycheck). Charisma also modifies the loyalty and reactions of all NPCs. Charisma is the Prime Attribute for the Glib Class.

CHARISMA SCORE	3-4	5-6	7-8	9-13	14-15	16-17	18+
LOYALTY & REACTION MODIFIER	-2	-1	+0	+1	+1	+2	+2
SKILLED ASSISTANTS	1	2	3	4	5	6	7
ACTION CHECK MODIFIER	-1	-1	+0	+0	+1	+1	+2

CHOOSE AN ADVENTURING CLASS

Once you've rolled and placed your Attribute Scores, the next step is to determine your Adventuring 'Class.' There are six classes in the base game: Tough, Hunter, Occultist, Faithful, Snoop and Glib. Your Referee may also have additional classes available that they've either created themselves or brought over from another product.

Skyscrapers & Sorcery is designed in such a way that if you wanted to import a character class from another product, it should be easy to do, as long as your Referee is amenable to the idea. The only requirement for choosing a particular Adventuring Class is you must have a minimum score of 9 in the Prime Attribute for the Class.

After choosing your Adventuring Class, be sure to note any experience point bonuses your Adventurer qualifies for. It is based on your Wisdom (possible +5%), your Charisma (possible +5%) and the Prime Attribute for the Adventuring Class you chose (+5% if the Prime Attribute is 13 or higher), for a maximum possible experience point bonus of +15%.

An Adventuring Class does not necessarily reflect the experience and professional training of the individual before they became an Adventurer, it does reflect the focus of their special abilities and the path they will travel on their roads to Adventure, however.



Multi-Class Adventurers

Only available if your Referee agrees to allow multi-class Adventurers. You may choose Two or Three Adventuring Classes for your character to follow.

This has benefits, but costs as well. In order to Multi-Class, the Prime Requisite in each Class must be 13 or higher (and your Adventurer only gains the single +5% experience bonus for having high Prime Attributes).

The experience required to level is the sum of all Adventuring Classes, but your Adventurer gains the better of all available Hit Dice, Base Hit Bonuses and Saving Throws from their Classes. They also get all bonuses for Saving Throws and Action Checks, and all special abilities of the class.

They get the combined (or better) options from weapons training and armor training.

Classes with the same Prime Requisite may be chosen as a multi-class option, but the Prime Requisite must be 15 in this instance.

TOUGH

A natural born warrior, the Tough has a natural ability with dishing out mayhem, whether it be up-close and personal or from a distance. Often found in the front-lines of any group of Adventurers, an experienced Tough is capable of either wading through less-skilled opponents with an ease that appears downright mystical, or delivering deadly, precision attacks.

Prime Attribute: A Tough may choose between Strength and Dexterity for their Prime Attribute. This choice is made at Adventurer creation and may not be changed.

Combat Training: Toughs possess a preternatural affinity with all weapons and armor, even if they have never encountered their like before.

Saving Throws: Their naturally combative nature grants a +2 bonus to all Saving Throws versus Stuns and to avoid the effects of area effect attacks, such as explosions and the like.

Skill Training: Toughs receive a +1 bonus when evaluating and repairing weapons and armor, and in any check involving strategy and tactics.

This improves to +2 at 4th Level and +3 at 9th Level.

Class Abilities: A Tough may choose from one of the following special abilities:

Deadly Focus: A +2 bonus to all damage and attack rolls. Increases to +3 at 5th level and +4 at 9th level

or

Combat Machine: When fighting foes of 1HD or less, a number of extra attacks may be made equal to the Toughs Level +1. At level 5, this increases to foes of 2HD or less and at Level 9, it increases to foes of 3HD or less. Against groups of mixed hit dice, use the HD of the most dangerous foe the Tough is currently capable of attacking. These attacks may be made with any type of armed or unarmed attack.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2200	2	+1	13
3	4400	3	+2	12
4	8800	4	+2	11
5	17600	5	+3	10
6	35200	6	+4	9
7	70400	7	+4	8
8	140800	8	+5	7
9	281600	9	+6	6
10	563200	10	+6	6

SNOOP

Snoops are not simply nosy, they excel at ferreting out hidden information and getting into places where they are not wanted. Snoops often excel at jobs such as detectives (private or otherwise), thieves, spies and the like.

Prime Attribute: A Snoop may rely on either quick reflexes or a keen intellect in the course of their adventuring, and thus, may choose to have either Dexterity or Intelligence as their Prime Attribute. This choice is made when the Adventurer is first created and may never be changed.

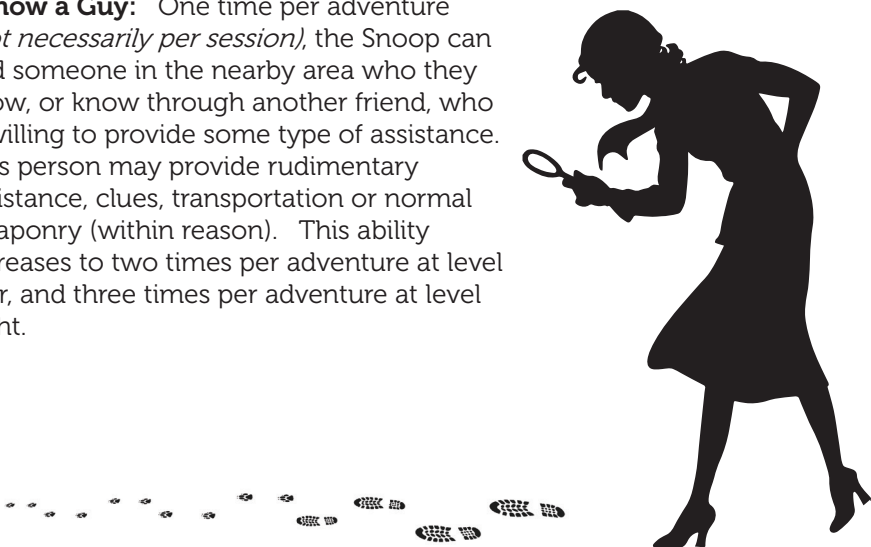
Combat Training: A snoop is limited to wearing Light Armor, and is proficient with 1 handed melee weapons, thrown weapons, revolvers, semi-automatic pistols, crossbows and shotguns.

Saving Throws: A Snoop receives a +2 bonus to Saving Throws to withstand Interrogation and attempts at Deception directed towards them.

Skill Training: A Snoop receives a +1 bonus on any Action Check involving Perception, Interrogation, Opening Locks, or performing Research. This improves to +2 at 4th Level and +3 at 9th Level.

I Know a Guy: One time per adventure (*not necessarily per session*), the Snoop can find someone in the nearby area who they know, or know through another friend, who is willing to provide some type of assistance. This person may provide rudimentary assistance, clues, transportation or normal weaponry (within reason). This ability increases to two times per adventure at level four, and three times per adventure at level eight.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	13
2	1150	2	+0	12
3	2300	2+1	+1	11
4	4600	3	+1	10
5	9200	4	+2	9
6	18400	4+1	+2	8
7	36800	5	+3	7
8	73600	6	+3	6
9	147200	6+1	+4	6
10	294400	7	+4	6



HUNTER

Some folks enjoy camping, some folks are able to tell which way is north if they have a compass, but a Hunter is truly at home in the wilds. They are attuned to the rhythm of the natural world. Often found working as guides, big game trackers, or perhaps they simply prefer to spend as much time away from the big city as possible. A Hunter is a great addition to an Adventuring party.

Prime Attribute: Constitution is the Prime Attribute of the hearty and robust Hunter.

Combat Training: A Hunter is limited to wearing Light Armor, and is proficient with all melee weapons, revolvers, semi-automatic pistols, bows, crossbows, slings and slingshots, rifles and shotguns.

Saving Throws: The robust nature of the Hunter grants them a +2 to saving throws versus poison. They also get a +2 bonus to saving throws to avoid being caught in snares or being entangled.

Skill Training: A Hunter receives a +1 bonus on any Action Check involving Perception, Survival, Tracking and/or any checks to identify or 'read' the mood of animals. This improves to +2 at 4th Level and +3 at 9th Level.

Bagging the Game: Hunters get a +2 bonus to all attack and damage rolls made against normal Animals. At level three this improves to includes any monsters that resemble animals, and at level eight, this increases to a +3 bonus and includes all non-humanoid creatures and animals.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	1600	2	+0	12
3	3200	3	+1	11
4	6400	4	+2	10
5	12800	5	+2	9
6	25600	6	+3	8
7	51200	7	+3	7
8	102400	8	+4	6
9	204800	9	+5	6
10	409600	10	+5	6



FAITHFUL

Empowered by their faith in their beliefs, the Faithful are able to channel the strength of their faith into the form of miracles. Faithful are not of any particular religion, nor, even necessarily, of a religion.

Prime Attribute: Wisdom is the Prime Attribute of the Faithful.

Combat Training: The Faithful are able to use Light and Medium Armor and are proficient in the use of all melee weapons, thrown weapons, bows, crossbows, revolvers, semi-automatic pistols, and shotguns.

Saving Throws: The beliefs of the Faithful grant them a +2 to saving throws against Fear and Charm effects.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1500	2	+0	14
3	3000	2+1	+1	13
4	6000	3	+1	12
5	12000	4	+2	11
6	24000	4+1	+3	10
7	48000	5	+3	9
8	96000	6	+4	8
9	192000	6+1	+4	7
10	384000	7	+5	6

Skill Training: The Faithful receives a +1 bonus on any Action Check involving Occult Knowledge, Religion, and Philosophy. This improves to +2 at 4th Level and +3 at 9th Level.

Smite the Unholy: Faithful gain a +1 to all damage and attack rolls made against undead and demonic creatures. This increases to +2 at level five

Miracles: The Faithful are able to channel their faith into the form of Miracles. The following table shows how many Miracles they may call upon each day and of what power level.

MIRACLE LEVEL					
LEVEL	1	2	3	4	5
1	---	---	---	---	---
2	1	---	---	---	---
3	2	---	---	---	---
4	2	1	---	---	---
5	3	2	1	---	---
6	3	2	2	1	---
7	4	3	2	2	1
8	4	3	3	2	2
9	5	4	3	3	2
10	5	4	4	3	3



OCCULTIST

Undeterred by the notion that there are things Man was not meant to know, the Occultist delves into the depths of Arcane Knowledge and seeks to wield the powers that they find.

Prime Attribute: Intelligence is the Prime Attribute of the Occultist.

Combat Training: The Occultist are able to wear Light Armor only and are proficient with all melee weapons, thrown weapons, crossbows, revolvers, semi-automatic pistols, and shotguns.

Saving Throws: The arcane training of the Occultist provides them with a +2 bonus to saving throws versus Spells and also against the player's choice of Fear or Poison (chosen at Adventurer creation and cannot be changed).

Skill Training: The Occultist receives a +1 bonus on any Action Check involving Scholarly knowledge about obscure subjects, the occult, cultures, and languages. This improves to +2 at 4th Level and +3 at 9th Level.

Magical Training: The Occultist can do any of the following at will (maximum one of the following per round): Create a globe of soft light that illuminates a 5' radius around themselves; Enhance the volume and impressiveness of their voice or the voice of another within 10'; may concentrate and detect the presence of magical auras and read magical writings. No Action Check is required to do any of these effects.

Arcane Spellcasting: Occultists maintain a spellbook and are able to learn and cast magical spells. The following table shows how many Spells they may call upon each day and of what power level. Spells must be prepared beforehand, requiring 10 minutes of study per level of the spell to commit it to memory, or change the spells that the Occultist has prepared.

LEVEL	XP	HD	BHB	ST	SPELL LEVEL				
					1	2	3	4	5
1	0	1	+0	15	2	---	---	---	---
2	2000	2	+0	14	3	---	---	---	---
3	4000	2+1	+1	13	4	1	---	---	---
4	8000	3	+1	12	4	2	---	---	---
5	16000	4	+2	11	5	3	1	---	---
6	32000	4+1	+2	10	5	4	2	---	---
7	64000	5	+3	9	6	4	3	1	---
8	128000	6	+3	8	6	5	4	2	---
9	256000	6+1	+4	7	7	5	4	3	1
10	512000	7	+4	6	7	6	5	4	2

GLIB

Fast talking, quick thinking, social manipulators. All of these and more describe the typical Glib. Confidence men, politicians, shysters and the like often find a talented Glib amongst their number. A Glib in the Adventuring party can be a useful addition when you are faced with recalcitrant NPC's with whom you would rather avoid violence.

Prime Attribute: Charisma is the Prime Attribute for the Glib.

Combat Training: The Glib typically prefer to avoid combat, but are still able to handle themselves in a tight situation. Light Armor is the only armor allowed them, but they are proficient in all 1 handed melee weapons, thrown weapons, revolvers, semi-automatic pistols, shotguns, crossbows, and sub-machine guns

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1500	1+1	+0	13
3	3000	2	+1	12
4	6000	2+1	+1	11
5	12000	3	+2	10
6	24000	3+1	+3	9
7	48000	4	+3	8
8	96000	4+1	+4	7
9	192000	5	+4	6
10	384000	5+1	+5	6

Saving Throws: The necessity of living life ready to react quickly to changing social situations reflects itself in a Glib receiving a +1 bonus to all saving throws made when interacting with another humanoid being.

Skill Training: The Glib receives a +1 bonus on any Action Check involving Persuasion, insight into the motives of others and Languages. This improves to +2 at 4th Level and +3 at 9th Level.

Silver Tongued: The Glib has the ability to place one or more intelligent beings into a trance-like state with the sound of their voice. The Glib may affect a number of beings equal to their HD +1. The target must be able to see and hear the Glib and if they fail a Saving Throw, they will be enraptured by the spiel coming from the Glib, even if it is sheer nonsense. The distractions posed by nearby combat or other dangers will give the target a +2 bonus to their saving throw. Glib may use this ability one time per day for every three levels of experience or fraction of that they possess, and must continue speaking to maintain the effect.

Alternately, the Glib may use this ability to inspire companions and allies, granting them a +1 bonus to all rolls (including attack and damage), for the duration of their speech. This may be used to affect a number of allies equal to half the Glib's Charisma score + 1 additional ally per three levels the Glib possesses.

CAREERS

As mentioned previously, Adventuring Classes are not necessarily indicative of what the Character did before becoming an Adventurer (or during their non-adventuring hours). Your Adventurer did not simply spring fully formed from the forehead of Zeus or Cthulhu or any other entity (well, except for actually springing forth fully formed from the minds of the player, but I'm talking about in the game, not reality. No, really, that's what I'm trying to do here. Oh, where were we?)

They had lives and, most likely, jobs prior to succumbing to the siren call of the madness known as Adventuring. This background information can come in handy with granting bonuses to Action Checks that may have some bearing on tasks the Adventurer is attempting.

Each Adventurer gets three ranks they may place into any background career they desire (and the referee approves, check before you list your Adventurer as having been a designer of World Destroying Space Stations that look like Small Moons and be sure it's acceptable), and may have up to three careers prior to Adventuring. 1 rank indicates that your Adventurer was a trained professional in the career; 2 ranks indicate expertise and someone with 3 ranks is a noted master in the career. These Career ranks can be added to Action Checks that the player and referee agree have some relation to the task being attempted.

Example: Mason's Adventurer, the Tough (STR based), Tyrone Masters, was a Musician (2 ranks) and an Electrical Engineer (1 rank) before becoming an adventure. His party finds a strange rifle, that they saw being used to fire what appeared to be lightning bolts. Although Tyrone can easily fire the weapon, being a Tough, he's interested in determining it's power source. Tyrone gets a +1 for Action Checks involving examining weapons, and because of his prior Career as an Electrical Engineer, the referee allows him to add the ranks from that career to the Check as well.

Example Careers (this is by no means a comprehensive or exhaustive list)

Actor	Engineer	Rancher
Artist	Farmer	Sailor
Athlete (type)	Firefighter	Scholar
Aristocrat	Laborer (type)	Scientist
Burglar	Lawman	Singer
Con Artist	Mechanic	Soldier
Craftsman (type)	Merchant	Spy
Detective	Musician	Telephone Operator
Domestic Servant	Physician	Veterinarian
Drifter	Pilot	Welder
Driver	Priest	Woodworker
Electrician	Rancher	Writer

ACTION CHECKS

Rather than trying to have an exhaustive list of skills, the Adventurer can pretty much attempt any action they wish to try. Success or failure on an action can either be automatically determined by the referee based upon the situation and the description of what the Adventurer is doing, or, if needed, a roll of the dice can be made. Action Checks should only be made when there is some urgency to the action, whether pressed for time because enemies are approaching, or the ledge your Adventurer is standing on as she tries to pick the lock on a door is crumbling, that type of thing. Assume that any normal action, or any action that make sense based upon the Adventurer's Class and/or prior Career can reasonably be performed, given enough time and the proper resources.

Should a dice roll be called for, it is a simple procedure; Roll two six-sided dice, add them together along with any applicable modifiers, and should the results total 9 or higher, the roll succeeds.

In our previous example, Tyrone was attempting to determine the power source of the strange lightning rifle the party found. Normally, with a few hours of quiet study, this would be a given for Tyrone.

Unfortunately, he has decided that he needs to know the power source as an angry mob of goblins are trying to break open the door and the ground begins to shake as the secret volcano lair of the Goblin Mad-Scientist nears the end of its self-destruct countdown Tyrone started.

Mason rolls 2d6, getting a 4 and a 3, for a roll of 7. Fortunately, Tyrone gets a +1 because he is a Tough examining a weapon, and another +1 because he has a career in Electrical Engineering, bringing his total to 9.

This allows Tyrone to find the panel on the gun that holds the sliver of Miraculium, a rare mineral that the Referee mentioned in passing earlier that would be needed to open the only other door that will get the party out of the lab without having to face erupting volcanoes and hordes of angry Goblins.



SAVING THROWS

Quite often, during the course of Adventuring, a hazardous situation, an incoming spell, the explosion of a hand grenade or some other issue will occur that will cause the Referee to ask for a 'Saving Throw.'

Every Adventurer has a Saving Throw number (ST in the Class experience table). To make a Saving Throw, roll one d20 and add or subtract any appropriate modifiers. If your final result is equal to or higher than the ST number for your current Level and Class, you have succeeded.

Success may indicate that your Adventurer has avoided the hazard completely, or it may mean that they only take a lesser effect. For instance, if your Adventurer succeeds on a Saving Throw to avoid the effects of a fireball spell or a hand grenade, a success will usually mean they take Half Damage, rather than full damage.

As Adventurers progress in levels, the number they need to roll for Saving Throws lowers, reflecting the relative ease with which experienced and savvy Adventurers can manage to avoid serious harm.

HIT POINTS

Hit Points (HP) represents the amount of stress and damage an Adventurer can withstand before becoming seriously wounded and in danger of dying. All Adventurers have 3 +/- Constitution Modifier Hit Points prior to becoming a First Level Adventurer. This number remains static, even though the additional hit points gained through experience may fluctuate.

All Hit Points are rolled with a number of d6 (+ CON modifiers, if any), as shown in the Hit Dice (HD) column of the experience table for their Class. Hit Points are re-rolled at each level, possibly resulting in a lower total for a level than was had before. This represents the wear and tear that an Adventurer takes over the course of their adventures, and reflects that they may be recovering from some serious injuries.

Players may, rather than rolling the dice, opt to take 3HP per HD instead of trusting to fate.

Tyrone, who has a Constitution of 15, giving him a +1 bonus to Con, began life with 4 Hit Points. Being a Tough he starts level one with 1+1 HD. He takes his chances with the dice and gets fairly lucky, rolling a 4. This gives him 4+1, with an additional +1 for his CON, earning him an additional 6 Hit Points. So at level one, Tyrone has a total of 10 Hit Points.

LANGUAGES

The Adventurers will all begin speaking English (or whatever Language the referee decides is primary to their game), and one additional language for every point of Intelligence over 9 that they possess.

Sara Dashiel, with her Intelligence of 16, having been raised in the Deep South of the USA, speaks English, and due to her Intelligence, has picked up six additional languages throughout her travels and education. Her player chooses Spanish, Hebrew, Arabic, German, Russian, and Hindi. This gives her a nice array of languages to choose from.

Unless otherwise noted by the Referee, players may choose their languages. If they would prefer to roll randomly, or the Referee so chooses, the table below may be used.

D20 ROLL	1D6 ROLL			
	1	2-3	4-5	6
1	Gaelic	Norwegian	Hungarian	Cherokee
2	Berber	Korean	Nepali	Burmese
3	Vietnamese	Afrikaans	Dutch	Uzbek
4	Italian	English	Spanish	Swedish
5-6	Japanese	French	German	Arabic
7-8	Greek	Portuguese	Turkish	Hindi
9-10	Persian	Russian	Polish	Hebrew
11-12	Malay	Mandarin	Cantonese	Ukrainian
13-14	Serbian	Haitian	Bulgarian	Zulu
15-16	Croatian	Creole	Thai	Bantu
17	Bengali	Romanian	Somali	Kurdish
18	Urdu	Chinese Dialect	African Dialect	Aramaic
19	Quechua	Javanese	Rapa Nui	Maori
20	Nahuatl	Navaho	Cree	Aleut

This is by no means a complete or necessarily linguistically accurate set of languages for our modern world, but it works fine for the world of Skyscrapers & Sorcery. Should the player wish knowledge of a language not listed here, or the Referee prefer more detail to the languages available, feel free to make the modifications desired.

STARTING EQUIPMENT

All Adventurers start have a home of some kind, comparable to their background and careers, and all of the general things that one accumulates in a home. If they have access to it and the Referee agrees that it is a reasonable item, then it can likely be found in their home.

TRANSPORTATION:

Roll 1d6 on the table below and the result reflects what type of transportation and/or vehicle(s) the Adventurer may have available to them.

D6 ROLL	VEHICLE TYPE	NOTES
1	New, Utilitarian	Choose a vehicle that costs \$800 or less from the vehicles list. It is brand new and fully paid for
2	Used, Junker	Choose a vehicle that costs \$700 or less from the vehicles list. It is 3d6+2 years old, but is fully paid for. It requires \$3d6 in repairs every month, however, to keep running
3	None	Your Adventurer does not own a vehicle, but has a Bus or Train Pass that allows one free trip per week to any location the Bus or Train goes.
4	Used, Utilitarian	Choose a vehicle that costs \$800 or less from the vehicles list. It is 2d6+2 years old, but is fully paid for.
5	Used, Fancy	Choose a Vehicle that costs \$1,500 or less from the vehicle list (or two that cost \$800 or less). The vehicle(s) are 2d6+2 years old, but are fully paid for.
6	New, Fancy	Choose a Vehicle that costs \$1,500 or less from the vehicle list (or two that cost \$800 or less). The vehicle(s) are brand new, but are fully paid for.

COMMON ADVENTURING GEAR

All Adventurers start with the following items:

- Backpack or Duffel Bag
- Knife or Dagger
- 1d3+2 Changes of clothing, appropriate to status and background.
- If the Adventurer has a Career with a ranking of 2 or 3, then they have appropriate tools for that career (may or may not be portable, depending upon the career).
- \$4d6x10
- Any one 'kit' from the Kits list
- Any eight items, including weapons and armor valued at \$150 or less

KITS

The following are pre-packaged kits available to Adventurers. For the expenditure of \$150 (or one choice from the eight items the Adventurer may choose), a kit may be upgraded to a 'Master' version, granting a +1 to Action Checks appropriate to the kit. (A cost to purchase is listed)

Burglar Kit - 30' Rope, Climbing Harness, Crowbar, Folding Grapnel, Black Clothing, including a mask and gloves, Glass Cutter, Suction Cup, Lockpicks, Small tin of machine oil. (\$125)

Camping Kit - Machete, Compass, 2-Person Tent, Sleeping Bag, Mess Kit, Canteen, 30' Rope, 10' x 10' Ground Tarp, Binoculars (\$100)

Cold Weather Kit - Polarized Goggles, Snowshoes, Skis, Ski Poles, Woolen Underclothing, Hooded Parka, Heavy Gloves (counts as light armor when worn), Ice Axe (\$150)

Climbers Kit - 100' Rope, Climbing Harness, Pitons, Crampons, Climbers Hammer/Pick, Gloves, Knee and Elbow Pads (\$100)

Demolitions Kit - Blasting Caps, Coils of Wire, Detonation Plunger, Wire Cutters, Timers, Electrical Tape, Duct Tape (\$150) (Explosives separate)

Disguise Kit - Makeup, Wigs, Fake Mustaches and Beards, Facial Putty, Dental Prosthetics (\$150)

Forgery Kit - Assorted Pens, Pencils and Papers, Stencils, Seal Stamps, Wax for Impressions, Small Carving Knives. (\$150)

Investigator Kit - Magnifying Glass, Tweezers, Plastic Bags, Pocket Notebook, Pencil, Fingerprint Kit, Small Microscope, Lockpicks. (\$150)

Physician Kit - Bandages, Surgical Instruments, Sutures, Hypodermic Needles, Common Pharmaceuticals, Small Bottle of Alcohol. (\$150)

Researcher Kit - Journal, Pens and Pencils, Penknife, Camera with Flash and Extra Film, Magnifying Glass, Dictionary (\$150)

Swim Kit - Flippers, Swim Mask, Snorkel, Dive Knife, Swimming Suit, Speargun (\$150)

EQUIPMENT LISTS - ALL PRICES IN DOLLARS

FIREARMS

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Derringer [†]	1d6-1	1	10	1 or 2	1	20
Light Revolver	1d6	2	50	6	1	50
Revolver	1d6+1	2	50	6	2	75
Heavy Revolver	1d6+2	2	30	6	3	120
Light SA Pistol	1d6-1	2	50	8	1	75
Semi-Auto Pistol	1d6	2	75	12	2	120
Heavy SA Pistol	1d6+1	2	50	10	3	150
Submachine Gun [†]	1d6+1	2	50	20	4	500
Bolt Action Rifle Lever Action Rifle	1d6+2	1	150	4	5	150
Semi-Auto Rifle	1d6+2	2	150	8	5	200
Shotgun, Dbl-Barrel	1d6+3*	2	30	2	4	100
Shotgun, Pump	1d6+3*	1	30	5	5	120
Shotgun, SA	1d6+3*	2	30	5	5	200
Assault Rifle [†]	1d6+2	2	150	30	7	1500
Big Game Rifle	2d6+2	1	300	5	10	2000
Flamethrower [‡]	1d6/rd	1	30	10	15	200
Rocket Launcher [¶]	4d6	1/2	200	1	15	250

EXPLOSIVES

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Fragmentation [¶]	3d6	1	25	---	1	20
Flash-Bang [¶]	Stun	1	25	---	1	10
Smoke	Smoke	1	25	---	1	10
Incendiary [¶] + [‡]	2d6	1	25	---	1	20
Dynamite [¶]	1d6/stick	1	15	---	1	15
Plastic Explosives [¶]	1d6+2/ charge	1	---	---	1	50

OTHER WEAPONS

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Bow	1d6	2	60	1	4	50
Axe, Hatchet	1d6	1	4	---	3	10
Axe, Fire/Wood	1d6+2	1	---	---	6	20
Brass Knuckles [†]	1d6	1	---	---	1	10
Club / Ballbat [†]	1d6	1	---	---	3	10
Crossbow	1d6+1	1	80	1	5	60
Knife/Dagger	1d6-1	1	4	---	1	15
Machete	1d6	1	---	---	2	10
Nightstick	1d6	1	---	---	2	14
Sling/Slingshot [†]	1d6	1/2	30	1	---	2
Spear	1d6	1	10	---	5	15
Speargun [†]	1d6+1	1/2	30 ^w	1	3	50
Staff	1d6	1	---	---	5	10
Sword	1d6+1	1	---	---	3	100
Sword-Cane	1d6	1	---	---	3	120
Unarmed Attack	1d6-2	1	---	---	---	---
Whip	1d6-1	1	4	---	2	10

Weapon Notes

[†] Can fire a 5-bullet bursts as one attack, +2 to-hit, x2 damage.

¶ Explosive damage affects all in a 5' square and 1d6 less to adjacent 5' squares too, and so on until there are no more damage dice left. Half damage with Saving Throw.

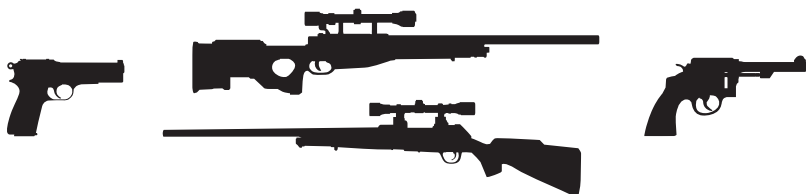
§ Catches targets on fire (unless a Saving Throw is made) for 1d6 damage per round until put out.

[†] These weapons can be used by any class; no training needed.

* Shotgun damage decreases by 2 per range increment

^w Speargun range is for under water. Half the range and -2 to hit out of water

Weapons taken as part of the initial eight items selected include a holster/scabbard as appropriate and ranged weapons come with 20 rounds of the appropriate ammunition.



ARMOR

ARMOR TYPE	AC	WGT	COST	EXAMPLES
Light Armor	-2 [+2]	5	100	Leather Coat, Ballistic Vest, Studded Leather Armor
Medium Armor	-4[+4]	10	250	Reinforced Leather Overcoat, Chain Armor, Flak Jacket
Heavy Armor	-6[+6]	20	800	Plate Armor, Bomb Disposal Suit

SHIELDS

SHIELD TYPE	AC	WGT	COST	EXAMPLES
Shield ^T	-1[+1]	4	10	Buckler, Round Shield
Large Shield ^T	-2[+2]	8	25	Knight's Shield, Tower Shield

AMMUNITION

ITEM	COST	WGT	NOTES
Handgun Ammo	10	1	Boxes of 50
Rifle Ammo	20	2	Boxes of 50
SMG Ammo	50	2	Boxes of 40
Assault Rifle Ammo	100	2	Boxes of 60
Shotgun Ammo	10	1	Boxes of 20
Big Game Rifle Ammo	75	2	Boxes of 50
Flamethrower Fuel	100	4	Fuel Tank good for 10 rounds
Rocket Launcher Rockets	100	10	Price Each
Arrows	5	1	Box of 10
Crossbow Bolts	5	1	Box of 10
Sling Bullets	5	1	Box of 20
SPECIAL AMMUNITION			
Armor Piercing	x2	---	+2 to Hit, -1 Damage
Hollow Point	x2	---	-2 to Hit, +2 Damage
Non-Lethal (rubber bullets, beanbag rounds)	x1.5	+1	Target takes 1 point of Damage and must make a Saving Throw or be Stunned for 1d6+1 rounds.

WEAPON ACCESSORIES

ITEM	COST	WGT	NOTES
Scope	50	1	+1 to Hit on Aimed Shots. Increase Range by 50% for Aimed Shots
Weapon Mounted Flashlight	10	1	Frees up a hand and provides light as per standard flashlight
Shoulder Holster	10	1	Allows concealment of revolvers and semi-auto pistols under jackets and coats.
Weapon Case	10	1	Hard or Soft Shelled carrying case for weapon and ammunition
Belt Holster	5	1	Holster for handgun or scabbard for 1 handed melee weapon
Extra Magazines	2	---	Replacement Magazines for Semi-Auto Pistols, SMGs, SA Rifles, Assault Rifles (<i>not interchangeable, just the same price</i>)
Speed Loaders	2	---	Allows reloading of revolvers as one action.
Extended magazines	10	---	Increase Ammo Capacity by 50%
Suppressor	50	1	Reduces the sound of a shot, giving a penalty to Action Checks to hear the shot a -2 penalty

LUGGAGE AND CONTAINERS

ITEM	COST	WGT	NOTES
Backpack	10	2	Soft Military style pack
Duffle Bag	5	2	Large Duffle with cross body strap
Garment Bag	1	---	Holds 1 to 2 outfits with a minimum of wrinkling
Suitcase	15	2	Hardbody suitcase with locks
Briefcase	5	1	Leather Briefcase with locking clasp
Trunk	10	5	Large (4' x 3' x 3') Steamer-style trunk with lock
Framepack	25	3	Large backpack with frame. Reduces effective weight of contents by 75%
Purse or Messenger Bag	10	1	Crossbody bag for holding smaller items.

CLOTHING

ITEM	COST	WGT	NOTES
Business Wear	100	2	3 Piece Suit with necktie or Nice Dress/Skirt outfit with jacket
Casual Wear	20	2	Jeans or Khakis with casual shirt
Formal Attire	250	2	Tuxedo or Evening Gown
Fatigues	25	2	Military Style Fatigues
Coat	25	2	Outerwear, for cool weather
Jacket	10	1	Lighter weight outerwear, windbreaker style
Overcoat	75	2	Long Overcoat, typically worn over Business or Formal Wear
Parka	50	2	Heavy, insulated coat for cold weather
Casual Footwear	15	1	
Dress Footwear	25	1	
Formal Footwear	50	1	
Rugged Footwear	25	2	Combat or Hiking Boots
Belt	2	---	
Necktie or Bowtie	2	---	
Thermal / Wool Underclothes	10	1	Insulated shirt and long underwear

MISCELLANEOUS EQUIPMENT

ITEM	COST	WGT	NOTES
Film Camera	50	1	20 photos to a roll of film
Color Camera Film	2	---	For Film Cameras - 20 photos per roll
B&W Camera Film	1	---	For Film Cameras - 20 photos per roll
Disposable Camera	3	---	20 photos per camera
Instant Camera	5	1	Feeds out square photo that develops over a 2 minute period
Instant Camera Film Cartridge	2	---	10 photos per cartridge
Portable Telephone	150	1	Requires Service Contract (\$100/month)
8mm Movie Camera	50	3	Battery Powered (4 hours per battery)

ITEM	COST	WGT	NOTES
8mm Color Movie Film	5	---	2 hours of film
8mm B&W Movie Film	3	---	3 hours of film
8mm Camera Battery	5	1	Spare Battery (4 hours) / Rechargeable
Walkie-Talkie	25	1	10 mile range, 4 channels
Walkie-Talkie, Military Grade	150	2	25 mile range, 8 channels
Bolt Cutters	5	1	
Duct Tape	10	1	50' per roll
Electrical Tape	1	---	100' per roll
Fake ID	100	---	Illegal to possess
First Aid Kit	5	1	1 use - Allows Action Check to restore 1d6 hit points
Musical Instrument, Small	10	1	Flute, Harmonica, Jaw Harp, Etc.
Musical Instrument, Med.	20	3	Violin, Guitar, Trumpet, Etc.
Musical Instrument, Large	50	8	Cello, Bass Drum, Tuba, Etc.
Musical Instrument, Huge	100	20	Drum Set, Piano, Organ, Etc.
Handcuffs	5	---	Steel, with key
Lockpicks	50	---	Allows Action Checks to open locks without Penalty
50' Rope	10	3	Will support up to 500 pounds
Climbing Harness	10	1	When used with ropes, gives +1 to Saving Throws against falling if a climbing Action Check is failed
Pitons (10)	10	10	Metal Spikes for Climbing or blocking doors open or closed
Metal Detector	20	8	Searches for metal objects under ground and/or debris



ITEM	COST	WGT	NOTES
Blasting Caps (10)	20	---	Used to detonate explosives
Detonator, Timer	5	---	Set a delay for explosives of 1 second to 10 minutes for explosives
Detonator, Wired	2	---	Used in Conjunction with Plunger Detonator
Plunger Detonator	2	2	Sends a signal to a wired detonator
Flashlight	5	1	Creates a cone of light, bright out to 20' x 10' wide. 12 hours (4 batteries)
Lantern, Battery	10	3	Creates a sphere of bright light in a 15' radius. 12 hours (block battery)
Lantern, Oil	5	4	Creates a sphere of bright light in a 10' radius. 1 Pint of fuel lasts 8 hours
Batteries	1	---	Set of four Batteries
Block Battery	4	1	Boxlike Battery with terminals. Approximately 10" x 4" x 4"
Pint of Fuel Oil	2	1	Small metal container of fuel oil
Portable Stove	5	5	Two Eye, oil powered cook stove
Mess Kit	1	---	Combined Plate, Bowl, Utensils and collapsible cup
Canteen	1	1	Holds one quart of liquid
Flask	1	---	Holds one pint of liquid
Tent, 2 person	10	10	Sleeps two comfortably
Tent, 4 person	50	25	Includes stakes and ropes
Sleeping Bag	10	2	
Sleeping Bag, Arctic	25	3	For near to below freezing conditions
Personal Hygiene Kit	2	1	Keep yourself clean and healthy at home and in the field.



TRANSPORTATION

There are a myriad different types of vehicles in the world. A few basic ones are listed here. The following information applies to all vehicles.

Passengers - Each vehicle will have two ratings for passengers. The first number is the minimum number of crew needed to operate the vehicle. The second number is how many additional passengers the vehicle will hold in reasonable comfort and safety.

Cargo - Most vehicles have at least a small space for some type of cargo. Whether the trunk of car or the trailer of a transfer truck, there is a bit of space to store things. This is measured in cubic feet (cf).

Armor Class - Vehicles have an armor class, just like Adventurers. Standard civilian vehicles do not typically have a very high Armor Class. Even moving vehicles are also somewhat easier to hit than a moving person. Armor plating can be added to standard vehicles.

Hit Points - As vehicles get hit by weapons fire or crash into obstacles, they will take damage. When a vehicle reaches 0 or fewer hit points, it is inoperable and beyond repair.

Control - The control score is a modifier that applies to Action Checks associated with operating that vehicle. Some vehicles handle better than others.

Speed - The speed listed is the maximum speed of the vehicle. Most operations of the vehicle will be performed at half or less of the maximum speed, unless otherwise specified.

Cost - The standard cost in dollars of a brand new off the lot model. A used vehicle will usually cost less, but a luxury version may cost more. A vehicle can often be rented at one tenth it's listed cost per week, but a deposit equal to one quarter of the vehicle's value must be paid up front, subject to return depending upon the condition of the vehicle.



WHEELED VEHICLES

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Dirt Bike	1 (+1)	0	80	+1	8	250
Motorcycle	1 (+1)	0	120	+2	12	500
Compact Car	1 (+3)	4 cf	110	+0	15	500
Midsize Car	1 (+4)	12 cf	140	+1	25	800
'Muscle' Car	1 (+3)	10 cf	160	+2	35	900
Sports Car	1 (+1)	8 cf	200	+3	18	1100
Luxury Car	1 (+4)	15 cf	160	+0	30	1200
Limousine	1 (+7)	20 cf	160	-1	45	2000
Military Jeep	1 (+3)	6 cf	100	+0	25	500
SUV	1 (+5)	30 cf	160	-1	40	1200
Minivan	1 (+7)	30 cf	100	-1	25	900
Full Sized Van	1 (+9)	50 cf	100	-2	30	1200
Pickup Truck	1 (+1)	64 cf	100	-1	30	600
Box Truck	1 (+1)	300 cf	100	-2	30	1200
Semi Truck Cab	1 (+1)	4 cf	100	-2	60	2500
Semi Trailer (requires cab)	0	3200 cf	---	add'l -1	30	800
Passenger Bus	1 (+80)	400 cf	110	-3	90	3000

Airborne Vehicles

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Helicopter	1 (+3)	24 cf	200	+0	20	2500
Cargo Helicopter	1 (+5)	300 cf	200	-1	35	5000
Single Prop Plane	1 (+1)	120 cf	350	+0	20	1500
Dual Prop Plane	1 (+9)	200 cf	400	+0	35	2500
Small Jet Plane	1 (+15)	200 cf	550	+1	35	5000
Cargo Plane	2 (+10)	5000 cf	400	-1	50	4000

AQUATIC VEHICLES

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Canoe	1 (+3)	4 cf	8	-1	4	50
Jon Boat	1 (+5)	8 cf	20	+0	6	75
Sailboat	1 (+11)	60 cf	80	-1	12	250
Speedboat	1 (+5)	30 cf	120	-2	20	800
Yacht	3 (+20)	1200 cf	100	-1	70	3000

Vehicle Modifications

Vehicles can be modified if an Adventurer so desires and possesses the skill, knowledge or the funds and access to someone with the skill and knowledge. Any Modifications made (successfully) by the Adventurer can be made for half the listed price, to account for not having to pay someone else for labor.

Vehicle Modification Terms

Cost - Listed in Dollars or in a fraction or multiplier of the base (new) cost of the vehicle, i.e.; cost, quarter, half, double, triple, etc.

(If a vehicle costs \$1000 new and the Cost is listed as cost, then the upgrade costs \$1000 as well, double would be \$2000, well, you get the picture.)

Time - The average time in 8-hour work days the modifications take to effect. The time can be cut in half by tripling the price.

MODIFICATION	COST	TIME	NOTES
Amphibious	cost	24	Allows ground vehicles to float, and water vehicles get wheels
Self Sealing Tires	200/tire	---	Cannot benefit from do it yourself. Tires will re-inflate 1 round after puncture. +2 HP per tire to the vehicle
Heavy Armor	triple	5	Provides vehicle armor of -6 [+6], but subtracts 2 from the vehicles control rating
Light Armor	cost	1	Provides vehicle armor of -2 [+2]
Medium Armor	double	3	Provides vehicle armor of -4 [+4], but subtracts 1 from the vehicles control rating
Offroad Package	half	4	Removes offroad penalties from standard vehicles or gives +1 to vehicles designed for offroad use
Performance Kit	half	2	May purchase up to four times. Each time increases control rating by 1
Self Destruct	cost	1	Causes 5d+4 explosive damage. Saving Throw for half damage
Communications	250	1	50 mile range, 10 frequency channels

This is by no means a comprehensive equipment list, but it will give the players and the referee a good reference on the average cost of various goods in the world of Skyscrapers & Sorcery.

ARCANE MAGIC

Occultists are able to learn and cast arcane magical spells and rituals. They have a limited number of spells that they may prepare at one time, based upon the level of experience of the Occultist and the power level of the spell. An Occultist may prepare a number of spells of a particular difficulty level equal to the number of spells he can cast that day. An Occultist must have at least one hand free for spellcasting, and be able to speak and move. If any of these conditions are not met, they will be unable to cast the spell.

For instance, Sara Dashiel, a level four Occultist, can prepare 4 first level spells, and 2 second level spells. She stumbled across an abandoned arcane library early in her adventuring career and has managed to accumulate a total of 9 first level spells, 5 second level spells and 3 third level spells into her spellbook. She has to decide which 4 first level spells and which 2 second level spells that she want to have prepared for the day, and the third level spells will have to wait until she reaches level five, at which time she will be able to memorize 1 level three spell as well.

Prepared Spells

Occultists have a number of spells per level that they may prepare ahead of time for instant casting. Any prepared spell may be chosen, expending one slot per spell. Prepared spells are not 'lost' after casting and may be cast multiple times, as desired. To regain the use of the 'slots' used requires the Occultist to spend four hours in either quiet meditation or comfortable sleep.

Changing Prepared Spells

Prepared spells may be changed by spending 5 minutes per level of the spell being prepared in study. The Occultist must have their spellbook on hand in order to change prepared spells, but it is not necessary for casting spells that are already prepared.

Learning Spells

Occultists start play knowing 1d3 first level spells of their choice and automatically gain knowledge of one random spell when they gain the ability to cast spells of a new power level (*they gain one random 2nd level spell at level 3, one random 3rd level spell at level 5, etc.*).

Learning additional spells after character creation involves either finding a teacher or a source of information about that spell (tome, etc.) and making a successful Action Check to learn the spell.

If the spell is of a power level the Occultist can prepare, there is no negative modifier to the Action Check. However, if the spell is of a level the Occultist is unable to prepare, the level of the spell is applied as a negative modifier to the Action Check.

Should the caster fail when making this check, he cannot check again until he has gained a level of experience. Rolling an unmodified 2 on the check means he can never learn that spell from this particular source, and must seek out a new teacher or copy of the spell, after he has gained a level of experience.

To learn a new spell requires 16 hours of instruction per level of the spell, or twice that if attempting to learn from a written source or from research.

Teachers, if willing to teach a spell at all, will typically charge \$100 per level of the spell, although some might be willing to teach in exchange for a favor of some type (referee's option).

Ritual Casting

Occultists can use their spellbooks to cast any spell they have learned as a ritual. Ritual casting involves complete concentration (no other actions may be taken, slow movement of only up to five feet per round is allowed), and the spell must be pronounced in a loud, clear voice, accompanied by intricate hand gestures.

Ritual Casting requires thirty minutes per level of the spell being cast, so high level Rituals can take hours to complete. At the end of the Ritual, a successful Action Check must be made to activate the spell. As with learning a spell, if the spell is of a level higher than the Occultist can prepare, they have an Action Check penalty equal to the level of the spell.

'Bonus' Spells

Occultists with exceptional Intelligence are able to cast more spells in a day than the average. These bonus spells (+1 for INT 14-17; +2 for INT 18+) may be used by the Occultist for casting any power level spell they are able to prepare.

For example: Sara, from our earlier example, can prepare 4 first level and 2 second level spells. Due to her Intelligence of 16, she has access to one 'bonus spell' per day. During a combat with a clan of ill-tempered Ogres she stumbled across during her trip through lower Appalachia, she has used all four of her first level and both of her second level spells, when the matriarch of the Ogre Clan steps out of the cabin door holding a double barreled shotgun in her hands. Sara can use that bonus spell to either cast a first level spell OR a second level spell, but at that time she will be well and truly out of spells until such time as she meditates or rests. Fortunately, Sara also carries a large revolver for situations such as this.

FIRST LEVEL OCCULTIST SPELLS

Alarm Range: 1 mile / level Duration: 4 hours + 1 hour/level

The Occultist designates an anchoring spot for the Alarm spell, and will be aware of anything larger than a rat that comes within 30 feet of that spot for the duration. The Occultist can concentrate and see and hear whatever is within range of the Alarm anchor point.

Arcane Signature Range: Touch Duration: Until dispelled

Creates a unique magical mark, invisible to the untrained eye (requires the ability to see magical energy). Typically used to identify items belonging to an Occultist or to mark territory.

Control Sentient Range: 120' Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence and will follow directions given them as if the caster were their only true friend.

Detect (type) Range: INT miles Duration: special

The Occultist must declare what it is he wishes to detect upon casting this spell (gold, undead, dogs, rare books, cigars, etc.) If the item is within INT feet of the caster, she will know immediately where it is. If it is farther away, but within range, she will get a general sense of direction and distance, and become aware of when the object is within INT feet. Unless a specific object is designated, the spell will locate the largest/most powerful concentration of the object within range.

Heightened Awareness Range: Touch Duration: 1d6 x 10 minutes

The target of this spell receives a magical boost to their senses, granting them a +2 to all perception related Action Checks for the duration and allowing them to go first in combat without having to roll for initiative.

Hold Portal Range: INT x2' Duration: 2d6 minutes

This spell magically holds a door, window, lid, or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell effect with a successful Action Check to open the portal.

Intangibility Range: Self Duration: 1d6 rounds

The Occultist becomes intangible for the spell's duration, but is unable to move or interact physically with the world around him. The caster is immune to physical damage for the duration, but energy attacks (electrical, fire, etc.) will still do them harm.

Literacy Range: Self Duration: 30 minutes / level

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown non-magical languages. It is especially useful for treasure maps. This spell does not translate magical scripts or the spoken word.

Memory Stream Range: Self Duration: 1d3+1 Minutes

The Occultist is able to hear and see a montage of past impressions and sensory data from immediate area. The Adventurer has no control over what information comes to their mind, but the strongest, most significant memories attached to the area (Referee's discretion) will leap to mind most strongly. The Occultist is unable to move or act while receiving the Memory Stream, and must, at the end of the duration, make a Saving Throw or be knocked unconscious for 1d3+1 minutes, overcome by the information they received.

Night Vision Range: Special Duration: Until Sunrise

This spell grants the Occultist and 1d6+1 additional designated targets (must be within 30' at the time of casting) the ability to see in up to complete darkness as if it were daylight (albeit in shades of gray) until the next sunrise.

Pedantic Overload Range: 60 ft. Duration: 1d3+1 minutes

Forces the target to stop everything, drop their defenses and begin to involuntarily recite everything they know about one particular mundane subject. A successful Saving Throw results in the target being slightly distracted for 1d3 rounds (-2 to attacks and Action Checks)

Power Leech Range: Touch Duration: Instantaneous

Caster gains 1 hit point per each of 1d6+level 'hours of power' drained from any energy power source or device they can touch. This causes any attached devices to 'gray out' and flicker as they lose power.

Protective Ward Range: Self Duration: 1 hour / level

Creates a magical field of protection around the caster to block out all beings who bear ill intent towards the caster, causing them to suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

Regenerating Tissue Range: Touch Duration: Special

The Occultist can touch a wound, causing it to slowly regenerate. 1d6 hit points, plus an additional 1 hit point per caster level will return to the target at a rate of 1 minute per point healed. Interruptions during the process will cause the process to fail and inflict 1 additional point of damage.

Shape Metal Range: Touch Duration: Instantaneous
The Occultist can liquify metals and alloys on touch, affecting up to one cubic foot of material per level. This spell can be used to sculpt metal into new shapes, should the caster have some aptitude or talent for such things. It can also be used to inflict 1d6 damage +1 per caster level on metal-based lifeforms, golems, robots and the like, or to make spontaneous modifications to the hull of a ship, metal wall, etc.

Shared Thoughts Range: 1 mile / level Duration: Concentration
This spell allows the Occultist to communicate mentally with one other person within range. The communication granted is two-way. If the target is unwilling, a successful Saving Throw will prevent the connection.

Slumbertime Range: 240 ft Duration: Referee's discretion
This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice.

Numbers Affected by Slumbertime

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Sobering Thoughts Range: Touch Duration: Instantaneous
The target of this spell has any and all effects of intoxicants immediately removed from their system. Unwilling targets get a Saving Throw to remain intoxicated.

Telekinesis Range: INT x Level Duration: Concentration
This spell allows the Occultist to move and manipulate an object of up to 1 pound in weight, plus one additional pound per caster level. Items can only be moved at a maximum speed of 6 squares/hexes (30') per round.



SECOND LEVEL OCCULTIST SPELLS

Arachne's Web Range: 30 ft. + 10 ft./level Duration: 8 hours
Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands—it takes one round if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 round. Human-sized creatures take longer to break through— 2d3 rounds.

Arcane Lock Range: 5 ft. Duration: Permanent until dispelled
As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can permanently shatter the spell effect with a successful Action Check to open the portal. Any Arcane spell caster of 6HD or higher can open the portal on a successful Action Check, and an Open Portal spell will automatically open it as well (*although the spell is not permanently destroyed in these cases*). The caster may open the portal any time they desire without disrupting the spell.

Fog Bank
Range: 150 ft + 10 ft./level Duration: 1d3 x 10 minutes per level
A bank of fog billows out from the target point. The fog obscures all natural sight, beyond 5 feet. A creature within 5 feet has concealment (-4 [+4] to AC). Creatures farther away have total concealment (-10 [+10] AC, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Improved Intangibility Range: Self Duration: 2d6 Minutes
This improved version of the Intangibility spell causes the Occultist to become both translucent and intangible, unable to affect, or be affected by physical objects. They are still subject to damage from energy attacks. Also the Intangibility may be activated and deactivated during the duration, but it takes a full combat round to make the transition from one state to the other.

Levitation Range: 20 ft./level Duration: 10 min./level
This spell allows the Occultist to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand. Levitation allows up or downward movement at INT feet per round, and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast.

Magic Mouth Range: 30' Duration: Until Triggered
This spell creates an enchanted mouth that suddenly appears and speaks it's message when triggered by an event specified at the time of casting.

The message can be up to 30 words, plus one additional word per level of the caster in length and in any language the caster knows. The range of the trigger is 15' per level of the caster.

Mirror Image Range: Around caster Duration: 1 hour or until destroyed
The spell creates 2d3 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Mystic Bolt Range: 30 ft. + 10 ft./level Duration: Instantaneous
A bolt of pure arcane energy shoots unerringly at the target from the hand of the Occultist, taking whatever appearance the caster desires, and delivers 1d6 points of damage. This damage is increased to 1d6+1 at level five and 1d6+2 at level seven and higher.

Open Portal Range: 30 ft. Duration: Instant
This spell will force open a closed door, window, trapdoor or lid. The target portal can be physically or magically locked. Bars will be moved aside, tumblers will be dropped into place and even chains holding a portal closed will snake off and drop out of the way. The portal will open fully when this spell is cast.

Phantasm Range: 240 ft. Duration: Until negated or dispelled
This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. The Illusion created cannot be more than 10 cubic feet per level of the Occultist in size.

Pyrotechnics Range: 240 feet Duration: 1 hour
The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

Sphere of Darkness Range: 120 ft. Duration: 1d3 hours
This spell creates a sphere of complete and absolute darkness, inside of which, no non-magical light will shine, nor can any non-magically enhanced vision penetrate. The sphere created is 15 feet in diameter at first level and increases in size by 5 feet for each additional level gained. The Occultist may make an Action Check to create a smaller sphere than the maximum allowed.

THIRD LEVEL OCCULTIST SPELLS

Alter Time Range: 240 ft. Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Amphibious Adaptation Range: Touch Duration: 2 hours/level

This spell allows the target to breathe under water as well as in air for the duration of the spell.

Animal Tongues Range: Self Duration: 1 hour / level

For the duration of this spell, the Occultist is able to understand and be understood by, normal animals with whom they wish to speak. This does not grant any control ability, nor does it improve the Intellect of the animal (*or that of the caster, a fact which many cats are known to complain about when speaking to Occultists under the influence of this spell.*)

Cloak of Invisibility

Range: 240 ft. Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to normal vision, Night Vision, Improved Night Vision and to technological devices.

An invisible target cannot be attacked unless its approximate location is known, and all attacks against the invisible target are made at -4 to-hit.

Dispel Magic Range: 120 ft. Duration: 10 minutes / level

Dispel magic can be used to completely dispel most spells and enchantments, at least temporarily. An Action Check is required, with the difference in the level of the original caster and the dispelling caster used as a modifier for success.

Our Occultist, Sara Dashiel, has reached level 6 and has learned (but not prepared) Dispel Magic. She and her companions encounter a locked door covered with a magical ward of disruption (A legendary level 5 spell, requiring at least a level 9 caster, although the referee's notes mark it as having been cast by a level 10 caster). She receives a +2 for being a level 6 Occultist and a +1 for her Intelligence to her Action Check for this, for a modifier of +3. However, the original caster was four levels higher than her, so her final modifier is $+3-4 = -1$ to her Action Check. Sara spends 90 minutes casting the spell as a ritual, makes her Action Check to successfully cast the spell and then rolls to see if her spell is effective in dispelling the magical ward. She and her companions breathe a sigh of relieve as the dice turn up with a 10 on the faces, allowing it to succeed.

Gift of Tongues Range: Self Duration: 1 hour + 1 hour/level
The Occultist gains the ability to understand any spoken language he hears and her words are instantly understandable to all within hearing, regardless of their language, each will hear it in a language that makes sense to them.

Improved Night Vision Range: Special Duration: Until Sunrise
This spell grants the Occultist and up to 9 additional designated targets (must be within 30' at the time of casting) the ability to see in up to complete darkness as if it were daylight and to see in color until the next sunrise.

Improved Protective Ward
Range: 30 ft. Duration: 1 hour / level
Creates a spherical magical field of protection, 15 feet in diameter around the target area to block out all beings who bear ill intent towards the caster, causing them to suffer a -1 penalty to-hit those in the area, and those protected gain +1 on all saving throws against such attacks. In order to enter the field, beings of ill intent must make a successful Saving Throw. They are still subject to the attack penalties if this saving throw is made, but they may enter into close combat with those within the warded area. Any protected individual exiting the warded area loses the benefits of the ward.

Improved Shared Thoughts
Range: 1 mile / level Duration: Concentration
This spell allows the Occultist to communicate mentally with up to six other persons within range. The communication granted is two-way. If any of the target is unwilling, a successful Saving Throw will prevent the connection with that individual.

Improved Slumbertime
Range: 240 ft Duration: Referee's discretion
This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice.

Numbers Affected by Improved Slumbertime

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	6d6
1+ to 2	3d6
3+ to 4+1	2d6
5 to 7	1d6
7+1 to 8	1d3

Mystic Bonds

Range: 100 ft. + 10 ft./level Duration: 1 hour + 10 minutes per level

The caster can target either 1d3+1 visible persons within range or may instead target a single individual who must make their save at a -2 penalty. Glowing, translucent chains of magical energy bind the target(s).

Reduction (aka The Palmer Effect)

Range: 10 ft. / level Duration: 1 hour / level or until dispelled

The target of the spell is reduced in size to 10% of it's original size. Living beings retain their Attribute scores and abilities, they are simply reduced in size. Unwilling targets get a Saving Throw to avoid the effects of the spell. The caster may dismiss the effect of this spell as a free action, and a dispel magic spell will cancel the spell effect and duration.

Rope Trick

Range: STR x 2 ft. Duration: 1 hour/level

The Occultist tosses a rope into the air, and it hangs there, waiting to be climbed. A number of man-sized individuals equal to the casters INT score can climb the rope and disappear into a small pocket dimension.

The rope itself can be pulled into the pocket dimension, or left outside. The rope can be removed from the outside if left visible.

Scrying Glass Range: special Duration: Concentration

The caster must have a clear or reflective surface upon which to cast this spell (bowl of water, mirror, window, etc.), and must concentrate upon a person or location known to him.

As long as the Occultist concentrates, they can see and hear everything within a 30 foot radius of the spot or person they are targeting. If a person, the point of view moves with them.

Beings with an Intelligence of 13 or higher get a Saving Throw to realize they are being watched, although they will not know from where. The target or person must be within 10 miles per level of the Occultist.

Sensory Overload

Range: 120 ft. Duration: Instantaneous

This spell forces the sight, smell, hearing, touch and taste senses of the target to be inundated with stimuli in an instant, causing disorientation and pain. Targets will take 1d6 points of damage, plus an additional 1d6 points of damage for every 3 levels of the caster, and be stunned for 1d3+3 rounds. A successful saving throw will reduce the damage by half and the target will only be stunned for 1d3 rounds.

FOURTH LEVEL OCCULTIST SPELLS

Ballistic Shield Range: Self Duration: 2 hours

The Occultist becomes nigh-invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected. This grants a damage reduction to incoming damage from non-magical projectiles of 10 points. Any damage that exceeds that amount will get through in the form of blunt force damage from the blow.

Control Monster Range: 60' Duration: Until dispelled

This spell affects living monsters and animals, as well as affecting Sentient beings. For creatures of less than 3 HD, up to 3d6 targets may be affected. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence and will follow directions given them as if the caster were their only true friend.

Confusion Range: 120 ft. Duration: 1 hour/level

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Confusion Reaction

ROLL	REACTION
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 7th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's duration has run its course.

Dimensional Portal

Range: 10 ft. casting, 500 ft. teleport Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by less powerful casters. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Elemental Weapon Range: 30 ft. Duration: 10 minutes / level
This spell imbues the targeted weapon with a link to the one of the following elemental planes of the caster's choice at the time of casting [ice, fire, electricity] and the weapon does an additional 1d6 damage of that elemental type on a successful attack.

Elemental Wall

Range: 60 ft. + 10 ft./level Duration: Concentration
The caster must decide what element the wall will be comprised of upon casting this spell; earth, air, fire, water, ice, or electricity. The spell can be in any shape with a maximum size of 10 cubic feet per level of the caster. Walls will retain their shape for 1d3 rounds after the caster ceases concentrating on maintaining them.

The element chosen will have differing effects; chosen by the Referee, with the following suggestions:

Earth: Walls of Earth prevent forward movement and ranged attacks.

Air: A Saving Throw is required for a creature to pass through the wall of air at half normal movement, and ranged weapon attacks are made with a -4 penalty.

Fire: Any creature moving into the fire will take 3d6 fire damage (Saving Throw for half damage) and any combustibles will ignite each round they are in contact with the flames. Ranged attacks with wooden ammunition will be negated and those with metal ammunition will do half damage.

Water: A Saving Throw is required for a creature to pass through the wall of air at half normal movement, taking 1d6 damage each round from drowning, and ranged weapon attacks are made with a -4 penalty.

Ice: Walls of ice prevent forward movement and attempts to climb over them are subject to a -4 Action Check penalty.

Electricity: Walls of electricity will short out any electrical or electronic devices brought within 5 feet of them, and do 3d6 damage to any who touch the wall (Saving Throw for half damage). Ranged attacks through the wall of electricity are made at a -8 penalty.

Forest of Deception

Range: 500 ft. Duration: Until negated or dispelled
One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. Any disguised creature that initiates an attack will be revealed.

Improved Cloak of Invisibility

Range: 300 ft.

Duration: Until dispelled or an attack is made

This spell creates a 15 foot radius hemispherical area centered upon the target location that becomes invisible to normal vision, Night Vision, Improved Night Vision and to technological devices.

An invisible target cannot be attacked unless its approximate location is known, and all attacks against the invisible target are made at -4 to-hit. If the spell is targeted to an individual, it moves with them.

Passwall

Range: 30 ft.

Duration: 30 minutes + 10 minutes/level

This spell creates a hole through any material up to the density of solid granite. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized human. At the end of the duration, the hole seals itself, leaving no trace of its existence.

Phantasmal Terrain

Range: 200 ft. + 10 ft. / level

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. The maximum area affected is a number of cubic feet equal to the range.

Plant Growth

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 ft. x 300 ft. (90,000 sq. ft.) area of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted.

Polymorph

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

If the target of the Polymorph is unwilling, a successful saving throw will still result in their being transformed, but the effect will wear off in 2d6 combat rounds.

FIFTH LEVEL OCCULTIST SPELLS

Animal Growth Range: 120 ft. Duration: 2 hours

This spell causes 1d6+2 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Animate Dead

Range: Referee's discretion Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated +1 additional undead per level of the caster. The corpses remain animated until destroyed or dispelled.

Anti-Magic Shell Range: Caster Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Fly Range: Touch Duration: 1d6 minutes + 1 minute/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Move Water Range: 500 ft. Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 2d6+2 minutes.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 1d3+1 minutes.

Remove Curse Range: Touch Duration: Instantaneous

This spell removes the effect of one curse from an item or person.

Summon Elemental Range: 240 ft. Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack or leave (most likely, attack).

Teleport

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location (an Action Check is required when cast):

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a -5 penalty —with failure resulting in the teleporter taking 10d6 damage as they appear completely or partially inside another object.
2. If the caster has seen but not studied the destination there is an -4 Action Check penalty. Half of failures will place the traveler 2d6 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 2d6 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a -1 Action Check penalty, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d6 × 10 feet low or high.

Toxic Cloud

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 20 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. The toxins in the cloud will do 4d6 damage to any caught within it's area, and leave them weak and uncoordinated (-4 to attacks and Action Checks) for 3d6 minutes after exposure. A successful saving throw will reduce the effects by half.

True Sight

Range: Self

Duration: 10 minutes / level

This spell allows the Occultist to see the true nature of anything in his line of sight. Invisible and ethereal objects and creatures are revealed, hidden doors and openings obtain a glowing outline visible only to the caster, items hidden deep within shadow are revealed in stark contrast to their surroundings and the caster can see colors as if it were a bright sunlit day, regardless of the actual light level of the area.

MIRACLES OF THE FAITHFUL

The Faithful are able to learn the secrets to channeling their beliefs into miraculous effects. There is a limited amount of this miraculous energy that one mortal body can channel without having to rest and/or meditate, and this is reflected in the number of Miracles of each power level the Faithful may channel at their experience level.

The Faithful must spend four hours in quiet meditation or restful sleep in order to regain the focus and inner strength necessary to call forth the miracles available to them.

Faithful do not require a written tome of any type to maintain a record of the Miracles they know. It is committed to the very fiber of their being and nothing less than a major crisis of faith or a major head trauma can dislodge the knowledge from them.

Faithful can learn as many Miracles as they can find information or inspiration regarding, and may channel any they are able to use without prior preparation.

Learning Miracles

The Faithful begin play without the inner strength necessary to channel their Faith into Miracles, but gain such strength at Level 2, when they automatically come into the knowledge of one randomly determined Miracle and one of their choice from the first level list.

Every time the Faithful gains the ability to channel a new power level of Miracles, they gain one randomly determined Miracle of that power level.

Additional Miracles may be learned through studies of the teachings of other bastions of Faith (Scrolls and Prayer Books, often found through Adventuring), or by instruction from an extraplanar being or another individual of great faith (either of whom must be at least 2 HD higher than the Faithful being taught). There will typically be some cost to the teaching, although it may not be in standard coin.

If the Miracle is of a power level the Faithful can channel, there is no negative modifier to the Action Check. However, if the Miracle is of a level the Faithful is currently unable to use, the level of the Miracle is applied as a negative modifier to the Action Check.

Should the Faithful fail when making this check, he cannot check again until he has gained a level of experience. Rolling an unmodified 2 on the check means he can never learn that spell from this particular source, and must seek out a new teacher or source of information, after she has gained another level of experience.

As with Occultists learning arcane magics, the Faithful must spend 16 hours per power level of the Miracle being learned in training, or twice that if attempting to garner the secrets without the benefit of instruction.

FIRST LEVEL MIRACLES OF THE FAITHFUL

Armored In Faith Range: Self Duration: 1 hour/level
Provides a -2 [+2] bonus to the Faithfuls Armor Class

Darkness of the Soul
Range: 100 ft. + 10 ft./level Duration: 1 hour + 1 hour/level
This Miracle causes night-time darkness to fall upon the area with a radius of 20 feet per level of the Faithful.

Detect Intent Range: 20 ft. / level Duration: 1 hour / level
The Faithful is able to detect the base intentions and emotions of a thinking being. This gives general information such as anger, love, confusion, hunger and the like. The caster must consciously focus on a being to learn this information.

Detect Magic Range: 60 ft. Duration: 30 minutes / level
The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell. No information is revealed other than the presence of magical energy.

Healing Touch Range: Touch Duration: Immediate
The Faithful is able to heal 1d6+1 points of damage to the target.

Illuminating Faith
Range: 100 ft. + 10 ft./level Duration: 1 hour + 1 hour/level
A person or object is targeted, which then produces a light about as bright as a torch with a radius of 20 feet.

Purify Food and Drink Range: 30 ft. Duration: Instantaneous
This Miracle causes 5 cubic feet per level of food and water to be made pure, removing spoilage and poisons.

Putrefy Food and Drink Range: 30 ft. Duration: Instantaneous
This Miracle causes 5 cubic feet per level of food and water to be made spoiled and poisoned.

SECOND LEVEL MIRACLES OF THE FAITHFUL

Animal Tongues Range: Self Duration: 1 hour / level

For the duration of this Miracle, the Faithful is able to understand and be understood by, normal animals with whom they wish to speak. This does not grant any control ability, nor does it improve the Intellect of the animal (*or that of the caster, a fact which many cats are known to complain about when speaking to Faithful under the influence of this Miracle.*)

Blanket of Faith Range: 30 ft. Duration: 1 hour / level

The target is bathed in a slightly glowing aura, which protect them from the natural elements. While under the effect of this Miracle, the recipient is comfortable and dry, unable to be affected by natural heat, cold, wind, snow or rain

Blessings of Faith Range: 60 ft. Duration: 30 minutes / level

This Miracle can affect $2d3+1$ targets within range as designated by the Faithful. Recipients receive a +1 bonus to all Attacks, Saving Throws and Action Checks for the Duration.

Bonds of Faith

Range: 100 ft. + 10 ft./level Duration: 1 hour + 10 minutes per level

The caster can target either $1d3+1$ visible persons within range or may instead target a single individual who must make their save at a -2 penalty. Glowing, translucent chains of magical energy bind the target(s).

Curse of the Faithless Range: 60 ft. Duration: 30 minutes / level

This Miracle can affect $2d3+1$ targets within range as designated by the Faithful. Recipients receive a -1 penalty to all Attacks, Saving Throws and Action Checks for the Duration. A successful Saving Throw avoids the effect of this Curse.

Holy Light Range: Self Duration: 10 minutes / level

The Faithful is surrounded by a glowing light that brightens in the presence of undead and demonic creatures, and causes them to avoid the faithful, unless they make a successful saving throw, in either case, they will take 1 point of damage per round when within 10 feet of the Faithful.

THIRD LEVEL MIRACLES OF THE FAITHFUL

Afflicted Caress

Range: Touch Duration: Until Cured

The target of this spell, unless successful on a saving throw, is the recipient of a disease as determined by the referee. On a successful saving throw, the target experiences a few moments of nausea, retching and reeling for 1d3 rounds, resulting in a -2 penalty to all actions while so affected.

Blessed Weapon

Range: 30 ft. Duration: 30 minutes / level

The targeted weapon glows with the power of the Faithful and does an additional +2 damage to successful attacks, or +6 damage if the target of the attack is undead or demonic in origin.

Curative Touch

Range: Touch Duration: Immediate

This Miracle will immediately remove the presence of any one disease in the target.

Improved Armored In Faith

Range: Self Duration: 1 hour/level

Provides a -4 [+4] bonus to the Faithfuls Armor Class

Righteous Indignation

Range: 30'

Duration: 30 minutes / level

This Miracle provides the target with a +2 bonus to Damage rolls for the duration (+4 damage to Undead and Demonic targets), and counts as a magical attack.

Remove Curse

Range: Touch Duration: Instantaneous

The targeted item/person has the effects of one curse removed.

Speak with Plants

Range: 30 ft. Duration: 1 hour/level

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

That which was Lost shall be Found

Range: WIS miles + 1 mile/level

Duration: until located

The Faithful declares what it is they wish to find upon channeling this Miracle (gold, undead, dogs, rare books, cigars, etc.) If the item is within WIS feet of the caster, she will know immediately where it is. If it is farther away, but within range, she will get a general sense of direction and distance, and become aware of when the object is within WIS feet. Unless a specific object is designated, the spell will locate the largest/most powerful concentration of the object within range.

FOURTH LEVEL MIRACLES OF THE FAITHFUL

Antitoxin Range: Touch Duration: Immediate
Immediately removes all toxins and their effects from the target.

Everlasting Darkness of Hopelessness

Range: 30 ft Duration: Permanent until dispelled
This target creates a globe of impenetrable darkness with a 30 foot radius. Any Undead or Demonic creatures within it's confines will be able to see perfectly, and will receive a +1 bonus to all actions. Any normal light source brought within the area of the globe is immediately snuffed out and any magical light is dimmed to a faint point of light, being dispelled completely if it gets within 10 feet of the target point of this Miracle. This darkness cannot be expunged by non-magical means, but can be dispelled, or if brought within 10 feet of the Everlasting Light of Faith, they will permanently cancel one another.

Everlasting Light of Faith

Range: 30 ft Duration: Permanent until dispelled
The target glows with a warm light, illuminating a 30 foot radius and providing all living beings within it's glow a comfortable environment. Undead and Demonic creatures within the glow of this light are at a -1 penalty for all actions. This light cannot be extinguished by non-magical means, but can be dispelled, or if brought within 10 feet of the Everlasting Darkness of Hopelessness, they will permanently cancel one another.

Improved Blanket of Faith Range: 60 ft. Duration: 1 hour / level
Up to 1 target per level of the faithful may be chosen within the range of this Miracle. Targets are bathed in a slightly glowing aura, which protect them from the natural elements. While under the effect of this Miracle, the recipients are comfortable and dry, unable to be affected by natural heat, cold, wind, snow or rain.

Improved Healing Touch Range: Touch Duration: Immediate
The Faithful is able to heal 3d6+3 points of damage to the target.

Sticks to Snakes Range: 100 ft. Duration: 15 minutes / level
The caster may turn as many as 1D6/level normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Truly Armored In Faith Range: Self Duration: 1 hour/level
Provides a -6 [+6] bonus to the Faithfuls Armor Class

FIFTH LEVEL MIRACLES OF FAITH

Improved Holy Light Range: Self Duration: 10 minutes / level

The Faithful is surrounded by a glowing light that brightens in the presence of undead and demonic creatures, and causes them to flee the faithful, unless they make a successful saving throw or are cornered, in either case, they will take $1d3+1$ points of damage per round when within 10 feet of the Faithful.

Insect Plague Range: 500 ft. Duration: 24 hours

A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 x 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

Questions of Faith Range: Caster Duration: 3 questions

Extraplanar beings grant answers to three questions the caster poses. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year on a date that has special meaning to the Faithful.

Nurturing Feast Range: 30 feet Duration: Instantaneous

This Miracle summons forth a trestle table loaded with enough food and pure water to satisfy two dozen individuals. Those who partake in the feast will feel refreshed and rested and will be healed of $2d6+2$ Hit Points of damage each.

Revivification Range: Line of sight Duration: See below

Revivification allows the Faithful to raise a body from near death or recent death, provided it has not been dead too long. The normal time limit is 1 day, but for every caster level higher than 8th, the time limit extends another 2 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally.

This spell only functions on races that can be used for Player Characters (i.e., "human-like").

This Miracle is draining on the Faithful as well, and after Reviving the target, the Faithful must rest and will be unable to channel any miracles for 2d6 days.

NAME	CLASS	LVL	XP
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CAREERS (RANK)

STRENGTH	ATTRIBUTE MODIFIERS		BHB (BASE HIT BONUS)
INTELLIGENCE			SAVING THROW
WISDOM			HIT DICE
CONSTITUTION			HIT POINTS
DEXTERITY		CURRENT HP	
CHARISMA			ARMOR CLASS
		ARMOR WORN	

LANGUAGES

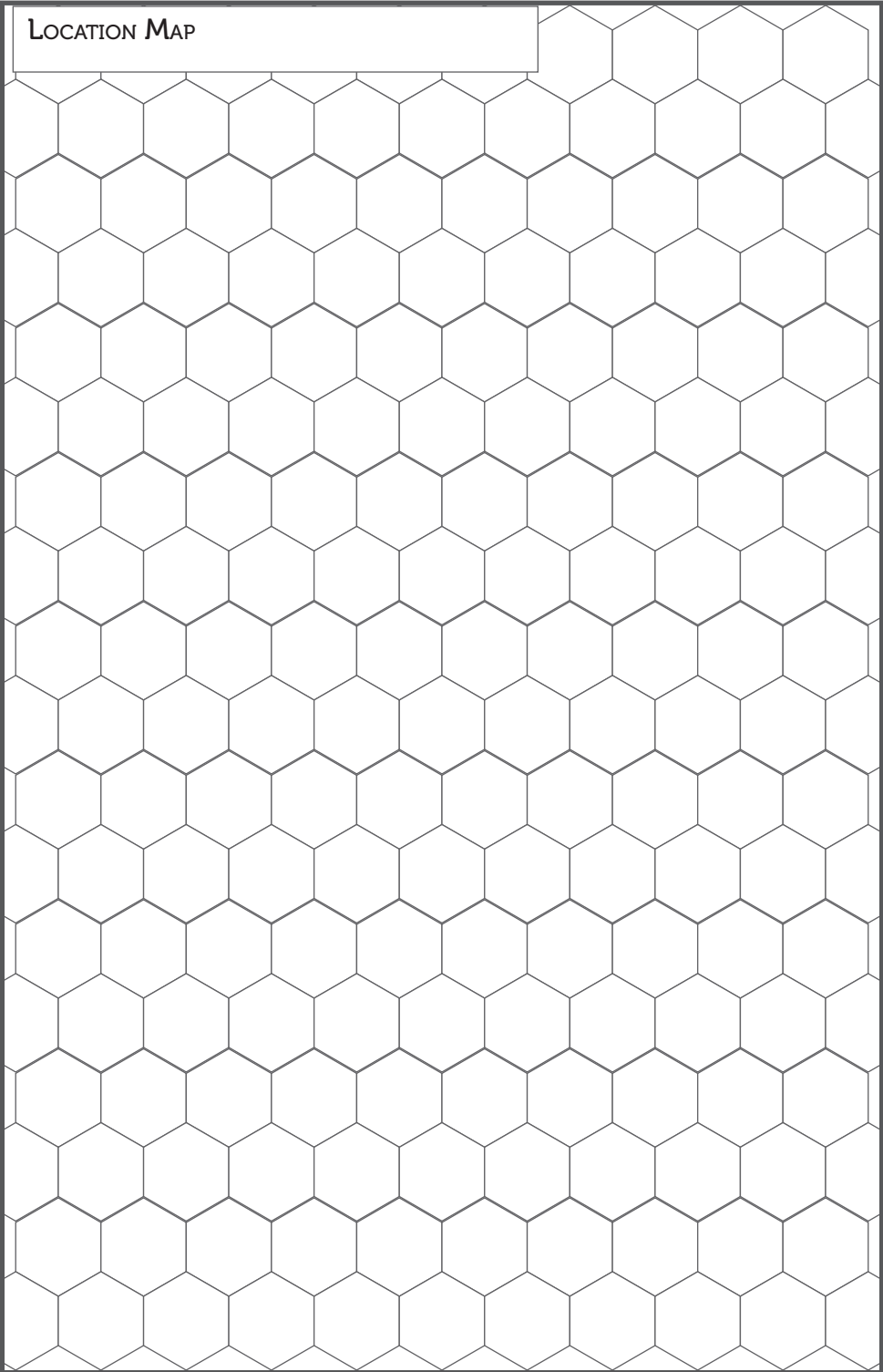
WEAPONS	ATK BONUS	DAMAGE	RoF	AMMO	WGT	NOTES

TRANSPORTATION	PASSENGERS	CARGO	SPEED	CONTROL	HP	NOTES

EQUIPMENT OF NOTE	SPELLS / CONTACTS / NOTES

CLASS ABILITIES

LOCATION MAP



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