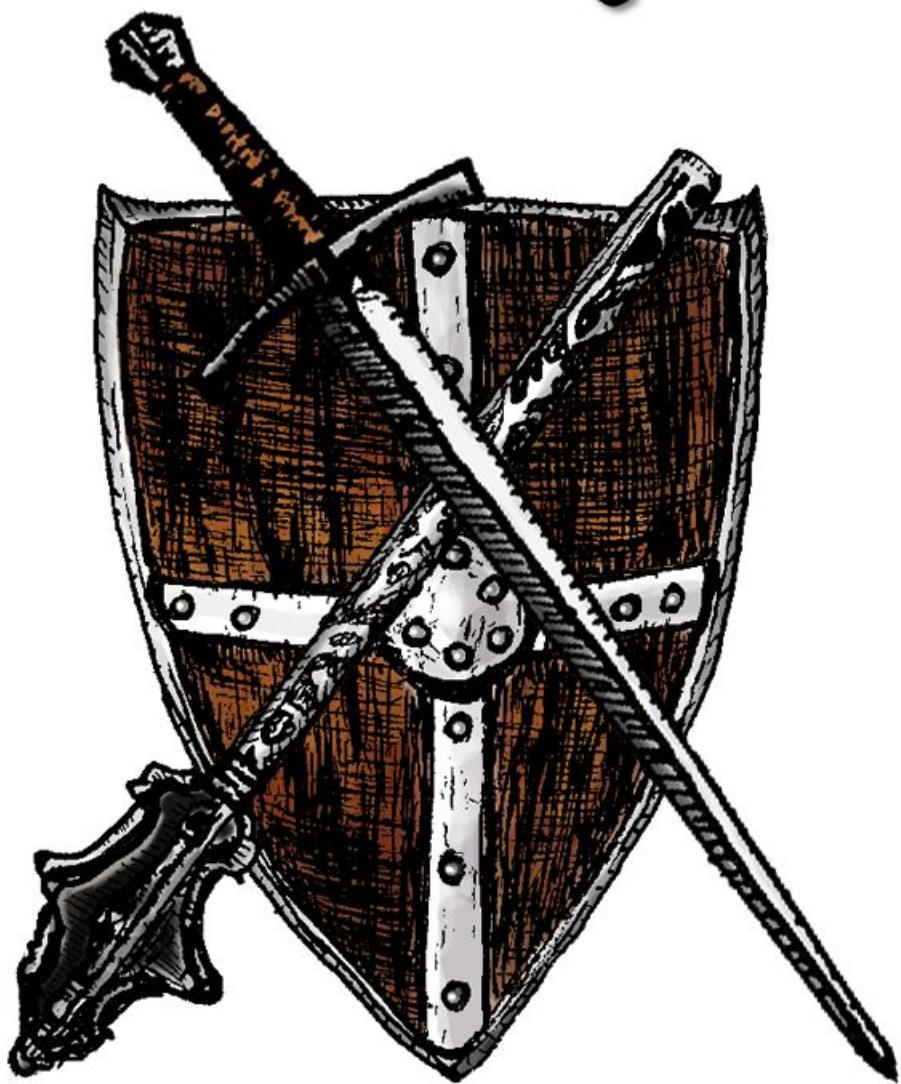


FANTASY QUIRKS



NASH PRESS

Nash Press presents...

Fantasy Quirks

**A Character Creation Supplement
Compatible with Mutant Future™**

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Introduction:

Inject some fantasy tropes roughly balanced in power against traditional mutations into your game, using the Fantasy Genre Quirks presented here as another option in the race selection and mutation rolling sections of Mutant Future™. Fantasy Quirks combines race and random quirk/mutation selection into one, and introduces an optional simple level progression to many of the new quirks. Refer to Mutant Future™ for basic character creation (attribute generation, etc.), equipment lists and basic gameplay rules. One small addition has been made to the Mutant Future™ core rules: any attribute can be the basis of an attribute attack, much like Willpower can be the basis of a Mental Attack in Mutant Future™. An Intelligence attack, for instance, compares the d20 roll against a target number obtained by cross-referencing the attacker's Intelligence and the defender's Intelligence on the Mental Attack Table in Mutant Future™. A version of this chart is provided at the end of this document for convenience in play.

Get the Mutant Future™ core rules free from [Goblinoid Games!](#)

“Special” Quirks:

Demonic Sacrifice, Devilish Pact, Martial Arts Master and Weapon Master - instructions for how to attain these quirks are given in their descriptions.

- **Magical** is not an individual quirk, but a collection of abilities that any character with a magical quirk (denoted with a “magical” in parenthesis after the quirk name) has. *Leveling up any magical quirk also results in the character gaining “The Shadow Follows” mental quirk.*

Quirk Power Level:

Some quirks have additional effects listed as level 2, level 3, and so on. Randomly determine the level of the quirk at character generation. For example if a quirk has a level two and level three ability, roll 1d3 (1d6 count 1-2 as 1, 3-4 as 2, 5-6 as 3) to determine the level of the quirk. If a magical quirk is determined to be higher than 1st level, the character also gains “The Shadow Follows” mental quirk.

Leveling Up Quirks (Optional Rule): All quirks start at level 1. Quirks with more than one power level grant the option of leveling the quirk up to its next level of power *INSTEAD* of rolling on the normal Mutant Future level advancement chart to see the benefits of leveling up.

D100 Roll Fantasy Physical Quirks (1d4 total)

Beneficial Physical Quirks: 1-57

- 1-2: Ambidextrous
- 3-4: Asbestos Skin
- 5-8: Athletic
- 9-10: Big Nose
- 11-12: Cat Like Reflexes
- 13: Changeling
- 14-15: Drunken Master
- 16-17: Eagle Eye
- 18-19: Faerie Blood
- 20: Gorgeous Eyes
- 21-22: Hulk
- 23-24: Iron Grip
- 25-26: Monkey
- 27: Natural Hero
- 28-29: Night Owl
- 30: Puny
- 31-32: Tough Skin
- 33-34: Troll Blood
- 35-46: Unusual Ancestry
- 47-48: Water Child
- 49-53: Weapon Talent
- 54-55: Wrassler
- 56-57: Wrathful

Drawback Physical Quirks: 58-100

(MF = Quirk adapted from Mutant Future™)

- 58-59: Albinism (MF)
- 60-61: Frailty (MF)
- 62-63: Hemophilia (MF)
- 64-65: Increased Caloric Needs (MF)
- 66-67: Obese (MF)
- 68-69: Pain Insensitivity (MF)
- 70-71: Pain Sensitivity (MF)
- 72-74: Pituitary Deformation (MF)
- 75-77: Poison Susceptibility (MF)
- 78-79: Reduced Immune System (MF)
- 80-82: Reduced Oxygen Efficiency (MF)
- 83-85: Sensory Deficiency (MF)
- 86-88: Vision Impairment (MF)
- 89-90: Hunchback
- 91: Parasitic Twin
- 92-94: Pizza Face
- 95-97: Sick as a Child
- 98-100: Weakling

D100 Roll Fantasy Mental Quirks (1d4 total)

Beneficial Mental Quirks: 1-85

(MF = Quirk adapted from Mutant Future™)

- Any quirk with (magical) in parenthesis refers also to the description of the mental quirk “Magical” for a full explanation of the general abilities that everyone who possesses a magical quirk has.

1-3: Ability Boost (MF)

4-5: Animal Talker: (magical)

6-8: Artistic Gift

9-10: Combat Empathy (MF)

11-12: Conjuror (magical)

13-14: Control Weather (MF)

15-18: Crafty

19-20: Dark Shaper (magical)

21: Doppelganger (magical)

22-23: Earth Shaper (magical)

24-25: Fire Shaper (magical)

26-29: Good with Animals

30-34: Good with People

35-38: Good with Plants

39-41: Healer / White Witch (magical)

42-43: Hexer / Black Witch (magical)

44-45: Hustler

46-48: Illusionist (magical)

49-50: Light Shaper (magical)

51-54: Mechanical Genius

55-56: Mender (magical)

57-61: Musical Gift

62-65: Read You Like a Manuscript

66-68: Shapeshifter (magical)

69-73: Sharp Tongue/Smooth Talker

74-76: Tactical Genius

77-79: Uncanny Memory

80-81: Water Shaper (magical)

82-83: Wind Shaper (magical)

84-85: Magic Shaper (magical)

Drawback Mental Quirks: 86-100

86-87: Atrophied Cerebellum (MF)

88-89: Bad Impression

90-91: Negative Empathy (MF) (magical)

92-93: Obsessed with Something

94-95: Phobia (MF)

96-98: Uncontrollable Emotions

99-100: Weak Will (MF)

Alphabetical Quirks Listing

(MF) = Quirk adapted from a Mutant Future™ mutation of the same name.

(magical) = This quirk also comes with the properties listed under the “Magical” quirk entry.

Ability Boost: (MF): Once per day the character is capable of concentrating her mental focus on a task to such a degree that one of her abilities is doubled for 1d10 consecutive rounds, or she gains +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

Albinism (MF): This quirk prevents the formation of melanin. The character’s hair and skin are bone white, and her eyes have light pink irises. Due to the lack of pigment in the eyes, the being is highly sensitive to light, and suffers a -2 penalty to hit when in daylight.

Ambidextrous: The character can perform actions equally well with either hand. This quirk gives a +1 to Dexterity and allows a second melee attack at a -2 penalty (1st attack at no penalty) when wielding a weapon in each hand.

Level 2: No penalties on either attack when wielding a weapon in each hand.

Level 3: +1 bonus to AC when wielding a weapon in each hand, or +3 bonus to AC if second weapon is not used to attack

Animal Talker: (magical) The ability to converse with and ask favors of animals of all kinds. Even insects or other creatures with no obvious means to communicate can make themselves understood to the possessor of this quirk. 1d4 rounds after calling for help, 1d10 HD of animals will arrive to aid the Animal Talker. These will be appropriate for the environs (cats, dogs, rats and pigeons, perhaps, in a city, and deer and a badger in the countryside, etc.) and will be willing to risk their own lives in defense of the Animal Talker. They will remain as long as they are actively needed by the character, then will meander back to their homes.

Level 2: 3d6 HD of animals can be summoned to aid the Animal Talker

Level 3: Birds can be used to pass spoken messages to recipients at any distance. The birds will unerringly find the recipient and magically deliver the message in the exact voice of the sender. If a response is given to the bird, it will deliver the response back to the sender.

Level 4: 5d6 HD of animals can be summoned, including large and unusual animals that would not normally be found in the area (lions, tigers and bears, oh my).

Level 5: A particular animal that the Animal Talker has a prior relationship with can be summoned instantly.

Artistic Gift: This quirk represents a real gift, the ability to create works of lasting importance and broad appeal. It is up to the player and GM to negotiate what this will mean in play. Works of art and performances are valuable and with the right buyer or audience can be quite lucrative. The character starts play with all the necessary supplies to create works of art. Roll 1d4:

- 1: Drawing/Painting
- 2: Sculpting
- 3: Expressive Dance/Choreography
- 4: Writing/Poetry

Asbestos Skin: Extremely high heat tolerance. This character can walk on coals, grab objects out of a fire, wash the dishes in REALLY hot dish water... This quirk grants +1 to Constitution and a -3 bonus per die of fire or heat damage the character takes.

Level 2: +1 to Constitution, roll 1d10 for the HP gained instead of 1d6.

Level 3: +1 to Constitution, roll 1d10 for the HP gained instead of 1d6.

Athletic: A generally good all around athlete, combining endurance, strength and flexibility. This quirk grants a +1 bonus to Constitution, Strength and Dexterity. If performance on an athletic challenge must be measured, the possessor of this quirk will generally perform extremely well, beating just about anyone at a footrace or easily leaping across a difficult gap.

Atrophied Cerebellum (MF)

The character's brain has atrophied in certain areas due to a genetic birth defect. As a result of this quirk, the character suffers a one-time -2 reduction of INT and DEX, due to deterioration in mental capacity and coordination.

Bad Impression: Whenever the possessor of this quirk is recalled, the first impressions are overwhelmingly negative. Even if actual interactions with people go well, when they think back on those interactions they will realize that there was something amiss. There is just something off about that one... Over time, if a character stays in the same area, the entire population of the area will grow to dislike the character even if the character gives them no real reason to do so.

Big Nose: Not just a giant schnoz, this sniffer can really get the job done. A big nose allows tracking by scent, identification of objects in an area by their scent, and a sensitivity to subtle pheromones and frightened sweat. It is next to impossible to surprise Big Nose unless directly downwind. This quirk grants a chance to detect the presence of poison in food or drink (Willpower attack against poison level) and allows a Willpower attack to detect lies or sense the emotions of a target.

Cat Like Reflexes: +2 to Dexterity and the ability to react to damage before it occurs. The first time the possessor of this quirk is hit in a melee or is damaged by a trap, the Cat Like Reflexes grant a chance to avoid the damage completely by attempting to roll lower than the damage total on a d20 roll. Subsequent hits in the same melee or instances involving the same trap do not trigger this ability.

Changeling: Raised as the baby the changeling was swapped for, the changeling attains powers at adolescence – roll 1d4

- 1: **Burning Eyes:** The character can see in the dark as if it were daylight. Her eyes emit visible red light and can shoot focused blasts of flame up to 20' that do 1d8 damage and can start fires (ranged attack roll required).
- 2: **Wing Development:** Stubs begin to protrude between the shoulder-blades. This quirk can be left in this stage indefinitely, or the skin can be torn away to allow the fledgling wings to grow fully – this permanently reduces Constitution by 1 but allows for limited flight. The character can fly for up to 15 minutes at a time at normal movement rate with poor maneuverability. Claws on the wings allow for a melee attack doing 1d8 damage.
- 3: **Webbing:** Feet and hands become webbed and secrete an oily substance. The character gains a melee attack for 1d10 poison damage and a swim movement rate of 180'. This quirk also allows for partial absorption of oxygen through the skin, granting up to six minutes below water without needing to resurface for air.
- 4: **Putty Face:** Facial features blur and shift, requiring concentration to set in place. This quirk allows imperfect imitation of familiar faces, easy disguises and grants an advantage in intimidation and bluffing (+2 bonus to charisma while engaged in those activities).

Combat Empathy (MF): The character is so attuned to the minute body language of others that she can tell what they are going to do before they do it. This gives her a +1 to hit in combat, and +3 hp damage per damage die rolled in a successful attack.

Conjurer: (magical) The ability to manifest physical objects, instantly transporting them to an area nearby the conjurer. Any object within five miles that the conjurer has touched in the last 24 hours weighing less than 10 lbs can be summoned at will. If the object is alive or is currently being held or worn by a living being, the conjurer must make a successful Willpower attack to conjure the object (if the attempt fails, it cannot be tried again for 24 hours). This ability can be used as an attack, causing an object to appear inside a target. This requires a successful ranged attack and does 2d6 damage before the energy of the target's body repels the intruding object.

Level 2: Objects weighing less than 50 lbs can be summoned instantly. An object of up to 200 pounds can be summoned in 1d6 rounds. Large objects can be used to make a ranged attack that does 4d6 damage.

Level 3: Even incorporeal objects like spirits can be conjured providing the conjurer knows enough about them. Spirits can be used to answer questions that they would have known the answers to in life, and many can speak of what they have seen in their years haunting the world

since death. A spirit must answer the conjurer but only will remain for 1d6 rounds after being summoned unless it wants to remain longer.

Level 4: Spirit Shield - the ability to conjure a protective spirit up which grants a +4 bonus to AC and 25 temporary HP. When these temporary HP are gone, the protective spirit disappears and cannot be conjured again for 24 hours.

Level 5: Spirit Strength - the conjurer's Strength is doubled and all physical attacks do double damage for 2d6 rounds after these helping spirits are conjured. This ability can be used 1d4 times per week (roll once when the character first levels the quirk up to Level 5).

Level 6: Objects of up to 4000 pounds can be conjured, even if they have only been described to the conjurer. The degree of knowledge the conjurer has about the object (any small physical piece of it greatly helps, like a hair from an elephants tail, for instance) and its distance from the conjurer determine the likelihood of success as adjudicated by the GM. This is tremendously draining and conjuring items weighing more than 1000 lbs can only be attempted under a full moon (or other astronomical condition that occurs approximately once per month if no moon exists). Conjured spirits cannot leave until dismissed.

Control Weather (MF)

The character can change the weather in the local area. It takes 1 round to use the quirk and an additional 1d4 rounds for the effects to manifest. The character calls forth weather appropriate to the climate and season of the area, as indicated on the list below:

Spring - Tornado, thunderstorm, sleet storm, or hot weather

Summer - Torrential rain, heat wave, or hailstorm

Autumn - Hot or cold weather, fog, or sleet

Winter - Frigid cold, blizzard, or thaw

Late winter - Hurricane-force winds or early spring (coastal area)

The character controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather-where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Level 2: Small scale and very local (50' radius of effect) weather conditions can be altered instantly (rain can be made to dump on someones head, or snow, or sleet, or a cloud can be summoned in front of the sun in only a 50' radius of effect, the ground could be iced over, the temperature raised or lowered within the normal temperature range for that area, etc.).

Level 3: A thunderstorm can be summoned in any season

Level 4: Lightning strikes from a thunderstorm can be controlled. 1 lightning bolt attack every 1d4 rounds, doing 10d6 damage to a single target (save for 1/2 damage)

Level 5: Lightning attacks can be made as described above even without the presence of a thunderstorm.

Level 6: A tornado can be summoned to act as a chariot. The possessor of this quirk can fly safely in the center of the twister. It flies at speed 240' with poor maneuverability and can make a single attack a round, affecting a 30' circle on the ground, and hurling any target hit 10d10 feet away (doing 1d6 damage for every full 10 feet the target is tossed). Riding in the tornado requires the full concentration of the character. The tornado lasts for 3d6 rounds and this ability can be used but once per day.

Crafty: This quirk is not just the ability to create amazing well crafted and useful objects, it also represents a lifetime of knowledge about the subject. Any question regarding her field of expertise should be readily answered by the Crafty character. Exact mechanics governing these crafts are not given or needed; in all but the most extreme of circumstances, the character will succeed at her craft. More time and energy spent producing the object will be reflected in a better final product.

Roll 1d4:

1: Sewing/Fabric: Knowledge of fabrics and the ability to cut and sew them to create nearly anything imaginable.

2: Construction/Wood: Knowledge of wood and the ability to construct any object out of it.

3: Construction/Stone: Knowledge of stone, how to quarry, move and stack it, how to sculpt it, and how to build large structures out of it.

4: Metalsmithing: Knowledge of metals, and the smithing skills needed to refine ores and create any metal object.

Dark Shaper: (magical) This quirk grants the ability to control, shape and create darkness and shadows. It also grants the ability to see perfectly in any normal or magical darkness. Within visual range, shadows can be made to move or take on different forms. Shadows (or darkness in the case of a dark room) can be animated and made to attack with a Willpower attack that does 1d10 damage. Darkness can be created where no shadow exists; a total area of 10 cubic feet of magical darkness can be created per round that will persist until dismissed by the dark shaper or dispelled. Any area of normal darkness within visual range of the Dark Shaper can be turned into magical darkness that is impenetrable to all normal light sources. Any area in excess of 10 cubic feet of darkness transformed into magical darkness in a single round is only temporary, and will become normal darkness again in one hour.

Level 2: Shadow attack damage increases to 2d10.

Level 3: An extra shadow attack may be made per round.

Level 4: The dark shaper can teleport from one shadow to another shadow within visual range once per round.

Level 5: Shadow Substance: any object can be made out of shadow-stuff. As long as there is enough shadow or darkness present, there is no size limit to the object that can be created in this manner. It will have physical substance and will have all the properties of the real object except it will weigh 1/4 the normal amount. Objects created in this manner dissipate in 2d6 hours.

Demonic Sacrifice: Unlike most quirks, the Demonic Sacrifice is not attained at character generation.

Rather, it is a conscious choice the character must make to attain the dark secrets of the sacrificial ritual (exact details including the cost or rarity of the sacrificial object to be adjudicated by the GM) and call upon an abyssal power for strength. One chosen attribute is permanently doubled, or two chosen attributes receive a permanent +4 bonus.

Drawbacks of the Sacrifice: One randomly determined attribute is reduced either in half (rounded down) or to five, whichever is lower (this attribute cannot be one of the chosen attributes that were raised during the ritual). There is also normally a clear visible reminder of the ritual, from a shock of white hair to a permanent limp or a change in eye color. The character also receives the Drawback Mental Quirk - Uncontrollable Emotions.

Devilish Pact: Unlike most quirks, the Devilish Pact is not attained at character generation. Rather, it is a conscious choice the character must make to seek out the name of an individual devil, conduct an expensive ritual (1d6 x 100 GP) and make a pact with it to gain the effects of this quirk. Even attaining this knowledge may take many game sessions of persistent seeking as adjudicated by the GM. Either choose a devil or roll 1d8 after performing the ritual to determine which devil was contacted, its symbol and the effects of the pact (see "Devilish Descriptions" after the Alphabetical Quirks section ends for details about individual devils).

Players and GM's are encouraged to come up with new devils if so desired - those presented here are drawn from the Goetia, a real life 17th century grimoire which is easily accessible online.

Drawbacks of a Devilish Pact: The Devilish Pact comes with the Mental Drawback Quirk - Bad Impression.

Leveling Up a Devilish Pact: Upon gaining a level, a player may choose to level up the character's Devilish Pact rather than rolling on the usual level advancement chart. This requires another ritual; each subsequent ritual costs twice as much as the one before.

Breaking a Devilish Pact: Each devil demands a different form of payment in return for granting a pact boon. If at any time this payment is not or cannot be made, the pact is broken. The devil will provide no more services, and depending on the exact terms of the pact made, there may be other consequences of breaking a pact. Suggestions include the permanent loss of 1 point from a randomly determined attribute or worse yet, a randomly determined harmful physical or mental quirk. The Mental Drawback Quirk - Bad Impression (which comes with making a devilish pact) will remain even if the pact is broken.

Roll 1d8 for random Devilish Pact assignment: (see "Devilish Descriptions" after the Alphabetical Quirks section ends for details about individual devils)

- 1: Orobas
- 2: Valefor
- 3: Forneus
- 4: Bune
- 5: Astaroth/Astarte
- 6: Marax
- 7: Seere
- 8: Gaap

Doppelganger: (magical) A tangible and exact double of the character can be created and controlled through mental commands at any range. The character can see, hear, taste and feel everything that the doppelganger does. The doppelganger sounds and acts exactly like the character when it is being directly controlled, and when it is not it quietly finds a corner to stare at. This double has exactly 1/2 the Strength and Dexterity of the character (rounded down) and possesses 20 HP (or 1/2 the HP of the character, whichever is lower). The doppelganger is a quasi-real creation of shadowstuff and illusion, but the magic animating it provides it with physical force. It has its own turn in the initiative order directly after its controller. It can make a melee attack

for 3d6 cold damage. Doppelgangers exist until reduced to zero HP. They heal 1d6 HP a day through magical processes similar to resting. When any doppelganger under the character's control is destroyed, the character loses 1d6 Intelligence. Lost Intelligence returns at the rate of 1 point per night of sleep.

Level 2: The doppelganger now has the same amount of HP as the character.

Level 3: The doppelganger now has the same Strength and Dexterity of the character, and its melee attack does 6d6 cold damage.

Level 4: Any special abilities or attacks that the character can make can now be made by the doppelganger as well.

Level 5: The doppelganger now has the ability to make a Dexterity attack against a target to grasp the target's face and make a doppelganger of the target. This doppelganger follows the same rules as if the target had the Doppelganger quirk, except for it is under the character's control. It can be given simple commands that it will follow, provided the original target would have understood the commands. Only one of these extra doppelgangers can be in existence at one time.

Level 6: The max number of doppelgangers that can be made and controlled at one time using the Level 4 ability is equal to the character's Intelligence. They will only take actions if given orders to follow.

Drunken Master: Able to consume prodigious quantities of alcohol that would kill a normal character, the Drunken Master actually seems to perform better the more potables are consumed. The number of GP worth of alcohol drunk per hour affords special bonuses as indicated below (all results cumulative) for the duration of the one hour period the alcohol was consumed in (when one hour has passed from the first drink, all effects reset and more alcohol must be consumed):

- 1 GP worth of Alcohol Per Hour (APH): This baseline buzz grants 10 temporary HP that will be removed before any real damage is taken and the ability to roll two attempts simultaneously and keep the more favorable in place of any one dice roll (attack roll, damage roll, attribute attack, etc.) - this ability may only be used once per hour.
- 5 GP APH: Armor Class bonus +1
- 25 GP APH: +1 to hit
- 50 GP APH: +1 to damage
- 100 GP APH: one extra attack a round, or a single unarmed or improvised attack that does damage equal to the target's strength (minimum of 8 damage)

Eagle Eye: Keen eyesight that borders on preternatural, the Eagle Eye quirk grants the ability to discern fine details at distances of up to two miles if conditions allow and a +4 bonus to hit with all ranged attacks.

Earth Shaper: (magical) This quirk grants the ability to control, shape and draw strength from the earth. When standing with bare feet outside, the Earth Shaper gains a +2 bonus to Strength and 10 temporary HP which return in 24 hours after being expended. Earth can be moved underneath a target by making a Willpower attack; success results in the target falling into a hole, suffering 1d6 damage and possibly more if the Earth Shaper decides to close the hole as well (inflicting another 1d6 damage and partially burying the victim). Earth fists can be manifested that require a melee attack roll and do 3d8 damage.

Level 2: Up to 400 square feet of earth can be turned into a ten foot deep mud pit instantly. These mud pits take 1d8 days to dry up.

Level 3: When creating a hole underneath a target with a Willpower attack, the hole is now 30' deep (doing 3d6 damage) and collapsing it on top of the victim does an additional 2d6 damage if so desired. The victim is then buried underneath 20 or so feet of rubble with limited air to breath.

Level 4: The earth can be made to ripple like a wave, transporting the Earth Shaper as if she were surfing on liquid earth. Travelling in this manner gives a movement rate of 240' and the ability to make a charging melee attack that does triple damage if it hits.

Level 5: Manifested earth fists can attack twice per round and do 6d8 damage.

Level 6: An earthquake can be summoned but not controlled. It occurs anytime between instantly as the ritual is conducted to a month later. The GM determines the magnitude and effect of the earthquake, but even a small earthquake can cause devastation if its epicenter is under a city.

Elvish Magic: (magical) This quirk can be leveled up without the character possessing The Shadow Follows mental quirk. Elvish magic does not necessarily disrupt the balance of nature like other forms of magic do. Elvish Magic allows free passage in nature, moving at full movement rate through even the most difficult terrain. Plants can be convinced to slow pursuers or those being pursued, reducing their movement to half the normal rate for the terrain. In normal circumstances, any possessor of Elvish Magic need not fear any natural creatures encountered in the wild. Power can be drawn from natural bodies of water and sacred groves: the

possessor of this quirk receives +1 bonus to all rolls while surrounded by the power of nature (as determined by the player and GM in collaboration).

Level 2: Plants can be animated in a 50' circle around the elf. 4d6 HD total of plants can be animated at any one time. Plants can make appropriate attacks for 1d6 damage for every 3 full HD they possess, receiving a +1 bonus to hit per HD. An elf is loathe to see plants animated in such a fashion destroyed in combat.

Level 3: Natural bodies of water can be controlled to make a Dexterity attack at those within splashing range of the water, doing 5d6 damage. If this attack does more than 15 damage to any target, that target is pulled into the water.

Level 4: The possessor of this quirk can teleport between any two trees she has personally touched, no matter the intervening physical distance.

Level 5: Trees can be made to grow rapidly and in unnatural directions at a touch. In this fashion, houses and walkways are easily created with only a few hours work, safely tucked high up in the forest. A dexterity attack can also be made while touching a tree to create a giant splinter to impale the target for 10d6 damage (range of 50').

Faerie Blood: roll 1d4

1: Leprauchan Twinkle: A crook of the head, a wink of the eye, and the possessor of this quirk disappears from view – by teleporting once per round to a destination within sight.

- **Level 2:** Can attack and teleport in the same round (in any order)
- **Level 3:** Can teleport, attack, and teleport again in the same round (or any other combination of two teleports and one attack)

2: Goblin Blood: +2 to Dexterity and the ability to snatch and pilfer objects faster than the eye can see. Pick Pocket or Palm Object chance equals six times dexterity score.

- **Level 2:** Surprise! Attacks made against a surprised opponent or an opponent engaged with another combatant do an extra 2d6 damage.
- **Level 3:** +1 to Dexterity and Surprise Attacks do another extra 2d6 damage (4d6 extra damage total).

3: Brownie Mischief: Can turn invisible for up to five minutes at a time (this does not require concentration to maintain; five minute rest required before reuse).

- **Level 2:** Can move absolutely silently across any surface.
- **Level 3:** Can reduce size to 1/10th or return to normal size at will, each transformation taking 1 round. Current HP are cut to 50% when size is reduced and HP double when returning to normal size.

4: Faerie Wings: Lace-like wings allow limited flight for up to ten minutes at a time with poor maneuverability, at the character's normal rate of movement. At least one round must be spent on the ground between flights.

- **Level 2:** Maneuverability becomes good with the ability to hover while in flight, and movement rate increases by 1/2

Fire Shaper: (magical) This quirk grants the ability to control, shape and create fire. When shaping fire, it can move up to 20' and double or halve in size per round. If creating fire out of nothing, a ranged attack can be made with a range of 20' doing 1d8 damage. If using an existing fire source, the range is 100' and the damage is 3d6, or 4d6 if the fire source is large (at least the size of a good cooking fire). The original fire source is put out or diminished by using this power as adjudicated by the GM.

Level Two: A second ranged fire attack roll can be made using the same rules at a -4 penalty.

Level Three: When creating fire out of nothing, range increases to 50' and damage to 2d6.

Level Four: If only one fire attack is made in a round, no attack roll is needed (automatic hit). Two fire attacks can be made in a round at no penalty, or three attacks can be made at a -4 penalty to hit.

Level Five: All fire attacks do an extra 1d6 damage and can effect a blast radius of up to 10 feet.

Level 6: All fire attacks do an extra 1d6 damage and ranges are increased by 10'

Level 7: All fire attacks do an extra 1d6 damage and ranges are increased by 10'

Level 8: All fire attacks do an extra 1d6 damage and ranges are increased by 10'

Level 9: Once per day the fire shaper may immolate 1d4 targets. Separate attack rolls are required for each target; each hit requires a Save vs. Death or the target is completely burned away to nothing. Even a successful save leaves the target with but a single HP.

Frailty (MF): This is a highly variable quirk, and can be used to create any number of body weaknesses. Examples include brittle bones or susceptibility to bruising. These would increase damage by falls or other

blunt force trauma by a degree decided on by the GM. However, damage should usually be increased no more than by +3 per die of damage.

Gift for Magic: If no magical quirks are rolled and Gift for Magic is selected as a bonus quirk, roll on the magical quirk chart to receive a bonus magical quirk. The Gift for Magic is always accompanied by a dark side; the character also receives “The Shadow Follows” drawback mental quirk. The Gift for Magic allows a character the option of leveling up any magical quirk instead of rolling on the normal level advancement table upon attaining a new level. Gift for Magic can be obtained as a bonus quirk whenever a character with at least one magical quirk gains a new level. If Gift for Magic is chosen as a bonus quirk in this fashion, the character must level up one of her magical quirks at this time.

Good with Animals: Animals react favorably towards the possessor of this quirk. Hostile animals can usually be calmed down with a successful Willpower attack. This quirk allows for the successful training, raising and handling of animals such as dogs and horses. It also grants a +1 bonus to hit, damage and AC while mounted.

Good with People: +2 to Charisma, and the ability to leave favorable impressions in the minds of all those encountered. This includes a knack for knowing the right thing to say in any social setting. Most people soon want to befriend the possessor of this quirk. Charisma attacks should be allowed for bribery, asking favors, and the like.

Good with Plants: Not just a green thumb, this character possesses a lifetime of information about plants and their uses. This quirk allows for the successful cultivation of unusually large and beautiful plants of any kind, and gives a chance to find a plant for a particular medicinal or culinary purpose.

- **Field Triage:** 10 rounds of looking gives a chance of finding 1d4 doses of fresh curative herbs, each dose curing 1d8 HP. Fresh herbs retain their potency for 24 hours after being picked. Roll 1d6 when looking for curative herbs:

1: Success in any environment
2: Success in a mixed residential/rural environment or wilderness
3: Success only in the wilderness
4-5: Failure
6: Failure, but roll 1d6 again: If a six is the result, roll on the Wondrous Properties chart at the end of this document. A rare plant is found containing 1d4 doses of the randomly determined effect.

- **Dried and Prepared Healing Compounds:** The gathering, drying and preparing of potent healing compounds takes a full week of work, less one day per assistant to a minimum of three days. 2d4 doses are created, each healing 3d8 HP and remaining potent for 28 days.

Gorgeous Eyes: Unusual coloration, size, eyelashes or some indefinable quality make these eyes stunning. Diplomacy, bluffing, intimidation and courting are all rendered much easier when seen through such striking eyes. This quirk allows a Charisma attack to be made. If successful, the target will follow a reasonable suggestion for up to a minute as long as it does not directly imperil the target or those closest to it.

Healer / White Witch (magical) – +1 to Constitution. Spending ten minutes focusing healing energy on an injured target cures 1d6 HP. Twice a day the Healer may lay on hands to cure a number of HP equal to the healer's Constitution score or cause damage to an undead creature equal to the healer's Constitution; this attack is made at +2 to hit and will cause the undead creature to flee if the total damage done in this manner (even if the damage occurs over several rounds) equals at least half its max HP.

Level Two: Lay on hands four times a day

Level Three: Lay on hands does Constitution score +2d6 HP

Level Four: Lay on hands cures disease, arrests poison and cures blindness, deafness or muteness

Level Five: Raise Dead (optional) – generally requires the body of the deceased to be raised, in more or less intact condition. The GM is strongly encouraged to create campaign specific consequences for returning from beyond the black veil.

Level Six: Ultimate Sacrifice (this is the Level Five ability if Raise Dead is not allowed) – the White Witch destroys her body utterly and permanently to right a great wrong that has happened – this can have powerful and far reaching effects akin to a genie's wish, to be adjudicated at the GM's discretion.

Hemophilia (MF): The character's white blood cells are diminished in count, preventing her from healing as quickly as normal. This character may only heal 1d3 hp every other day. Once the character is injured, she begins to bleed profusely, losing 2 hit points per round until the wounds can be properly bandaged.

Hexer / Black Witch: (magical) +1 to Willpower. The ability to cause harm and misfortune with a thought, crooked glance or sharp word. A silent Willpower attack for 3d6 damage leaves no evidence of its origin - this damage can be delayed by up to 2d6 hours at the Hexer's discretion. A specific action can be cursed - the target of the curse has a percentage chance of failing at the action equal to five times the Black Witch's Willpower.

Level 2: The ability to inflict magical diseases and long lasting afflictions with a curse. This normally requires a Willpower attack, effects adjudicated by the GM.

Level 3: Willpower attacks do 6d6 damage. If something personal is obtained from a target, these attacks may be made against the target from any range.

Level 4: Dark begets Dark: -2 to Charisma. Creatures from the shadow world call on the Black Witch, drawn like inverse moths to darkness. These creatures may impart visions of past or future events, and may answer questions put to them at the GM's discretion. The shadow world is never far from the witch now, and one spirit at a time can cross over into this world to inhabit an object or animal in the witch's possession. This spirit is under the direct mental control of the witch during its time in this receptacle. Anything (even a pebble) inhabited by a spirit gains a +4 bonus to AC, +20 temporary HP, a flying movement rate of 180' with excellent maneuverability, and the ability to make a Willpower attack using the Witch's Willpower to drain 1d6 points of Strength from the target. Lost Strength returns at the rate of 1 point per day. If the physical object that a spirit is inhabiting is destroyed, the spirit cannot return for 24 hours. Other spirits can still come across, and most Black Witches attract many such shadow creatures.

Level 5: Killing Word. Within hearing range a Willpower attack can be made to kill one target. The target gets a Save vs. Death to avoid this effect.

Level 6: Part the Veil: The Black Witch can cross over into the shadow worlds that border the real world. +6 bonus to AC reflects the ability to phase the physical body in and out of existence. Time passes differently in the shadows of the world; it is possible to return to the real world at any point within 100 years of the departure time on either side. Nothing in the real world can damage the Black Witch in the shadow realms (although these realms have their own dangers!). Instantaneous travel across the real world by means of "wormholes" through the shadow realms is possible. Up to two other living creatures can be drawn through into the shadow worlds if they are holding the hands of the Black Witch.

Hulk: An abnormally large physical specimen. + 1 to Strength and +1 to Constitution, unarmed attacks do 1d8 damage, roll 2d4 x 10 to determine the percent above normal height.

Hunchback: A physical deformity that results in a hump over the shoulders and a lowered head, this quirk results in -1 to Charisma and Dexterity.

Hustler: Uncannily Lucky or just plain Good at Cheatin' – the Hustler can outbluff almost anyone and is skilled at sleight of hand, misdirection and reading the odds. This quirk grants a permanent +1 bonus to Intelligence, Charisma and Dexterity.

Illusionist: (magical) The illusionist can create phantasms that appear to be real, with sound and smell, as long as they are not touched or otherwise physically interacted with. This quirk allows for a total of 10 cubic feet of illusions to be created and maintained at one time (there is no limit to the number of different illusions that can be created at once nor the distance that separates them, as long as the total amount of illusions being maintained does not exceed the size limit). Inanimate objects do not require concentration to maintain, but an illusion of a living creature requires the illusionist's attention to animate it otherwise it is a lifeless statue of the creature. An illusion will fade after one hour of neglect by the illusionist.

Level 2: Moving parts of illusions and illusionary creatures can be given a simple program to follow; they can perform this without needing the

illusionist's attention.

Level 3: A total of 100 cubic feet (one entire ten by ten dungeon room with a ten foot ceiling, for example...) of illusions may be created and maintained. Illusions will fade after 24 hours of neglect by the illusionist.

Level 4: Even touching an illusion does not automatically dispel it; to successfully disbelieve the illusion, the subject must make a successful Willpower attack against the illusionist. Subjects failing this attempt treat the illusion as if it were real in every respect, even suffering real damage and dying if injured by an illusion.

Level 5: A total of 1000 cubic feet of illusions may be created each day. Illusions will fade after 2d4 days of neglect by the illusionist. Please note that entire illusionary houses with multiple rooms can be maintained indefinitely by a trained illusionist!

Level 6: By sacrificing 1d6 HP of her own blood the illusionist can grant true substance to illusionary creatures. Each point of damage done in the blood sacrifice equals a single creature that arises from the illusion. These can be of any form imagined by the illusionist and have 1d6 HD each. AC, movement and attack methods are appropriate to their unique morphology. Typical creatures created in this manner for combat receive a +4 bonus to AC and do 1d8 damage for every 2 HD they possess (a 5 HD creature might do 2d8 damage with an attack). These creatures are real and cannot be disbelieved! The illusionist can control a number of these creatures equal to her Willpower. If creatures are created in excess of her Willpower, those creatures are free willed at creation and typically attack the illusionist.

Increased Caloric Needs (MF): This drawback requires the character to eat twice the normal amount of food daily. During times of vigorous activity, this need becomes more acute. For every 5 rounds of vigorous activity, the character must eat for 1 round or lose 2 hit points and 1 point of STR each melee round until he eats again or until the activity stops. All losses will be regained at an equal rate for each round that food is consumed, until all loss of hit points and STR is regained.

Iron Grip: A crushing handshake. For any tasks involving grip strength, effective strength is +4 more than actual strength. Most items that could be torn or crushed can be torn or crushed without a check. This quirk may be used to intimidate another caught in the grip or used to inflict 1d8 crushing or choking damage with a successful bare handed attack (note effective strength for this attack is +4 more than normal).

Level 2: Bare handed attacks do 2d8 damage

Level 3: A bare handed attack that does 12 or more damage results in a broken bone for the target (the GM may increase the target HP number for unusually strong or hardy creatures or disallow use of this ability entirely in the case of creatures with no skeleton) - roll 1d6 to determine the general location:

- **1-2: right arm** - Target cannot attack with a weapon wielded with this arm.
- **3: left arm** - Target cannot attack with a weapon wielded with this arm.
- **4:right leg** - Movement reduced by 40% (cumulative with left leg)
- **5: left leg** - Movement reduced by 40% (cumulative with right leg)
- **6: ribs** - trouble breathing, -4 to all attacks and movement reduced by 50%

Light Shaper: (magical) This quirk grants the ability to control, shape and create light. It also grants the ability to see in even the brightest of conditions, including looking directly at the sun. Existing sunlight can be used to make a Willpower Attack that does 2d10 damage within visual range. If there is no sunlight in the area, bolts of light may be created and hurled up to 50' to do 1d10 damage (requires a melee ranged attack). Light can be created where none exists; it floods from the possessor of the quirk until a radius of up to 100'/round is illuminated with a bright but diffuse glow (to a maximum of a 1000' radius illuminated after 10 rounds).

Level 2: Light attacks also blind any targets with visual organs for 1d6 rounds.

Level 3: Light can be bent around any object (including the character) within a 10' radius of the character, rendering the object(s) invisible. This requires concentration and the character can do nothing else but move slowly while sustaining this effect.

Level 4: Light attack damage increases to 4d10, or 2d10 if there is no sunlight in area.

Level 5: An extra light attack per round may be made.

Level 6: Light attacks automatically hit

Level 7: Weapon of Light - Up to 3d6 weapons at a time can be temporarily enchanted by setting them in the sunlight for ten minutes while performing a ritual over them. The weapons gain the following properties for 1d4 hours: +4 bonus to hit and +2 bonus to damage; their blades become pure light and ignore armor for purposes of determining a target's AC; double damage against undead targets.

Magic Shaper: (magical) +1 to Constitution. The magic shaper can find, manipulate, store and create magical energy.

- The type and intensity of magical auras can be detected out to 1000' along line of sight. Illusions are

seen as illusions.

- Magical force can be used to make a Constitution attack with a 10' reach doing 1d10 damage. If this attack is made within 10' of a strong magical aura (at least a level 2 magical effect or the equivalent) or using an enchanted weapon of at least +2 bonus as a focus, the attack has a 50' range and does 2d10 damage.
- Inanimate objects can be charged with magical energy. Two objects can be charged at one time, neither weighing more than 15 pounds. These objects have to be worth at least 10 GP for their material or artistic value. 1/2 hour can be taken to charge an object; or 1d6 HP can be sacrificed and an object can be charged in one round. A charge can be transferred from one object to another in a single round at no further cost provided both objects are at hand. Weapons and armor charged using this ability function as magical with a bonus equal to the level the Magic Shaper quirk is leveled up to (+5 maximum).
- One charged object can be sacrificed per round to release the stored energy charge and the energy inherent in the object itself. The charged object is completely disintegrated, and can be sacrificed from any distance. When a charged object is sacrificed, choose one of the following effects:
 - Cure 1d6 HP damage by laying on hands (self or others)
 - Add 6d6 damage to a successful magical force attack
 - Create a magical grenade that can be thrown for 5d6 damage in a 10' radius explosion
 - Add a one time +5 bonus to a counter spell or dispel magic roll (see the "Magical" quirk description)

Level 2: Up to five objects weighing no more than 50 pounds each can be charged at one time using the rules given above. Five objects can be sacrificed at once to gain access to one of the following effects:

- Cure 6d6 HP damage by laying on hands (self or others)
- Add 10d6 damage to a successful magical force attack
- Add a one time +10 bonus to a counterspell or dispel magic roll (see the "Magic" quirk description)

Level 3: When a counterspell attempt is successful, the magic shaper can choose to absorb the incoming magical energy instead of simply countering it. A number of temporary charges equal to the level of the magical attack countered can be absorbed, each charge functioning exactly like a charged object in terms of its utility to the magic shaper. The maximum number of temporary charges that can be absorbed and held at once is equal to the maximum number of objects that the magic shaper can regularly charge at once (if Magic Shaper is at level 2, five objects and five temporary charges can be controlled by the character at once). Temporary charges disappear if unused after 24 hours. The counterspell attempt automatically succeeds if the opposing caster is a willing ally.

Level 4: When a dispel magic attempt is successful, the magic shaper can choose to absorb the magical energy instead of simply dispelling it. The maximum number of temporary charges that can be absorbed and held at once is equal to the maximum number of objects that the magic shaper can regularly charge at once (if Magic Shaper is at level 2, five objects and five temporary charges can be controlled by the character at once). Temporary charges disappear if unused after 24 hours.

Level 5: Up to ten objects weighing no more than 100 pounds each can be charged at once. Self Destruct: The character sacrifices all ten objects at once and is instantly and permanently destroyed. Any temporary charges are added to the total number of charges for calculating blast radius and damage: each sacrificed charge equals +10' radius blast explosion and +6d6 damage. The explosion is centered on the character.

Level 6: Back from the brink: If at least five objects are charged when the character is reduced to 0 HP, all remaining charged objects and temporary charges are sacrificed and the character regains HP equal to 1d6 times the total number of charges.

Magical: This is not an individual quirk but some general abilities that the possessors of all magical quirks have. Rather than spell out these abilities again and again in the description of each magical quirk, those quirks refer to this entry.

- The possessor of a magical quirk can detect the presence of magic within 50'. This does not allow precise identification of the whereabouts of an invisible creature, but it would allow the knowledge that some magical effect was happening in the area. Attempts to divine more information about the type or strength of a detected magical presence should be adjudicated by the DM as seems appropriate per

the source of the magic.

- Reading of magical script is likewise usually allowed provided basic literacy requirements are met.
- Minor magical items (self-churning butter mill, self-propelled broom, etc.) can be enchanted for 1d6 days in a process that takes 1d4 rounds: The maximum number of items that can be actively enchanted at one time is equal to the character's Willpower; no item can weigh more than 15 pounds; and enchanted items can exert no more than 10 lbs of force.
- As a child, anyone with a magical gift experimented with all sorts of interesting little magical games. Roll 1d6: This is a minor magical cantrip learned in childhood. A creative player and permissive GM can create variant cantrips ad nauseam.

1. Quiet "ghost" noises can be conjured within a 15' radius.
2. A small non-valuable object no larger than a 2" cube can be summoned into existence for 1d6 rounds.
3. One pound of force can be exerted with mental effort within 50'.
4. Normal insects within 15' can be telepathically commanded.
5. A small magical light or flame can be produced at will. The brightness can be controlled up to the equivalent of two candles. It hovers and the character can direct it to fly around within a 15' radius of the character.
6. Anything can be made to taste like anything else. This effect will fade in one hour if the food is uneaten.

- Leveling up magical quirks: When any magical quirk is leveled up to any level, the same level of effect listed below is unlocked. ***In addition, leveling up any magical quirk also results in the character gaining the "The Shadow Follows" mental quirk.***

Level 2:

- **A Magical Mark** can be left that can only be seen by those who can detect magic. This mark can be made using the finger, and any amount of text or drawing can be left behind in this fashion. Magical marks will never fade; even if the surface they were drawn on weathers away over time, the magical marks will remain in the air in the same relative position that they were created in.
- **Magic Item Creation:** Permanent magical items can be created in a time consuming and expensive process. Permanently enchanting any item requires at least 1d4 days (possibly much more at the GM's discretion) and 1d6x100 GP worth of magical components per level of magical effect the item is being enchanted with. This cost is in addition to any specific material component costs listed below. At the conclusion of the process, the enchanter must make an item creation roll on a d20 against the target number listed for the type of item being created; failure completely destroys the item and wastes all the components. Each successful item creation roll adds a +1 bonus to all subsequent item creation rolls. This bonus caps at +10.
 - Weapons and armor must be enchanted at the time of their creation. Only the finest materials may be used, adding ten times the normal price of the weapon or armor to the cost. The magical bonus (+1, +2, etc.) of the enchanted item is equal to the highest level of magical quirk the enchanter has leveled up (+5 maximum). Item creation target number: 10
 - Rings of at least 1000 GP value can be permanently enchanted with a magical effect that is cast by either the enchanter or a helper at the time of the ring's creation. The magical effect can be either always on or triggered by a command word or gesture. Item creation target number: 15

Level 3: Counter Spell - When a d20 roll required for a magical attack against the character is made, the character may choose to attempt a counter spell. This has a physical toll; the character must sacrifice 1d6 HP. The number of HP lost x 3 = the counter spell roll. If this number exceeds the modified d20 roll required for the magical attack, the attack is countered. The counter spell attempt should be announced before the attack is resolved and both rolls should occur simultaneously. In the case of a magical effect used against the character that does not require a d20 roll, the character must roll a 5 or a 6 on the HP sacrifice roll to counter the effect.

Level 4:

- **Dispel Magic** - Magical effects can be dispelled. This requires a Willpower attack against either the caster of the magical effect, or (if the caster is unknown), against 4 times the level of the magical effect (or its equivalent as ruled by the GM) to succeed. Example: A level 2 Illusion effect would require a Willpower attack against a target Willpower of 8. In the cases of particularly large or powerful magical effects, the GM may rule that the magic was only partially or temporarily dispelled. Each attempt drains 1 Willpower per level of the magical effect being dispelled. Lost Willpower returns at the rate of 1 point per hour of rest.
- Carefully constructed **wands** (minimum 1000 GP value) can be filled with a limited number of discharges of a single magical effect, cast during the time of creation by either the primary enchanter or an assistant. Each wand may store up to 5d10 discharges. Using a wand generally requires a Dexterity attack or a ranged attack roll to hit a target. Item creation target number: 17

- **Magical staffs** can be created. This often involves a quest for rare materials that cannot be bought. Roll 1d4 - the result is the bonus the staff grants to all rolls called for by magical quirks. In addition, anyone with a magical quirk can spend one round to store a magical effect in the staff; that effect can then be called forth at any time by the staff's wielder. Upon grasping a staff, its wielder becomes aware of any stored magical effect. Item creation target number: 20

Level 5: Intelligent items and artifacts can be created by binding spirits into a magical item during its creation. Someone with the Conjuror magical quirk leveled up to level 6 must participate in the creation of the item. Special costs and risks of such an endeavor should be adjudicated by the GM.

Item creation target number: 25

Martial Arts Master: +1 to Dexterity and Intelligence. This quirk is attained during play rather than at character creation. When a character levels up, if the GM rules that it is possible in the game, the player can choose to become an apprentice to a martial arts master instead of rolling on the level up chart. The master may require the apprentice to run errands. In exchange for training, the master traditionally receives 1/4 of the apprentice's income while the relationship is continuing. Basic training takes three intensive months and teaches a balance of body and mind. This grants two unarmed melee attacks per round for 1d8 damage. A reactive strike is permitted against any opponent whose modified melee attack roll against the character is less than the character's Dexterity score (this attack should be rolled simultaneously with the opponent's to save time). This reactive strike is a Dexterity attack that does 1d6 damage. When the apprentice is ready to level up, another month of dedicated training is required to gain the next level of Martial Arts Mastery.

Level 2: +2 bonus to AC. If only one melee attack is made it can be an Intelligence attack for 5d6 damage. If this attack does more than 20 damage, the target is knocked unconscious for 2d4 rounds if its anatomy is such that this seems a possible outcome of an unarmed attack.

Level 3: +1 to Dexterity. Four unarmed Dexterity attacks per round for 2d6 damage each.

Level 4: +1 to Intelligence. An Intelligence attack can be made against a target to render its next attack a failure. This Intelligence attack can be substituted for one or two of the four unarmed Dexterity attacks granted at Level 3 and can be directed against different targets.

Mechanical Genius: +2 to Intelligence. This character just gets how things work. Combined with a creative mind and a tinkerer's perfectionist tendencies, there are few limits to what kind of crazy contraptions the mechanical genius can create. Small contraptions and jury rigged devices take 2d6 rounds to complete and should generally succeed in their goal if it is at all plausible. Larger constructions and goals that might be mechanically impossible to achieve will have a chance of success determined by the GM and will take anywhere from 1 hour to 1 year to complete.

Mender: (magical) +1 to Willpower. The talent to make broken things whole again. If all the pieces are present, any broken inanimate object of less than 20 pounds can be rejoined better than new in 1d4 rounds. If over 50% of the object is present, a Save vs. Energy Attacks allows the mender to recreate the whole object. Objects can also be strengthened against future damage, reinforcing walls and ships hulls, strengthening ropes and protecting precious glass windows from stones hurled by angry mobs. This process takes between one and ten rounds depending on the size of the object being strengthened. Enchanting armor in this fashion gives a +1 bonus to AC that lasts for 1 week. Knowledge of mending also encompasses a knowledge of how things are taken apart - a Willpower attack may be made against any target within visual range that disentangles its insides, doing 8d6 damage. This runs so counter to the regular flow of mending energy that no mending magic may be attempted for 1d4 rounds after using this attack.

Level 2: Any broken inanimate object of less than 200 pounds can be mended.

Level 3: A touch attack shatters up to 10 cubic feet of inanimate objects per round. This requires a successful Willpower attack if used against an object in the possession of another. This runs so counter to the regular flow of mending energy that no mending magic may be attempted for 1d4 rounds after using this ability.

Level 4: Only a fragment of an object is needed to make it whole again, and objects of up to 4000 pounds can be mended.

Level 5: Broken blood vessels, broken bones and torn ligaments can be healed with a successful Willpower attack against the target, curing 4d6 HP of damage (once per target per day).

Monkey: +1 to Dexterity. Quick and agile, possessors of this quirk are sometimes more comfortable climbing than they are relaxing on the ground. Nearly any surface can be climbed, requiring a simple dexterity check only in the most challenging of circumstances. Easy climbs are accomplished at $\frac{3}{4}$ normal speed, while even the most difficult climbs are accomplished at $\frac{1}{4}$ normal speed. This quirk grants a +2 bonus to hit and damage in melee while climbing or swinging.

Level 2: A pouncing attack from above does double normal damage. A miss requires a successful Dexterity check to avoid taking 1d6 falling damage.

Level 3: Utilizing every surface of the surroundings to reduce the chances of being hit in combat gives a +2 bonus to AC.

Musical Gift: This gift does not have a mechanical effect on the game. Performances and musical compositions are valuable and with the right audience or buyer can be quite lucrative. This quirk represents a real gift, the ability to produce truly beautiful music. It is up to the player and GM to negotiate what this will mean in play. The character starts play with the an instrument of the specified variety (or a great set of lungs and golden pipes in the case of a singer). Roll 1d6.

- 1: Singer
- 2: Stringed Instruments
- 3: Percussion
- 4: Woodwinds
- 5: Brass
- 6: Choice of Exotic Instrument (sitar, bagpipes, pipe organ, etc.)

Natural Hero: From any walk of life the natural hero may emerge, born to shine in the most trying of circumstances. This quirk grants +1 to Charisma and Willpower. Twice a day the Natural Hero may make a Willpower or Charisma attack at a +2 bonus in place of a melee attack (this attack does double normal melee damage and is modified by Willpower or Charisma at a +2 bonus, as if those attributes were Strength), or may substitute Willpower or Charisma at a +2 bonus for any other attribute in an attribute attack or attribute check situation.

Level 2: If reduced to 5 HP or less at the beginning of her turn, the character regains HP equal to her Constitution as the near death experience somehow revitalizes the Natural Hero.

Level 3: Twice a day the Natural Hero may make three rolls and keep the best result in place of any one dice throw.

Negative Empathy (MF) (magical): The character sends out waves of negative magical energy, causing anyone with less than 17 Intelligence within a 90' radius to have a 15% probability of attacking the character. Only one check is necessary per person until they leave the field and reenter it.

Night Owl: Circadian rhythms a little out of whack, the Night Owl is most alert during the night hours. +1 to all rolls after night falls, and the ability to see in normal darkness out to 50'.

Obese (MF): The character suffers from obesity, and her weight is twice that of an average individual of his species. The GM may apply encumbrance or combat modifiers when it seems as though the character's size would interfere with her abilities in any way. It is also possible to choose one body location and declare that the fat accumulates there, giving one or more limbs a grotesque, bloated shape compared to that of the rest of the body.

Obsessed with Something: The player or GM must pick an object or cause to be an overriding obsession for the character.

Pain Insensitivity (MF): The character lacks the awareness that living creatures normally possess with regard to their bodies and immediate surroundings. The character does not feel pain when injured, even if a weapon has penetrated her body. The character will not be able to tell how much damage she has sustained without making a visual checkup of his entire body. The GM should keep track of the character's hit points.

Pain Sensitivity (MF): The character's nervous system is very susceptible to injury, resulting in all damage to the character being doubled.

Parasitic Twin: A still-born conjoined twin grows inside the possessor of this quirk. Twice as much food and water must be consumed, and the quirk results in -1 to Constitution and reduces movement by 1/4. A risky operation (even with magical assistance, there is a real chance of dying) may be able to remove the twin, eliminating the food requirement and restoring lost movement. The Constitution penalty will remain.

Phobia (MF): The character has an irrational fear of some creature or object. Whenever she comes face to face with the object of her fear, she flees immediately, throwing anything in her hands at the feared object/creature in an effort to distract or harm it. She will flee in the opposite direction at full movement for 1d4 rounds.

Roll 1d6 to find out what category his fear falls into. The GM will flesh out the specifics.

1. Other (GM's Choice)
2. Weaponry (magical items, swords, etc.)
3. Animal
4. Plant
5. Ordinary object
6. Insect

Pituitary Deformation (MF): This defect indicates the pituitary gland of the character has been deformed by mutation, causing unnatural aging. A character with this defect appears much older than she really is, generally two to three times her actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

Pizza Face: Truly, epically bad acne. -2 to Charisma.

Poison Susceptibility (MF): This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

Puny: An abnormally small physical specimen. +1 to Dexterity, +1 bonus to AC, +1 to hit and damage against larger foes, roll 2d4 x 10 to determine the percent below normal height.

Read You Like a Manuscript: This quirk is an unusual ability to read the intentions of others. This quirk grants a +2 permanent bonus to Willpower and the ability to make a Willpower attack to divine the true intentions of another. Possessors of this quirk are always able to tell when they are being lied to or strung along.

Reduced Immune System (MF): Whenever the character falls ill, whether it is from infection caused by combat/misadventure, or airborne infectious diseases, the character suffers an extra 10 hp of damage per day. If using the optional Disease rules characters with this quirk suffer a -4 saving throw adjustment against diseases, and the duration is doubled.

Reduced Oxygen Efficiency (MF): This quirk makes it harder for the character to get oxygen into the circulatory system. This means that, after any amount of extended physical activity (including combat) lasting more than 5 rounds, the character must rest or fall unconscious for 3d6 rounds. Further, when exploring ruins these characters need to rest for 1 turn after 3 turns of exploration. See "Rest" in the Adventuring Rules section.

Sensory Deficiency (MF): This mutation indicates that the character suffers from either blindness or deafness (50%).

Shapeshifter: (magical) A childhood fascination in the forms of animals leads to an awkward adolescent moment when this gift first manifests itself. Choose one creature that the character can transform into. The character does not gain any special abilities of the creature, just the physical appearance and natural attacks or abilities (such as claws or sharp teeth or winged flight). This physical change (in either direction) takes 2 full rounds of inactivity before it is complete.

Level 2: Any one body part may be transformed into the equivalent part of any other animal (arm changed into a tentacle, mouth to a beak, etc.). This allows physical attacks such as bites and claws (max damage is generally 2d6), as well as any special traits inherent to the form such as the ability of an octopus tentacle to reach through the bars and grab the jailer's keys, or the ability of an eagle's eyes to see small movements at extremely long distances. This transformation is instantaneous and only one such transformation may be made per round.

Level 3: Choose two more creatures that the character can fully transform into.

Level 4: The shapeshifting transformation into another creature now takes only 1 round.

Level 5: Grants the ability to shapeshift into an exact double of any individual creature, right down to the voice.

Level 6: Grants the ability to transform a target within visual range into any other creature with a successful Willpower attack. The target gets a Savings Throw vs. Spells to avoid the transformation.

Shadow Follows: See "The Shadow Follows" below.

Sharp Tongue/Smooth Talker: +2 to Charisma and the ability to make a Charisma attribute attack to prevent any one target from attacking for 1d4 rounds unless it is attacked (smooth tongue).

Level Two: The ability to make a Charisma attribute attack to force any one target to attack any other target in melee range of it with whatever is at hand. This is a pseudo-magical talent, combined with a rare gift for knowing just what to say to really get under someone's skin.

Sick as a Child: A bad case of something or rather during childhood results in a -2 to Constitution. The possessor of this quirk is chronically short of breath and must pause for a minute after every ten minutes of strenuous activity.

Tactical Genius: If given the opportunity to study the lay of the land and the position of the combatants, the tactical genius receives a +2 bonus to hit and damage during a melee and all allies within 10' receive a +1 bonus to hit and damage.

Level 2: Measured Strike: If the Tactical Genius spends one round studying her opponent without attacking during a melee, the next round's attack does triple normal damage if successful.

The Shadow Follows: Using magical energy creates a weak point between this world and others. Dark beings, shadows of the real world, are drawn to those with a real gift for magic. Any time a natural 1 is rolled on any d20 roll called for by a magical ability, the shadow world draws closer. Sometimes this might mean a creature from the dark bursts through and attacks; other times this might manifest as a gloomy pall that settles upon all in the area and cannot be dispelled for days. Shades of the past or future might manifest. The GM is encouraged to tailor the results of each critical fumble to best suit the current adventure.

Tough Skin: Extremely thick skin, sometimes the result of years of scar tissue build up, protects the possessor of this quirk. Roll 1d6

1-3: +3 bonus to AC

4-5: +4 bonus to AC

6: +5 bonus to AC, but reduces movement by 50%

Level 2: Ignore the first 5 HP of damage you receive each round.

Level 3: +1 to Constitution, roll 1d10 for the HP gained

Troll Blood: This quirk grants a +1 to Constitution. 1d6 rounds after first injury, the Troll Blood quirk cures 2 hp of damage a round for 2d6 rounds. Ravenously hungry after using the quirk, a large meal must be obtained

within the hour or the possessor of the quirk temporarily loses 1d6 points of constitution per hour until fed. Dropping to zero constitution leads to a comatose state for 24 hours. Lost constitution returns at the rate of 1 point per hour of good rest. This quirk will not function again until the meal is eaten.

Level 2: Troll Blood cures 4 hp of damage a round when activated.

Level 3: +1 to Constitution, +1 to Strength, gain two natural claw attacks per round for 1d6 damage each

Level 4: claw attacks do 2d6 damage

Level 5: gain an additional natural attack per round, a bite for 1d10 damage

Uncanny Memory: A true photographic memory, anything seen or heard by this character can be recalled with 100% accuracy.

Uncontrollable Emotions: Bottled up fury and barely contained self-loathing lurk perilously near the surface. -2 to Charisma. No one likes to talk to someone who is constantly on the verge of breaking down and is equally as likely to fly into a murderous rage. If provoked, this character must make a Save vs. Poison to avoid attacking the provocateur even if fighting in the situation is inappropriate.

Unusual Ancestry: roll 1d6

1: Half Elf: +1 to Dexterity and Charisma, and the Magic Shaper mental quirk *OR* the Elvish Magic mental quirk (player's choice)

■ **Level 2:** +2 to an Attribute of the player's choice and level up one quirk with levels

2: Half Orc: +1 to Strength and Constitution, +1 to Attack and Damage, -2 to Charisma

■ **Level 2:** +10 HP and 1 extra attack per round. Roll 1d10 for all further hit point rolls.

3: Halfling: +2 to Dexterity, +2 to hit with slings or thrown weapons

■ **Level 2:** +1 to Dexterity, any skills relating to sneaking around and thieving have a base chance of success equal to five times Dexterity even if attempted in difficult conditions.

4: Elf: +1 to Dexterity, immortal life span, immunity to sleep or charm effects, and the Elvish Magic mental quirk

■ **Level 2:** +1 to Willpower. A Willpower attack may be made against up to a daily limit of 6d6 HD of opponents within 50' to put them into a magical slumber for one minute per point of Willpower. The elf can end this sleep early with a touch. If the sleeping targets are attacked, any physical damage is reduced by one half and the targets wake instantly ready to defend themselves.

5: Dwarf: +1 bonus to Constitution, roll 1d8 for hit points instead of 1d6, total immunity to poison

■ **Level 2:** +1 to Constitution. A natural affinity for rock allows the dwarf to meld into stone. The dwarf can remain in melded stone form for a number of rounds per day equal to Constitution. The dwarf has a movement rate of 10' per round in stone and can sense the presence of open spaces through up to 5' of stone. No attacks can be made by the dwarf in melded stone form.

6: Other: Choice of any fantasy race, granting a +1 bonus to two appropriate attributes and a single limited special ability or a +1 bonus to one attribute and two special abilities in line with the examples above. The GM may also grant a **Level 2** ability for the race.

Vision Impairment (MF): This quirk covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the character to discern objects more than 50 feet away. Characters with this quirk have a -2 to hit in combat.

Water Child: More at home in the water than on dry land, the Water Child can move in the water at normal movement speed. All attacks made while in the water against other targets in the water are at +2 to hit. A trained lung and good technique allows dives to depths of a hundred feet and the ability to hold the breath for

five minutes. This quirk grants +1 to Constitution.

Level 2: +2 to AC while in the water

Level 3: A drowning attack may be made against a target in the water that cannot breath underwater. This attack does 1d10 Constitution damage. When the target's constitution is reduced to zero, the target has drowned. Lost constitution returns after a good night's sleep.

Water Shaper: (magical) This quirk grants the ability to control, shape and create water. A Willpower attack may be made against any target with blood, causing the water inside it to burst cell structures from the inside out inflicting 3d6 damage. Bludgeoning arms and serpents can be created from standing water, granting an extra melee attack per round for 2d6 damage. 1 gallon of potable water can be created per round, or up to 50 gallons of salt water can be desalinated.

Level 2: A 10' diameter air bubble can be trapped and used to travel underwater at a movement rate of 120', poor maneuverability. The bubble grants a +2 bonus to AC to all within and can only be popped through magical means (10 damage done by magic will do the trick). The bubble contains enough air for a single occupant for 40 hours (subtract 8 hours for each additional occupant).

Level 3: A water elemental of 2d6 HD can be summoned which is under the control of the Water Shaper. It will remain until destroyed or dismissed, at which time another can be summoned.

Level 4: The attack against a target's blood now does 5d6 damage and any bludgeoning arms or serpents created from standing water do 3d6 damage and can attack twice a round.

Level 5: A greater water elemental of 14 HD can be summoned. Its name must first be researched, a process left to the GM to adjudicate. Each Greater Water Elemental is unique and should be prepared by the GM. If not properly contained in an expensive summoning circle specially dedicated to that particular greater water elemental (1d6 x 1000 GP cost), the elemental must be bested in combat before it will obey any orders from the Water Shaper. When destroyed or dismissed, the Greater Water Elemental cannot reform on this world until 24 hours have passed.

Weak Will (MF): The Willpower of the character is reduced to 3.

Weakling: -2 to Strength. A lifelong aversion to physical activity has not let the body live up to its full potential.

Weapon Master: +1 to Strength and Constitution. This quirk is attained during play rather than at character creation. When a character levels up, if the GM rules that it is possible in the game, the player can choose to become an apprentice to a weapon master (sword, spear, bow, etc.) instead of rolling on the level up chart. The master may require the apprentice to run errands. In exchange for training, the master traditionally receives 1/4 of the apprentice's income while the relationship is continuing. Basic training takes three intensive months and teaches an offensive and defensive stance, either of which can be assumed at the beginning of a round. The benefits of a stance last until the beginning of the next round. Offensive stance: All attacks are at +2 to hit. Defensive stance: +2 bonus to AC

When the apprentice is ready to level up, another month of dedicated training is required to gain the next level of Weapon Mastery.

Level 2A: While in an offensive stance, a whirlwind of attacks can be made. Two extra attacks per round.

OR

Level 2B: While in a defensive stance, +4 bonus to AC and a disarm attack can be made against the first opponent to attack the character in melee during the round. Disarm: Dexterity attack against the modified to hit roll of the opponent (treating this number as the opponent's dexterity for purposes of resolving the disarm).

Level 3: (This can be selected if either of the Level 2 abilities have been gained, or can be selected after both have been gained) Confusing Strike: Gain the benefits of both stances until the beginning of the next turn. Make a single attack at an additional +2 to hit (+4 to hit including the offensive stance bonus) that does triple normal damage.

Weapon Talent: Roll 1d6 – receive a +2 to hit and +1 to damage with that weapon. Grants the ability to try unusually difficult maneuvers like splitting an arrow, disarming a mounted foe or throwing a dagger through the eyeslit of a visor (exact penalty to hit assigned by the GM). An unusual weapon may be substituted at the player's request and GM's discretion.

1: Short sword

2: Dagger

3: Longsword

4: Spear

5: Short Bow

6: Long Bow

Level 2: Another +1 to damage

Level 3: One extra attack a round with the weapon

Level 4: If only one attack is made per round, it does extra damage equal to the character's Strength score

Level 5: The ability to make an attack against every enemy engaged in melee with the character (if four men surround the possessor of this quirk, all four could be attacked) **OR** the ability to nock two arrows at once, doubling the normal number of ranged attacks.

Level 6: Killing Blow - if only one attack is made per round, it does extra damage equal to the character's Strength and Intelligence scores added together.

Wind Shaper: (magical) This quirk grants +1 to Dexterity and the ability to control, shape and create wind. Local winds can be increased or decreased by up to 5d10 MPH, and their general direction controlled. These effects take 1d4 rounds to manifest. A Dexterity attack can be made to slam a target with a sudden gust of wind, doing 1d8 damage and knocking the target off its feet. With great concentration the Wind Shaper can rise into the air on a column of wind, gaining or descending up to 50' per round with no appreciable control of lateral movement.

Level 2: The wind gust attack does 3d6 damage

Level 3: Local winds can be whipped into a frenzy. When outdoors, hurricane-force winds can be used to make an attack affecting a 30' diameter circular area, doing 10d6 damage to all within and knocking them off their feet (Save vs. Death for no damage but still knocked prone).

Level 4: Winds can be created and controlled with great enough precision to allow true flight at 240' movement, good maneuverability.

Wrassler: A physical gift for and an instinctual understanding of the physics behind wrestling. This quirk grants +1 to Constitution and the following wrestling maneuvers that may be used after a successful melee attack roll (choose one before making the attack roll):

Engage: Closes the ground with opponent and establishes or maintains body contact in some sort of clinch, granting a +2 bonus to the next round's attack throw if a wrestling maneuver is attempted. Enemies that are engaged are able to use only small weapons effectively.

Throw/Takedown: Throws or drops the victim to the ground and does 1d6 damage **or** ends the attack Engaged as described above but the combatants are engaged on the ground.

Choke Out: When starting the round engaged, a success applies a choke hold that restricts air or blood flow at the neck doing 1d6 damage. A target can withstand their Constitution worth of damage before passing out. The choke out attack is made at a +2 bonus while engaged on the ground.

Disengaged: The Wrassler becomes disengaged immediately upon failing a melee attack roll while attempting a wrestling maneuver and must Engage again or attempt a Throw/Takedown before using further wrestling maneuvers. In addition, the target can choose to spend its attack at a -2 penalty to disengage on its turn (doing no damage beyond ending the wrestling engagement).

Level 2:

Improve Position: Begins and ends the action engaged but improves position for the subsequent round's attack, which will be made at a +4 bonus.

Joint Lock: When starting the round engaged, a success allows pressure to be applied to a joint doing 1d10 damage. A typical joint can withstand 10 HP of damage in this manner before breaking. This attack is made at a +2 bonus while engaged on the ground.

Push Around: When starting the round engaged, a success pushes the target a distance up to 1/2 the normal speed of the Wrassler (yes including over that cliff!).

Wrathful: This quirk represents a hardwired quick reaction to anger. Adrenaline rushes come quick and easy, and this character knows how to harness them. During melee combat, the character can enter an adrenaline rage, gaining 10 temporary HP and receiving +4 to Strength for the duration of the combat. When the character comes out of a rage, she is at a -1 cumulative penalty to all rolls for one hour.

Level 2: Tough to Drop: +20 temporary HP total when entering a rage, and the character can continue to take actions until reduced below her negative Constitution value of HP. A character at or below zero HP will die 1d4 rounds after the end of the melee unless the wounds can somehow be healed.

Level 3: +6 to Strength, one extra attack per round during rage.

Devilish Descriptions:

1: Orobias



A Devil who appears as a noble horse or a princely man. His pact grants limited knowledge of the future, improving AC by a +2 bonus, granting a +1 bonus to hit and the ability once a day to take the better result of two dice throws instead of making a single dice throw. Orobias tasks those who agree to his pact with uncovering knowledge and secrets and is aware of anything that they observe or experience.

Level 2: Further +1 bonus to AC

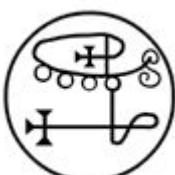
Level 3: Further +1 bonus to hit

Level 4: The ability to ask a question and divine the true response even if the person questioned does not verbally respond. This ability requires a Charisma attribute attack.

Level 5: The ability to speak the language of and command lesser devils (5 HD or fewer) while they are within speaking range. They will follow orders only while within this range. If they are currently under orders from another, this requires a Willpower attribute attack.

Level 9 (levels 6-8 are required to be dedicated without reward but at no ritual cost to furthering the relationship with Orobias for Level 9 to be attained): The ability to summon devils (4d6 HD a day) and command devils of up 9 HD with no limitations on range or duration. Summoned devils remain until dismissed or killed.

2: Valefor



Normally appearing as a lion with a bellowing ass's head, Valefor is a sneaky devil who seeks to accumulate great riches. His pact grants +2 to Dexterity, and the ability to pick locks and pockets at a success rate equal to five times dexterity (this can be modified downwards in exceptionally difficult circumstances as adjudicated by the GM). Once a day an infernal cloud of darkness can be summoned in a 15' radius circle surrounding the pact maker (who is the only one capable of seeing in this magical darkness). Valefor demands 1/4 the total value of all treasure gained using the abilities granted by his pact. This treasure must be placed inside the inscribed symbol of Valefor within 24 hours of being obtained or the pact is broken.

Level 2: +15% to pick locks and pockets

Level 3: The ability to speak to and give simple commands to vermin (up to rat size)

Level 4: The ability to speak with, give complex commands to and receive back reports from birds (up to crow size)

Level 5: The ability to climb on vertical surfaces and ceilings like a spider.

Level 6: The ability to automatically open all non-magical locks and have the regular % chance to open even magically sealed locks and wards.

Level 7: The ability to walk through walls of up to 3' in thickness and to walk on water.

Level 8: The ability to temporarily change the physical composition of a metal into any other metal for 24 hours by touch (affects up to 25 pounds per round of metal, and even very large objects can be affected over multiple rounds)

3: Forneus



Forneus takes the form of a sea-monster, with the exact details of his appearance changing with each summoning. One feature remains the same: Forneus has a melodious voice and an extremely persuasive speaking manner. He grants +1 to Charisma and the ability to understand and speak fluently all spoken languages. Once per day a Charisma Attack may be made to attempt to charm an intelligent target within hearing distance; once charmed, the target will obey all non-suicidal orders. This charm effect lasts for 24 hours at which time a new Charisma Attack must be made to sustain it or the target is no longer charmed (the target will have full memory of being charmed). Forneus is a master negotiator; he never fails to secure the rights to the eternal souls of those who sign a pact with him. Upon the body reaching 0 HP, the soul immediately becomes the property of Forneus rendering all attempts to revive the dead character ineffective. In addition, animals will be distrustful of and act hostile towards the character even in life.

Level 2: The charm ability may be used twice per day on two different targets.

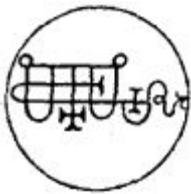
Level 3: Calm the Mob - once per day, the pact grants the ability to stop all within a 25' radius from fighting or arguing for 1d6 rounds. During this time those affected will civilly respond to questions, defend themselves and attack if attacked, but will not initiate hostilities of either the physical or verbal kind for the duration.

Level 4: Silver Tongue - grants the ability to make a Charisma attack against any intelligent target within earshot - a success means that any request that is not patently absurd or directly life threatening will be granted by the target. The target will instantly rationalize this event and within 1d4 hours will be unable to remember any specifics of the encounter.

Level 5: The ability to summon and command lesser devils or imps (5 HD or fewer, 2d6 total HD each day). Summoned devils remain until dismissed or killed.

Level 9 (levels 6-8 are required to be dedicated without reward but at no ritual cost to furthering the relationship with Forneus for Level 9 to be attained): The ability to summon any devil (total of 4d6 HD a day, no other limit on HD of summonable devils) and attempt to negotiate for its services. This requires a successful Charisma Attack and a successful Willpower Attack. It also requires an expensive summoning circle (20,000 GP cost) to have any chance of succeeding. Summoned devils remain until dismissed or killed.

4: Bune



Bune appears as a dragon with one human head and two dragon heads. He takes a portion of the life essence of those who make a pact with him, resulting in a -2 penalty to Constitution (and resulting permanent loss of 2d6 HP). He also requires the physical body after death of those who deal with him; when a character who has made a pact with Bune dies, the body is immediately animated as a zombie of HD equal to 1/2 the character's Constitution (rounded down) and is now controlled by Bune. Any undead controlled by the character at the time of death are also now controlled by Bune.

Bune grants the ability to animate and control up to 2d6 HD a day of skeletons or zombies. The maximum number of HD of undead that can be controlled at any one time is 24 HD. Older creations become free-willed if new undead are animated that put the total amount over 24 HD of undead controlled. Orders are given telepathically within visual range and will be followed to the ends of the earth.

Level 2: At will, can see through the eyes of any controlled undead and can give telepathic directions with no range limitations now. In addition, can speak through the mouths of any controlled undead.

Level 3: The ability to speak with a corpse as long as most of its skull is present. The corpse will answer truthfully but only knows what it knew in life. Each corpse can be asked 1d6 questions.

Level 4: Up to 4d6 HD a day of skeletons or zombies can be animated and the maximum number of HD of undead that can be controlled at any one time is now 48 HD.

Level 5: Draining Bite - a Reflex Attack can be made to successfully bite a target for 4d6 damage OR 1d6 Strength damage. Any HP or Strength lost in this manner become temporary HP or Strength for the biter that last for one hour. Any controlled undead gain the ability to make this attack as well as the character, but only one such attack can be made in any given round regardless of who makes it. Any target slain by this attack instantly animates as a zombie under the control of the character.

Level 6: Touch of the Grave - any normal melee attack that hits also paralyzes the target for 1d6+1 rounds if they fail a save vs. Death. Any controlled undead gain the ability to make this attack as well as the character, but only one such attack can be made in any given round regardless of who makes it.

Level 7: The ability to control and command even greater undead such as vampires. Any greater undead reduced to zero HP by the character or an undead under the character's control is instantly restored to full HP and is now under the command of the character. The greater undead's HD count as normal towards the max number of HD that can be controlled by the character.

Level 8: There is no limit to the total number of HD of undead that can be controlled by the character at any one time.

5: Astaroth/Astarte



Appears most often in male guise as Astaroth, seeming to be a singularly unattractive angel, or sometimes as Astarte, a female form with the head of a young cow. In either form, a viper is wielded in the left hand as a weapon. Both forms emit such a foul stench that precautions must be taken to even think coherently in their presence. Astaroth is a fallen angel who dreams one day of returning to the celestial ranks; he demands one boon from each pact follower, a boon that *will* surely be claimed some day in an effort to further his plots. In addition, a pact with Astaroth results in a -1 penalty to Charisma and a permanent foul odor. Astaroth grants +1d8 extra magical poison damage to all melee or ranged attacks and the ability to emit a 10' radius noxious cloud at will which has the following effects; all within its radius must Save vs. Poison or flee for 1d4 rounds. Those that remain take 1d8 poison damage a round and suffer a -2 penalty to all rolls (the character is immune to these effects).

Level 2: Living Weapon - any single weapon within 20' turns into a snake and bites its wielder with its wielder's normal chance to hit, doing 3d8 poison damage.

Level 3: Once a day, Astaroth may be called upon for the correct answer to a "yes or no" question (as adjudicated by the GM).

Level 4: The ability to speak with and understand all serpents and dragons. A Willpower attack may be made to attempt to charm a serpent or dragon of HD less than 1/2 the character's Willpower (rounded down) - the charmed ophidian will obey any orders that do not involve surrendering treasure or direct physical harm to itself, and the charm lasts for one week unless renewed. The total number of charmed serpents or dragons under the control of the character at any one time may not exceed the character's Willpower.

Level 5: The ability to transform once a day for up to 1d4 hours into a serpent with a colored tail, two small feet, a chestnut neck and spines similar to hedgehog. In this form (another aspect of Astaroth/Astarte), the character gains a flight speed of 240' (excellent maneuverability), an AC bonus of +4, the ability to breathe a noxious cloud once every 1d4 rounds that is a cone 30' long and 10' at its apex doing 6d6 poison damage (Save vs. Poison for 1/2 damage), and the ability to shoot 1d4 spines a round to a range of 100' (each requiring a ranged attack roll) that do 3d8 poison damage each. All personal equipment merges into the new form, which lacks hands and is correspondingly handicapped.

6: Marax



Appearing as a bull with a man's face, Marax is an extremely learned devil. He consumes the Willpower of those who deal with him (-2 to Willpower) but grants amazing knowledge of plants, stones and the stars and the ability to synthesize this new information (+1 to Intelligence). This knowledge allows for brewing of simple healing potions and poisons (1d4 days gathering and preparation required, chance of success

equals five times Intelligence, produces 1d6 doses): healing potions cure 1d6 damage per dose and poisons do 3d6 damage/dose if activated on contact, 4d6 damage/dose if introduced through a wound or 5d6 damage/dose if ingested (Save vs. Poison prevents all damage). The true composition and value of any stone, mineral or gem can be determined with 100% accuracy. Stars can be used to navigate by with no chance of getting lost, and auspicious dates can be chosen for specific tasks (the GM will determine what the exact benefits of attempting a task on an auspicious date are).

Level 2: Can make a protective plant-based oil using the same rules given for creating potions above; this oil grants a non-cumulative +2 bonus to AC per dose if applied to the skin, clothing or armor and lasts for 1 hour.

Level 3: Can brew a potion of strength using the same rules given above; this potion grants a non-cumulative +4 bonus to Strength per dose and lasts for 1 hour.

Level 4: A powder can be made of crushed gemstones, each dose requiring 500 GP worth of gems in its creation. This powder when sniffed grants the ability to see and hear the events of the past in the present location of the character as if the last 1d4 years had been recorded from this very vantage point. This takes total concentration and nothing else can be attempted besides looking into the past. Finding a specific incident or moment in time farther back than 1 week takes 6d10 minutes, while reviewing the past week takes only six minutes.

Level 5: Can brew a potion of invisibility using the same rules above, this potion renders the imbiber invisible for 1 hour per dose (note this invisibility is not dispelled by attacking).

Level 6: Can brew a potion that raises the dead. This potion takes rare alchemical and plant ingredients that either cost 5d6 x100 GP or involve an expedition into the wilderness in search of them. Only one dose at a time may be produced. The potion must be poured into the mouth of the recently deceased within 24 hours of death, and its chance of success equals five times the Constitution of the deceased. This potion retains its potency for exactly 12 months from the date of its creation.

7: Seere



Normally seen taking the form of a beautiful man on a winged horse, Seere is an unusually good natured free spirit for a devil. He requires only the eternal loyalty of those who make a pact with him, and seems to be creating a large loosely organized coalition for some purpose. Seere may demand a service at some point in exchange for his pact, and if this service is not provided, the pact is broken.

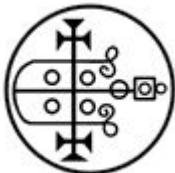
+1 to Dexterity. Seere grants a 240' movement rate across any surfaces or through any conditions, including over water, up a wall or through a bramble patch. This increased speed results in one extra attack a round. Seere also grants the ability to escape from any non-magical bonds in 1d4 rounds.

Level 2: A single charging melee attack can be made against a target at least 10' away. This attack does triple normal damage. If the attack is successful, the character can continue to move up to her full movement rate away without prompting a return attack.

Level 3: Seere grants an instinctual knowledge of the presence of precious metals or gems. The more valuable the item, the farther away this presence can be felt (10' per 100 GP of value as a rough rule of thumb). The general direction in a straight line to the item is known. This ability does not require concentration, as soon as the pact maker enters within the radius that a valuable item could be felt in, she is aware of its presence and has a relative idea of its composition, value and distance.

Level 4: +1 to Dexterity, the ability to run on air as if it were solid ground, and the ability to make a charging attack against two separate opponents in a single round. These are Dexterity attacks and if successful they do 2d6 damage and knock the wind out of the target, stunning them for 1d4 rounds.

8: Gaap



Gaap only appears at high noon and in the guise of a mighty human king. He demands constant sacrifices and burnt offerings to be made in his honor at noon of every fifth day. If these offerings are late or do not meet with Gaap's approval, he may appear to exact a terrible price (1 in 6 chance, GM adjudicates what happens when Gaap visits - the first time should be a truly memorable "warning"). Those who make a pact with Gaap have their passions of love and anger intensified. +2 to Charisma and Strength, -2 to Willpower. Those meeting the pact maker's eyes must make a Save vs. Magic to disobey anything they are told to do (obviously suicidal or other extremely out of the ordinary requests may grant the victim a second Save vs. Magic to resist the order at the GM's discretion). The pact maker sees the world clearly in black and white, either loving something or hating it. A Charisma attack may be made during an opponent's turn, once before the beginning of the character's next turn, against a target that is attacking a comrade of the pact maker. If this Charisma attack is successful, the target takes 1d6 damage and its attack against the comrade fails. The devotee of Gaap may call out one enemy by name at a time as the special target of her wrath. Melee attacks against the Wrath Target receive +2 to hit and do double damage.

Level 2: The Wrath Target is magically held in place, unable to move in any direction but still able to attack and defend. A frenzy of four Strength attacks may be made against the Wrath Target for 3d6 damage each.

Level 3: The pact maker can pass strength on to a loved comrade, healing by laying on hands for 3d6 HP. This ability can only be used on each comrade once per day.

Level 4: The pact maker can instantly teleport to the side of any loved one or hated enemy no matter the intervening distance and without knowing the current whereabouts of the person.

Level 5: +2 to Strength. A frenzy of six Strength attacks may be made against the Wrath Target for 4d6 damage each. The Devotee of Gaap

must make a Willpower attack against Gaap (21 Willpower) when Gaap appears during the ritual to attain this Level 5 power. If this attack fails, the pact maker loses touch with reality and becomes drunk with the power of Gaap. At the beginning of any melee, the pact maker must roll under their Willpower on 3d6 or she will make a randomly determined target her Wrath Target and proceed to focus her attacks on that target (friend or foe). At the GM's discretion, other events may also trigger this same uncontrolled aggression, such as improper sacrifices to Gaap or a willingness to use the Anger powers granted by Gaap more than the helpful powers fueled by the emotion of Love.

Wondrous Properties Chart

(from the “Good With Plants” quirk)

(d20 roll)

1. Grants one extra attack per round for one hour.
2. The ingester receives +8 to one randomly determined attribute and -4 to another for one hour
3. The ingester receives 30 temporary HP which disappear in 1 hour if not used.
4. Sticky sweat: +2 bonus to AC and the ability to stick to and climb on vertical surfaces and ceilings for one hour.
5. The ability to see in darkness as if it were daylight for 24 hours.
6. Irresistible aroma: +2 to Charisma and most members of the opposite sex are strongly attracted for 1d4 days.
7. Grants the ability to see invisible and shadow creatures, and to discern the true nature of illusions for one hour.
8. Doubles movement rate for 24 hours.
9. Breathing is unnecessary for one hour.
10. Cures all diseases.
11. Cures blindness.
12. Cures deafness.
13. Cures muteness.
14. Turn into a shadow (cannot be targeted by physical attacks, can slip through even the tiniest cracks, all equipment is transformed but no other physical objects can be picked up, carried or manipulated while in shadow form) for 3d6 rounds.
15. Time slows: +2 to AC, +2 to hit, +2 to Dexterity, 1 extra attack per round for 10 rounds.
16. Body becomes slightly lighter than air for 1d4 hours. Without at least 10 pounds of ballast, the ingester will slowly float away at the rate of 20' per round.
17. Immune to fire and heat damage for one hour.
18. Immune to cold damage for one hour.
19. Ingester must tell the truth for one hour.
20. Roll twice on this chart.

Attribute Attack Table

		Opponent's Attribute																			
Attacker's Attribute	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
3		10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	F	
4		9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	
5		8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	
6		7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	
7		6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	
8		5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	
9		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	
10		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	
11		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
12		S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
13		S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
14		S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
15		S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
16		S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
17		S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	
18		S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	
19		S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	
20		S	S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	
21		S	S	S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	

"S" is an automatic success with no roll needed. "F" is an automatic failure with no roll needed.

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