



Character Generation v0.1.11

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The most updated version of this supplement can always be found at:
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Chapter 1

Character Generation

1.1 Character Priorities

Uniquely assign all given priorities (letters) to each of the given aspects (names). Which priorities and aspects are relevant are listed here by game type:

Standard Medieval Game A¹, B¹, C, D, E.
Attributes, Skills, Race, Magic, Standing.

Modern Standard Game A¹, B¹, C, D, E.
Attributes, Skills, Resources, Standing, Rank.

Cyberpunk Standard Game A¹, B¹, C, D, E.
Attributes, Skills, Resources, Standing, Contacts.

Shadowrun Standard Game A¹, B¹, C, D, E.
Attributes, Skills, Race, Magic, Resources.

Podunk Game C¹, C¹, D, D, E.

Retirement Bonus +2 Karma Pool, +24 Rarity².
A¹, B, B, C, D -or- AA³, A, B, C, D.

	<i>Attributes</i>	<i>Skills</i>	<i>Race</i>	<i>Magic</i>	<i>Resources</i>	<i>Contacts</i>	<i>Standing</i>	<i>Rank</i>
<i>AA</i>	110	80	64 (8)	64 (3)	C x \$1,000,000	C x \$1,000,000	President	Admiral/General
<i>A</i>	95	70	32 (7)	32 (2)	C x \$250,000	C x \$250,000	Famous Hero	Captain/Colonel
<i>B</i>	80	60	16 (6)	16 (2)	C x \$100,000	C x \$100,000	Well Known	Cmdr./Major
<i>C</i>	65	50	8 (5)	8 (1)	C x \$25,000	C x \$25,000	Middle Class	Lt./Captain
<i>D</i>	50	40	4 (4)	4 (1)	C x \$10,000	C x \$10,000	Lower Class	Ensign/Lt.
<i>E</i>	35	30	2 (3)	- (-)	C x \$2,500	C x \$2,500	Street Scum	Enlisted/Civilian

Attributes How many points available to purchase levels of the 6 standard attributes, or available senses (see figure 1.1 for both). Attribute ranges and available senses are limited by race (see section 1.6), or can be 1-6 (inclusive) in a game without races. Senses that are listed for character's race at least as '0' can be from (0 + race bonus) to (6 + race bonus), inclusive, or are Touch, Sight, Hear, Smell and Taste, all at a bonus of +3.

Skills How many points available to purchase levels of the available skills (see figure 1.1) - max of the linked attribute in any one (see section 1.3).

Race How many race points available - used to select race (in Shadowrun), or to purchase randomly-rolled racial

abilities in the Medieval Game (and how many dice can be rolled for such).

Magic How many Magic Ability Points available (and how many dice can be optionally rolled for rarity of magic).

Resources/Contacts How much money *worth of stuff/contacts* the character starts with. Dollars can be translated (1:1) to other standard game currencies, where required. Unspent resource money gets divided by 10 and added to starting money.

Standing Social standing. In a game without Resources, this also determines possessions and money at game start (GM's discretion).

Rank Rank in the military or other organization.

¹This priority can not be spent on Resources or Standing without specific GM approval.

²Each +24 rarity bonus can apply only to a single roll, it can't be split up. Multiple +24 bonuses may be used on a single roll.

³This priority can only be spent on a background-appropriate priority, as determined by the GM.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Point Cost	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Figure 1.1: Abilities' Costs (Triangular Number Sequence)

1.2 Attributes

1.2.1 Standard Attributes

These are the 6 standard attributes:

Body¹ Resistance to physical damage and knock-back. Weight, and ability to apply weight.

Quickness Physical quickness and speed. Reflexes. Coordination. Balance.

Strength Physical strength, steadiness. Resistance to disease and poison. Health. Endurance.

Charisma Appearance, likableness and persuasiveness.

Intelligence Speed of thought. Mental reaction time. Knowledge.

Willpower Mental toughness. Resistance to stun damage and mind control. Resistance to mental fatigue.

1.2.2 Special Attributes

These are special attributes, granted by special abilities:

Magic Force Maximum arcane magical power that can be safely channeled. Determines maximum arcane spell complexity, power of arcane spells cast, and ability to perceive arcane magical effects.

Faith Unshakable belief that an aspect of reality is superior. Ability to alter reality based on this aspect.

Juju Ability to release the shamanistic energy contained in fetishes or other objects of shamanistic power.

Characters do not have any of these attributes (not even at zero) unless a special ability specifically grants them one.

1.2.3 Standard Meta-Attributes

These are the meta-attributes all characters have:

Reaction Speed of response to an action. Overall physical-mental reaction time. Used for initiative and for contested reflexes rolls. Compute as: $(Q+I)/2$ - round down.

Initiative The target number that must be rolled to succeed in an Initiative Roll (rolling Reaction) to determine the order of action in combat or other contested actions. Compute as: $6 - W$, possibly modified by various enhancements (magic, cyberware, drugs, etc...).

1.2.4 Other Meta-Attributes

These are the meta-attributes characters may or may not have:

Essence Humanity. Compute as: $6 - \text{total essence loss}$.

Body Index Biological Balance. Compute as: $0 + \text{total body index cost of current bioware}$.

Magic Rating Magical power for those who take shamanistic, hermetic, and/or adept abilities. Compute as: $\text{Essence} - \text{Body Index}$, round down.

1.2.5 Standard Dice Pools

These are the dice pools all characters have:

Karma Pool Not really a dice pool. Each 'die' in it allows a player to re-roll all failures on a roll once per encounter. The player may again re-roll the same roll's failures for double the karma pool 'dice' used for the previous re-roll (so the cost will progress as 1, 2, 4, 8, 16, etc...).

If at least one success is present in a roll, the character may burn (permanently) karma pool 'dice' (even if they have already been spent for that encounter) to gain another automatic success per die burned.

Compute as $1 + (\text{Total Experience Earned})/10 - \text{number of burned/lost Karma Pool 'dice'}$.

Combat Pool The character's natural combat instincts and skills. Compute as: $(Q+I+W)/2$ - round down. Everyone has this pool.

1.2.6 Other Dice Pools

These are the dice pools characters may or may not have (and who will have each):

Astral Pool The character's astral combat instincts and skills. Compute as: $(C+I+W)/2$ - round down. Everyone with the Astral Projection ability has this pool.

Control Pool Driving/piloting reflexes. Compute as $I + (\text{VCR Level} \times 2)$. Everyone with a VCR has this pool.

Hacking Pool Computing intuition. Compute as: $(I + \text{Computer Skill}) / 2$ - round down. Anyone with a Deck has this pool.

Magic Pool $(I + W + \text{Magic Rating}) / 3$ - round down. Anyone with a Magic Rating has this pool.

Task Pool Abilities to do mental computational and rational tasks with enhancement. Compute as: $0 + \text{various enhancements (mostly headware)}$. Only those with special cyberware have this pool.

1.3 Skills

This is the *complete* list of skills. No skill can be taken that is not on this list.

Athletic

- [Q] Acrobatics
- [Q] Catching
- [S] Climbing
- [Q] Flight
- [S] Jumping
- [S] Lifting
- [Q] Riding
- [S] Running
- [Q] Skiing
- [Q] Sprinting
- [Q] Stealth
- [Q] Swimming
- [Q] Diving

Ranged-Combat

- [Q] Archery
- [Q] Blowgun
- [Q] Crossbow
- [S] Hurling
- [Q] Nets
- [Q] Slings
- [Q] Staff Slings
- [Q] Throwing, Aero
- [Q] Throwing, Non-Aero
- [Q] Whips
- [Q] Offhand Crossbow
- [Q] Offhand Throwing, Aero
- [Q] Offhand Throwing, Non-Aero
- [Q] Offhand Whips

Pistol

- [Q] Air Pistols^{C,S,T}
- [Q] Laser Pistols^{C,S,T}
- [Q] Machine Pistols^{C,S,T}
- [Q] Pistols^{C,S,T}
- [Q] Plasma Pistols^{C,S,T}
- [Q] Shot Pistols^{C,S,T}
- [Q] SMGs^{C,S,T}
- [Q] Offhand Air Pistols^{C,S,T}
- [Q] Offhand Laser Pistols^{C,S,T}
- [Q] Offhand Machine Pistols^{C,S,T}
- [Q] Offhand Pistols^{C,S,T}
- [Q] Offhand Plasma Pistols^{C,S,T}
- [Q] Offhand Shot Pistols^{C,S,T}
- [Q] Offhand SMGs^{C,S,T}

Rifle

- [Q] Air Rifles^{C,S,T}
- [Q] Assault Rifles^{C,S,T}
- [Q] Laser Rifles^{C,S,T}
- [Q] Plasma Rifles^{C,S,T}
- [Q] Rifles^{C,S,T}
- [Q] Shotguns^{C,S,T}

Heavy Firearm

- [I] Gunnery^{C,S,T}
- [S] Heavy Firearms^{C,S,T}
- [S] Heavy Lasers^{C,S,T}
- [I] Launch Weapons^{C,S,T}

Mounted Ranged-Combat

- [Q] Mounted Archery
- [Q] Mounted Blowgun
- [Q] Mounted Crossbow
- [Q] Mounted Nets
- [Q] Mounted Slings
- [Q] Mounted Throwing
- [Q] Mounted Whips

Mounted Pistol

- [Q] Mounted Air Pistols^{C,S,T}
- [Q] Mounted Laser Pistols^{C,S,T}
- [Q] Mounted Machine Pistols^{C,S,T}
- [Q] Mounted Pistols^{C,S,T}
- [Q] Mounted Plasma Pistols^{C,S,T}
- [Q] Mounted Shot Pistols^{C,S,T}
- [Q] Mounted SMGs^{C,S,T}

Hand-to-Hand Combat

- [S] Grappling
- [Q] Kicking
- [Q] Punching

Specialized Hand-to-Hand

- [W] Brawling
- [I] Submission Wrestling

Melee-Combat

- [Q] Short Blades
- [Q] Short Cleaves
- [Q] Short Crushing
- [Q] Short Piercing
- [Q] Flails
- [Q] Staves
- [Q] Long Blades

¹Passive. This means that, when rolled, this attribute is *not* penalized by wound, drug nor distraction penalties. This is the *only* passive attribute, and this only applies to the attribute itself. Body-based skill rolls *do* suffer from these penalties.

- [Q] Long Cleaves
- [Q] Long Crushing
- [Q] Long Piercing
- [S] Two-Handed Blades
- [S] Two-Handed Crushing
- [S] Two-Handed Cleaves
- [S] Two-Handed Flails
- [Q] Two-Handed Piercing
- [Q] Two-Handed Staves
- [S] Shields
- [Q] Offhand Blades
- [Q] Offhand Crushing
- [Q] Offhand Cleaves
- [Q] Offhand Flails
- [Q] Offhand Piercing
- [Q] Offhand Staves

Mounted Melee-Combat

- [Q] Mounted Blades
- [Q] Mounted Crushing
- [Q] Mounted Cleaves
- [Q] Mounted Flails
- [Q] Mounted Piercing

Piloting

- [I] Bike^{C,S,T}
- [S] Boat
- [I] Boat, Powered^{C,S,T}
- [I] Car^{C,S,T}
- [I] Fixed-wing Craft^{C,S,T}
- [I] Half-Track^{C,S,T}
- [I] Hovercraft^{C,S,T}
- [I] Rotorcraft^{C,S,T}
- [Q] Ship
- [I] Ship, Powered^{C,S,T}
- [Q] Sled
- [I] Snowmobile^{C,S,T}

- [I] Spacecraft^{C,S,T}
- [C] Teamster
- [I] Tracked Vehicle^{C,S,T}
- [I] Tractor^{C,S,T}
- [I] Trike^{C,S,T}
- [I] Vectored Thrust^{C,S,T}

Drone Piloting

- [I] Fixed-Wing Drone^S
- [I] Hover Drone^S
- [I] Rotor Drone^S
- [I] Tracked Drone^S
- [I] Vectored Thrust Drone^S
- [I] Wheeled Drone^S

Elven Martial Arts

- [B] Carromeleg - Tier I^{M,S}
- [Q] Carromeleg - Tier II^{M,S}
- [S] Carromeleg - Tier III^{M,S}
- [C] Carromeleg - Tier IV^{M,S}
- [I] Carromeleg - Tier V^{M,S}
- [W] Carromeleg - Tier VI^{M,S}

Martial Arts

- [I] Aikido^{C,S,T}
- [Q] Dueling^{C,S,T}
- [Q] Hapkido^{C,S,T}
- [Q] Jujitsu^{C,S,T}
- [Q] Karate^{C,S,T}
- [Q] Tae Kwon Do^{C,S,T}
- [Q] Wildcat^{C,S,T}

Sport Martial Arts

- [S] Boxing^{C,S,T}
- [Q] Fencing^{C,S,T}
- [S] Judo^{C,S,T}
- [Q] Kung Fu^{C,S,T}
- [Q] Muay Thai^{C,S,T}
- [S] Sport Wrestling^{C,S,T}
- [B] Sumo-Wrestling^{C,S,T}

Combat Environment

- [I] Amphibious Combat
- [I] High-G Combat
- [I] Low-G Combat
- [I] Underwater Combat
- [I] Zero-G Combat

Nature

- [I] Healing
- [I] Navigation
- [I] Survival

Specialized

- [I] Knowledge
- [I] Perception
- [Q] Quick-draw
- [I] Research
- [I] Tactics
- [I] Tracking
- [I] High-G Ops
- [I] Low-G Ops
- [I] Zero-G Ops

Social

- [C] Acting
- [C] Art, (Type)
- [C] Diplomacy
- [C] Instruction
- [I] Interrogation
- [W] Intimidation
- [C] Leadership
- [C] Negotiation
- [C] Performance, (Type)
- [C] Seduction
- [C] Style

Etiquette

- [C] Activist Etiquette^{C,S,T}
- [C] Corporate Etiquette^{C,S,T}
- [C] Craftsman Etiquette
- [C] Dark Elf Etiquette^M
- [C] Decker Etiquette^S
- [C] Dwarf Etiquette^M
- [C] Eastern Etiquette^M
- [C] Farmer Etiquette^{C,S,T}
- [C] Gang Etiquette^{C,S,T}
- [C] Goblin Etiquette^M
- [C] Government Etiquette^{C,S,T}
- [C] Grey Elf Etiquette^M
- [C] High Elf Etiquette^M
- [C] High Society Etiquette^{C,S,T}
- [C] Human Etiquette^M
- [C] Lone Star Etiquette^{C,S}
- [C] Mage Etiquette^{M,S}
- [C] Matrix Etiquette^S
- [C] Mercenary Etiquette
- [C] Merchant Etiquette
- [C] Military Etiquette
- [I] Netiquette^{C,T}
- [C] Noble Etiquette^M
- [C] Oceanic Etiquette^M
- [C] Organized Crime Etiquette^{C,S,T}
- [C] Ork Etiquette^M
- [C] Peasant Etiquette^M
- [C] Police Etiquette^{C,S,T}
- [C] Pop Culture Etiquette^{C,S,T}
- [C] Religion Etiquette^{C,S,T}

- [C] Rigger Etiquette^S
- [C] Thief Etiquette^M
- [C] Trucker Etiquette^{C,T}
- [C] Science Etiquette^{C,S,T}
- [C] Separatist Etiquette^{C,S,T}
- [C] Shaman Etiquette^{M,S}
- [C] Street Etiquette^{C,S,T}
- [C] Underworld Etiquette^M
- [C] University Etiquette^{C,S,T}

Creation

- [I] Armoring^M
- [I] Bowyer^M
- [I] Blacksmithing^M
- [I] Carpentry^M
- [I] Clothier^M
- [I] Fletcher^M
- [I] Leatherworking^M
- [I] Masonry^M
- [I] Metalworking^M
- [I] Shipwright^M
- [I] Smelting^M
- [I] Swordsmithing^M
- [I] Woodworking^M

Magical

- [I] Alchemy^{M,S}
- [C] Conjuring^{M,S}
- [I] Enchanting^{M,S}
- [I] Helmsman, Star^M
- [W] Ritual Conjuring^{M,S}
- [W] Ritual Spellcasting^{M,S}

- [Q] Rod Targeting^M
- [I] Spellcasting^{M,S}
- [I] Spellcraft^{M,S}
- [Q] Spell Targeting^{M,S}
- [Q] Staff Targeting^M
- [W] Talismongery^{M,S}
- [Q] Wand Targeting^M

Shamanistic

- [W] Find Juju^M
- [I] Identify Juju^M
- [C] Refine Juju^M

Build/Repair

- [I] Computer B/R^{C,S,T}
- [I] Electrical B/R^{C,S,T}
- [I] Mechanical B/R^{C,S,T}

Technical

- [I] Computer^{C,S,T}
- [I] Demolitions^{C,S,T}
- [I] Electronics^{C,S,T}
- [I] Mechanics
- [I] Engineering
- [I] Damage Control^{C,S,T}
- [I] First Aid^{C,S,T}
- [I] Treatment^{C,S,T}
- [I] Surgery^{C,S,T}
- [I] Security
- [I] Communications^{C,S,T}

1.4 Shadowrun Races

1.4.1 Unawakened Races

Human [4 pts] No modifiers. Basic modern human.

1.4.2 Humanoid Awakened Races

Halfling [4 pts] A rare, short (0.9 meters) humanoid. -2 B,S, +1 Q,I,W. Natural Lowlight Vision.

Dwarf [8 pts] A common, short (1.2 meters) humanoid with very short limbs. -1 Q, +1 B,W, +2 S. Natural Thermographic Vision. +2 Body -vs- Disease, Poison or Heat/Fire Damage.

Elf [16 pts] A common tall (2.1 meters), thin humanoid. +1 Q, +2 C. Ageless. Natural Lowlight Vision.

1.4.3 Goblinoid Awakened Races

Goblin [4 pts] A rare, short (0.8 meters) goblinoid. -2 B, -1 C,I, +2 Q,W. Natural Thermographic Vision. Natural +4 Impact Armor. +2 Body -vs- Disease or Poison.

Ork [8 pts] A common tall (2.5 meters) bulky goblinoid. -1 C,I, +2 S, +3 B. Natural Lowlight Vision.

Troll [16 pts] An uncommon, massive, very tall (3.5+meters) goblinoid. AKA: 'Minotaur'. -2 C,I, -1 Q,W, +4 S, +5 B. +1 Body -vs- Physical Damage. Natural +2 Impact Armor. Natural Thermographic Vision. All skills' and knowledges' effective rating halved.

1.4.4 Compound Awakened Races

Halfling-Goblin [2 pts] An extremely short (0.4 meters) goblinoid. A halfling who goblinized into a goblin at puberty. AKA: 'Leprechaun'. -4 B, -2 S, -1 C, +3 Q,W. Natural Lowlight and Thermographic Vision. Natural +4 Impact Armor. +2 Body -vs- Disease or Poison.

Dwarf-Goblin [8 pts] A short (0.7 meters), short-limbed goblinoid. A dwarf who goblinized into a goblin at puberty. AKA: 'Kobold'. -1 B,C,I, +1 Q, +2 S, +3 W. Natural Thermographic Vision. Color-blind.

Elf-Goblin [16 pts] A short (1.0 meters), thin goblinoid. An elf who goblinized into a goblin at puberty. AKA: 'Gremlin'. -2 B, -1 I, +1 C, +2 W, +3 Q. Ageless. Natural Lowlight and Thermographic Vision.

Halfling-Ork [8 pts] A short (1.2 meters), burly goblinoid. A halfling who goblinized into an ork at puberty. AKA: 'Half-Ork'. +1 B,Q,W. Natural Lowlight Vision. Visual Sensitivity to Light.

Dwarf-Ork [16 pts] A short (1.5 meters), very burly goblinoid. A dwarf who goblinized into an ork at puberty. AKA: 'Hobgoblin', 'Orf', 'Dork'.

-1 Q,C,I, +1 W, +4 B,S. Natural Lowlight and Thermographic Vision.

Elf-Ork [16 pts] A tall (2.8 meters), scaly goblinoid. An elf who goblinized into an ork at puberty. AKA: 'Lizard-Man', 'Slig'. -1 I, +1 C,Q, +2 S, +3 B. Natural Lowlight Vision. Ageless. Visual Sensitivity to Light.

Halfling-Troll [16 pts] A massive, short-ish (1.7 meters) goblinoid. A halfling who goblinized into a troll at puberty. AKA: 'Imp', 'Tro', 'Slig'. -1 C,I, +2 S, +3 B. Natural +2 Impact Armor. Natural Lowlight and Thermographic Vision.

Dwarf-Troll [16 pts] A ridiculously large, average-height goblinoid. A dwarf who goblinized into a troll at puberty. AKA: 'Stomper', 'Tro', 'Slig'. -2 Q,C,I, +6 B,S. +1 Body -vs- Physical Damage. Natural +2 Impact Armor. Natural Thermographic Vision. Color-blind.

Elf-Troll [64 pts] An extremely tall, plain-featured, smooth-skinned goblinoid. AKA: 'Titan'. An elf who goblinized into a troll at puberty. -2 I, -1 W, +4 S, +5 B. Natural Lowlight and Thermographic Vision.

1.4.5 Other Races

Sasquatch [64 pts] An awakened primate. Special cyberware is needed to understand language of any type. +3 B,S, +2 Q, Bx2, Sx2, Qx2, I/2, C/3. Double-Custom cyberware only. Native bioware only. Can not learn languages. Require double-custom encephalon to comprehend languages (plus skillssofts of the languages themselves).

Ogre [64 pts] An awakened creature of unknown type. They are unable to tolerate any cyberware, but are especially attuned to shamantic and blood magics. +1 B,S, Bx2, Sx2, Q/2, I/2, Wx2. Natural +6 Impact Armor. Half cost of Shamantic Magical Abilities and Innate Magical Abilities. Access to blood magic without training.

AI [64 pts] A descendant of an escaped corporate experiment. Any physical body must be purchased, and the speed of the occupied computer determines the speed of thought of the creature.

Uruk-Hai [64 pts] A engineered goblinoid - based on an ork. They have bone plates like a troll, speed like an elf, claws like a raptor, lowlight and thermographic vision, and unmatched regenerative healing abilities. Automatic B:9, S:9, Q:9, C:3, I:9, W:9. +2 Body -vs- Physical Damage. Natural +4 Impact Armor. Natural +4 Ballistic Armor. Natural Combat Sense: 0. Natural (str.)D armor-piercing damage with claws. Natural Lowlight and Thermographic Vision.

1.5 Magical Abilities [Shadowrun]

1.5.1 Innate Magical Abilities

[6 pt] **Astral Projection**

[4 pt] **Astral Perception**

1.5.2 Shamantic Magical Abilities

[2 pt] **Single Spirit Conjuring**

[2 pt] **Single Aspect Spellcasting**

[10 pt] **Spirit Conjuring**

[12 pt] **Aspected Spellcasting**

1.5.3 Hermetic Magical Abilities

[10 pt] **Planar Summoning**

[12 pt] **Scientific Sorcery**

1.5.4 Physical Adepts

[4 pt] **Quick Reflexes** +(M/4) Reaction.

[8 pt] **Primal Reaction** +(M/3) Reaction.

[16 pt] **Lightning Reflexes** +(M/4) Initiative, +(M/3) Reaction.

[32 pt] **Blur Of Speed** +(M/3) Initiative, +(M/2) Reaction.

[4] **Strength** +(M/3) Strength.

[4] **Quickness** +(M/3) Quickness.

[4] **Body** +(M/3) Body.

1.5.5 Metaphysical Adepts - The Body

[8 pt] **Spiritual Athlete** +(M) Successes on Athletics.

[8 pt] **Web of Shadows** +(M) Successes on Stealth.

[8 pt] **Pain Resistance** Ignore Penalties from (M) Boxes of Physical+Stun.

[8 pt] **Rooting** Cancel (M) Successes to Move or Knock-back.

[8 pt] **Iron Shirt** (M/3) Points of Impact Armor.

1.5.6 Metaphysical Adepts - The Mind

[16 pt] **Spirit Shield** +(M) Spell Defense Dice.

[16 pt] **Iron Will** +(M/3) Willpower.

1.5.7 Metaphysical Adepts - Combat

[12 pt] **Killing Hands** Astral Strike, +(M) Successes on Unarmed Combat.

[4 pt] **Spirit Punch** Adds astral effect to unarmed strikes.

[20 pt] **Killing Blade** Astral Strike, +(M) Successes on Melee Weapons.

[12 pt] **Spirit Blade** Adds astral effect to melee strikes.

1.6 Medieval Races

1.6.1 Normal Race Rarity

- 1 Sub-Human (Roll Again)
- 2 Human
- 3 Hill Elf
- 4 Hill Dwarf
- 5 Ork
- 6 Hobgoblin
- 7 Stone Human
- 8 Noble Human
- 8 Mountain Dwarf of Magnuson
- 9 Sand Elf
- 9 High Elf of Tel'Dolanor
- 10 High Elf
- 12 Lizard Man
- 12 Minotaur, Eastern
- 12 UnderDark Race (Continue Roll)
- 12 OverLight Race (Continue Roll)
- 13 Mountain Dwarf
- 15 High Elf of Monli'Sarad
- 19 High Elf of Kris'Valour
- 19 Minotaur, Arctic
- 25 Noble Mountain Dwarf
- 37 Fallen Grey Elf
- 48 Minor Dragon Youth
- 60 Other-Dimensional (Continue Roll)

1.6.2 Sub-Human Rarity

- 1-1 Sub-Critter (Roll Again)
- 1-2 Low Human
- 1-5 Kobold
- 1-7 Gnoll
- 1-10 Wood Elf
- 1-12 Slig
- 1-14 Satyr
- 1-15 Gnome (Fallen Mountain Dwarf)
- 1-18 Centaur

1.6.3 Sub-Critter Rarity

- 1-1-1 Animated Critter (Roll Again)
- 1-1-2 Goblin
- 1-1-5 Swamp Creature
- 1-1-7 Goblin, Star
- 1-1-11 Gremlin

1.6.4 Animated Critter Rarity

- 1-1-1-1 UnderDark Degenerate (Roll Again)
- 1-1-1-2 Intelligent Slime
- 1-1-1-3 Intelligent Zombie (Free)
- 1-1-1-4 Intelligent Minor Item
- 1-1-1-5 Mongrelman
- 1-1-1-6 Revenant
- 1-1-1-7 Clay Golem (Free)
- 1-1-1-8 Intelligent Item
- 1-1-1-9 Intelligent Skeleton (Free)
- 1-1-1-10 Stone Golem (Free)
- 1-1-1-12 Intelligent Weapon
- 1-1-1-12 Necromantic Mummy (Free)
- 1-1-1-15 Minor Lich

Mixed-Breeds Sum the rarities of each race. Only humanoid and goblinoid races within the same table can be mixed. To mix a pure dwarven race with any that isn't, add 18 to the rarity. No fey or magical creatures can be mixed-breeds.

Medieval Races' Normal Senses								
<i>Race</i>	<i>Touch</i>	<i>Sight</i>	<i>Hear</i>	<i>Smell</i>	<i>Taste</i>	<i>Heat</i>	<i>Dark</i>	<i>Motion</i>
Elf	+3	+6	+4	+2	+6	-	-	-
Elf, Grey, Fallen	+3	+6	+4	+3	+6	-	-	-
Elf, High	+3	+6	+4	+3	+8	-	-	-
Elf, High (Kris'Valour)	+3	+8	+4	+3	+6	-	-	-
Elf, High (Monli'Sarad)	+3	+6	+6	+3	+6	-	-	-
Elf, Sand	+2	+6 (+4)	+4	+2	+4	-	-	-
Elf, Wood	+3	+6	+4	+5	+6	-	-	-
Dwarf	+2	+2	+4	+5	+2	-	+2	-
Dwarf, Mountain	+2	+2	+4	+5	+2	-	+3	-
Human	+3	+3	+3	+3	+3	-	-	-
Gnoll	+3	+6	+5	+9	+8	-	-	-
Goblin	+1	+2	+2	+4	+1	-	+2	-
Hobgoblin	+1	+3	+3	+4	+1	-	+1	-
Kobold	+4	+9	+9	+6	+4	-	-	-
Ork	+2	+2	+4	+6	+3	-	+4	-
Slig	+3	+3	+6	+6	+6	+3	+3	-
Centaur	+3	+3	+3	+3	+3	-	-	-
Lizard Man	+6	+4	+6	+8	+8	+3	-	+1
Minotaur	+2	+2	+4	+6	+2	-	-	-
Satyr	+3	+4	+4	+5	+9	-	-	-
Lich, Minor	-	+2	+2	-	-	-	-	-
Mummy (Free)	+1	+2	+2	-	-	-	-	-
Revenant	-	+2	+2	-	-	-	-	-
Skeleton (Free)	-	+2	+2	-	-	-	-	-
Zombie (Free)	-	+2	+2	-	-	-	-	-
Golem	-	+0	+0	-	-	-	-	-
Gremlin	+2	+3	+3	+4	+2	+3	-	-
Mongrelman	+0	+0	+0	+0	+0	+0	+0	+0
Slime, Intelligent	+2	-	-	+0	+4	-	-	-
Swamp Creature	+6	+3	+3	+6	-	-	-	+2
Illithid	+2	-	-	-	+2	+4	-	-
Minor Dragon Youth	+6	+6	+6	+6	+6	+6	-	-

Dwarven Races' Underground Senses						
<i>Race</i>	<i>Depth</i>	<i>Exits</i>	<i>Water</i>	<i>Slope</i>	<i>Cave-In</i>	<i>Other Special Senses</i>
Elf	-	-	-	-	-	10m-Detail Starlight Vision
Dwarf	+3	+3	+3	+3	-	-
Dwarf, Mountain	+4	+4	+4	+4	-	-
Dwarf, Mountain, Noble	+4	+4	+4	+4	+2	-
Gnoll	-	-	-	-	-	Low-Light Vision
Goblin	-	-	-	-	-	Low-Light Vision
Hobgoblin	-	-	-	-	-	Low-Light Vision
Kobold	-	-	-	-	-	100m-Detail Full Dark Vision
Slig	-	-	-	-	-	270° Vision
Centaur	-	-	-	-	-	Starlight Vision
Lizard Man	-	-	-	-	-	270° Low-Light Vision
Minotaur	-	-	-	-	-	270° Color-Blind Vision
Satyr	-	-	-	-	-	Starlight Vision
Gremlin	-	-	-	-	-	Full Dark Vision
Minor Dragon Youth	-	-	-	-	-	100m-Detail Full Dark Vision

<i>Race</i>	Attribute Range							Magic Rarity		
	<i>B</i>	<i>Q</i>	<i>S</i>	<i>C</i>	<i>I</i>	<i>W</i>	<i>KM</i>	<i>E</i>	<i>D</i>	<i>O</i>
Elf	1-4	3-7	1-6	2-7	1-6	1-6	10	3	12	12
Elf, Grey, Fallen	1-4	3-7	1-6	2-6	4-7	1-6	15	1	-	-
Elf, High	1-4	3-7	1-6	2-7	1-6	1-6	15	2	12	12
Elf, Sand	1-5	2-7	1-6	2-5	1-6	1-6	10	2	10	12
Elf, Wood	1-4	1-7	1-6	1-3	1-6	1-6	6	2	10	12
Dwarf	1-7	1-5	1-7	1-5	1-6	1-8	10	10	3	8
Dwarf, Mountain	1-7	1-5	1-7	1-5	1-6	1-8	10	12	2	12
Dwarf, Mountain (Magnuson)	1-7	1-5	1-7	1-5	1-6	1-8	10	-	2	12
Dwarf, Mountain, Noble	3-7	3-5	3-7	3-5	3-6	3-8	10	-	1	-
Dwarf, Mountain, Gnome	1-7	1-5	1-7	1-5	1-6	1-8	10	8	4	8
Human	1-6	1-6	1-6	1-6	1-6	1-6	10	4	4	4
Human, Low	1-6	1-6	1-6	1-6	1-6	1-6	6	4	4	4
Human, Noble	3-6	3-6	3-6	3-6	3-6	3-6	15	4	4	4
Human, Stone	3-6	1-6	3-6	1-6	1-6	1-6	10	4	4	4
Gnoll	4-7	1-6	4-7	1-3	1-4	1-6	6	-	12	4
Goblin	1-6	1-6	1-3	1-3	1-2	1-3	4	-	12	4
Hobgoblin	1-7	1-6	1-7	1-5	1-6	1-8	8	6	6	4
Kobold	1-2	1-6	1-2	1-3	1-6	1-3	6	8	12	4
Ork	1-7	1-5	1-7	1-4	1-6	1-6	8	8	8	2
Slig	1-7	1-8	1-7	1-4	1-6	1-6	6	6	8	6
Centaur	4-9	1-6	2-8	1-6	1-6	1-6	10	3	-	8
Lizard Man	1-6	1-8	1-6	1-4	1-6	1-6	12	6	12	6
Minotaur	3-7	1-6	3-7	1-4	1-6	1-6	10	6	6	6
Minotaur, Arctic	3-7	1-6	3-7	1-4	1-6	1-6	8	6	6	6
Minotaur, Eastern	3-7	3-6	3-7	1-6	1-6	1-6	20	3	8	12
Satyr	1-4	1-6	1-4	1-9	1-7	1-3	8	2	12	12
Lich, Minor	-	-	-	1-6	6-6	6-6	15	4	-	-
Mummy (Free)	-	-	-	1-6	4-6	4-6	8	8	-	-
Revenant	-	-	-	1-6	1-6	6-6	10	-	-	-
Skeleton (Free)	-	-	-	1-4	1-4	1-6	10	-	-	-
Zombie (Free)	-	-	-	1-2	1-3	1-6	10	-	-	-
Golem	-	-	-	1-6	1-6	1-6	10	8	-	-
Gremlin	1-2	1-6	1-2	1-2	1-4	1-8	4	3	-	-
Intelligent Item	-	-	-	1-6	1-6	1-6	10	-	-	-
Intelligent Item, Minor	-	-	-	1-6	1-6	1-6	6	-	-	-
Intelligent Item, Weapon	-	-	-	1-6	1-6	1-6	6	-	-	-
Mongrelman	1-8	1-8	1-8	1-8	1-8	1-8	10	3	-	-
Slime, Intelligent	1-3	1-3	1-3	1-3	1-3	1-3	2	8	-	-
Swamp Creature	1-8	1-8	1-8	1-8	1-8	1-8	12	6	6	6
Illithid	1-5	1-6	1-4	1-4	1-6	1-8	10	4	-	-
Goblin, Star	1-4	1-6	1-4	1-4	1-4	1-4	6	4	-	-
Minor Dragon Youth	2-9	2-9	2-9	2-9	2-9	2-9	20	1	4	4

Attribute Race-Point Adj. (Attr: Up/Down)												
<i>Race</i>	<i>Best</i>		<i>2nd</i>		<i>3rd</i>		<i>4th</i>		<i>5th</i>		<i>Worst</i>	
Elf	Q	3/5	C	3/5	S	4/4	I	4/4	W	6/2	B	6/2
Elf, Grey, Fallen	C	3/5	Q	3/5	S	4/4	I	4/4	W	6/2	B	6/2
Elf, High	C	3/5	Q	3/5	S	4/4	I	4/4	W	6/2	B	6/2
Elf, Sand	Q	3/5	S	3/5	I	4/4	W	6/2	B	6/2	C	6/2
Elf, Wood	Q	3/5	W	3/5	I	3/5	S	4/4	B	6/2	C	6/2
Dwarf	W	2/6	S	3/5	B	3/5	I	4/4	Q	6/2	C	6/2
Dwarf, Mountain, Noble	W	2/6	S	3/5	B	3/5	I	4/4	C	6/2	Q	6/2
Human	C	4/4	I	4/4	S	4/4	Q	4/4	B	4/4	W	4/4
Gnoll	S	2/6	Q	3/5	B	3/5	W	6/2	I	6/2	C	6/2
Goblin	B	3/5	Q	3/5	S	4/4	I	5/3	C	5/3	W	6/2
Hobgoblin	S	3/5	Q	3/5	B	4/4	I	4/4	W	4/4	C	6/2
Kobold	Q	2/6	I	3/5	W	4/4	S	5/3	C	6/2	B	6/2
Ork	S	3/5	B	3/5	I	4/4	Q	5/3	W	6/2	C	6/2
Slig	Q	2/6	S	3/5	B	3/5	W	4/4	I	4/4	C	6/2
Centaur	B	1/8	S	2/6	C	2/6	I	2/6	Q	3/5	W	4/4
Lizard Man	I	3/5	Q	3/5	S	4/4	B	5/3	W	6/2	C	6/2
Minotaur	B	2/6	S	3/5	W	4/4	Q	4/4	I	4/4	C	4/4
Minotaur, Eastern	S	2/6	B	3/5	Q	4/4	I	4/4	C	4/4	W	4/4
Satyr	S	2/6	B	3/5	I	4/4	Q	4/4	W	4/4	C	6/2
Lich, Minor	I	2/6	W	2/6	C	6/2	-	-	-	-	-	-
Mummy (Free)	W	2/6	I	2/6	C	2/6	-	-	-	-	-	-
Revenant	W	1/8	C	4/4	I	4/4	-	-	-	-	-	-
Skeleton (Free)	W	4/4	I	4/4	C	4/4	-	-	-	-	-	-
Zombie (Free)	W	4/4	I	4/4	C	4/4	-	-	-	-	-	-
Golem	W	6/2	I	6/2	C	6/2	-	-	-	-	-	-
Gremlin	W	2/6	Q	3/5	I	4/4	C	6/2	S	6/2	B	6/2
Intelligent Item	I	6/2	C	6/2	W	6/2	-	-	-	-	-	-
Mongrelman	S	4/4	B	4/4	Q	4/4	W	4/4	I	4/4	C	4/4
Slime, Intelligent	B	6/2	I	6/2	W	6/2	S	6/2	Q	6/2	C	4/4
Swamp Creature	S	2/6	B	2/6	W	3/5	I	4/4	Q	5/3	C	6/2
Illithid	W	2/6	I	2/6	C	4/4	Q	5/3	B	6/2	S	6/2
Goblin, Star	B	3/5	S	4/4	Q	4/4	C	6/2	W	6/2	I	6/2
Minor Dragon Youth	I	2/6	W	2/6	C	2/6	Q	2/6	B	2/6	S	2/6

1.7 Magical Abilities [Medieval]

There are 4 types of magical abilities. No character can choose to take abilities of more than one type.

1.7.1 Arcane Abilities

[64 pt] **Magical Superiority** Grants¹ Magic Force: 8

[32 pt] **Magical Mastery** Grants¹ Magic Force: 6

[16 pt] **Magical Gift** Grants¹ Magic Force: 4

[8 pt] **Magical Talent** Grants¹ Magic Force: 2

[4 pt] **Magical Potential** Grants¹ Magic Force: 0

1.7.2 Shamanistic Abilities

[64 pt] **Grand Shaman** Grants¹ Juju: 8

[32 pt] **Shaman** Grants¹ Juju: 6

[16 pt] **Witch Doctor** Grants¹ Juju: 4

[8 pt] **Medicine Man/Woman** Grants¹ Juju: 2

[4 pt] **Collector** Grants¹ Juju: 0

1.7.3 Faith Abilities

[64 pt] **Crusader** Grants¹ Faith: 8

[32 pt] **Zealot** Grants¹ Faith: 6

[16 pt] **True Believer** Grants¹ Faith: 4

[8 pt] **Believer** Grants¹ Faith: 2

[4 pt] **Convert** Grants¹ Faith: 0

1.7.4 Totemic Abilities

Though some encounters with users of this magic have been reported, little is known about how it works, who can use it, or how wide-spread its usage is. So far, it seems to be limited to a small group of ancient humans of a rival tribe to the line of Bosch, but who knows?

¹Attribute grants are not cumulative. For example, combining Zealot and Believer grants only the Faith: 6 from Zealot.

1.8 Knowledges

This is an *incomplete* list of knowledges. Any named knowledge can be taken (subject to GM veto) that does not have the same name as another skill/ability. Spoken/written languages (next section) are also knowledges.

General Examples

- [I] Language
- [I] Language Read/Write
- [I] Language Identification
- [I] Marksmanship
- [I] Physical Training
- [I] Strategy

Basic Sciences

- [I] Chemistry^{C,S,T}
- [I] Ballistics^{C,S,T}
- [I] Biology^{C,S,T}
- [I] Botany^{C,S,T}
- [I] Geology^{C,S,T}
- [I] Mathematics^{C,S,T}
- [I] Medicine^{C,S,T}
- [I] Psychology^{C,S,T}
- [I] Physics^{C,S,T}
- [I] Zoology^{C,S,T}

Specific Examples

- [I] Armor Care
- [I] Bow Care
- [I] Firearm Care^{C,S,T}
- [I] Weapon Care
- [I] Pistol Marksmanship^{C,S,T}
- [I] Rifle Marksmanship^{C,S,T}
- [I] Knives
- [I] Melee Weapons^{C,S,T}
- [I] Handguns^{C,S,T}
- [I] Horses
- [I] Long Guns^{C,S,T}
- [I] Machine Guns^{C,S,T}
- [I] Missile Weaponry^{C,S,T}

- [I] Appraisal
- [I] Cars^{C,S,T}
- [I] Cooking^{C,S,T}
- [I] Counter Intelligence^{C,S,T}
- [I] Cryptography^{C,S,T}
- [I] Drop boxes^{C,S,T}
- [I] Electronic Warfare^{C,S,T}
- [I] Firearms^{C,S,T}
- [I] Forensics^{C,S,T}
- [I] Jousting
- [I] Fortress Design
- [I] Weapon Design
- [I] Illegal Drugs^{C,S,T}
- [I] Linguistics^{C,S,T}
- [I] Military Equipment^{C,S,T}
- [I] Military History^{C,S,T}
- [I] Military Literature^{C,S,T}
- [I] Modern Armors^{C,S,T}
- [I] Motorcycles^{C,S,T}
- [I] Physical Training
- [I] Safehouses^{C,S,T}
- [I] Smuggling Equipment^{C,S,T}
- [I] Strategy
- [I] Sword Fighting
- [I] Sword Styles
- [I] Tournaments

Social Examples

- [I] Beers and Ales
- [I] Heraldry
- [I] Human Towns^M
- [I] Trade Routes^M
- [I] TV Shows^{C,S,T}
- [I] Movies^{C,S,T}

Sixth-World Examples

- [I] Illegal Simsense^S
- [I] Paranormal Animals^S
- [I] Paranormal Plants^S
- [I] Trid Shows^S

Magical Examples

- [I] Astral Theory^S
- [I] Elementals^S
- [I] Extra-planar Spirits^S
- [I] Nature Spirits^S
- [I] Magical Theory^S
- [I] Meta-planes^S

Lore Examples

- [I] Corp Lore^{C,S,T}
- [I] Criminal Lore^{C,T}
- [I] Drug Lore^{C,S,T}
- [I] Gang Lore^{C,S,T}
- [I] Magic Lore^{M,S}
- [I] Runner Lore^{C,S}
- [I] Sewer Lore^S
- [I] Spirit Lore^S
- [I] Street Lore^{C,S,T}
- [I] Critter Lore^{M,S}
- [I] Dragon Lore^{M,S}
- [I] Dwarf Lore^{M,S}
- [I] Elf Lore^{M,S}
- [I] Hero Lore^M
- [I] Magic Lore^{M,S}
- [I] Ork Lore^{M,S}
- [I] Tavern Lore^M
- [I] Undead Lore^M

History Examples

- [I] American History^{C,S,T}
- [I] Asian History^{C,S,T}
- [I] Corp History^{C,S,T}
- [I] Criminal History^{C,S,T}
- [I] Drug History^{C,S,T}
- [I] Dwarven History^{M,S}
- [I] Elven History^{M,S}
- [I] European History^{C,S,T}
- [I] Gang History^{C,S,T}
- [I] Human History^M
- [I] Magic History^{M,S}
- [I] NAN History^S
- [I] Orkish History^{M,S}
- [I] UCAS History^S
- [I] Street History^{C,S,T}

Area Examples

- [I] Area, Denver, Lakota^S
- [I] Area, Denver, Salish-Shidhe^S
- [I] Area, Denver, UCAS^S
- [I] Area, Denver, Ute^S
- [I] Area, Denver^{C,S,T}
- [I] Area, Montreal^{C,S,T}
- [I] Area, NAN Territories^S
- [I] Area, New York^{C,S,T}
- [I] Area, New Orleans^{C,S,T}

- [I] Area, Seattle^{C,S,T}
- [I] Area, Seattle Barrens^S
- [I] Area, Seattle Sewers^S
- [I] Area, Tir Tairngire^S
- [I] Area, Capital Region^M
- [I] Area, Capital City^M
- [I] Area, Magnuson^M

Equipment Examples

- [I] Dwarven Armors^M
- [I] Dwarven Weapons^M
- [I] Elven Weapons^M
- [I] Human Armors^M
- [I] Orkish Weapons^M
- [I] Axes^M
- [I] Bows^M
- [I] Crossbows^M
- [I] Hammers^M
- [I] Knives
- [I] Swords^M
- [I] Siege Weapons^M

Basic Examples

- [I] Armor Design^M
- [I] Herbs^M
- [I] Iron Ore^M
- [I] Leather Curing^M

- [I] Metallurgy^M
- [I] Mining^M
- [I] Ores^M
- [I] Stone Cutting^M
- [I] Trees^M

Critter Examples

- [I] Amphibian Critters^M
- [I] Avian Critters^M
- [I] Goblinoid Critters^M
- [I] Humanoid Creatures^M
- [I] Insectoid Critters^M
- [I] Mammalian Critters^M
- [I] Reptilian Critters^M
- [I] Subterranean Critters^M
- [I] Woodland Critters^M

Arcane Examples

- [I] Artifacts^M
- [I] Magic Theory^M
- [I] Ritual Spell Theory^M
- [I] Spells^M
- [I] Spell Theory^M
- [S] (Spell)^M

1.9 Spoken Languages

Languages are knowledges (above), but can also be purchased with language points at character creation.

Modern Languages

- [I] Azteci^S
- [I] Cityspeak^S
- [I] Rat^S
- [I] Salish^S
- [I] Shidhe^S
- [I] Spanish, Aztlan^S
- [I] Spanish, Iberian^S
- [I] Sperethiel — Elven^S

Common Languages

- [I] Cantonese^{C,S,T}
- [I] English, Modern^{C,S,T}
- [I] English, American^{C,S,T}
- [I] French^{C,S,T}
- [I] German^{C,S,T}
- [I] Italian^{C,S,T}
- [I] Japanese^{C,S,T}
- [I] Korean^{C,S,T}
- [I] Mandarin^{C,S,T}
- [I] Spanish, European^{C,S,T}
- [I] Spanish, South American^{C,S,T}
- [I] Russian^{C,S,T}

Uncommon Languages

- [I] American Sign Language^{C,S,T}
- [I] Arabic^{C,S,T}
- [I] Dutch^{C,S,T}
- [I] English Sign Language^{C,S,T}
- [I] Finnish^{C,S,T}
- [I] French Sign Language^{C,S,T}
- [I] Greek, Modern^{C,S,T}
- [I] Hebrew, Modern^{C,S,T}
- [I] Norwegian^{C,S,T}
- [I] Persian^{C,S,T}

- [I] Polish^{C,S,T}
- [I] Portuguese^{C,S,T}
- [I] Romanian^{C,S,T}
- [I] Swedish^{C,S,T}
- [I] Thai^{C,S,T}
- [I] Turkish^{C,S,T}
- [I] Ukrainian^{C,S,T}
- [I] Vietnamese^{C,S,T}
- [I] Welsh^{C,S,T}

Constructed Languages

- [I] Esperanto^{C,S,T}
- [I] Interlingua^{C,S,T}
- [I] Klingon^{C,S,T}
- [I] Lojban^{C,S,T}
- [I] Talossan^{C,S,T}

Chinese Languages

- [I] Cantonese^{C,S,T}
- [I] Fukienese^{C,S,T}
- [I] Hakka^{C,S,T}
- [I] Mandarin^{C,S,T}
- [I] Wu^{C,S,T}

American Languages

- [I] Aymara^{C,S,T}
- [I] Cherokee — Tsalagi^{C,S,T}
- [I] Dakota^{C,S,T}
- [I] Guarani^{C,S,T}
- [I] Hawaiian^{C,S,T}
- [I] Maya^{C,S,T}
- [I] Mohawk^{C,S,T}
- [I] Nahuatl^{C,S,T}
- [I] Navajo^{C,S,T}
- [I] Ojibwe^{C,S,T}
- [I] Oneida^{C,S,T}
- [I] Quechua — Kechwa^{C,S,T}
- [I] Tlingit^{C,S,T}

Austronesian Languages

- [I] Indonesian — Bahasa Indonesia^{C,S,T}
- [I] Javanese^{C,S,T}
- [I] Malay — Bahasa Melayu^{C,S,T}
- [I] Tagalog^{C,S,T}

Dead Languages

- [I] Akkadian^{C,S,T}
- [I] Latin^{C,S,T}
- [I] Latin, Church^{C,S,T}
- [I] Egyptian, Ancient^{C,S,T}
- [I] Egyptian, Middle^{C,S,T}
- [I] English, Middle^{C,S,T}
- [I] English, Old^{C,S,T}
- [I] Greek, Ancient^{C,S,T}
- [I] Greek, Koine — Greek, Biblical^{C,S,T}
- [I] Hebrew, Biblical^{C,S,T}
- [I] Old Saxon^{C,S,T}
- [I] Phoenician^{C,S,T}

Indo-Iranian languages

- [I] Bengali^{C,S,T}
- [I] Gujarati^{C,S,T}
- [I] Hindi^{C,S,T}
- [I] Kurdish^{C,S,T}
- [I] Nepali^{C,S,T}
- [I] Sanskrit^{C,S,T}
- [I] Sinhala — Sinhalese^{C,S,T}
- [I] Urdu^{C,S,T}

African Languages

- [I] Afrikaans^{C,S,T}
- [I] Bangala^{C,S,T}
- [I] Berber — Tamazight^{C,S,T}
- [I] Hausa^{C,S,T}
- [I] Luganda^{C,S,T}
- [I] Swahili — Kiswahili^{C,S,T}

Dravidian Languages

- [I] Tamil^{C,S,T}
- [I] Telugu^{C,S,T}

Other Rare Languages

- [I] Albanian^{C,S,T}
- [I] Aramaic^{C,S,T}
- [I] Armenian^{C,S,T}
- [I] Assyrian^{C,S,T}
- [I] Basque^{C,S,T}
- [I] Bavarian^{C,S,T}
- [I] Belarusian — Byelorussian^{C,S,T}
- [I] Breton^{C,S,T}
- [I] Bulgarian^{C,S,T}
- [I] Burmese — Myanmar^{C,S,T}
- [I] Cambodian^{C,S,T}
- [I] Catalan^{C,S,T}
- [I] Croatian^{C,S,T}
- [I] Czech^{C,S,T}
- [I] Danish^{C,S,T}
- [I] Dauphinois^{C,S,T}
- [I] Estonian^{C,S,T}
- [I] Flemish^{C,S,T}
- [I] Frisian^{C,S,T}
- [I] Gaelic^{C,S,T}
- [I] Galician^{C,S,T}
- [I] Georgian^{C,S,T}
- [I] Hungarian^{C,S,T}
- [I] Icelandic^{C,S,T}

- [I] Kamilaroi^{C,S,T}
- [I] Ladino^{C,S,T}
- [I] Latvian^{C,S,T}
- [I] Lithuanian^{C,S,T}
- [I] Low German^{C,S,T}
- [I] Macedonian^{C,S,T}
- [I] Malayalam^{C,S,T}
- [I] Maltese^{C,S,T}
- [I] Manx^{C,S,T}
- [I] Maori^{C,S,T}
- [I] Mon^{C,S,T}
- [I] Mongolian^{C,S,T}
- [I] Norman^{C,S,T}
- [I] Occitan^{C,S,T}
- [I] Papiamentu^{C,S,T}
- [I] Pitkern — Pitcairnese^{C,S,T}
- [I] Punjabi^{C,S,T}
- [I] Romansch^{C,S,T}
- [I] Romany^{C,S,T}
- [I] Sardinian^{C,S,T}
- [I] Scots^{C,S,T}
- [I] Serbian^{C,S,T}
- [I] Slovak^{C,S,T}
- [I] Slovenian^{C,S,T}
- [I] Sranan^{C,S,T}
- [I] Swabian^{C,S,T}
- [I] Viennese^{C,S,T}
- [I] Yiddish^{C,S,T}

Languages

- [I] Common^M
- [I] Common, Ancient^M
- [I] Common, High^M
- [I] Common, King's^M
- [I] Common, Low^M
- [I] Common, Oceanic^M
- [I] Common, Old^M

- [I] Dwarven^M
- [I] Dwarven, Dark^M
- [I] Dwarven, Hill^M
- [I] Dwarven, Mountain, Arctic^M
- [I] Dwarven, Mountain, Eastern^M
- [I] Dwarven, Mountain, Central^M
- [I] Dwarven, Mountain, Southern^M
- [I] Elven, Grey — Sperethiel^M
- [I] Elven, High^M
- [I] Elven^M
- [I] Flag Signals, Naval^M
- [I] Goblin^M
- [I] Goblin, Gnoll^M
- [I] Goblin, Hobgoblin^M
- [I] Goblin, Kobold^M
- [I] Goblin, Lizard Man^M
- [I] Goblin, Orkish^M
- [I] Trade Tongue, Northern^M
- [I] Trade Tongue, Oceanic^M
- [I] Trade Tongue, Southern^M

Magical Languages

- [M] Magic, Elven^M
- [M] Magic, Elven, Ancient^M
- [M] Magic, Elven, Grey^M
- [M] Magic, Elven, Old^M
- [M] Magic, Human^M
- [M] Magic, Human, Ancient^M
- [M] Magic, Human, King's^M
- [M] Magic, Human, Old^M
- [M] Magic, Star, Illithid^M
- [M] Magic, Star, Oerthean^M
- [M] Magic, Star, Krynnish^M
- [M] Magic, Star, Standard^M
- [M] Magic, UnderDark^M
- [M] Magic, UnderDark, Elven^M

Minotaur Languages

- [I] Minotaur, Arctic^M
- [I] Minotaur, Arctic, Leader^M
- [I] Minotaur, Arctic, Sage^M
- [I] Minotaur, Arctic, Warrior^M
- [I] Minotaur, Common^M
- [I] Minotaur, Diplomat, Dwarf^M
- [I] Minotaur, Diplomat, Elf^M
- [I] Minotaur, Diplomat, Goblin^M
- [I] Minotaur, Diplomat, Hobgoblin^M
- [I] Minotaur, Diplomat, Human^M
- [I] Minotaur, Diplomat, Lizard Man^M
- [I] Minotaur, Diplomat, Arctic^M
- [I] Minotaur, Diplomat, Ork^M
- [I] Minotaur, Leader, Eastern^M
- [I] Minotaur, Sage, Middle^M

- [I] Minotaur, Sage, High^M
- [I] Minotaur, Scout^M
- [I] Minotaur, Trade, Front^M
- [I] Minotaur, Trade, Middle^M
- [I] Minotaur, Warrior, Front^M
- [I] Minotaur, Warrior, Middle^M

UnderDark Languages

- [I] Dwarven, UnderDark^M
- [I] Elven, UnderDark^M
- [I] Goblin, Orkish, UnderDark^M
- [I] Undercommon^M

OverLight Languages

- [I] Flag Signals, Standard^M
- [I] Common, Standard^M
- [I] Dwarven, Krynnish^M

- [I] Dwarven, Oerthean^M
- [I] Elven, Krynnish^M
- [I] Elven, Oerthean^M
- [I] Elven, Standard^M
- [I] Giff^M
- [I] Krynnish^M
- [I] Oerthean^M
- [I] Orkish, Standard^M
- [I] Orkish, Scro^M
- [I] Trade Tongue, Standard^M

Meta-Languages

- [I] Morse Code^{C,S,T}
- [I] Chop^S
- [I] Subspeak^S
- [I] Thieves' Cant^M

1.10 Written Languages

Languages are knowledges (above), but can also be purchased with language points at character creation.

Modern Languages

- [I] Azteci^S
- [I] Salish^S
- [I] Shidhe^S
- [I] Spanish, Aztlan^S
- [I] Spanish, Iberian^S
- [I] Sperethiel — Elven^S

Common Languages

- [I] Chinese^{C,S,T}
- [I] English, Modern^{C,S,T}
- [I] English, American^{C,S,T}
- [I] French^{C,S,T}
- [I] German^{C,S,T}
- [I] Italian^{C,S,T}
- [I] Japanese^{C,S,T}
- [I] Korean^{C,S,T}
- [I] Spanish, European^{C,S,T}
- [I] Spanish, South American^{C,S,T}
- [I] Russian^{C,S,T}

Uncommon Languages

- [I] Arabic^{C,S,T}
- [I] Dutch^{C,S,T}
- [I] Finnish^{C,S,T}
- [I] Greek, Modern^{C,S,T}
- [I] Hebrew, Modern^{C,S,T}
- [I] Norwegian^{C,S,T}
- [I] Persian^{C,S,T}
- [I] Polish^{C,S,T}
- [I] Portuguese^{C,S,T}
- [I] Romanian^{C,S,T}
- [I] Swedish^{C,S,T}
- [I] Thai^{C,S,T}
- [I] Turkish^{C,S,T}
- [I] Ukrainian^{C,S,T}
- [I] Vietnamese^{C,S,T}
- [I] Welsh^{C,S,T}

Constructed Languages

- [I] Esperanto^{C,S,T}
- [I] Interlingua^{C,S,T}
- [I] Klingon^{C,S,T}
- [I] Lojban^{C,S,T}
- [I] Talossan^{C,S,T}

Chinese Languages

- [I] Chinese^{C,S,T}

American Languages

- [I] Aymara^{C,S,T}
- [I] Cherokee — Tsalagi^{C,S,T}
- [I] Dakota^{C,S,T}
- [I] Guarani^{C,S,T}
- [I] Hawaiian^{C,S,T}
- [I] Maya^{C,S,T}
- [I] Mohawk^{C,S,T}
- [I] Nahuatl^{C,S,T}
- [I] Navajo^{C,S,T}
- [I] Ojibwe^{C,S,T}
- [I] Oneida^{C,S,T}
- [I] Quechua — Kechwa^{C,S,T}
- [I] Tlingit^{C,S,T}

Austronesian Languages

- [I] Indonesian — Bahasa Indonesia^{C,S,T}
- [I] Javanese^{C,S,T}
- [I] Malay — Bahasa Melayu^{C,S,T}
- [I] Tagalog^{C,S,T}

Dead Languages

- [I] Akkadian^{C,S,T}
- [I] Latin^{C,S,T}
- [I] Latin, Church^{C,S,T}
- [I] Egyptian, Ancient^{C,S,T}
- [I] Egyptian, Middle^{C,S,T}
- [I] English, Middle^{C,S,T}
- [I] English, Old^{C,S,T}
- [I] Greek, Ancient^{C,S,T}
- [I] Greek, Koine — Greek, Biblical^{C,S,T}
- [I] Hebrew, Biblical^{C,S,T}
- [I] Old Saxon^{C,S,T}
- [I] Phoenician^{C,S,T}

Indo-Iranian languages

- [I] Bengali^{C,S,T}
- [I] Gujarati^{C,S,T}
- [I] Hindi^{C,S,T}
- [I] Kurdish^{C,S,T}
- [I] Nepali^{C,S,T}
- [I] Sanskrit^{C,S,T}
- [I] Sinhala — Sinhalese^{C,S,T}
- [I] Urdu^{C,S,T}

African Languages

- [I] Afrikaans^{C,S,T}
- [I] Bangala^{C,S,T}
- [I] Berber — Tamazight^{C,S,T}
- [I] Hausa^{C,S,T}
- [I] Luganda^{C,S,T}
- [I] Swahili — Kiswahili^{C,S,T}

Dravidian Languages

- [I] Tamil^{C,S,T}
- [I] Telugu^{C,S,T}

Other Rare Languages

- [I] Albanian^{C,S,T}
- [I] Aramaic^{C,S,T}
- [I] Armenian^{C,S,T}
- [I] Assyrian^{C,S,T}
- [I] Basque^{C,S,T}
- [I] Bavarian^{C,S,T}
- [I] Belorussian — Byelorussian^{C,S,T}
- [I] Breton^{C,S,T}
- [I] Bulgarian^{C,S,T}
- [I] Burmese — Myanmar^{C,S,T}
- [I] Cambodian^{C,S,T}
- [I] Catalan^{C,S,T}
- [I] Croatian^{C,S,T}
- [I] Czech^{C,S,T}
- [I] Danish^{C,S,T}
- [I] Dauphinois^{C,S,T}
- [I] Estonian^{C,S,T}
- [I] Flemish^{C,S,T}
- [I] Frisian^{C,S,T}
- [I] Gaelic^{C,S,T}
- [I] Galician^{C,S,T}
- [I] Georgian^{C,S,T}
- [I] Hungarian^{C,S,T}
- [I] Icelandic^{C,S,T}
- [I] Kamilaroi^{C,S,T}
- [I] Ladino^{C,S,T}
- [I] Latvian^{C,S,T}
- [I] Lithuanian^{C,S,T}
- [I] Low German^{C,S,T}
- [I] Macedonian^{C,S,T}
- [I] Malayalam^{C,S,T}
- [I] Maltese^{C,S,T}
- [I] Manx^{C,S,T}
- [I] Maori^{C,S,T}
- [I] Mon^{C,S,T}

- [I] Mongolian^{C,S,T}
- [I] Norman^{C,S,T}
- [I] Occitan^{C,S,T}
- [I] Papiamentu^{C,S,T}
- [I] Pitkern — Pitcairnese^{C,S,T}
- [I] Punjabi^{C,S,T}
- [I] Romansch^{C,S,T}
- [I] Romany^{C,S,T}
- [I] Sardinian^{C,S,T}
- [I] Scots^{C,S,T}
- [I] Serbian^{C,S,T}
- [I] Slovak^{C,S,T}
- [I] Slovenian^{C,S,T}
- [I] Sranan^{C,S,T}
- [I] Swabian^{C,S,T}
- [I] Viennese^{C,S,T}
- [I] Yiddish^{C,S,T}

Languages

- [I] Common^M
- [I] Common, Ancient^M
- [I] Common, High^M
- [I] Common, King's^M
- [I] Common, Low^M
- [I] Common, Oceanic^M
- [I] Common, Old^M
- [I] Dwarven^M
- [I] Dwarven, Dark^M
- [I] Dwarven, Hill^M
- [I] Dwarven, Mountain, Arctic^M
- [I] Dwarven, Mountain, Eastern^M
- [I] Dwarven, Mountain, Central^M
- [I] Dwarven, Mountain, Southern^M
- [I] Elven, Grey — Sperethiel^M
- [I] Elven, High^M
- [I] Elven^M
- [I] Goblin^M

- [I] Goblin, Gnoll^M
- [I] Goblin, Hobgoblin^M
- [I] Goblin, Kobold^M
- [I] Goblin, Lizard Man^M
- [I] Goblin, Orkish^M
- [I] Trade Script^M

Magical Languages

- [M] Magic, Elven^M
- [M] Magic, Elven, Ancient^M
- [M] Magic, Elven, Grey^M
- [M] Magic, Elven, Old^M
- [M] Magic, Human^M
- [M] Magic, Human, Ancient^M
- [M] Magic, Human, King's^M
- [M] Magic, Human, Old^M
- [M] Magic, Star, Illithid^M
- [M] Magic, Star, Oerthean^M
- [M] Magic, Star, Krynnish^M
- [M] Magic, Star, Standard^M
- [M] Magic, UnderDark^M
- [M] Magic, UnderDark, Elven^M

Minotaur Languages

- [I] Minotaur, Arctic^M
- [I] Minotaur, Arctic, Leader^M
- [I] Minotaur, Arctic, Sage^M
- [I] Minotaur, Arctic, Warrior^M
- [I] Minotaur, Common^M
- [I] Minotaur, Diplomat, Dwarf^M
- [I] Minotaur, Diplomat, Elf^M
- [I] Minotaur, Diplomat, Goblin^M
- [I] Minotaur, Diplomat, Hobgoblin^M
- [I] Minotaur, Diplomat, Human^M
- [I] Minotaur, Diplomat, Lizard Man^M
- [I] Minotaur, Diplomat, Arctic^M
- [I] Minotaur, Diplomat, Ork^M

[I] Minotaur, Leader, Eastern^M

[I] Minotaur, Sage, Middle^M

[I] Minotaur, Sage, High^M

[I] Minotaur, Scout^M

[I] Minotaur, Trade, Front^M

[I] Minotaur, Trade, Middle^M

[I] Minotaur, Warrior, Front^M

[I] Minotaur, Warrior, Middle^M

UnderDark Languages

[I] Dwarven, UnderDark^M

[I] Elven, UnderDark^M

[I] Goblin, Orkish, UnderDark^M

[I] Undercommon^M

OverLight Languages

[I] Common, Standard^M

[I] Dwarven, Krynish^M

[I] Dwarven, Oerthean^M

[I] Elven, Krynish^M

[I] Elven, Oerthean^M

[I] Elven, Standard^M

[I] Giff^M

[I] Krynish^M

[I] Oerthean^M

[I] Orkish, Standard^M

[I] Orkish, Scro^M

[I] Trade Tongue, Standard^M

Meta-Languages

[I] Braille^{C,S,T}

Chapter 2

Magic

2.1 Magic Basics

There are three main types of magic in the Medieval game:

- Arcane Magic (Elven Magic, Wizardry)
- Shamanistic Magic (Orkish Magic)
- Faith (Dwarven Magic)

Generally speaking, Arcane Magic is the most powerful. However, it is the most complex to perform and the most limited in its range of effects. It is the most well-known in human society, though it is actually the rarest. Its effects tend to be flashy and attention-grabbing, and its practitioners tend to be the same.

Shamanistic magic is more common, but is relatively unknown to most humans. Even human practitioners of such magics know little about it, as the knowledge is mostly kept secret by Orkish Shamans. Shamanistic magic works through collected objects and as such is limited based on what objects are available.

Faith is the most common type of magic and is widely known and understood in human society. It is extremely flexible, however generally has less powerful direct effects compared to the other two magics. Its users are also limited in the amount of power that can be used in any given day.

Normally the magic types are mutually exclusive, meaning any single person can only practice one magic type, if any. All three types also have users of their magics with no actual power, only potential.

2.1.1 Magical Effect Power Levels

All three forms of magic have levels to their effects. The more complex the effect, the harder it is to perform. Generally speaking the level of this effect is the target number used to perform it. See the individual magic type descriptions for how this applies. The named levels, and their associated numerical power levels, are:

2: Trivial The most basic effects of magics.

4: Simple Substantial, but everyday magical effects.

6: Basic The simplest serious magical effects.

8: Intermediate More complex serious magical effects.

10: Primary Legend-inspiring, seen once in a generation.

12: Advanced Legendary, described once in history.

14: Complex Lore, generally never seen or heard of.

16: Planetary Considered impossible by normal people.

18: Cosmic Considered impossible by magic users.

20: Universal Considered impossible by magic experts.

22: Demi-Godly Truly impossible by mortals.

24: Godly Truly impossible even by immortals.

2.1.2 Magical Damage/Healing

All three forms of magic have cases where damage is done or healed. In these cases, damage is done (or healed) simply by force, and the damage severity is automatically determined by that number, as follows:

1-2: Superficial	5-6: Moderate	9-10: Deadly
3-4: Light	7-8: Serious	... (+1 every 1)

So, for example, magical damage of 5, would do 5M damage. Magical damage of 13 would do 13D3. For certain cases of healing, this generally gives the target number to heal, so a 7 or higher is needed to stabilize or heal a serious wound box.

This is, for example, how Arcane Magic drain (see section 2.2.4) is calculated.

2.1.3 Magical Durations

All three forms of magic have cases where things may last or take a certain amount of time. In these cases, the time is determined by force, and the actual base time is automatically determined by that number, as follows:

1-2: 1 Round	7-8: 1 Day	13-14: 1 Decade
3-4: 1 Minute	9-10: 1 Month	13-14: 1 Century
5-6: 1 Hour	11-12: 1 Year	... (x10 every 2).

So, for example, a magical duration with a force of 8, would last a base time of a day. This is either multiplied by, or divided by the number of successes, depending on if they enhance or reduce this duration.

2.2 Arcane (Elven) Magic

Arcane or Elven Magic is magic of wizards. Such wizards, or ‘mages,’ will normally need intensive training in order to learn this style of magic. It is the rarest, most complex and least flexible type of magic, but generally has more powerful specific effects than Faith and is not limited by items or time like the other forms.

2.2.1 Spells

Each mage will usually have a spellbook (or more than one) which contains spells that have been learned. Mages can also memorize spells, either in addition to writing them down, or instead of it. Each spell is assigned a power level (see section 2.1.1), and a specific effect. The effect will, of course, vary greatly depending on the spell. See section 2.2.8 for a full list of spells.

2.2.2 Learning Spells

Learning a spell generally refers to a mage copying a personal version of the spell. This is usually done in a spellbook, however, spells can be written on anything normal writing can be. Some rare magical written languages are even tactile or olfactory, but here I will only describe the standard written magical languages.

In order for a mage to write down a personal version of a spell, it must first be visualized in a language readable by the mage. See section 2.2.5 for the various methods to visualize spells. Any of those methods may be used. Then, the mage must write it to the target media, by rolling the appropriate magical written language knowledge with a target number equal to the spell’s power level. Again, that medium is usually a spellbook, but it could be a scroll, planks, a sleeve, whatever. The area required for a spell is roughly equivalent to the area of a number of spellbook pages equal to half the spell’s power level.

2.2.3 Memorizing Spells

Spells can be memorized as individual knowledges. These work just like other knowledges, except these are limited by the Spellcasting Skill, not Intelligence. Each individual memorized spell must be taken as a separate knowledge.

Recalling memorized spells has several advantages over reading them from a book. For example, they can be cast faster, as an extra simple action is not needed to read them before casting. As a result, it may be possible to cast two spells per action this way. Memorized spells can be cast in situations where reading is impossible - such as when a book can’t be seen, is not handy or is missing.

2.2.4 Casting

To cast a spell, the caster must be free to move (see section 2.2.6) and must perform 3 or 4 steps, depending on the spell:

Visualize the Spell in a known spoken Magical Language

See section 2.2.5 for the various methods to visualize spells. Any of those methods may be used.

Speak the Spell in that language If the spell was successfully visualized, the caster rolls the appropriate magical language, with a target number equal to the spell’s magical power level.

Take Drain Whether the previous step succeeds or fails, the caster is wounded directly from the force of the magic passing through him. Willpower must be used to resist magical damage (see section 2.1.2) based on the spell’s magical power level. If this level is less than or equal to the caster’s magical force attribute, this damage is stun, otherwise it is physical damage.

Target the Spell (if Required) Some spells must be aimed to be targeted. In these cases, the appropriate targeting skill (usually Spell Targeting, unless cast through a wand, rod or staff) must be rolled. Other spells require the caster to touch the target, so the Grappling skill may need to be rolled if the target is unwilling. In either case, any modifiers from drain just incurred are applied.

2.2.5 Visualizing Spells

Before a spellcaster can do anything with a spell (cast it, write it, convert it, etc...), it must first be visualized in a language the caster understands. In order to do this, a mage needs the ability to use Arcane Magic, and a magic force of at least half the spell's power level - otherwise any attempt automatically fails. There are several ways this can be done, which take varying amounts of time to accomplish:

Recall a Memorized Spell If a spell is memorized by the caster (see section), it will have been taken as a knowledge. It can be recalled and visualized by rolling that knowledge, with a (modified) target number equal to the spell's power level. This is a free action if successful, a simple action otherwise.

Read a Spell Written by the Caster If a spell is known, it will usually be in the caster's spellbook. It can be read and visualized by rolling the appropriate magical language read/write knowledge, with a (modified) target number equal to the spell's power level. This is a simple action, as long as the spell is written clearly on something easily visible to the caster.

Read a Spell Written by Another If a written spell is available, but it was not written by the caster, it must be read and deciphered in the caster's head before it can be visualized. To read the foreign spell, the mage must be able to read the magical language it is written in. The mage must then roll this read/write knowledge, with a (modified) target equal to the spell's power level. It can then be converted into a form and language more familiar to the caster and then visualized using the Spellcraft skill, with the same target number. The reading of the spell takes an uninterrupted duration (see 2.1.3) based on its magical power level, reduced by the number of successes in reading it.

Improvise a Spell On-The-Fly A spell can be improvised on the spot by the caster using the Spellcasting skill. The (modified) target number is equal to twice the spell's power level. This is a simple action. Few mages are used to doing this, and additional penalties due to inexperience may also apply.

Create a Spell On-The-Fly A spell can be invented on the spot by the caster using the Spellcraft skill. The (modified) target number is equal to twice the spell's power level. This is a complex action. Unlike improvising a spell formula, this makes use of the mage's knowledge, and knowledge of similar spell formulae can make this target number lower, but never lower than the spell's power level.

Translate a Spell If a mage has a spell visualized in one language, but wants to visualize it in another magical language know to that mage, it can be translated using the Spellcraft skill, with a target number equal to the power level of the spell. If unsuccessful, this does NOT interrupt the mage's concentration on the spell in the old language, so this may be attempted multiple times if there were sufficient successes on the original visualization (see below). Note that certain spells can not be translated into certain magical languages. Check the individual spell descriptions for specifics. This takes an uninterrupted duration (see 2.1.3) based on its magical power level, reduced by the number of successes in translating it.

Hear a Spell Carefully Recited by Another If another mage is able to visualize a spell, that other mage can speak the spell slowly (which will NOT invoke its effect). If the caster can hear this clearly and understands the language it is being recited in, visualization can be attempted by rolling the appropriate magical language knowledge, with a target number equal to the normal (modified) target number for hearing speech, plus the spell's power level. This takes the instructor an uninterrupted duration (see 2.1.3) based on half the spell's magical power, reduced by the number of successes on the Instruction skill, with a target number equal to the spell's power level.

Hear a Spell Quickly Recited by Another This works just as the previous technique, except the target number is equal to double the spell's power level plus the normal (modified) target number for hearing speech and it takes the speaker a number of rounds equal to the spell's magical power, also reduced by the number of successes on the Instruction skill.

Hear a Spell Cast by Another This works just as the previous technique, except the target number is equal to quadruple the spell's power level plus the normal (modified) target number for hearing speech, and it takes the caster only a simple action and DOES cast the spell. This can be attempted any time a spell is cast by someone in the caster's presence while the caster is prepared to try this (usually meaning they are holding an action). All normal overhearing modifiers apply.

For each success in visualizing a spell, the spell can be used (cast, written, translated, etc...) once. If the target number is beaten by 12 or more, the spell can be used as many times as desired. In either case, any interruption in the mage's concentration (such as taking damage or taking any action other than using this spell) ends this and requires it to be re-visualized to be used again.

2.2.6 Free Movement

To cast (speak) a spell, mages must be free to move. The spoken magical languages require more than just verbal components to bring about their effects. When casters are unobstructed, unencumbered, and have nothing heavy on their arms or legs, they will have no troubles. If they can not freely move at least one arms, they can not cast spells at all.

If a mage can still move at least one arm, but is otherwise restricted or encumbered, spellcasting becomes more difficult. Restrictions in movement require the mage to make an Acrobatics Skill roll whenever a spell is spoken. Encumbrance or weight on the arms or legs similarly requires a Lifting Skill roll. If this roll fails, the spell fizzles (causes some flashes around the caster, but has no real effect) - a botched roll could cause the spell to have unexpected effects, even harm or kill the caster or caster's friends. In any case, drain must still be rolled.

The target numbers of these rolls are situational. As a general guide, here are some example target numbers:

Restriction (Acrobatics Roll)

Feet stuck in mud: 4

One arm bound: 6

Only arms can move: 8

Only one arm can move: 12

Encumbrance (Lifting Roll)

Wearing a restrictive coat: 2

Wearing a heavy backpack: 4

Wearing leather vanbraces: 4

Wearing a chain mail shirt: 6

Wearing a metal breastplate: 8

Wearing heavy vanbraces: 12

Wearing plate mail: 18

Note that enemies can intentionally interfere with spell-casting by restricting or weighing-down a mage, even in mid-casting, to cause similar difficulties. A mage who is attacked mid-spell will certainly have troubles completing the spell's motions without interference.

2.2.7 Common Example Tasks

To Cast a Spell from Memory

Visualize the Spell Memorized Spell(Power Level). Successes allow multiple attempts to cast.

Speak the Spell Spell's Language(Power Level). Successes apply to the casting of the actual spell.

Take Drain Willpower(Power Level) to reduce drain level starting at the indicated base.

To Cast a Spell Written by Caster from Spellbook

First, the spellbook must be turned to the right page. In combat, this can be a problem!

Visualize the Spell Spell's Language R/W(Power Level). Successes allow multiple attempts to cast.

Speak the Spell Spell's Language(Power Level). Successes apply to the casting of the actual spell.

Take Drain Willpower(Power Level) to reduce drain level starting at the indicated base.

To Transcribe a Spell

Decipher the Spell Spell's Language R/W(Power Level). Successes reduce the time it takes.

Visualize the Spell Spellcraft(Power Level). Successes allow multiple attempts to write.

Write the Spell Spell's Language R/W(Power Level). Successes reduce the time it takes.

To Transcribe a Spell in A Different Language

First, be sure the spell can be cast/written in the chosen language. Some spells are language-specific.

Decipher the Spell Spell's Language R/W(Power Level). Successes reduce the time it takes.

Visualize the Spell Spellcraft(Power Level). Successes allow multiple attempts to translate.

Translate the Spell Spellcraft(Power Level). Successes allow multiple attempts to write.

Write the Spell Chosen Language R/W(Power Level). Successes reduce the time it takes.

In all the above cases, except for drain rolls, each step must be successful before the next can be attempted. Drain must be rolled after any attempt to speak a spell, even if the attempt fails.

2.2.8 Spell List

Spell Properties

Target This will be the method of targeting the spell uses (essentially, its range) followed by the type(s) of target(s) it can affect, in parenthesis.

Caster Affects the caster or caster's immediate area.

Touch Affects the caster or a target touched with the caster's hand. May require a grappling roll.

Bolt Fires a bolt from the caster in the pointed direction. Requires a targeting roll.

Arrow Creates an arrow and either fires it like a bolt or nocks it in a drawn bow.

Direct Directly affects a chosen target anywhere in line-of-sight.

Resist Whether the target can resist or negate this spell, and if so, with which attribute(s).

Dur Duration. How long the spell will last.

Force The duration is based on the caster's active Magic Force (see section 2.1.3).

Instant The spell happens immediately, and can not be sustained longer.

Sustained The spell lasts as long as the caster continues to concentrate on maintaining it.

Lang Languages. What magical languages the spell can be cast and written in.

Any Can be used in any language. This is true for most spells.

Elven Can only be used with the 'Magic, Elven' family of magical languages

Human Can only be used with the 'Magic, Human' family of magical languages

Star Can only be used with the 'Magic, Star' family of magical languages

Under Can only be used with the 'Magic, Under-Dark' family of magical languages

Non-Spells - Power Level: 0 (Base Drain: 0-)

Bang and Puff of Smoke Target: Caster (Area) Resist: No Dur: Instant Lang: Any

This spell creates a burst of smoke and a loud noise. This spell has no structure and is usually the first any caster learns, and can be cast on-the-fly without the normal penalties. It can also be cast at higher levels if the caster so desires - normally it is cast as a trivial spell. All it does is create normal noise and smoke which does not significantly obscure vision.

Trivial Spells - Power Level: 2 (Base Drain: 2-)

<i>Caster Looks Human</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
An illusionary disguise is granted to the caster making him look like a human.				
<i>Comprehend Word</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The next single word the caster hears will be understood if it is in a non-magical language.				
<i>Distance Vision</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The caster can see from the targeted point with normal visual abilities, in addition to the caster's normal eyes. Spells can not be targeted using this spell's vision.				
<i>Distract</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target is actively distracted with benign noises and sensations.				
<i>Extinguish Trivial Fire (Rare)</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A torch-sized or smaller fire is immediately extinguished.				
<i>Force Visor (Rare)</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
A translucent shield of force is created in front of the caster's face.				
<i>Float</i>	<i>Target:</i> Touch (Any)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target becomes highly buoyant in water.				
<i>Glowing Aura</i>	<i>Target:</i> Touch (Person)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The area surrounding the target glows.				
<i>Glowing Eyes</i>	<i>Target:</i> Touch (Person)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target's eyes glow any chosen color.				
<i>Harden</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target object becomes harder.				
<i>Light</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target object glows with light equivalent to a torch.				
<i>Listen</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The caster can hear from the targeted point with normal hearing abilities, in addition to the caster's normal ears. Spells can not be targeted using this spell's hearing.				
<i>Mage Mark</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Permanent	<i>Resist:</i> No	<i>Lang:</i> Any
A magical message can be written on the target item. This message can not be seen normally, but anyone with Magic Force can see it - if specifically searching for such marks. This mark can be written in any non-magical language. A reader is given no special abilities to read this language, only to see it with Magic Force. The mundane language must still be comprehensible for it to be understood.				
<i>Perfect Writing</i>	<i>Target:</i> Touch (Book)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
A perfect rendition of any non-magical writing or drawing will be added to the target book, at a modified rate of one page per minute.				
<i>Soften</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target object becomes softer.				
<i>Speak Word</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
The next word the caster utters will be spoken aloud in the chosen language.				
<i>Suspend Small Object (Rare)</i>	<i>Target:</i> Touch (Any)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Baseball-sized or smaller object is magically held in position.				
<i>Tap (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
The target is gently tapped by an unseen magical finger of force.				
<i>Trip (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Quick.	<i>Lang:</i> Any
The target's legs are briefly interfered with by unseen magical forces.				
<i>Voices</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The target will hear echoing voices surrounding him, saying nothing intelligible.				
<i>Writing</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Any non-magical writing will be added to the surface of the target object.				

Simple Spells - Power Level: 4 (Base Drain: 4L)

<i>Armor</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Loose clothing of the target becomes active in the defense of physical attacks. This effect is apparent, even when not in combat, as the clothing continually flows in a somewhat unnatural way.				
<i>Arrow</i>	<i>Target:</i> Arrow (Any)	<i>Dur:</i> Force	<i>Resist:</i> No	<i>Lang:</i> Any
A high-quality arrow fires from the caster or a high-quality customized arrow occupies a touched bow. When this spell duration expires, the arrow crumbles to dust.				
<i>Breathe Underwater (Rare)</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target can breathe underwater as if naturally amphibious.				
<i>Clout (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
An invisible punch strikes the target.				
<i>Copy Document (Rare)</i>	<i>Target:</i> Touch (Document)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A single blank scroll or sheet of paper is inscribed with up to one page of information per success, which is copied precisely from the source document. Both source and destination documents must be touched by the caster. This spell can not copy magical writing of any kind.				
<i>Create Air</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A volume of air is created about the caster.				
<i>Create Paper (Rare)</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A single sheet of paper long enough to hold one page of information per success is created in the caster's hands.				
<i>Create Water</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A volume of water is created from the caster's hand.				
<i>Create Wine</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Elven
A volume of wine is created from the caster's hand.				
<i>Create Wood</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A stack of wood is created next to the caster.				
<i>Extinguish Small Fire</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A bonfire-sized or smaller fire is immediately extinguished.				
<i>Fire Dart</i>	<i>Target:</i> Bolt (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A bolt of fire shoots from the caster's hand, bursting on impact.				
<i>Force Arrow</i>	<i>Target:</i> Arrow (Any)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A glowing arrow of force shoots from the caster, or a customized glowing arrow of force occupies a touched bow. The created arrow is very sharp and will continue to exist as long as the spell is sustained, or until broken.				
<i>Force Bow</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
Creates a long or short bow of pure force appropriate to the caster's size, strength and fighting style, or that of another the spell's formula was crafted for.				
<i>Force Shield (Rare)</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Creates a body or arm shield of pure force appropriate to the caster's size, strength and fighting style, or that of another the spell's formula was crafted for.				
<i>Force [Weapon]</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Creates a one-handed melee weapon (usually a sword) of pure force appropriate to the caster's size, strength and fighting style, or that of another the spell's formula was crafted for.				
<i>Forget (Mind)</i>	<i>Target:</i> Touch (Mind)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target mind can't remember a specific fact per casting success.				
<i>Freeze Object</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> Body	<i>Lang:</i> Any
Object becomes incrementally colder.				
<i>Hold Person (Rare)</i>	<i>Target:</i> Direct (Person)	<i>Dur:</i> Sustained	<i>Resist:</i> Str.	<i>Lang:</i> Any
Target person is held from moving by magical forces.				
<i>Influence (Mind)</i>	<i>Target:</i> Direct (Mind)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target mind becomes more susceptible to suggestions from the caster.				
<i>Ice Dart</i>	<i>Target:</i> Bolt (Any)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A bolt of ice shoots from the caster's hand.				
<i>Identify Creator Race (Rare)</i>	<i>Target:</i> Touch (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
The caster is given the name of the race which constructed the object. Additional successes may glean additional information about that race's construction techniques.				

<i>Identify Race (Rare)</i>	<i>Target:</i> Direct (Person)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
The caster is given the race name of the person the caster is looking at. Additional successes may glean additional information about that race.				
<i>Ignite Object</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Object becomes incrementally hotter.				
<i>Jam Mechanism (Rare)</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Any
A mechanical gadget's workings are disrupted.				
<i>Levitate Small Object</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Baseball-sized or smaller object is levitated.				
<i>Lock</i>	<i>Target:</i> Touch (Lock)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
An unlocked lock is locked. Any traps on the lock are immediately triggered.				
<i>Messenger (Rare)</i>	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Force	<i>Resist:</i> No	<i>Lang:</i> Human
The caster creates a magical object which takes the form of a small flying, crawling or swimming creature appropriate to the environment and travels at top speed to the target, taking the most direct route available. When it arrives, it immediately delivers a verbal message of the caster's choice. If this object takes any damage along its journey, or if the spell ends before it arrives, the message never arrives. The caster is given no special knowledge as to whether this spell has succeeded or failed. If a target is unreachable (dead, or on another plane), the object will simply move in circles around the caster's area until the spell ends.				
<i>Personal Heat Shield</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target is protected, from heat only, by a full-body shield.				
<i>Read Word</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster can read the next written word or symbol attempted, if it is in a non-magical language.				
<i>Remember (Mind)</i>	<i>Target:</i> Touch (Mind)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target mind can more accurately remember a specific fact which was previously forgotten.				
<i>Repair Small Item</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Damage to the target baseball-sized or smaller object is incrementally repaired.				
<i>Shove (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
An invisible force pushes the target directly away from the caster.				
<i>Simple Disguise</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A basic illusionary disguise is granted to the target. Target can not be recognized.				
<i>Sleep</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target is put to sleep and kept asleep.				
<i>Slippery Surface</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target area is made much more slippery.				
<i>Spark</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Any
Small bolt of lightning arcs from caster's hand to target.				
<i>Speak Language</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target is able to speak the chosen spoken language.				
<i>Track Object</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster is always aware of the target's location relative to him.				
<i>Unlock</i>	<i>Target:</i> Touch (Lock)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A locked lock is unlocked. Any traps on the lock are immediately triggered.				
<i>Understand Language</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target is able to comprehend the chosen spoken language.				
<i>Weaken Subject</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target becomes weaker.				
<i>Write Word</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster can write the next single word attempted, in the chosen language.				

Basic Spells - Power Level: 6 (Base Drain: 6M)

<i>Blind</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target's vision is obscured.				
<i>Collapse</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> Body	<i>Lang:</i> Any
Target structure or object is incrementally weakened.				
<i>Communicate with Known (Rare)</i>	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The caster can communicate with a familiar individual as if they were standing next to one-another.				
<i>Copy Book (Rare)</i>	<i>Target:</i> Touch (Book)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Up to one blank book per success is inscribed with a precise copy of a single source book. Both source and destination books must be touched by the caster. This spell can not copy magical writing of any kind, nor can it copy from magical books which don't have a set order to their pages or words.				
<i>Create Book (Rare)</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A single blank book containing up to one-hundred pages per success is created in the caster's hands.				
<i>Create Food</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A quantity of food is created next to the caster.				
<i>Cylinder of Force</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A vertical cylinder of pure force is created.				
<i>Deafen</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target's hearing is impaired.				
<i>Detect Cursed Items (Rare)</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
Caster becomes aware of arcane curses on any items closely inspected.				
<i>Disguise</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A full illusionary disguise is granted to target. Target can look like anyone.				
<i>Explosion</i>	<i>Target:</i> Direct (Any)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Any
A powerful explosion emanates from the target, affecting the target as well as a large area around it.				
<i>Extinguish Large Fire</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A house-sized or smaller fire is immediately extinguished.				
<i>Fireball</i>	<i>Target:</i> Bolt (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A bolt shoots from the caster's hand and bursts into a giant ball of flame when it reaches the intended range or collides with something solid.				
<i>Fire Burst (Rare)</i>	<i>Target:</i> Bolt (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A bolt of fire shoots from the caster's hand, bursting on impact in a small but powerful fiery explosion.				
<i>Freeze Creature</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Body	<i>Lang:</i> Any
Target creature gets incrementally colder.				
<i>Group Clout (Rare)</i>	<i>Target:</i> Direct (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
An invisible punch strikes each of the targets.				
<i>Hold Creature</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Str.	<i>Lang:</i> Any
Creature is held from moving by magical forces.				
<i>Identify Magic Item</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
One touched magical item is identified per success.				
<i>Identify Creature (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
The caster is given the creature name of the creature the caster is looking at. Additional successes may glean additional information about that type of creature.				
<i>Ignite Creature</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Body	<i>Lang:</i> Any
Target creature gets incrementally hotter.				
<i>Illuminate Magic (Rare)</i>	<i>Target:</i> Caster (Self)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
All arcane magical force in front of caster, and within a few meters, is made visible to all.				
<i>Illusionary Twin (Rare)</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Elven
An full illusionary duplicate of the target is created and the target's next movement causes them to move apart from one-another. The target can either will the twin to act, taking no action himself, or the twin will simply duplicate the target's actions. The twin is insubstantial and can not hear, see or make any noise.				
<i>Invisibility</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target becomes harder to see.				
<i>Levitate Person</i>	<i>Target:</i> Direct (Person)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target levitates into the air.				

<i>Mage Tap (Rare)</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Under
Causes any magic force channeled by the target to be drained evenly between the target and the caster.				
<i>Mobile Fire</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A bonfire-sized flame appears before the caster. It can be moved at will at walking-speed.				
<i>Personal Shield</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A moving meter-diameter shield of force guards the target from attacks.				
<i>Repair Item</i>	<i>Target:</i> Touch (Object)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Damage to the target carryable object is incrementally repaired.				
<i>Read Language</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster is able to read the chosen language fluently.				
<i>Shove Group (Rare)</i>	<i>Target:</i> Direct (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
An invisible force pushes each of the targets directly away from the caster.				
<i>Sleep Other</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
Target is put to sleep and kept asleep.				
<i>Sphere of Darkness</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A spherical area becomes magically dark.				
<i>Superheat Container</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A magical container of force is created in front of the caster which can hold a superheat source.				
<i>Translate</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
All speech is heard by the target in the target's native language, and all speech by the target is heard by all intended recipients' in their native languages.				
<i>Visibility (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target becomes easier to see.				
<i>Wall of Force</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A wall of pure force is created.				
<i>Write Language</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
The caster can write the chosen language fluently.				
<i>Zombie Follower</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Permanent	<i>Resist:</i> Will	<i>Lang:</i> Under
The willing target will rise as an undead servant after the target's death.				

Intermediate Spells - Power Level: 8 (Base Drain: 8S)

<i>Communicate with Corpse</i>	Target: Touch (Corpse)	Dur: Sustained	Resist: No	Lang: Any
The corpse can be spoken with as if it were still alive.				
<i>Communicate with Named</i>	Target: Plane (Creature)	Dur: Sustained	Resist: No	Lang: Any
The caster can communicate with the named individual as if they were standing next to one-another.				
<i>Disintegrate (Rare)</i>	Target: Touch (Object)	Dur: Instant	Resist: No	Lang: Any
Target is removed from existence, to a maximum size determined by magic force and the number of casting successes.				
<i>Disguise Group</i>	Target: Caster (Group)	Dur: Sustained	Resist: No	Lang: Any
The caster's group are all disguised as whoever they wish to look like.				
<i>Enter Mind (Mind)</i>	Target: Direct (Mind)	Dur: Sustained	Resist: Will	Lang: Any
Caster enters the mental plane right outside the entrance to the target's mind.				
<i>Explosive Fireball</i>	Target: Bolt (Any)	Dur: Instant	Resist: No	Lang: Any
A bolt shoots from the caster's hand and explodes in flames when it reaches the intended range or strikes any solid object.				
<i>Extinguish Great Blaze</i>	Target: Direct (Area)	Dur: Instant	Resist: No	Lang: Any
A town-sized or smaller fire is immediately extinguished.				
<i>Flesh to Metal</i>	Target: Touch (Creature)	Dur: Permanent	Resist: All	Lang: Any
Target turns to metal if the spell overwhelms resistance to all 6 attributes.				
<i>Fly</i>	Target: Touch (Creature)	Dur: Sustained	Resist: No	Lang: Any
Target can fly at walking speed.				
<i>Group Invisibility</i>	Target: Caster (Group)	Dur: Sustained	Resist: No	Lang: Any
Caster's group becomes harder to see.				
<i>Helm Ship</i>	Target: Touch (Ship)	Dur: Sustained	Resist: No	Lang: Star
Caster can pilot the target ship as if on a helm.				
<i>Influence Group (Mind)</i>	Target: Direct (Group)	Dur: Sustained	Resist: Will	Lang: Any
Target minds become more susceptible to suggestions from the caster.				
<i>Invulnerable Object (Rare)</i>	Target: Touch (Object)	Dur: Force	Resist: No	Lang: Any
Target carryable object becomes immune to all physical damage.				
<i>Levitate Ship</i>	Target: Touch (Ship)	Dur: Sustained	Resist: No	Lang: Any
Target ship levitates in the air.				
<i>Lexicon</i>	Target: Touch (Book)	Dur: Sustained	Resist: No	Lang: Any
All non-magical writing in the target book can be read by anyone literate in their most fluent written language.				
<i>Lightning Bolt</i>	Target: Caster (Area)	Dur: Instant	Resist: No	Lang: Any
A giant bolt of lightning fires from the caster roughly in the direction the caster is facing.				
<i>Locate Named</i>	Target: Plane (Creature)	Dur: Sustained	Resist: No	Lang: Any
The location of the target relative to the caster is always known to the caster.				
<i>Locate Portal</i>	Target: Plane (Portal)	Dur: Sustained	Resist: No	Lang: Star
Caster senses the nearest portal in the sphere.				
<i>Mass Sleep</i>	Target: Direct (Area)	Dur: Sustained	Resist: Will	Lang: Any
The group surrounding the target location is induced to sleep and stay asleep.				
<i>Metal to Flesh</i>	Target: Touch (Creature)	Dur: Permanent	Resist: No	Lang: Any
A previously turned-to-metal creature can be restored.				
<i>Object of Force</i>	Target: Caster (Area)	Dur: Sustained	Resist: No	Lang: Any
An object of pure force is created in any shape.				
<i>Repair Building</i>	Target: Touch (Building)	Dur: Sustained	Resist: No	Lang: Any
Damage to the target building is incrementally repaired.				
<i>Repair Ship</i>	Target: Touch (Ship)	Dur: Sustained	Resist: No	Lang: Any
Damage to the target ship is incrementally repaired.				
<i>Shield Ship</i>	Target: Touch (Ship)	Dur: Sustained	Resist: No	Lang: Any
A meters-large moving shield protects the target ship.				
<i>Stabilize</i>	Target: Touch (Creature)	Dur: Sustained	Resist: No	Lang: Any
Target creature is prevented from bleeding out. If the target takes or heals any wounds, this spell immediately ends.				
<i>Superheat Source</i>	Target: Direct (Area)	Dur: Sustained	Resist: No	Lang: Any
A superheat source is created at the target location.				
<i>Treatment (Rare)</i>	Target: Touch (Creature)	Dur: Sustained	Resist: No	Lang: Any
The target creature heals as if being treated well by expert healers.				

Primary Spells - Power Level: 10 (Base Drain: 10D)

<i>Building Invisibility (Rare)</i>	<i>Target:</i> Touch (Building)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target building becomes harder to see.				
<i>Collapse Portal</i>	<i>Target:</i> Direct (Portal)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Star
Target portal is destroyed if it is not permanent.				
<i>Destroy Touched (Rare)</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Will	<i>Lang:</i> Any
Target creature is totally destroyed.				
<i>Disintegration Ray (Rare)</i>	<i>Target:</i> Bolt (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Whatever is hit by the ray is removed from existence, to a maximum size determined by magic force and the number of casting successes.				
<i>Enlarge Portal</i>	<i>Target:</i> Direct (Portal)	<i>Dur:</i> Sustained	<i>Resist:</i> Body	<i>Lang:</i> Star
Target portal is enlarged.				
<i>Force Ship (Rare)</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
A seaworthy ship of pure force capable of carrying one person per casting success is created.				
<i>Group Fly</i>	<i>Target:</i> Caster (Group)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster's group can fly at walking speed.				
<i>Heal Dying Creature</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target creature stabilizes and slowly returns to life, if it is not too late.				
<i>Kill Creature</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Will	<i>Lang:</i> Any
Target creature dies.				
<i>Mansion of Force</i>	<i>Target:</i> Caster (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
An extra-dimensional mansion is created which can only be entered by caster-invited guests.				
<i>Mindscape (Mind)</i>	<i>Target:</i> Caster (Group)	<i>Dur:</i> Sustained	<i>Resist:</i> Will	<i>Lang:</i> Any
All affected minds are forced into the mental plane.				
<i>Ship Invisibility</i>	<i>Target:</i> Touch (Ship)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target ship becomes harder to see.				
<i>Sustain Portal</i>	<i>Target:</i> Direct (Portal)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Star
Target portal is kept open.				

Advanced Spells - Power Level: 12 (Base Drain: 12D2)

<i>Banish Creature (Rare)</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Will	<i>Lang:</i> Any
Target creature is sent to its home plane, or to a random plane if it is already there.				
<i>Cataclysm of Air (Rare)</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
An unrestricted amount of elemental air energy is released into the target area. The exact result is unpredictable, but this will usually destroy an area the size of a small town in a giant storm.				
<i>Cataclysm of Earth (Rare)</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
An unrestricted amount of elemental earth energy is released into the target area. The exact result is unpredictable, but this will usually destroy an area the size of a small town in violent quakes, sinkholes and collapses.				
<i>Cataclysm of Fire (Rare)</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
An unrestricted amount of elemental fire energy is released into the target area. The exact result is unpredictable, but this will usually destroy an area the size of a small town in a giant firestorm.				
<i>Cataclysm of Water (Rare)</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
An unrestricted amount of elemental water energy is released into the target area. The exact result is unpredictable, but this will usually destroy an area the size of a small town in a torrent of water.				
<i>Create Portal</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Star
A portal is created at the target location.				
<i>Kill Named</i>	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Will	<i>Lang:</i> Any
Target creature dies.				
<i>Regenerate Limb</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target creature's missing limb incrementally grows back.				
<i>Reverse Death</i>	<i>Target:</i> Touch (Corpse)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target creature returns to near-death if it has only been dead for 2 days or less.				
<i>Summon Creature</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A random creature is summoned from distant lands to the target location.				
<i>Teleport Touched</i>	<i>Target:</i> Touch (Any)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target is transported to a location seen by the caster.				
<i>Teleport Self to Known</i>	<i>Target:</i> Caster (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Caster is transported to any location familiar to the caster, on the current plane.				

Complex Spells - Power Level: 14 (Base Drain: 14D4)

<i>Destroy City (Rare)</i>	<i>Target:</i> Direct (City)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Any
Target city is leveled to ruins.				
<i>Destroy Creature</i>	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> Will	<i>Lang:</i> Any
Target creature is totally destroyed.				
<i>Destroy Ship (Rare)</i>	<i>Target:</i> Direct (Ship)	<i>Dur:</i> Instant	<i>Resist:</i> Body	<i>Lang:</i> Any
Target ship is totally destroyed.				
<i>Disintegrate Object (Rare)</i>	<i>Target:</i> Direct (Object)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target is removed from existence, to a maximum size determined by magic force and the number of casting successes.				
<i>Fleet Invisibility</i>	<i>Target:</i> Caster (Fleet)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Caster's fleet is harder to see.				
<i>Resurrect Corpse</i>	<i>Target:</i> Touch (Corpse)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target creature returns to near-death. Most of the corpse is required.				
<i>Summon Named</i>	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target creature is transported before the caster.				
<i>Teleport Ship (Rare)</i>	<i>Target:</i> Caster (Ship)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Caster's vessel is transported to any area in the caster's line-of-sight.				
<i>Teleport to Known</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target is transported to any area the caster knows.				

Planetary Spells - Power Level: 16 (Base Drain: 16D6)

<i>Destroy Fleet (Rare)</i> Target fleet is totally destroyed.	<i>Target:</i> Direct (Fleet)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Destroy Named</i> Target creature is totally destroyed.	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Disintegrate Group (Rare)</i> Target group is removed from existence.	<i>Target:</i> Direct (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Resurrect Creature</i> Target creature returns to near-death. Any small piece of the body is required.	<i>Target:</i> Touch (Corpse)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Army (Rare)</i> Caster's army is transported to any area in the caster's line of site.	<i>Target:</i> Caster (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Group to Known</i> Caster's group is transported to any known area.	<i>Target:</i> Caster (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Ship to Known (Rare)</i> Caster's vessel is transported to any known area.	<i>Target:</i> Caster (Ship)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any

Cosmic Spells - Power Level: 18 (Base Drain: 18D8)

<i>Resurrect Named</i> Target creature returns to near-death.	<i>Target:</i> Plane (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Other to Known</i> Target is transported to any area the caster knows.	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport to Named</i> Target is transported to any area the caster can name.	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any

Universal Spells - Power Level: 20 (Base Drain: 20D10)

<i>Destroy World</i> The world the caster is in and all in it are totally destroyed.	<i>Target:</i> Caster (World)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Group to Named</i> Caster's group is transported to any area the caster can name.	<i>Target:</i> Caster (Group)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
<i>Teleport Other to Named</i> Target is transported to any area the caster can name.	<i>Target:</i> Direct (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any

Demi-Godly Spells - Power Level: 22 (Base Drain: 22D12)

<i>Create World</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Star
A new world is created in the caster's image.				
<i>Destroy Race</i>	<i>Target:</i> Plane (World)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
All members of target race are totally destroyed.				
<i>Destroy Sphere</i>	<i>Target:</i> Caster (Sphere)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Star
The sphere the caster is in and all in it are totally destroyed.				
<i>Immortality</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target can not quite die by any means.				

Godly Spells - Power Level: 24 (Base Drain: 24D14)

<i>Create Race</i>	<i>Target:</i> Direct (World)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
A new race is created in the caster's image.				
<i>Create Sphere</i>	<i>Target:</i> Direct (Area)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Star
Creates a new, empty sphere in the caster's image.				
<i>Invulnerability</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Sustained	<i>Resist:</i> No	<i>Lang:</i> Any
Target can not be harmed by any means.				
<i>Promote Demi-God</i>	<i>Target:</i> Touch (Creature)	<i>Dur:</i> Instant	<i>Resist:</i> No	<i>Lang:</i> Any
Target is granted demi-godly status.				

2.3 Faith (Dwarven Magic)

Dwarven magic is the most commonly seen magic among humans. It is the magic of priests, who are central to human society. It is also widely known that the line of human kings were, and are, powerful Priests of Truth.

Dwarven magic is the simplest of the magics to use, and the most flexible. Each user of this type of magic ('priest') has an aspect of the world they personally have unflinching faith in. This faith allows the user to cause things around them to bend to their whims with respect to this aspect. Technically, any priest can try to do anything with this magic. Generally the closer the intended effect is to the user's chosen aspect, the more potent the effect will be.

Aspects can be anything the player desires, but can never be changed once chosen. To be a valid aspect, it must be clear what the aspect refers to, and it must have an opposite. Common examples include Truth, Healing, Health, Life, Death, Honor, Quickness, Knowledge and War. More rare examples have included Dismemberment, Sharpness, Shadow and Trickery. The more an effect has to do with the chosen aspect or its opposite, the more powerful the actual effect will be.

Faith is entirely instinctive. No skills are required to use it, nor can any skills or training help in its use. Use of Faith only entails asking for something to happen, with the intent of using Faith to influence it to do so.

Faith works with, not against, the user. The intent of the prayer is what is respected by the magic, not its literal spoken wording, and it can not be misunderstood. The priest must speak this request (or 'prayer') aloud in some way, but it can be muttered quietly, whispered, sung, shouted or whatever, and in whatever language the priest feels like. The prayer's wording can be slurred, muffled, garbled, unclear, or confusing without affecting the results. However, if a priest is unable to speak aloud at all (gagged, silenced, etc...), faith can not be used.

When using faith, the priest must speak for a full action, and can not speak anything else. However, this requires no concentration and the priest is free to take any other, non-verbal action while speaking this prayer, and the prayer will take effect for the current action itself, if applicable. For example, a priest can ask for help attacking something while doing so.

Once this prayer is made, the player rolls their Faith attribute. This roll will determine the effect. All Faith rolls are open-ended, and the target number varies based on the

request and the aspect of the priest. In the simplest case (say, a priest of Healing praying to heal a willing friend being touched), each die will succeed at the power level which is rolled, so a roll of (7, 5, 4, 2, 1) will effectively be one basic success, two simple successes and one trivial success. Specifically how and where these are applied is determined by the GM, in the priest's favor.

Faith can only be used a certain amount each day. This is generally described as being one effect per Faith point, each of a power level (see section 2.1.1) equivalent to the caster's Faith attribute, per day. For calculating this, effects of any power level are equivalent to two effects of the next-lower power level. So, a Faith 8 High Priest would be done for the day after performing one advanced (4 feats), two intermediate (2 feats total), three basic (1.5 feats) and two simple (0.5 feats) faith feats. Judging the level of these feats is entirely up to the GM, and does not necessarily depend on the target numbers for accomplishing them.

The priest will sense when this amount has been exhausted, and then can not freely use faith again until after getting an acceptable night's sleep (as determined by race and perhaps special abilities). A priest may still choose to use faith after this amount has been exhausted, but at high, permanent consequences - based on the aspect and the requested effect. For example, a priest of healing trying to heal a friend while exhausted for the day may take a permanent wound for doing so.

Faith is entirely open-ended. Any priest with any level of Faith can cause a feat of any level to happen if the Faith roll is high enough. If the final feat of the day causes the total used for that day to exceed the maximum, the priest may suffer temporary consequences - based on the aspect, the requested effect, and the amount of Faith over the daily maximum that was used.

Every aspect's effectiveness is different, but a few general notes can be stated:

- Faith is bad at divining information.
- Faith is bad at affecting unwilling groups.
- Faith is good at affecting specific targets.
- Faith is good at affecting willing groups.
- Faith is good at protecting from or disrupting magic.

2.4 Shamanistic (Orkish) Magic

Shamanistic magic, like the more well-known Arcane magic, allows the user to perform specific effects. However, while Arcane magic is limited by the spells known to the caster, Shamanistic magic is limited by the items which are physically available. Each item has a particular effect, and most can only be used once.

Shamanistic magic is actually far more common than Arcane magic, however, the knowledge of how to use it well is generally kept within the ranks of the goblinoids. Humans often do have the ability to use this sort of magic, but generally only low humans living among the goblinoids who practice it ever truly learn how to make any reasonable use of it.

Also, unlike Arcane magic, there are no standards or schools of this sort of magic. Individual tribes may have completely different terms for different aspects of this magic, and often two experts in this sort of magic can not intelligently converse about it. This, of course, only enhances outsiders' difficulties in understanding it. The most common human term for Shamanistic Magic is 'Juju', though goblinoids don't generally use this term. Since this guide is written for the Human perspective, 'Juju' is the term that is used here.

2.4.1 Using Shamanistic Magic

Using 'Juju' is very simple and requires no skill or training. All items of shamanistic power (see section) have a specific effect and a power level (see section 2.1.1). To activate the item, the user must be in direct physical contact with item. The user then rolls the 'Juju' magical attribute, with a target equal to the power level of the item.

If the roll is successful, the item's effect is unleashed. Extra successes enhance the power of the effect. If the roll fails, there is no effect, but the item is still used.

Activating an item of shamanistic power is a free action, and any number of items can be activated at any time during any action, though a single item can not be activated more than once per simple action. The shaman need not touch the item with a hand, but if the item *is* held in the hand, it can be activated as it is thrown or dropped, allowing an effect to be performed at range. Most shamans get to be pretty good at throwing objects, and most who fight shamans quickly learn to duck and dodge even the most non-threatening of projectiles.

If an item is activated as it is released from the shaman's hand, the effect is unleashed upon the next object it touches after the shaman releases it. Otherwise, the item's effect is unleashed immediately upon the user, or the user's immediate area. Liquids or foods must be consumed, and airs must be breathed, by a creature to be effective upon that creature. Other objects immediately effect the target as soon as they contact it.

2.4.2 Shamanistic Skills

Anyone with a Juju attribute rating over zero can use Orkish magic, but without any skills or knowledges, all they can do is use items. They can not find new ones, identify items they have, or improve them.

Find Juju - This willpower-based skill represents the ability to locate items of power. Whenever the shaman spends significant time (generally a week or so) in a natural environment, this skill can be rolled to find items. Also, when a critter corpse is discovered, this skill may be used to find any parts of the critter which have power.

Identify Juju - This intelligence-based skill represents the ability to identify the exact nature of the power in an object. When a shamans finds an item of power, the generally know only its power level. Sometimes they have an idea what general type of effect it has, but usually it's a complete mystery. If the shaman spends a few minutes with the item, this skill can be rolled (target is the item's power level) to try to determine its exact effect. If this roll fails, the shaman may try to identify it again after each day spent only studying this item, or after each week of simply possessing it.

Refine Juju - This charisma-based skill represents the ability to manipulate the nature of items of power. This skill is quite rare, even among shamans. Most have no idea how to do this. Refining an item can increase or decrease its power, even alter its effect, but takes a very long time. The shaman may roll this skill once a week, with a target number of the object's power level, if the majority of that week was spent working with the item in question. If one of these rolls fails, the item could be damaged by the attempt.

2.4.3 Other Skills

Without some other skills, shamans will have trouble storing items without them losing their power, as well as trouble administering certain items.

Talismongery - This is the skill used to collect and store items of power without damaging them. However, this skill is normally only possessed by High Elves. Most Juju users don't truly have this skill, and must default from the "Survival" skill instead.

Healing - This is the skill used to separate liquid items into single drops. It is also the skill used to get an unconscious or unwilling target to drink a liquid.

2.4.4 Objects of Power

Every natural object contains inherent shamanistic power, however most items contain it to a small, useless extent. A shaman tries to find the more potent objects and release the power of them to cause magical effects.

These objects are always natural, and created and modified only by natural items and processes. Common examples would be pieces of animal carcasses, wood pieces, water, blood, dust, sand, dirt, feces, rocks, crystals, etc... Any artificial changes to an object destroys all power in the object, so man-made or damaged items are useless. Even minor changes to the objects by non-natural means, which can easily result from poor collection techniques or storage in non-natural containers, have this effect.

It's worth noting that Elves are natural, as are their pure crafts. Natural items cultivated or grown only by elves expert in their crafts are natural, and often are quite powerful shamanistic objects. Essentially, these techniques are accidentally equivalent to Shamanistic Refinement. The most powerful known artifacts of shamanistic power are crystals grown by elves in these ways.

Effects can be just about anything. Common effects include Healing, Harming, Explosion, Impact, Poison, Cure, etc..., but effects such as Turn to Small Mammal and Shrink Head have been seen. The power level of these items varies as well.

2.4.5 Reusable Objects

Most items of shamanistic power are usable only once. The first use of the item, even if the attempt to activate it fails,

destroys the item. Rarely, an item is found which is reusable. These items can be used an unlimited number of times and are not expended when used. These items are considered to be quite valuable by those who are familiar with them.

2.4.6 Example Objects

Many effects list numbers. All are derived from their power level (see section 2.1.1), and other power levels can be easily derived.

Trivial Healing Heal one moderate or light physical box of damage per success.

Simple Healing Stabilize target once, heal a specific wound or heal one serious box, or all moderate and light boxes, per success.

Basic Healing Fully stabilize target, heal all specific wounds, heal all moderate or light boxes, heal two serious boxes or heal one deadly box per success.

Intermediate Healing Fully resuscitate, stabilize and heal one target of all physical wounds.

Basic Harm Do magical damage: 6. See section 2.1.2 section above, for details.

Simple Poison Target gets one dose of force 4 lethal magical poison per success.

