**Draxia**

**The Role Playing Game**



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**General Definitions**

Agility (AGI) Used for Dexterous Skills and Range Attacks

Armor Class (AC) How difficult it is to land an Attack

Charisma (CHA) Used for Social Skills

Hit Points (HP) Amount of Damage a Player may take before dying. Also called Health Points

Intelligence (INT) Used for Lore Skills and Arcane Spells

Mana Amount of magical energy a Player can use

Strength (STR) Used for Physical Skills and Melee Attacks

Wisdom (WIS) Used for Healing Skills and Divine Spells

Copper Piece (CP) Smallest unit of currency. 100 CP = 1 GP

Silver Piece (SP) Intermediate unit of currency. 10 SP = 1 GP

Gold Piece (GP) Base unit of currency.

Platinum Piece (PP) Highest unit of currency. 1 PP = 10 GP

**Character Sheet**

**Key**

DR Damage Reduction

D6 6-sided Die

GM Game Master

SD Skill Difficulty

XP Experience Points

HP Hit or Health Points

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total XP\_\_\_\_\_\_\_ Available XP\_\_\_\_\_\_\_

Max Health \_\_\_\_\_ Current Health \_\_\_\_\_

Max Mana \_\_\_\_\_ Current Mana \_\_\_\_\_

Strength \_\_\_\_\_ Chance to Hit Melee Bonuses \_\_\_\_\_

Agility \_\_\_\_\_ Chance to Hit Range Bonuses \_\_\_\_\_

Intelligence \_\_\_\_\_

Wisdom \_\_\_\_\_

Charisma \_\_\_\_\_

Equipped Armor

Armor \_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Mana Corruption \_\_\_\_\_ Equipped Weapons

Physical DR \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Piercing DR \_\_\_\_\_

Slashing DR\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Crushing DR\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Elemental DR

Fire DR \_\_\_\_\_ Items in Belt/Pouch

Cold DR \_\_\_\_\_

Electric DR \_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Corrosive DR\_\_\_\_

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**Skill List**

**Strength** **Wisdom**

Swimming \_\_\_\_\_ Search \_\_\_\_\_

Running \_\_\_\_\_ Spot \_\_\_\_\_

Endurance \_\_\_\_\_ Listen \_\_\_\_\_

Jumping \_\_\_\_\_ Craft: Potions \_\_\_\_\_

Craft: Metalwork \_\_\_\_\_ Animal Handling \_\_\_\_\_

Craft: Armor \_\_\_\_\_ Medicine \_\_\_\_\_

**Agility**  **Charisma**

Sleight of Hand \_\_\_\_\_ Mercantile \_\_\_\_\_

Acrobatics \_\_\_\_\_ Coercion \_\_\_\_\_

Hunting/Fishing \_\_\_\_\_ Lying/Sincerity \_\_\_\_\_

Concealment \_\_\_\_\_ Discernment \_\_\_\_\_

Craft: Woodwork \_\_\_\_\_ Disguise \_\_\_\_\_

Traps \_\_\_\_\_ Craft: Trinket \_\_\_\_\_

Move Silently \_\_\_\_\_ Acquire Information \_\_\_\_\_

**Intelligence**

**Skill Mastery Bonuses**

Rank 0 -1 penalty to Skill Check

Rank 3 reroll all 1’s once

Rank 5 roll one extra die

Rank 7 +1 for each die rolled

Lore: Nature \_\_\_\_\_

Arcane \_\_\_\_\_

Divine \_\_\_\_\_

Engineering \_\_\_\_\_

Sailing \_\_\_\_\_

History \_\_\_\_\_

Other \_\_\_\_\_

Craft: Alchemy \_\_\_\_\_

**Ability List**

**Total XP in each Ability Tree**:

Strength\_\_\_\_\_ Agility\_\_\_\_\_ Intelligence\_\_\_\_\_ Wisdom\_\_\_\_\_ Charisma\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ability Name**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ability XP Cost\_\_\_\_\_ Ability Rank\_\_\_\_\_ Ability Tree\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Spell List**

**Name of Spell** Ability Tree

|  |  |  |
| --- | --- | --- |
| Casting Time | Duration | Mana Cost |
| Area of Effect | Range | XP |

Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

|  |  |  |
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| Casting Time | Duration | Mana Cost |
| Area of Effect | Range | XP |

Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

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Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

|  |  |  |
| --- | --- | --- |
| Casting Time | Duration | Mana Cost |
| Area of Effect | Range | XP |

Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

|  |  |  |
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| Casting Time | Duration | Mana Cost |
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Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

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| Casting Time | Duration | Mana Cost |
| Area of Effect | Range | XP |

Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Name of Spell** Ability Tree

|  |  |  |
| --- | --- | --- |
| Casting Time | Duration | Mana Cost |
| Area of Effect | Range | XP |

Spell Details\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Equipment List**

Carrying Capacity\_\_\_\_\_ Total Weight\_\_\_\_\_ Coin Purse\_\_\_\_\_GP

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Item Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Qty\_\_\_\_\_ Cost/Value\_\_\_\_\_\_ Weight\_\_\_\_\_

Description\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**General Notes**

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**CHARACTER GENERATION / LEVELING UP**

**Opening Stats**

Players begin the game with the following (subject to GM discretion):

100 XP

50 Gold

10 HP

10 Mana

1 on all other stats

**Leveling Up**

At the end of each session the GM should assign additional XP, typically 5-20 XP for the Players to spend on additional Attributes, Skills, Abilities, and Spells. While it is always up to the GM to decide how much Gold a party has, the following table provides a guide for how much personal wealth an individual party member should have based on their XP.

|  |  |
| --- | --- |
| **XP** | **Total Gold** |
| 100 | 50 |
| 125 | 100 |
| 150 | 200 |
| 175 | 400 |
| 200 | 700 |
| 225 | 1,100 |
| 250 | 1,600 |
| 275 | 2,200 |
| 300 | 2,900 |
| 325 | 3,700 |
| 350 | 4,600 |
| 375 | 5,600 |
| 400 | 6,700 |

**Spending XP and Gold**

1. Start by using XP to rank up Attributes: HP, Mana, Strength, Agility, Intelligence, Wisdom, and Charisma. During Character Generation, usually use 60-70 XP distributed among the Attributes.
2. Next, use XP to rank up Skills
3. Then use remaining XP to purchase Spells and Abilities
4. Finally, use Gold to purchase Equipment

**Attribute Cost**

XP needed to level up Strength, Agility, Intelligence, Wisdom, Charisma = next Rank multiplied by 10.

*example: Strength from 2 to 3 costs 30 XP; from 10 to 11 costs 110 XP*

XP needed to level up max HP and max Mana = next Rank divided by 10, rounded up.

*example: HP from 12 to 13 costs 2 XP; from 22 to 23 costs 3 XP*

**Skills Cost**

XP needed to level up a Skill = next Rank

*example: from 3 to 4 costs 4 XP; 3 to 5 costs 9 XP*

**Abilities**

Abilities increase a Players success during the activity enhanced by the Ability.

* Abilities can be activated once each turn as a *Free Action*.
* Most Abilities may be purchased additional times to have a larger impact.
* Spells are specialized Abilities that require a *Complex Action* to cast, unless otherwise stated.
* The XP used to purchase a Spell is counted towards the total XP for that Ability Tree.
* To purchase an Ability of a higher Tier requires a minimum number of XP points in that Ability Tree. Ranks must be purchased in order (i.e. Rank 2 must be purchased before Rank 3)

|  |  |
| --- | --- |
| Tier | XP |
| Tier 1 | 0 XP |
| Tier 2 | 25 XP |
| Tier 3 | 75 XP |
| Tier 4 | 150 XP |
| Tier 5 | 250 XP |

**Equipment**

**Carrying Capacity**

A Character can carry Weight based on their Strength score. If they carry too much Weight for their Strength they will suffer penalties on all things they try to do.

100 pieces of currency = 1 pound; 1 potion = ½ pound.

**Carrying Capacity**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Strength Score** | **Light** | **Medium (-3)** | **Heavy (-9)** | **Max (-15)** |
| 1 | 0-30 | 30-50 | 50-75 | 75-125 |
| 2 | 0-60 | 60-85 | 85-120 | 120-170 |
| 3 | 0-90 | 90-120 | 120-155 | 155-205 |
| 4 | 0-120 | 120-155 | 155-195 | 195-245 |
| 5 | 0-150 | 150-190 | 190-235 | 235-285 |
| 6 | 0-180 | 180-225 | 225-275 | 275-325 |
| 7 | 0-210 | 210-260 | 260-315 | 315-365 |
| 8 | 0-240 | 240-295 | 295-355 | 355-405 |
| 9 | 0-270 | 270-330 | 330-395 | 395-445 |
| 10 | 0-300 | 300-365 | 365-435 | 435-485 |

As part of base clothing Characters have a belt pouch that holds up to 5 pounds of items which are available for immediate access.

**Rarity**

Equipment tables include a Rarity score. The Rarity indicates how common the object is: the higher the score, the less common the object. At Character Generation a Player may only purchase items with a rarity of 10% XP or less. For example a Player starting the game with 100 XP could purchase any item of Rarity 1-10. However, items of Rarity 11+ are unavailable.

At GM’s discretion, Players withsufficient Crafting skill may make their own Equipment and thus reduce purchase costs.

**SKILLS LIST**

(In a subsequent edition there will be a descriptive paragraph for each)

**Strength**

* Swimming
* Running
* Endurance **–** *counters Coercion*
* Jumping
* Craft: Metal Weapons
* Craft: Armor

**Agility**

* Sleight of Hand – *countered by Spot*
* Acrobatics
* Hunting/Fishing
* Concealment – *countered by Spot*
* Move Silently – *countered by Listen*
* Craft: Wood Working – basic carpentry, non-metal weaponry
* Traps*:* Disarming and Manufacturing, not Finding

**Intelligence**

* Lore - Nature
  + Arcane
  + Divine
  + Engineering
  + Sailing
  + History
  + Any additional knowledge approved by GM
* Craft – Alchemy

**Wisdom**

* Listen – *counters Move Silently*
* Search
* Spot – *counters Concealment and Sleight of Hand*
* Craft – Potions
* Animal Handling
* Medicine

**Charisma**

* Mercantile - When Players sell goods to a merchant, the price the merchant will pay for the goods equals ½ the Market Value. If Players wish to receive a higher payment they can roll their Mercantile Skill. For every 5 points they beat the merchant's Mercantile roll the price will increase by 10% of Market Value. However, for every 5 points the merchant beats a Player the price will decrease by 10% of Market Value.
* Coercion – *countered by Endurance*
* Lying/Sincerity – *countered by Discernment*
* Discernment – *counters Lying/Sincerity*
* Disguise
* Craft: Trinkets – jewelry, talismans, etc.
* Acquire Information

**ABILITIES LIST**

**Strength**

**Tier 1**

**Ambidextrous**

Change the *chance to hit* penalty of using Light weapons while using two weapons. Cost: 5 XP

Rank 1 -4 *chance to hit* penalty

Rank 2 -2 *chance to hit* penalty

Rank 3 0 *chance to hit* penalty

**Brute Force**

Increase Damage while using Two-handed weapons. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

Rank 4 +4 Damage

Rank 5 +5 Damage

**Defensive Swordplay**

Gain Armor while Two Weapon Fighting. Cost: 5 XP

Rank 1 +1 Armor

Rank 2 +2 Armor

Rank 3 +3 Armor

**Ferocious Strike**

Spend 3 Mana to deal additional Damage on all Melee Attacks this Round. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

Rank 4 +4 Damage

Rank 5 +5 Damage

**Precision Throw**

Gain a bonus to your *chance to hit* with Thrown weapons. Cost: 5 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

**Quick Draw**

Spend Mana to draw a Light weapon or an Item from Pouch or Belt as a *Free Action*. Cost: 5 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Superior Defense**

Spend three Mana to raise Armor for this Round. Cost: 5 XP

Rank 1 +1 Armor

Rank 2 +2 Armor

Rank 3 +3 Armor

Rank 4 +4 Armor

Rank 5 +5 Armor

**Sword Specialist**

Increase Damage while using a single One-handed weapon. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Tier 2**

**Accuracy**

Increase *chance to hit* with Two-handed Melee weapons. Cost: 5 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

**Blade Master**

Increase all Damage dealt while Two Weapon Fighting. Cost: 10 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

Rank 4 +4 Damage

Rank 5 +5 Damage

**Favored Enemy**

Attacking the same enemy as in the last Round gives additional bonus to *chance to hit* and to Damage. Cost: 5 XP

Rank 1 +1 *chance to hit* and Damage

Rank 2 +2 *chance to hit* and Damage

Rank 3 +3 *chance to hit* and Damage

**Intimidate**

Spend three Mana to reduce an enemy’s Armor for this Round. Cost: 5 XP

Rank 1 -1 Armor

Rank 2 -2 Armor

Rank 3 -3 Armor

Rank 4 -4 Armor

Rank 5 -5 Armor

**Multi-Target**

Spend Mana to use your second Attack while Two Weapon Fighting against a different target. Cost: 5 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Quick Throw**

Spend Mana to throw a weapon as a *Free Action* at a -3 *chance to hit*. Extra Thrown weapons max out at the Rank Level of Quick Throw. Must use Quick Draw to equip with extra weapons to be thrown. Cost: 10 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Shield Bearer**

Gain Armor while using a Shield. Cost: 10 XP

Rank 1 +1 Armor

Rank 2 +2 Armor

Rank 3 +3 Armor

**Strong Arm**

Add bonus to Damage with Thrown weapons. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Taunt**

Spend three Mana to force Intelligent enemies to make a *Discernment Check* or Attack you this Round (if able). Cost: 5 XP

Rank 1 roll 5 or more to resist

Rank 2 roll 8 or more to resist

Rank 3 roll 11 or more to resist

**Tier 3**

**Armor Specialist**

Gain bonus to Armor while wearing Medium or Heavy Armor. Cost: 10 XP

Rank 1 +1 Armor

Rank 2 +2 Armor

Rank 3 +3 Armor

**Battle Cry**

Spend three Mana to increase all allied *chance to hit* with Melee and Ranged weapons for this Round. Cost: 10 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

Rank 4 +4 *chance to hit*

Rank 5 +5 *chance to hit*

**Furious Attack**

Spend additional Mana while Two Weapon Fighting to take an extra Attack at a -3 *chance to hit* with your main hand weapon. Cost: 10 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Enhanced Vitality**

Spend two Mana to reduce Physical Damage taken from a single Attack. Cost: 10 XP

Rank 1 +1 Damage Reduction

Rank 2 +2 Damage Reduction

Rank 3 +3 Damage Reduction

**Fearsome Roar**

Spend two Mana to reduce an enemy's *chance to hit* for this Round. Cost: 5 XP

Rank 1 -2 enemy *chance to hit*

Rank 2 -4 enemy *chance to hit*

Rank 3 -6 enemy *chance to hit*

**Heavy Lifting**

Change the *chance to hit* penalty when using Medium weapons while Two Weapon Fighting. Ambidextrous is a prerequisite; Heavy Lifting’s Rank cannot exceed Ambidextrous’ Rank. Cost: 10 XP

Rank 1 -6 *chance to hit* penalty

Rank 2 -4 *chance to hit* penalty

Rank 3 -2 *chance to hit* penalty

**Improved Throw**

Increase your Range Increment with Thrown weapons. Cost: 5 XP

Rank 1 1.5x Range

Rank 2 2x Range

Rank 3 2.5x Range

**Improvised Throw**

Change the penalty for throwing unconventional objects, including Medium weapons. Cost: 10 XP

Rank 1 -4 penalty

Rank 2 -2 penalty

Rank 3 0 penalty

**Rage**

Spend five Mana to gain additional Strength for one Round. Cost: 15 XP

Rank 1 +1 Strength

Rank 2 +2 Strength

Rank 3 +3 Strength

**Tier 4**

**All For One**

Gain an additional *chance to hit* bonus for Allies Attacking the same target as you. Cost: 10 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

**Cooperative Swordplay**

Grant bonus Armor to you and your Ally when fighting with an Ally in an adjacent square. Cost: 10 XP

Rank 1 +1 Armor

Rank 2 +2 Armor

Rank 3 +3 Armor

**Empowered Strike**

Spend three Mana to deal additional Damage this turn with your Two-handed weapon. Cost: 10 XP

Rank 1 +3 Damage

Rank 2 +6 Damage

Rank 3 +9 Damage

**Exploitation**

Gain a *chance to hit* bonus if an enemy has been hit this Round in all your Attacks. Cost: 10 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

Rank 4 +4 *chance to hit*

Rank 5 +5 *chance to hit*

**Magic Dagger**

Spend Mana to instantly create a non-magical Light weapon that lasts for one minute. Cost: 10 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Mana Shield**

Spend two Mana to raise Fire, Cold, Corrosive, and Electric Damage Reduction for one Round. Cost: 5 XP

Rank 1 +2 Damage Reduction

Rank 2 +4 Damage Reduction

Rank 3 +6 Damage Reduction

Rank 4 +8 Damager Reduction

Rank 5 +10 Damage Reduction

**Shield Bash**

Spend one Mana to use your Shield to disrupt an enemy, reducing their Armor for this Round. Cost: 5 XP

Rank 1 -3 enemy’s Armor

Rank 2 -6 enemy’s Armor

Rank 3 -9 enemy’s Armor

**Tier 5**

**Extra Power**

Spend Mana to roll one extra die when Damage is dealt with a Thrown weapon. Mana must be spent before the Attack dice are rolled, and must be spent for each Thrown weapon used. Cost: 20 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Ferocious Attack**

Spend Mana to make an Attack roll at a single target four times (twice with each Weapon). No other Mana-based Abilities may be used this turn. Only available while Two Weapon Fighting. Cost: 20 XP

Rank 1 -8 Mana

Rank 2 -6 Mana

Rank 3 -4 Mana

**Great Defiance**

Spend 3 Mana to reduce all Damage taken this Round. Cost: 20 XP

Rank 1 +2 Damage Reduction

Rank 2 +4 Damage Reduction

Rank 3 +6 Damage Reduction

**Impregnable Defense**

Increase Armor. Cost: 20 XP

Rank 1 +3 Armor

Rank 2 +6 Armor

Rank 3 +9 Armor

**Sunder Armor**

Spend five Mana to permanently reduce the Armor of the enemy struck until end of combat. Cost: 20 XP

Rank 1 -2 enemy Armor

Rank 2 -4 enemy Armor

Rank 3 -6 enemy Armor

**Sunder Weapon**

Spend five Mana to permanently reduce the Damage dealt by an enemy’s Weapon until end of combat. Cost: 20 XP

Rank 1 -3 enemy Damage

Rank 2 -6 enemy Damage

Rank 3 -9 enemy Damage

**Whirlwind Attack**

Spend Mana to make an Attack roll at all enemies within reach with both Weapons once. No other Mana-based Abilities may be used this turn. Only available while Two Weapon Fighting. Cost: 20 XP

Rank 1 -8 Mana

Rank 2 -6 Mana

Rank 3 -4 Mana

**ABILITIES LIST**

**Agility**

**Tier 1**

**Added Force**

Increase Damage with Bows and Crossbows. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Lightning Reflexes**

Spend Mana to engage in Unarmed Combat with someone wielding a Melee Weapon without provoking an Attack of Opportunity. Cost: 5 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Precision**

Increase *chance to hit* with Bows and Crossbows. Cost: 5 XP

Rank 1 +1 *chance to hit*

Rank 2 +2 *chance to hit*

Rank 3 +3 *chance to hit*

**Prone Advantage**

Deal additional Damage to an enemy who is in a Prone position. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +4 Damage

**Tier 2**

**Called Shot**

Spend two Mana to reduce your *chance to hit*. If the Attack hits, add Damage equal to twice the aim reduction. All Ranged weapons allowed. Cost: 10 XP

Rank 1 -1 *chance to hit*, +2 Damage

Rank 2 -2 *chance to hit*, +4 Damage

Rank 3 -3 *chance to hit*, +6 Damage

Rank 4 -4 *chance to hit*, +8 Damage

Rank 5 -5 *chance to hit*, +10 Damage

**Cautious Archery**

Change the Armor penalty while using a Bow or Crossbow when being Attacked by someone using a Melee weapon. Cost: 5 XP

Rank 1 -4 Armor penalty

Rank 2 -2 Armor penalty

Rank 3 0 Armor penalty

**Focused Shot**

Spend three Mana to increase *chance to hit* with a Bow or Crossbow. Cost: 10 XP

Rank 1 +2 *chance to hit*

Rank 2 +4 *chance to hit*

Rank 3 +6 *chance to hit*

**Improved Combat Maneuvers**

Increases the effectiveness of Unarmed Combat Maneuvers. Cost: 5 XP

Rank 1 +1 unarmed combat maneuvers

Rank 2 +2unarmed combat maneuvers

Rank 3 +3unarmed combat maneuvers

Rank 4 +4unarmed combat maneuvers

Rank 5 +5unarmed combat maneuvers

**Swift Strike**

Spend two Mana to increase the *chance to hit* with Unarmed Attacks. Cost: 10 XP

Rank 1 +2 *chance to hit*

Rank 2 +4 *chance to hit*

Rank 3 +6 *chance to hit*

**Tier 3**

**Critical Exploitation**

Deal additional Damage on Critical Hits. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

Rank 4 +4 Damage

Rank 5 +5 Damage

**Extended Range**

Increase your Range Increment with Bows and Crossbows. Cost: 10 XP

Rank 1 1.5x Range

Rank 2 2x Range

Rank 3 2.5x Range

**Iron Fist**

Spend two Mana to deal additional Damage while making unarmed attacks. Cost: 10 XP

Rank 1 +2 Damage

Rank 2 +4 Damage

Rank 3 +6 Damage

**Piercing Shot**

Spend three Mana to deal additional Damage with a Crossbow. Cost: 10 XP

Rank 1 +3 Damage

Rank 2 +6 Damage

Rank 3 +9 Damage

**Rapid Shot**

Spend 3 Mana to take an additional shot with a Bow at a reduced *chance to hit.* Cost: 10 XP

Rank 1 -6 *chance to hit*

Rank 2 -4 *chance to hit*

Rank 3 -2 *chance to hit*

**Tier 4**

**Arrow Catcher**

This Ability may be activated when Attacked by a Ranged weapon. Spend three Mana and roll Agility dice. If the total roll is higher than the attacker's Attack roll the Player successfully catches the Arrow/Bolt/Thrown weapon. If failed, the Attack hits normally. Cost: 10 XP

Rank 1 +2 Agility modifier

Rank 2 +4 Agility modifier

Rank 3 +6 Agility modifier

Rank 4 +8 Agility modifier

Rank 5 +10 Agility modifier

**Disabling Shot**

Spend three Mana to decrease target’s *chance to hit* for the remainder of combat **if** the target takes Damage from this Arrow or Bolt. Cost: 10 XP

Rank 1 -1 *chance to hit*

Rank 2 -2 *chance to hit*

Rank 3 -3 *chance to hit*

Rank 4 -4 *chance to hit*

Rank 5 -5 *chance to hit*

**Grappling Opportunist**

Instead of making an Attack of Opportunity you may instead make an Unarmed Combat Maneuver. Cost: 10 XP

Rank 1 +0 to Unarmed Combat Maneuver

Rank 2 +2 to Unarmed Combat Maneuver

Rank 3 +4 to Unarmed Combat Maneuver

**Trick Shot**

Spend Mana to ignore the bonus provided by cover. All Ranged weapons allowed. Cost: 10 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Tier 5**

**Critical Master**

Reduce the threshold above an enemy’s Armor needed to trigger a Critical Hit. This ability also affects the threshold needed to trigger additional Critical Hits. Cost: 25 XP

Rank 1 Critical Hit range reduced to 4

Rank 2 Critical Hit range reduced to 3

**Nimble**

Gain Armor as a Dodge bonus. This bonus is lost if the Player cannot move. Cost: 20 XP

Rank 1 +3 Armor

Rank 2 +6 Armor

Rank 3 +9 Armor

**Unerring Shot**

Spend Mana to automatically hit a target as long as the target is in line of sight and within Range. When used, still roll Attack dice normally to determine Critical Hits. All Ranged weapons allowed. Cost: 20 XP

Rank 1 -9 Mana

Rank 2 -6 Mana

Rank 3 -3 Mana

**ABILITIES LIST**

**Intelligence**

**Tier 1**

**Arcane Spell 1**

Learn a Tier 1 Arcane Spell. Cost: 2 XP

Unlimited Ranks

**Cold Training**

Cold Spells deal additional Damage. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Conjuring Training**

Conjure Spell costs less Mana to cast. Minimum 1 Mana Cost. Cost: 5 XP

Rank 1 -1 Mana

Rank 2 -2 Mana

Rank 3 -3 Mana

**Distortion Training**

Distortion Spell costs less Mana to cast. Minimum 1 Mana Cost. Cost: 5 XP

Rank 1 -1 Mana

Rank 2 -2 Mana

Rank 3 -3 Mana

**Electric Training**

Electric Spells deal additional Damage. Cost: 5XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Fire Training**

Fire Spells deal additional Damage. Cost: 5 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

**Tier 2**

**Arcane Spell 2**

Learn a Tier 2 Arcane Spell. Cost: 4 XP

Unlimited Ranks

**Advanced Cold**

Cold Spells ignore Cold Damage Reduction. Cost: 5 XP

Rank 1 ignore 2 Damage Reduction

Rank 2 ignore 4 Damage Reduction

Rank 3 ignore 6 Damage Reduction

**Advanced Conjuring**

Increase Duration of Conjure Spells. Cost: 5 XP

Rank 1 1.5x Duration

Rank 2 2x Duration

Rank 3 2.5x Duration

**Advanced Distortion**

Increase Duration of Distortion Spells. Cost: 5 XP

Rank 1 1.5x Duration

Rank 2 2x Duration

Rank 3 2.5x Duration

**Advanced Electric**

Electric Spells ignore Electric Damage Reduction. Cost: 5XP

Rank 1 ignore 2 Damage Reduction

Rank 2 ignore 4 Damage Reduction

Rank 3 ignore 6 Damage Reduction

**Advanced Fire**

Fire Spells ignore Fire Damage Reduction. Cost: 5 XP

Rank 1 ignore 2 Damage Reduction

Rank 2 ignore 4 Damage Reduction

Rank 3 ignore 6 Damage Reduction

**Siphon Mana**

Drain Mana out of an Enchanted Item in order to replenish personal Mana. Cost: 10 XP

Rank 1 +10 maximum Mana drain

Rank 2 +15 maximum Mana drain

Rank 3 +20 maximum Mana drain

**Tier 3**

**Arcane Spell 3**

Learn a Tier 3 Arcane Spell. Cost: 6 XP

Unlimited Ranks

**Experienced Caster**

Spend Mana to cast a Tier 1 Arcane Spell that has a cast time of a *Complex Action* as a Simple Action, or cast a Simple Action Spell as a Free Action. Only one Free Action Spell may be cast each Round. Cost: 10 XP

Rank 1 -3 Mana

Rank 2 -2 Mana

Rank 3 -1 Mana

**Elemental Expertise**

Deal additional Damage with all Elemental Spells. Cost: 10 XP

Rank 1 +1 Damage

Rank 2 +2 Damage

Rank 3 +3 Damage

Rank 4 +4 Damage

Rank 5 +5 Damage

**Lore Master**

Gain a bonus to all Lore Skill rolls. Cost: 10 XP

Rank 1 +2 Bonus

Rank 2 +4 Bonus

Rank 3 +6 Bonus

**Mana Channel**

Spend Mana when Casting a Spell to deal twice that extra Mana in Damage. Cost: 10 XP

Rank 1 -1 Mana ; +2 Damage

Rank 2 -2 Mana ; +4 Damage

Rank 3 -3 Mana ; +6 Damage

Rank 4 -4 Mana ; +8 Damage

Rank 5 -5 Mana ; +10 Damage

**Tier 4**

**Arcane Spell 4**

Learn a Tier 4 Arcane Spell. Cost: 8 XP

Unlimited Ranks

**Arcane Pierce**

Spend three Mana to ignore additional Elemental Damage Reduction. Cost: 10 XP

Rank 1 ignore 3 Damage Reduction

Rank 2 ignore 6 Damage Reduction

Rank 3 ignore 9 Damage Reduction

**Veteran Caster**

Spend extra Mana to cast a Tier 2 Arcane Spell with a cast time of a *Complex Action* as a *Simple Action*, or cast a *Simple Action* Spell as a *Free Action*. Only one *Free Action* Spell may be cast each Round. Cost: 20 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Tier 5**

**Arcane Spell 5**

Learn a Tier 5 Arcane Spell. Cost:10 XP

Unlimited Ranks

**Expert Caster**

Spend additional Mana to cast a Tier 3 Arcane Spell with a cast time of a *Complex Action* as a *Simple Action*, or cast a *Simple Action* Spell as a *Free Action*. Only one *Free Action* Spell may be cast each Round. Cost: 20 XP

Rank 1 -9 Mana

Rank 2 -6 Mana

Rank 3 -3 Mana

**Mana Efficiency**

Spells cost one Mana to cast. Cost: 20 XP

Rank 1 Tier 1 Spells cost 1Mana

Rank 2 Tier 2 Spells cost 1 Mana

Rank 3 Tier 3 Spells cost 1 Mana

**ABILITIES LIST**

**Wisdom**

**Tier 1**

**Divine Spell 1**

Learn a Tier 1 Divine Spell. Cost: 2 XP

Unlimited Ranks

**Trained Diviner**

Divination Spells cost less Mana to cast. Minimum 1 Mana Cost. Cost: 5 XP

Rank 1 -1 Mana

Rank 2 -2 Mana

Rank 3 -3 Mana

**Trained Healer**

Heal additional HP with Healing Spells. Cost: 5 XP

Rank 1 +1 Hit Points

Rank 2 +2 Hit Points

Rank 3 +3 Hit Points

Rank 4 +4 Hit Points

Rank 5 +5 Hit Points

**Trained Protector**

Protection Spells cost less Mana to cast. Minimum 1 Mana Cost. Cost: 5 XP

Rank 1 -1 Mana

Rank 2 -2 Mana

Rank 3 -3 Mana

**Tier 2**

**Divine Spell 2**

Learn a Tier 2 Divine Spell. Cost: 4 XP

Unlimited Ranks

**Advanced Diviner**

Increase the Distance or Time of Divination Spells. Cost: 5 XP

Rank 1 1.5x Distance or Time

Rank 2 2x Distance or Time

Rank 3 2.5x Distance or Time

**Advanced Healer**

Healing Spells cost less Mana to cast. Minimum 1 Mana Cost. Cost: 5 XP

Rank 1 -1 Mana

Rank 2 -2 Mana

Rank 3 -3 Mana

**Advanced Protector**

Increase the Duration of Protection Spells. Cost: 5 XP

Rank 1 1.5x Duration

Rank 2 2x Duration

Rank 3 2.5x Duration

**Tier 3**

**Divine Spell 3**

Learn a Tier 3 Divine Spell. Cost: 6 XP

Unlimited Rank

**Experienced Diviner**

Spend additional Mana to cast a Divination Spell with a *Complex Action* cast time as a *Simple Action.* Cost: 10 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Experienced Healer**

Spend additional Mana to cast a Healing Spell with a *Complex Action* cast time as a *Simple Action*. Cost: 10 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Experienced Protector**

Spend additional Mana to cast a Protection Spell with a *Complex Action* cast time as a *Simple Action*. Cost: 10 XP

Rank 1 -6 Mana

Rank 2 -4 Mana

Rank 3 -2 Mana

**Tier 4**

**Divine Spell 4**

Learn a Tier 4 Divine Spell. Cost: 8 XP

Unlimited Ranks

**Veteran Diviner**

Spend three Mana to gain a bonus to Lore Checks about things seen in the Divination Vision. Cost: 10 XP

Rank 1 +5 Bonus

Rank 2 +10 Bonus

Rank 3 +15 Bonus

**Veteran Healer**

Spend three Mana to change the value of dice rolled during a Healing Spell to six. Cost: 10 XP

Rank 1 change 1 die to a 6

Rank 2 change 2 dice to a 6

Rank 3 change 3 dice to a 6

**Veteran Protector**

Spend three Mana to add an additional Armor bonus to the effect of the Spell. Cost: 10 XP

Rank 1 +1 Armor Bonus

Rank 2 +2 Armor Bonus

Rank 3 +3 Armor Bonus

**Tier 5**

**Divine Spell 5**

Learn a Tier 5 Divine Spell. Cost: 10 XP

Unlimited Ranks

**Expert Diviner**

Divination Spells can target additional Creatures or Objects. Cost: 10 XP

Rank 1 target +1 Creature or Object

Rank 2 target +2 Creatures or Objects

Rank 3 target +3 Creatures or Objects

**Expert Healer**

Spend cost plus additional Mana to cast any Healing Spell of Tier 5 or below. If a custom Spell is cast with this Ability the GM should approve it before it is used. Cost: 10 XP

Rank 1 -9 Mana

Rank 2 -6 Mana

Rank 3 -3 Mana

**Expert Protector**

Spend cost plus additional Mana to cast any Protection Spell of Tier 5 or below. If a custom Spell is cast with this Ability the GM should approve it before it is used. Cost: 10 XP

Rank 1 -9 Mana

Rank 2 -6 Mana

Rank 3 -3 Mana

**ABILITIES LIST**

**Charisma**

**Tier 1**

**Beginner's Luck**

Buy some beginner’s luck. When using an Untrained Skill, roll Skill Check dice and add Skill Check modifier. The -1 Untrained penalty still applies to the Skill Check roll. Cost: 5 XP

Rank 1 +1 to Skill Check modifier

Rank 2 +2 to Skill Check modifier

Rank 3 +3 to Skill Check modifier

Rank 4 +4 to Skill Check modifier

Rank 5 +5 to Skill Check modifier

**Charm**

Spend two Mana to increase your charm. Roll Charisma dice and add Charisma modifier. If the target fails a Wisdom Save, you gain +3 on all Social Interactions with them for an hour. Cost: 5 XP

Rank 1 +1 Charisma modifier

Rank 2 +2 Charisma modifier

Rank 3 +3 Charisma modifier

Rank 4 +4 Charisma modifier

Rank 5 +5 Charisma modifier

**Efficient Crafting**

Change the Crafting Raw Material cost percentage. Cost reduction does not apply to Enchanting magical equipment. Cost: 5 XP

Rank 1 20% Material cost

Rank 2 15% Material cost

Rank 3 10% Material cost

**Tier 2**

**Create Luck**

Spend two Mana to reroll dice during a Skill Check. The Duration the Skill Check applies to must last one minute or less. Cost: 5 XP

Rank 1 reroll 1 die

Rank 2 reroll 2 dice

Rank 3 reroll 3 dice

**Efficient Enchanting**

Change the amount of Mana needed to Enchant an object per Enchantment Point. Cost: 5 XP

Rank 1 9 Gold Pieces

Rank 2 8 Gold Pieces

Rank 3 7 Gold Pieces

**Inspire**

Spend two Mana to inspire someone. Roll Charisma dice and add Charisma modifier. Take the result and divide by 10, rounded down. All Allies gain a Circumstance Bonus equal to the result on all rolls for one minute. The bonus cannot stack, however it can be refreshed before the time is up. Cost: 5 XP

Rank 1 + 3 Charisma modifier

Rank 2 + 6 Charisma modifier

Rank 3 + 9 Charisma modifier

Rank 4 +12 Charisma modifier

Rank 5 +15 Charisma modifier

**Tier 3**

**Cautious Crafting**

Change the Critical Failure threshold while Crafting or Enchanting. Cost: 5 XP

Rank 1 -8 Critical Failure threshold

Rank 2 -11 Critical Failure threshold

Rank 3 -14 Critical Failure threshold

**Demoralize**

Spend three Mana to demoralize someone. Roll Charisma dice and add Charisma modifier. If the target fails a Wisdom Save they suffer a -3 penalty on all rolls for one minute. Cost: 5 XP

Rank 1 +1 Charisma modifier

Rank 2 +2 Charisma modifier

Rank 3 +3 Charisma modifier

Rank 4 +4 Charisma modifier

Rank 5 +5 Charisma modifier

**Forced Luck**

Spend three Mana to change dice rolled for a Skill Check (including Allies and Enemies) to any desired number. The Skill Check must be for a Duration of one minute or less. Cost: 10 XP

Rank 1 change 1 die to anything

Rank 2 change 2 dice to anything

Rank 3 change 3 dice to anything

**Tier 4**

**Inspired Luck**

Spend three Mana to change Attack or Damage dice rolled by Allies or Enemies to any number. Cost: 10 XP

Rank 1 change 1 die to anything

Rank 2 change 2 dice to anything

Rank 3 change 3 dice to anything

**Influence**

Spend five Mana to increase your influence. Roll Charisma dice and add Charisma modifier. If the target fails a Wisdom Save the Player may suggest an idea that the subject is compelled to complete. The target receives a bonus or penalty to the Save, at the GM's discretion, based on how in line the idea is to the target's natural views. Can only be used once on a target per day. Cost: 10 XP

Rank 1 +1 Charisma modifier

Rank 2 +2 Charisma modifier

Rank 3 +3 Charisma modifier

Rank 4 +4 Charisma modifier

Rank 5 +5 Charisma modifier

**New Trade**

For a single Crafting skill, the Player may choose a new Attribute that is used when making the Skill Roll. For example, Metalwork Crafting could be done through the use of Charisma instead of Strength. Cost: 10 XP

Unlimited Ranks

**Tier 5**

**Divine Luck**

Spend Mana to change all dice to whatever numbers are desired for a single roll done by anyone. Cost: 20 XP

Rank 1 -15 Mana

Rank 2 -10 Mana

Rank 3 -5 Mana

**Craft Artifact**

Change Enchantment Point cap for Enchanting items. Use Tier 4 Mana for the Crafting. Cost: 20 XP

Rank 1 50 Enchantment Point cap

Rank 2 60 Enchantment Point cap

Rank 3 70 Enchantment Point cap

**Command**

Spend ten Mana to take command. Roll Charisma dice and add Charisma modifier. If the target fails a Wisdom Save you may control the target's actions for up to one minute. Cost: 20 XP

Rank 1 +1 Charisma modifier

Rank 2 +2 Charisma modifier

Rank 3 +3 Charisma modifier

Rank 4 +4 Charisma modifier

Rank 5 +5 Charisma modifier

**EQUIPMENT**

**Town Size and Rarity**

As one would expect, the size of a town will effect what kinds of things exist in it. While a small village will almost certainly have a few old daggers someone is willing to sell, it is unlikely they will have a powerful magical artifact. The following table is a guideline for the GM to determine if a particular item exists in the town. As always it is at the GM's discretion for whether or not an item exists. To determine if an item exists in the town the GM rolls dice based on the size of the town. If the result is greater than the Rarity, the item exists.

|  |  |  |
| --- | --- | --- |
|  | **Population** | **Rarity Dice Roll** |
| Village | 1-2,000 | 1D6 |
| Town | 2,001-10,000 | 2D6+1 |
| Small City | 10,001-100,000 | 3D6+2 |
| Large City | 100,001-200,000 | 4D6+3 |
| Metropolis | 200,001+ | 5D6+4 |

**Mundane Equipment List**

**Weapons**

**Melee – Light**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** |
| Dagger | 1D6 -2 | Piercing | 5 feet | 1 | 1GP | 2 |
| Throwing Dagger | 1D6 -2 | Piercing | 10 feet | 1 | 2 GP | 3 |
| Throwing Ax | 1D6 -2 | Slashing | 10 feet | 2 | 2 GP | 3 |
| Throwing Rock | 1D6 -3 | Crushing | 10 feet | ½ | 1 CP | 1 |
| Short Sword | 1D6 -1 | Slashing | 0 | 3 | 3 GP | 2 |
| Small Mace | 1D6 -1 | Crushing | 0 | 3 | 3 GP | 2 |
| Rapier | 1D6 -1 | Piercing | 0 | 3 | 3 GP | 2 |

**Melee** – **Medium**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | | **Cost** | | **Rarity** | |
| Long Sword | 1D6 | Slashing | 0 | | 4 | | 5 GP | | 3 | |
| Short Spear | 1D6 | Piercing | 0 | | 5 | | 4 GP | | 3 | |
| Flail | 1D6 | Crushing | 0 | | 5 | | 4 GP | | 3 | |

**Melee –** **Heavy**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** |
| Two-handed Sword | 1D6 +2 | Slashing | 0 | 7 | 15 GP | 5 |
| Long Spear | 1D6 +2 | Piercing | 0 | 7 | 10 GP | 6 |
| Maul | 1D6 +2 | Crushing | 0 | 10 | 10 GP | 5 |

**Ranged – Bows**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** |
| Short Bow | ----- | Piercing | 30 | 3 | 3 GP | 3 |
| Long Bow | ----- | Piercing | 35 | 5 | 5 GP | 5 |
| Composite Long Bow | ----- | Piercing | 40 | 7 | 10 GP | 7 |

**Ranged – Crossbows**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** |
| Hand Crossbow | ----- | Piercing | 30 | 5 | 10 GP | 5 |
| Light Crossbow | ----- | Piercing | 35 | 10 | 25 GP | 7 |
| Heavy Crossbow | ----- | Piercing | 40 | 15 | 45 GP | 9 |

**Ranged – Ammunition**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** |
| 50 Arrows | 1D6 | Piercing | ----- | 10 | 1 GP | 2 |
| 50 Bolts | 1D6 +1 | Piercing | ----- | 8 | 1 GP | 3 |

**Shields**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Armor** | **Armor Bonus** | **Damage Reduction** | **Max Agility Modifier** | **Weight** | **Cost** | **Rarity** |
| Buckler | +1 | ---- | ----- | 5 | 5 GP | 2 |
| Small Shield | +2 | ---- | ----- | 10 | 10 GP | 4 |
| Large Shield | +3 | ---- | -1 | 15 | 20 GP | 7 |
| Tower Shield | +4 | ---- | -3 | 25 | 40 GP | 9 |

**Armor**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Armor** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** | **Rarity** |
| Padded | +1 | +1 Cold and Crushing | +7 | 10 | 5 GP | 2 |
| Leather | +2 | +1 Cold and Crushing | +5 | 15 | 10 GP | 3 |
| Studded Leather | +3 | +1 Cold and Crushing | +4 | 20 | 15 GP | 4 |
| Light Chain Mail | +5 | +1 Electric and Slashing | +3 | 30 | 25 GP | 5 |
| Heavy Chain Mail | +6 | +1 Electric and Slashing | +2 | 40 | 45 GP | 7 |
| Plate Armor | +8 | +1 Fire and Piercing | +1 | 55 | 65 GP | 8 |
| Full Plate Armor | +10 | +1 Fire, Slashing, and Piercing | 0 | 80 | 90 GP | 9 |

**Potions**

**Mana Restoration**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Weight** | **Cost** | **Rarity** |
| Tier 1 Mana | Restores up to 10 Mana | ½ | 1 SP | 2 |
| Tier 2 Mana | Restores up to 20 Mana | ½ | 1 GP | 4 |
| Tier 3 Mana | Restores up to 30 Mana | ½ | 10 GP | 8 |
| Tier 4 Mana | Restores up to 40 Mana | ½ | 100 GP | 12 |

**Attribute Potions**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Weight** | **Cost** | **Rarity** |
| Strength | Gain 1 Strength for 10 minutes | ½ | 10 GP | 5 |
| Agility | Gain 1 Agility for 10 minutes | ½ | 10 GP | 5 |
| Intelligence | Gain 1 Intelligence for 10 minutes | ½ | 10 GP | 5 |
| Wisdom | Gain 1 Wisdom for 10 minutes | ½ | 10 GP | 5 |
| Charisma | Gain 1 Charisma for 10 minutes | ½ | 10 GP | 5 |

**Enhance Skill**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Weight** | **Cost** | **Rarity** |
| Skill Focus | +5 to any skill for 10 minutes | ½ | 10 GP | 7 |

**Healing Potions**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Weight** | **Cost** | **Rarity** |
| Minor Heal | Restore 1D6 HP | ½ | 2 SP | 3 |
| Limited Heal | Restore 2D6 HP | ½ | 1 GP | 5 |
| Moderate Heal | Restore 3D6 HP | ½ | 5 GP | 7 |
| Advanced Heal | Restore 4D6 HP | ½ | 10 GP | 9 |
| Major Heal | Restore 5D6 HP | ½ | 20 GP | 11 |

**Alchemical Substances and Poisons**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Weight** | **Cost** | **Rarity** |
| Sleeping Poison | Strength Save 9 or sleep after 3 Rounds | ½ | 10 GP | 7 |
| Strength Poison | Strength Save 9 or -1 strength in 2 Rounds | ½ | 10 GP | 7 |
| Agility Poison | Strength Save 9 or -1 Agility in 2 Rounds | ½ | 10 GP | 7 |
| Toxic Poison | Strength Save 9 or -1 HP every Round | ½ | 10 GP | 7 |
| Flaming Salve | Bursts into flame in air | ½ | 10 GP | 7 |
| Super Adhesive | A strong adhesive | ½ | 5 GP | 6 |
| Super Solvent | Dissolves adhesives | ½ | 5 GP | 6 |

**Miscellaneous Equipment**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Description** | **Weight** | **Cost** | **Rarity** |
| Bedroll | Used for sleeping outside | 1 | 1 SP | 2 |
| Small Tent | A one person tent | 10 | 2 GP | 4 |
| Large Tent | A four person tent | 30 | 5 GP | 6 |
| Metal Pot | Used for cooking | 3 | 1 GP | 2 |
| Flint/Steel | Used to start fires | ----- | 1 SP | 2 |
| Rope 50 Foot | Strong climbing rope | 10 | 2 GP | 3 |
| Grappling Hook | Used with rope to climb walls | 5 | 5 GP | 6 |
| Candle | Large candle burns for 10 hours | 1 | 1 SP | 4 |
| Small Mirror | A small hand mirror | 1 | 2 GP | 6 |
| Small Knife | A small utility knife | 1 | 1 SP | 4 |
| Waterskin | 1 quart of water | 2 | 1 SP | 2 |
| Rations | One week of dried food | 5 | 1 GP | 2 |
| Lantern | Provides light when used with oil | 4 | 2 GP | 4 |
| Oil Flask | Oil to light a lantern for 1 hour | 1 | 1 GP | 3 |
| Empty Bottle | An empty glass bottle | ½ | 1 SP | 4 |
| Crafting Tools | Tools necessary to perform Crafting | 10 | 10 GP | 5 |
| Masterwork Tools | Tools that provide a +2 on Crafting | 10 | 50 GP | 8 |
| Back Pack | Used to carry around 50 lbs of stuff | 1 | 1 GP | 3 |
| Light Traveler’s Pack | Bedroll, flint/steel, metal pot, small knife, one week's rations, waterskin, and a back pack | 11 | 4.3 GP | 4 |
| Full Traveler’s Pack | Bedroll, flint/steel, metal pot, small knife, one week's rations, waterskin, small tent, 50 foot rope, and a back pack | 33 | 8.3 GP | 4 |

**Mana Pool**

**Bowl**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type** | **Potency** | **Weight** | **Cost** | **Rarity** |
| Copper | Tier 1 Mana | 10 | 10 GP | 3 |
| Silver | Tier 2 Mana | 10 | 100 GP | 6 |
| Gold | Tier 3 Mana | 10 | 1,000 GP | 10 |
| Platinum | Tier 4 Mana | 10 | 10,000 GP | 15 |

**Transportation and Services**

**Horses**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Cost** | **Rarity** |
| Pack Horse | used to carry excess equipment | 10 GP | 3 |
| Riding Horse | used to ride long distances | 30 GP | 4 |
| War Horse | used to ride into combat | 50 GP | 7 |

**Inns**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Cost** | **Rarity** |
| Cheap Inn | An inn with no nearby Mana pool | 1 SP | 2 |
| Tier 1 Inn | An inn near a Tier 1 Mana pool (restore 10 Mana) | 2 SP | 4 |
| Tier 2 Inn | An inn near a Tier 2 Mana pool (restore 20 Mana) | 1 GP | 8 |
| Tier 3 Inn | An inn near a Tier 3 Mana pool (restore 30 Mana) | 5 GP | 12 |
| Tier 4 Inn | An inn near a Tier 4 Mana pool (restore 40 Mana) | 25 GP | 20 |

**Spell Casting**

*Pay for a Spellcaster to cast a spell once.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Cost** | **Rarity** |
| Tier 1 | Cast a Tier 1 Divine or Arcane spell | 1 SP | 2 |
| Tier 2 | Cast a Tier 2 Divine or Arcane spell | 1 GP | 4 |
| Tier 3 | Cast a Tier 3 Divine or Arcane spell | 10 GP | 7 |
| Tier 4 | Cast a Tier 4 Divine or Arcane spell | 100 GP | 13 |
| Tier 5 | Cast a Tier 5 Divine or Arcane spell | 500 GP | 20 |

**Crafting**

*Hire a local artisan to craft a specified item.*  *Cost is equal to Market Value*

|  |  |  |
| --- | --- | --- |
| **Description** | **Cost** | **Rarity** |
| Non-Masterwork ­– Half payment up front half on delivery | ---- | 3 |
| Masterwork and/or Enchantment 1-10 | ---- | 5 |
| Masterwork and/or Enchantment 11-20 | ---- | 10 |
| Masterwork and/or Enchantment 21-30 | ---- | 15 |
| Masterwork and/or Enchantment 31-40 | ---- | 20 |
| Masterwork and/or Enchantment 41+ | ---- | 30 |

**MANA POOLS**

Mana pools are at the core of Draxian civilization. Magical energy flows throughout all of Draxia, however it is quite subtle and in low concentrations. Hundreds of years ago the Draxian ancestors discovered that precious metals had a reflective property to the passive magic, and if formed into a bowl shape they could concentrate the magic. It was later discovered that liquids, most commonly water, were capable of storing this concentrated magic if left in the metal bowls. Water that had absorbed concentrated magic became known as Mana, which has many uses in Draxian culture. The more precious the metal used, the more concentrated the Mana can become. Since it takes time for a Mana pool to concentrate magic, Mana is always in high demand and is fairly expensive.

An individual's personal Mana supply is the amount of magic a person is capable of storing internally. There are many ways to use this magical energy, and it can be replenished by consuming a Mana potion (water from a Mana pool). Alternately, if someone rests near a powerful Mana pool (Medium or larger) they will regenerate Mana passively as the concentrated magic emanates from the pool. If the Player rests for 8 hours within 500 feet of a Medium or larger Mana pool they will regain Mana up to their maximum Mana, or the maximum Mana that the pool can restore, whichever is less. For example, resting near a Medium Copper pool will regain up to 10 Mana at most. Resting near a Gold pool will regain 30 Mana at most, but only up to the Player’s maximum Mana amount. All magical equipment will also regenerate Mana in this way if left near a Mana pool.

If someone wishes to make magical equipment, they must use a Mana pool to do so. Low-level magical equipment can be made in any pool. However, higher-level magical equipment needs more potent Mana to Craft, requiring a higher quality Mana pool, such as a Gold or Platinum pool.

Many people have their own bowl-sized personal Mana pools. These cheap and effective Mana pools are capable of producing one Mana potion per day. In order for it to produce a Mana potion, the water must reside within the bowl for 24 hours. A container with a lid cannot be used as a Mana pool. Travelers frequently fill their bowl sized Mana pools while they rest at night, and in the morning pour the half-finished Mana potion into a flask. After three 8-hour nights, the Mana potion will be finished and ready to use.

**Mana Pool Cost, Size, and Type**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Size** | **Copper** | **Silver** | **Gold** | **Platinum** |
| Bowl | 10 GP | 100 GP | 1,000 GP | 10,000 GP |
| Tiny | 100 GP | 1,000 GP | 10,000 GP | 100,000 GP |
| Small | 200 GP | 2,000 GP | 20,000 GP | 200,000 GP |
| Medium | 400 GP | 4,000 GP | 40,000 GP | 400,000 GP |
| Large | 800 GP | 8,000 GP | 80,000 GP | 800,000 GP |
| Huge | 1,600 GP | 16,000 GP | 160,000 GP | 1,600,000 GP |

**Amount of Mana produced**

**by size per day:**

Bowl 1 potion

Tiny 10 potions

Small 20 potions

Medium 80 potions

Large 320 potions

Huge 1,280 potions

**Quality of Mana produced by metal type:**

Copper Tier 1 Mana 1 potion = 1 Silver

Silver Tier 2 Mana 1 potion = 1 Gold

Gold Tier 3 Mana 1 potion = 10 Gold

Platinum Tier 4 Mana 1 potion = 100 Gold

**Corrupted Mana**

It is possible to make Mana pools out of cheaper metals, but this can lead to terrible consequences. While still learning about the fundamentals of magic, Draxian ancestors discovered they could use cheaper materials such as lead to form Mana pools. These pools tainted the concentrated magical energy it created and those who used it slowly became twisted creatures. Magical equipment made in one of these tainted pools will inevitably have some damaging effect associated with it.

**Corrupted Mana Effects**

When determining a Player's level of Corruption, look at their highest Corrupted Attribute from the Corruption table. That is their level of Corruption, regardless of how many lower level Attributes they have. The Player then rolls dice equal to the Corrupted Mana potions Tier. For example, a Player consuming Tier 1 Corrupted Mana would roll one D6, while a Player consuming Tier 4 Corrupted Mana would roll four D6. The Player then references the table below to see what kind of effect they receive. Some effects can be received more than once and have a cumulative effect. If the die roll would result in no change to the Player, reroll the die.

All Corrupted effects should be kept noted separate from the Character's main Attributes. For instance, if a Character has 20 max HP, and then a Corrupted effect was -5 max HP, the Player would functionally have 15 max HP. However, if the Player wishes to raise their max HP, it would cost 3 XP, not 2 XP, since Corrupted effects will never affect the amount of XP a Character has.

Corrupted effects can be cured through the use of Divine Magic. For details on curing Corruption see the Spells in the Healing Spell list.

**Corrupted Equipment**

When Corrupted Mana is used in either the creation or powering of magical equipment a penalty is always present. If the magical equipment was made using Corrupted Mana the item is permanently Corrupted, and any use of the item will result in the established damaging effect. Corrupted items can be powered using regular Mana, however the Corrupted effect is still applied.

If a magical item that was crafted with normal Mana is powered with Corrupted Mana, a random negative effect will occur until the Corrupted Mana is consumed and regular Mana replaces it. Each time the item powered with Corrupted mana is activated, a die is rolled and a negative effect is applied to the wielder. The potency of the effect depends on the Tier of Mana used to power the item. For example, if a Tier 2 Corrupted Mana potion is used to power a regular Enchanted item, each time it is activated the Player would roll a die and take the effect of the die at the Tier 2 potency. If two Corrupted items have the same negative effect, for instance -1 Armor, the effects will stack to cause the Player to have -2 Armor.

**Corrupted Mana**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Die | Effect | Tier 1 | Tier 2 | Tier 3 | Tier 4 |
| 1 | Take HP Damage | 1 | 2 | 3 | 4 |
| 2 | Drain Mana from Character | 2 | 4 | 6 | 8 |
| 3 | -1 Armor penalty | Round | minute | hour | day |
| 4 | -1 penalty to die rolls | Round | minute | hour | day |
| 5 | +1 Physical Damage weakness | Round | minute | hour | day |
| 6 | +1 Elemental Damage weakness | Round | minute | hour | day |

**Corrupted Mana Effects**

|  |  |  |
| --- | --- | --- |
| **Roll** | **Corruption** | **Effect** |
| 1 | Mindless | 1. When you are asleep you sleepwalk and have no control over what occurs.  2. Complete lack of sentience, only animal instincts remain. |
| 2 | Skeletal | 1. The flesh begins to fall off of your body. -5 max HP, +1 DR Piercing and Slashing.  2. The flesh begins to peel off faster. -10 max HP, +2 DR Piercing and Slashing.  3. Your flesh falls off at an alarming rate. -15 max HP, +3 DR Piercing and Slashing. |
| 3 | Rot | 1. Your skin begins to rot. -3 penalty to Social rolls.  2. The rot spreads. -6 penalty to Social rolls.  3. Your skin is nearly completely rotted. -9 penalty to Social rolls. |
| 4 | Cold | 1. Your Character becomes perpetually cold. +1 Cold DR, +1 Damage from Fire.  2. The cold deepens. +2 Cold DR, + 2 Damage from Fire.  3. You are chilled to the bone. +3 Cold DR, +3 Damage from Fire. |
| 5 | Hunger | 1. You crave the flesh of sentient creatures. You must feed this hunger once a month or lose control.  2. The hunger grows stronger. You must feed once a week now.  3. The cravings consume you. You must feed once a day to retain your sanity. |
| 6 | Prolong | 1. Your life span is increased by 2x. Reduce Healing from Divine magic by 5.  2. Your life span increases 4x. Reduce Divine Healing by 10.  3. Your life span increases 8x. Reduce Divine Healing by 15.  4. Your life span increases 16x. Reduce Divine Healing by 20.  5. Your life span increases 32x. Reduce Divine Healing by 25.  6. Your life span increases 64x. Reduce Divine Healing by 30. |
| 7 | Thirst | 1. You crave the blood of the living. Drinking a creature's blood will regain 5 Mana.  2. Your appetite for blood grows. Regain 10 Mana upon drinking a creature's blood.  3. You continue to seek blood. Regain 15 Mana when drinking blood. |
| 8 | Corrosive | 1. Your body begins to exude a corrosive acid. All objects you touch take 1 point of  Corrosive Damage.  2. The acid flows faster. All objects you touch take 2 points of Corrosive Damage.  3. You cannot stem the flow of acid. All objects you touch take 3 points of Corrosive  Damage. |
| 9 | Animal | 1. You occasionally change into an animal form.  2. You frequently change into an animal form.  3. You are permanently in animal form. |
| 10 | Metal Allergy | 1. You react to certain metals. You can't use anything associated with Platinum.  2. The allergy gets worse. You can't use anything associated with Gold.  3. The reactions grow stronger. You can no longer use anything associated with Silver.  4. The allergy becomes unbearable. You can no longer use anything associated with Copper |
| 11 | Light Sensitivity | 1. You find yourself uncomfortable in daylight. Natural light causes 1D6 Damage per   Round.  2. You cringe from the light of the sun. Natural light causes 2D6 Damage per Round.  3. Shadows are your only protection. Natural light causes 3D6 Damage per Round. |
| 12 | Brute Strength | 1. Newfound power courses through your muscles. +1 Strength, -3 to all Skill Rolls.  2. Your strength continues to grow. +2 Strength, -6 to all Skill Rolls.  3. Objects break at your slightest touch. +3 Strength, -9 to all Skill Rolls. |
| 13 | Claws | 1. Your fingernails grow long and sharp. -2 *chance to hit* with held weapons, 1D6 Damage   when unarmed.   1. You struggle to hold weapons. -4 *chance to hit* with held weapons. 2D6 Damage when   unarmed.  3. Your hands no longer look human. -6 *chance to hit* with held weapons, 3D6 Damage when unarmed. |
| 14 | Shape Shift | 1. You can intentionally change into one creature.  2. You can intentionally change into two creatures.  3. You can intentionally change into three creatures. |
| 15 | Hardened | 1. Your skin begins to harden. +1 Armor, -1 Agility (minimum 1 AGI)  2. Your skin grows tougher every day. +2 Armor, -2 Agility (min. 1 AGI)  3. Your skin has transformed into a hard carapace. +3 Armor, -3 Agility (min. 1 AGI) |
| 16 | Drain | 1. Your touch can drain life from a creature. However you suffer Damage each day that cannot be healed except through draining life. Deal 1D6 Damage with touch and heal that amount. Take 1D6 Damage each day.  2. Your touch grows more potent. Deal 2D6 Damage with touch and heal that amount. Take 2D6 Damage each day.  3. You fear interactions with your companions. Deal 3D6 Damage with Touch and heal that amount. Take 3D6 Damage each day. |
| 17 | Fear | 1. Your presence causes all creatures to run away panicked unless they make a Wisdom Save of 3.  2. You strike fear into the hearts of those who see you. Creatures run away in a panic unless they make a Wisdom Save of 5.  3. Terror courses through their veins. Creatures run away panicked unless they make a Wisdom Save of 7. |
| 18 | Ethereal | 1. You become more ghost-like. You phase out of existence 1/6 of the time you interact with the material world.  2. It grows harder to maintain your presence in the world. Phase out 2/6 of the time.  3. You phase out more and more. Phase out 3/6 of the time.  4. You struggle to remain in the human world. Phase out 4/6 of the time.   1. You are more phantom than human. Phase out 5/6 of the time.   6. You live in a phantom state. Phase out 6/6 of the time. |
| 19 | Metal | 1. Your skin begins to be coated with Corrupted metals, providing additional Elemental Damage Reduction at the cost of your max Mana. +3 Elemental DR, -5 max Mana.  2. The Corrupted metals spread. +5 Elemental DR, -10 max Mana.  3. Corrupted metals cover you now. +7 Elemental DR, -15 max Mana. |
| 20 | Enthral | 1. You gain the Ability to control creatures. Take control of a creature for 1 minute if it fails a Wisdom Save of 3.  2. Your power grows stronger. Take control of a creature for 1 minute if it fails a Wisdom Save of 5.  3. Creatures serve your every wish. Take control of a creature for 1 minute if it fails a Wisdom Save of 7. |
| 21 | Command | 1. You gain the Ability to control Corrupted creatures. Control creatures that have 1-5 Corruption points and that fail a Wisdom Save of 7. You must have at least 10 more Corruption points than the commanded creature.  2. It becomes easier to control Corrupted creatures. Control creatures with 6-10 Corruption points that fail a Wisdom Save of 7. You must have at least 10 more Corruption points than the Corrupted creature.  3. Your power grows ever stronger. Gain control of creatures with 11-14 Corruption points that fail a Wisdom Save of 7. You must have at least 10 more Corruption points than the Corrupted creature. |
| 22 | Arcane | 1. You find your knowledge of the Arcane changes. Learn a free Tier 1 Arcane Spell. However, you cannot use Tier 5 Divine Spells.  2. You feel yourself pulled deeper into the Arcane arts. Learn one free Tier 2 Arcane Spell. You can no longer use Tier Four Divine Spells.  3. Your knowledge of the Divine slips away. Learn one free Tier 3 Arcane Spell. You cannot use Tier 3 Divine Spells.  4. As you delve deeper into the Arcane, you lose the blessings of the Divine. Learn one free Tier 4 Arcane Spell. You can no longer use Tier 2 Divine Spells.  5. The Arcane completely surrounds you. Learn one free Tier 5 Arcane Spell. You can no longer use Tier 1 Divine Spells. |
| 23 | Wicked Cunning | 1. You begin to feel strangely smarter. +1 Intelligence, -1 Wisdom (minimum 1 Wisdom).  2. Your intelligence grows. +2 Intelligence, -2 Wisdom (minimum 1 Wisdom).  3. You are filled with wicked cunning. +3 Intelligence, -3 Wisdom (minimum 1 Wisdom). |
| 24 | Splinter Soul | 1. A piece of your soul splinters and resides within the nearest object worth 100 GP or more. Upon death the fragment of soul searches out a recently dead person and possesses it.  2. A second piece of your soul detaches. It rests in the nearest object worth 100 GP or more. Upon death, the soul fragment searches out a recently dead person and possesses it.  3. A third piece of your soul splinters off and resides in the nearest object worth 100 GP or more. Upon death the soul fragment searches out a recently dead person to possess. |

**GAME MECHANICS**

**Passage of Time**

Combat is done in Rounds: six 10-second Rounds in a minute.

**Skill Check**

1. Roll D6’s equal to Attribute Rank
2. Add the total of the roll to Skill Rank plus any modifiers

* Total must meet or exceed Difficulty to succeed.
* Fail by 5 or more of GMs criteria = Critical Fail.
* Success by 5 or more of GMs criteria = Critical Success.

**Skill Mastery (**Permanent modifications to a Skill roll based on training)

* Untrained take a -1 to roll.
* Skill Rank 3 reroll all 1’s. *If a 1 is rerolled and remains a 1, keep it.*
* Skill Rank 5 roll 1 extra die.
* Skill Rank 7 add +1 to all die rolls.

**SD = Skill Difficulty**

* 3 is Basic, like treading water for a minute.
* 6 is Trained, like swimming against a current.
* 9 is Difficult, like swimming against a strong current.
* 15 is Advanced, like swimming during a major storm.
* 21+ is Extraordinary, like swimming in a hurricane.

**Die Rolls**

To determine what is happening, roll the appropriate number of D6’s and add them together.

A Player may take all 3's on their die rolls instead of rolling dice if there is no rush (excludes Lore Checks). If a Player takes an extended amount of time, they may take all 6's on a Skill Check with the GM's approval. This excludes Lore Checks and Craft Checks. Taking 6’s can only be done if the Player has at least Rank 1 in the Skill.

Anytime dice are rolled, if the result is 5 above the target a Critical Success occurs. If the result is 5 or less than the target a Critical Failure occurs. The impact of the Critical Success or Critical Failure depends on the die roll made and GM discretion.

**Applying Modifiers Accurately**

Frequently situations will occur where multiple modifiers are applied to a die roll and determining whether a modifier can stack follows a simple rule. **Modifiers from the same source do not stack.** For example wearing multiple suits of Armor does not stack, nor does casting multiple protective Armor spells on the same person. In the case of overlapping modifiers the more powerful modifier is applied.

If a Player has multiple Abilities that provide modifiers to the same die roll they **do** stack. An Ability is considered a unique source for a modifier. However, if multiple people have an Ability that affects other Players, only the most powerful bonus is applied.

Modifiers created through the use of Divine or Arcane spells are considered a single source. For example a Player **can not** gain additional Armor from two different Armor protection spells, just the most powerful one.

Modifiers created from Enchanted equipment are also considered a single source. For example a Player can not activate a bonus to Armor from an Enchanted Ring and from their Enchanted Gloves to get the bonus from both, just the more powerful of the two.

**Movement**

Movement is broken down into four categories – Walking, Jogging, Running, and Sprinting. To maintain any of these movement speeds for an extended duration requires an Endurance Skill Check. Failure to meet or exceed the Skill Check means the Player must move to a slower form of movement until they can rest. The Skill Check difficulty increases by one for every time increment at that speed. Speeds and the time increment for the Endurance Check are as follows.

|  |  |  |
| --- | --- | --- |
| **Movement type** | **Distance per Round** | **Time Increments** |
| Walking | 40 feet | 1 hour |
| Jogging | 80 feet | 10 minutes |
| Running | 120 feet | 1 minute |
| Sprinting | 160 feet | 1 Round |

Based on this chart, if a Player is Running, after 5 minutes they need to make an Endurance Check of 5 to continue Running. If they fail they can only move at a Jogging pace. After an hour of Jogging the Player would need to make an Endurance Check of 6 or then be reduced to a Walking speed.

**Combat Mechanics**

During combat each Player rolls their Agility Score to determine the Attack order.

During combat each Player has a *Simple Action* and a *Complex Action* each Round. A Player may take two *Simple Actions* if desired, but not two *Complex Actions*. A Player may make as many *Free Actions* as they like each Round, however a GM has final say if the *Free Actions* are getting out of hand. For instance, while speaking during combat is a *Free Action*, a GM should not let a Player recite an entire book during a single Round.

|  |  |
| --- | --- |
| **Simple Actions** | **Complex Actions** |
| * Moving | * Making a Melee or Range Attack |
| * Picking up an object | * Casting a Spell |
| * Drawing a weapon | * Using a Potion or similar object |
| * Taking an object out of a Belt or Pouch | * Taking an Object out of a Bag |
| * Using a skill such as Lore or Spot |  |
|  |  |
| **Free Actions** |  |
| * Dropping an item |  |
| * Talking |  |
| * Activating Abilities that consume Mana |  |

**Mana Potions**

Mana potions take a Round to use, and restore up to, but never more than, their Tier amount. For example, if a Player has 0 Mana and max Mana of 25, a Tier 2 Mana Potion would restore up to 20 Mana, but would not restore the Player to full Mana. This is also true for use on Enchanted items.

**Determining Armor**

A Player's Armor is determined through the following formula.

Armor Score = 3 + Agility Score + Armor Bonus + miscellaneous modifiers

Armor Bonus comes from the type of Armor worn. Wearing multiple types of Armor at the same time does not stack the Armor Bonus.

Wearing Armor also has an impact on the Agility Score. Each type of Armor has a maximum Agility associated with it. There is no value to having an Agility Score above the max Agility for an Armor while wearing the Armor. This affects the Agility Dodge Bonus, Agility-based Skills, and Agility-based Attacks. For example, a Player wearing Full Plate Mail has zero max Agility. This means they do not get a Dodge Bonus to Armor. Furthermore, they do not roll dice when performing any Agility Skill or making any Ranged Weapon Attack. Shields may further reduce a Characters max Agility.

If a Player is unable to move, he or she loses the Agility Score bonus.

Miscellaneous bonuses occur from things such as cover or magical spells. If a Player would receive an Armor Bonus of the same type multiple times, only the most powerful Armor Bonus is applied. For instance if a Player receives an Armor protection spell twice, one giving +2 Armor, and the other +3 Armor, the Player only receives the +3 bonus.

**Determining Hits/Damage**

The Attack hits if it meets or exceeds the Armor. A Critical Hit occurs when an attack exceeds by 5 or more, and Critical Fail occurs if it fails by 5 or more. To calculate the Damage of a Critical Hit roll an additional 1D6 for every 5 points above the opponents Armor. For instance if an opponent had 10 Armor, and 15 is rolled, the Player would roll 1 additional D6. If the roll was 20, the Player would roll 2 additional D6. Critical Failure is up to the GM to decide, loss of the Player's Simple Action the following turn is a common choice.

**Attack Formulas**

* **Melee Attack** = roll Strength + modifiers vs Armor to hit

**Damage** = weapon + Strength Score + modifiers – Damage Resistance

* **Range Attack** = roll Agility + modifiers vs Armor to hit

**Damage** = weapon + Agility Score + modifiers – Damage Resistance

* **Spells automatically hit**

A spell with a Range of Touch does not require physical touch, simply being within five feet of the target (an adjacent square)

**Damage** = Damage based on Spell – Damage Resistance

Thrown Weapons use the Melee Attack chance to hit and Damage formulas, not the Range Attack formulas.

**Two Weapon Fighting**

A Player may choose to use two weapons while in Melee combat. Without proper training the Player will suffer a -8 *chance to hit* penalty when using Medium weapons and a -6 *chance to hit* penalty while using Light weapons. Unless otherwise stated by an Ability, all extra Attacks must be made against the same target.

**Ranged Weapons**

If a Player is using a Ranged weapon and an enemy is able to move into Melee Range, the enemy gains a +6 *chance to hit* while the Ranged user suffers a -4 *chance to hit* penalty. An enemy Attacking a Player who is throwing weapons does not gain a +6 *chance to hit* bonus as long as the Player has a weapon that can be used for Melee combat in hand. However, the Character throwing weapons still receives a -4 *chance to hit* penalty.

The *chance to hit* with a thrown object varies by what the object is. If the object is designed to be thrown there is no *chance to hit* penalty. If it is not designed to be thrown, for example a chair or Medium weapon, there is a -6 *chance to hit* penalty. A Thrown weapon is treated as a Melee weapon for determining *chance to hit* and Damage. This means the Strength score is rolled - not the Agility - for *chance to hit*. The Strength score is used to apply additional Damage as well.

Each additional *Range Increment* a Ranged weapon is fired at incurs an additional -3 *chance to hit* penalty to a maximum of a -15 penalty.

If the target of a ranged attack is in melee combat the target receives either partial or half cover depending on the target’s position. If the target is being attacked by two or more players the target receives half to full cover depending on the target’s position. If the target has a significant size difference the GM may waive or reduce the cover bonus.

**ADVANCED COMBAT MECHANICS**

**Attacks of Opportunity**

Attacks of Opportunity occur when an opponent either makes a mistake or is placed in a bad situation. An Attack of Opportunity allows a Player in Melee Range to make an additional free Attack against the vulnerable target. The number of Attacks of Opportunity a Player may take each Round is equal to their Agility score.

There are a few common situations that allow Attacks of Opportunity to occur. However a GM can always decide if a situation warrants an Attack of Opportunity. Common Attacks of Opportunity occur when:

* a monster moves past a Player within Melee Weapon reach
* a monster Critically Fails an attack by 10 or more
* a monster Critically Fails an attack by 5 or more while being Flanked
* getting up from a Prone position
* attempting to engage in Unarmed Combat

**Unarmed Combat**

It is possible to engage in combat without the use of Weapons. Unarmed Combat can be used to inflict Damage with punches and kicks, or render a target Prone through the use of trips, throws, and pins. When attempting to deal Damage while Unarmed, a Player may choose to use either their Strength or Agility dice for the Attack. Damage is dealt as Crushing Damage, dealing 1D6-3. A Player may treat their Gloves or Gauntlets as Weapons and use the Weapons Masterwork and Enchantment tables to improve their Unarmed Combat Damage beyond 1D6-3.

If a Player chooses to use an Unarmed Combat maneuver to incapacitate an enemy, different mechanics and restrictions apply. If a Player fails in their Unarmed Combat Maneuver, the assumption is the target broke the hold and pushed the Player back. If the Player fails the attempt by 10 or more, it allows an Attack of Opportunity. When an Unarmed Combat Maneuver is attempted, both parties roll both their Strength **and** Agility dice plus any modifiers.

There are two basic Unarmed Combat Maneuvers: Locking Up and Knocking Prone. When performing a Unarmed Combat Maneuver the player moves into and shares the same space the opponent is in. If a character is Locked Up they are unable to use their Simple or Complex Action, and lose their Agility Armor bonus until they break the hold, which they can attempt during their turn in Combat. To maintain a Locked Up Maneuver requires the Unarmed Combat Maneuver roll be 5 or above the defender’s roll.

To knock a character Prone requires an Unarmed Combat Maneuver roll 10 above the defender’s roll. It is assumed, but not required, that the Attacker is maintaining a Lock Up if a Character is knocked Prone. If an enemy is Locked Up in a Prone position the Player may deal their Unarmed Combat Damage as if they had made a normal Attack against the enemy once per Round.

**Prone**

When a Player is Prone it means they are exceptionally vulnerable to Attack. Examples of Prone positions are climbing ropes and ladders, sleeping or lying on the ground, or being held by someone performing an Unarmed Combat Maneuver. During combat a Player in a Prone position loses their Agility Armor bonus, and suffers a -3 Armor penalty. When a Player attempts to leave a Prone position, such as standing up, within Melee Range of an enemy, the enemy receives an Attack of Opportunity.

**Flanking**

If two or more Players are Attacking the same monster with Melee weapons, Players in Melee combat against the monster gain a +2 *chance to hit*. This bonus is applied to the second Attack against the monster and stacks for subsequent Attacks. The bonus remains as long as two or more Players are actively Attacking the same target. The bonus is removed at the end of a Round where the monster is only attacked by one Player. Flanking can improve the chances for Attacks of Opportunity.

**Cover Bonuses**

**Full Cover** prevents single target Spells from hitting. +15 Armor against Ranged weapons.

**Half Cover** Spells target normally. +10 Armor against Ranged weapons.

**Partial Cover** Spells target normally. +5 Armor against Ranged weapons.

**CRAFTING**

Crafting in Draxia comes in two forms: a Player may **craft** physical items or e**nchant** items.

**Crafting - Physical Items**

Physical items can be crafted through the use of a Craft skill. The Crafting Difficulty and Time is based on the item being crafted. The Material Cost to Craft an item is 25% of the items normal Market Value. It is up to the GM's discretion if the raw materials and facilities needed are available for the Player to make the Craft attempt.

Items exceeding 1 Gold Piece are potentially Crafted over multiple days. The Skill Difficulty increases by 3 for every Gold Piece of work that is attempted in a day. For example, a Player wishes to Craft an 8 GP sword. The Player may make 8 Skill Checks over eight days at a Skill Difficulty of 3 each day to Craft the item. Or, the Player may make 4 Skill Checks at a difficulty of 6 for 4 days to Craft the item. Alternately, they could attempt to Craft the item in a single day with a Skill Difficulty of 24. If the Craft attempt for a day’s work is Critically Failed, that day's resources are wasted. For instance, if a Player makes a Craft attempt for a Skill Check of 24 and fails by more than 5, they lose 2 Gold Pieces because they attempted to Craft 8 GP worth of material and the material cost would be 2 GP.

For items that cost less than one GP, it is possible to produce multiple items in a day equal to the GP Skill Difficulty one makes. As an example, if an item costs 1 Silver, a Player could Craft 20 of them in a single day with a Skill Difficulty 6 Skill Check.

It is possible to Craft highly specialized equipment known as Masterwork Equipment. Masterwork Equipment takes the base characteristics of an item and modifies them in some way. The Market Value of Masterwork Equipment is the Base Price +10 GP for each point of Masterwork. When Crafting a Masterwork item the minimum Skill Difficulty is equal to the amount of Masterwork Points and the Material Cost is 25% of the Market Value. For instance, if a Player wishes to forge a sword that has 12 Masterwork Points of modifications, the Market Value of the sword is the sword price plus 120 GP. The minimum Skill Difficulty Craft Check that must be made each day is 12. Masterwork items cost more to make and take additional time. The extra cost and time comes from using higher quality materials and discarding any part of the Craft that did not meet the high standard of Masterwork items.

***Item Crafting Summary***

|  |  |
| --- | --- |
| ***SD*** | *3x GP value Crafted in a day* |
| ***Material Cost*** | *25% item's value* |
| ***Critical Failure*** | *all materials destroyed from the day's work* |
| ***Critical Success*** | *the Player finishes early* |

Masterwork ammunition for Bows and Crossbows is for the construction of 50 Arrows or Bolts, and has a 50% break chance after being fired. Thrown weapons are considered Melee weapons for purposes of Masterwork improvement.

If Charisma is used to Craft a high quality miscellaneous object it is worth the amount of Masterwork Points that went into it. The GM decides if any additional value is gained from a Masterwork miscellaneous object. The Rarity of Masterwork and Enchanted items is equal to the Masterwork or Enchantment Points, whichever is greater.

Crafting Potions and Alchemical substances is a Masterwork activity. When Crafting these objects, they are crafted in batches of 10 units. The charts and tables for creating Masterwork potions and alchemical substances will be included in a subsequent edition. **Creating Mana does not require Craft skill – simply a Mana Pool, water, and time.**

**Masterwork Weapon Modifications**

**Melee Weapons Modification**

**Keen Edge / Sharp Point / Tempered Surface**

*Slashing Piercing Crushing*

|  |  |
| --- | --- |
| **Chance to Hit** | **Masterwork Points** |
| +1 | 5 |
| +2 | 9 |
| +3 | 12 |
| +4 | 15 |

**Serration and Barbs**

|  |  |
| --- | --- |
| **Damage** | **Masterwork Points** |
| +1 | 5 |
| +2 | 9 |
| +3 | 12 |
| +4 | 15 |

**Damage Penetration**

*Weapon ignores Slashing/Piercing/Crushing Damage Reduction*

|  |  |
| --- | --- |
| **Damage Reduction** | **Masterwork Points** |
| Ignore 2 | 6 |
| Ignore 4 | 11 |
| Ignore 6 | 14 |
| Ignore 8 | 17 |

**Silvered Weapon Augmentation**

*Some monsters are more vulnerable if the weapon is Silvered*

|  |  |
| --- | --- |
| Modification | Effect |
| Silvered augmentation | 2 Masterwork Points |

**Poisoned Weapon Augmentation**

*A hollowed out slot in the hilt allows for a vial of poison to be inserted.*

*Channels built into the weapon allow for the poison to be automatically*

*applied to the weapon.*

|  |  |
| --- | --- |
| Modification | Effect |
| Poison augmentation | 10 Masterwork Points |

**Ranged Weapons Modification**

**Extra Tension**

*Increase Range increments*

|  |  |
| --- | --- |
| **Increase Range (feet)** | **Masterwork Points** |
| 5 | 5 |
| 10 | 9 |
| 15 | 12 |
| 20 | 15 |

**Refined Groove**

*Improve accuracy of shots fired*

|  |  |
| --- | --- |
| **Chance to Hit** | **Masterwork Points** |
| +1 | 5 |
| +2 | 9 |
| +3 | 12 |
| +4 | 15 |

**Ammunition Modification**

**Serration and Barbs**

|  |  |
| --- | --- |
| **Damage** | **Masterwork Points** |
| +1 | 5 |
| +2 | 9 |
| +3 | 12 |
| +4 | 15 |

**Damage Penetration**

*Arrow or Bolt ignores Piercing Damage Reduction*

|  |  |
| --- | --- |
| **Damage Reduction** | **Masterwork Points** |
| Ignore 2 | 6 |
| Ignore 4 | 11 |
| Ignore 6 | 14 |
| Ignore 8 | 17 |

**Silvered Weapon Augmentation**

*Some monsters are more vulnerable if the weapon is Silvered*

|  |  |
| --- | --- |
| Modification | Effect |
| Silvered augmentation | 2 Masterwork Points |

**Armor Modification**

**Additional Padding**

|  |  |
| --- | --- |
| **Cold and Crushing**  **Damage Reduction** | **Masterwork Points** |
| +2 | 3 |
| +4 | 5 |
| +6 | 7 |
| +8 | 9 |

**Thicker Plating**

|  |  |
| --- | --- |
| **Fire and Piercing**  **Damage Reduction** | **Masterwork Points** |
| +2 | 3 |
| +4 | 5 |
| +6 | 7 |
| +8 | 9 |

**Stronger Links**

|  |  |
| --- | --- |
| **Electric and Slashing Damage Reduction** | **Masterwork Points** |
| +2 | 3 |
| +4 | 5 |
| +6 | 7 |
| +8 | 9 |

**Improved Design**

|  |  |
| --- | --- |
| **Increase to Armor** | **Masterwork Points** |
| +1 | 5 |
| +2 | 9 |
| +3 | 13 |
| +4 | 17 |

**Crafting - Item Enchantment**

Enchanting an item is done by taking a physical object and imbuing it with magical energy. In the Draxian world precious gemstones are capable of holding magical energy that can be drawn upon to produce a specific effect. They are bathed in Mana and then Crafted into an object to provide a specific benefit that can be activated when the wearer chooses. Activating the magic stored in these objects consumes its internal Mana stores and must be periodically recharged by pouring a Mana potion over the item.

The cost of magically enchanted equipment is equal to 40 GP times the number of Enchantment Points of the object. The Crafting Check needed to successfully Craft the object is equal to the number of Enchantment Points. The cost to Craft these objects is 10 GP per Enchantment Point for the precious gems, with an additional 10 GP per Enchantment Point for the Mana needed to Enchant the gems. The minimum Tier of Mana needed to Enchant the gems is based on the number of Enchantment Points for the object. The Skill Difficulty to Enchant an item is equal to the number of Enchantment Points. It takes one day for every 10 Enchantment Points to finish the Enchantment, and a successful Craft Check. If a Craft Check is Failed it can be retried the next day. If a Craft Check is Critically Failed, all the Mana used that day is destroyed.

|  |  |  |
| --- | --- | --- |
| **Enchantment Points** | **Mana Tier** | **Mana Potion Cost** |
| 1-10 | Tier 1 | 1 Silver |
| 11-20 | Tier 2 | 1 Gold |
| 21-30 | Tier 3 | 10 Gold |
| 31+ | Tier 4 | 100 Gold |

***Item Enchantment Summary***

|  |  |
| --- | --- |
| ***Skill Difficulty*** | *number of Enchantment Points* |
| ***Time*** | *one day per 10 Enchantment Points* |
| ***Material Cost*** | *10 GP in gems per Enchantment Point and 10 GP in Mana per Enchantment Point for a total of 20 GP per Enchantment point* |

*.****Market Value*** *40GP times Enchantment Points plus the base price of the item and any Masterwork value*

All magical items require an internal Mana pool from which their Abilities drain Mana. Unless otherwise stated, each Ability requires the stated amount of Mana to function for a single Round.

**Item's Mana Pool**

|  |  |
| --- | --- |
| **Mana** | **Enchantment Points** |
| 5 | 5 |
| 10 | 8 |
| 15 | 10 |
| 20 | 12 |
| 25 | 14 |
| 30 | 16 |
| 35 | 18 |
| 40 | 20 |

Equipment can be recharged if a Mana potion is poured on it. The amount of Mana recharged depends on the Mana potion used.

**Corrupted Equipment Enchantment**

When Corrupted Mana is used in either the creation or powering of magical equipment a penalty is always present. If the magical equipment was made using Corrupted Mana the item is permanently Corrupted, and any use of the item will result in the established damaging effect. Corrupted items can be powered using regular Mana, however the Corrupted effect is still applied.

The potency of the negative effect depends on the number of Enchantment points of the Corrupted item.

**Enchantment Points**

|  |  |
| --- | --- |
| **Enchantment Points** | **Mana Tier** |
| 1-10 | Tier 1 |
| 11-20 | Tier 2 |
| 21-30 | Tier 3 |
| 31+ | Tier 4 |

**Corrupted Mana**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Die | Effect | Tier 1 | Tier 2 | Tier 3 | Tier 4 |
| 1 | Take HP Damage | 1 | 2 | 3 | 4 |
| 2 | Drain Mana from Character | 2 | 4 | 6 | 8 |
| 3 | -1 Armor penalty | Round | minute | hour | day |
| 4 | -1 penalty to die rolls | Round | minute | hour | day |
| 5 | +1 Physical Damage weakness | Round | minute | hour | day |
| 6 | +1 Elemental Damage weakness | Round | minute | hour | day |

Since Corrupted Mana is much cheaper to produce, the cost in Corrupted Mana when Enchanting a Corrupted item is only 1 GP per Enchantment point. Enchanting an item still requires 10 GP per Enchantment point of precious gems to craft. Thus to Enchant an item with Corrupted Mana costs 11 GP per Enchantment point.

**Enchantment Modifications**

**Weapon Enchantments**

**Flame (weapon)**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Fire Damage** | **Enchantment Points** |
| 1 | 1D6 | 4 |
| 2 | 2D6 | 6 |
| 3 | 3D6 | 8 |
| 4 | 4D6 | 10 |

**Frost (weapon)**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Cold Damage** | **Enchantment Points** |
| 1 | 1D6 | 4 |
| 2 | 2D6 | 6 |
| 3 | 3D6 | 8 |
| 4 | 4D6 | 10 |

**Shock (weapon)**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Electric Damage** | **Enchantment Points** |
| 1 | 1D6 | 4 |
| 2 | 2D6 | 6 |
| 3 | 3D6 | 8 |
| 4 | 4D6 | 10 |

**Armor Enchantments**

**Magical Barrier**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Armor** | **Enchantment Points** |
| 1 | +1 | 3 |
| 2 | +2 | 5 |
| 3 | +3 | 7 |
| 4 | +4 | 9 |

**Physical Resistance**

Piercing/Slashing/Crushing Damage Resistance

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Reduce**  **Physical Damage** | **Enchantment Points** |
| 1 | +1 | 3 |
| 2 | +2 | 5 |
| 3 | +3 | 7 |
| 4 | +4 | 9 |

**Elemental Resistance**

Fire/Electric/Cold Damage Resistance

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Reduce**  **Elemental Damage** | **Enchantment Points** |
| 1 | +2 | 3 |
| 2 | +4 | 5 |
| 3 | +6 | 7 |
| 4 | +8 | 9 |

**Miscellaneous Item Enchantments**

Worn items that can be Enchanted and activated include one headgear, one necklace, two rings, one belt, one pair of gloves, and one pair of boots.

Enchantments of the same type **do not** stack. For instance, if you have two rings that can increase strength by one, you cannot activate both to increase strength by 2.

**Boost Strength**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Strength** | **Enchantment Points** |
| 1 | +1 | 10 |
| 2 | +2 | 15 |
| 3 | +3 | 20 |
| 4 | +4 | 25 |

**Boost Agility**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Agility** | **Enchantment Points** |
| 1 | +1 | 10 |
| 2 | +2 | 15 |
| 3 | +3 | 20 |
| 4 | +4 | 25 |

**Boost Intelligence**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Intelligence** | **Enchantment Points** |
| 1 | +1 | 10 |
| 2 | +2 | 15 |
| 3 | +3 | 20 |
| 4 | +4 | 25 |

**Boost Wisdom**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Wisdom** | **Enchantment Points** |
| 1 | +1 | 10 |
| 2 | +2 | 15 |
| 3 | +3 | 20 |
| 4 | +4 | 25 |

**Boost Charisma**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Charisma** | **Enchantment Points** |
| 1 | +1 | 10 |
| 2 | +2 | 15 |
| 3 | +3 | 20 |
| 4 | +4 | 25 |

**Radiate Light**

*lasts for ten minutes per activation*

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Light Radius Area (feet)** | **Enchantment Points** |
| 1 | 20 | 2 |
| 2 | 100 | 3 |
| 3 | 150 | 4 |
| 4 | 200 | 5 |

**Magical Barrier**

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Gain Armor** | **Enchantment Points** |
| 1 | +1 | 3 |
| 2 | +2 | 5 |
| 3 | +3 | 7 |
| 4 | +4 | 9 |

**Imbue with Spell**

*Spells can be crafted into an item, and activated by the wearer. The potency of the Spell (the dice rolled) is based on the casting stat of the person wearing the item, not the Enchanter of the item. The person Enchanting the item does not need to know the Spell being Enchanted, simply have a person who can cast the Spell around during the Enchantment. The Mana cost of the Spell is based on the Spell's normal Mana cost. The casting of the Spell draws upon the items internal Mana, not the wielders.*

|  |  |  |
| --- | --- | --- |
| **Mana Cost for Activation**  ***(per Round)*** | **Spell Tier** | **Enchantment Points** |
| Varies | 1 | 4 |
| Varies | 2 | 8 |
| Varies | 3 | 12 |
| Varies | 4 | 16 |
| Varies | 5 | 20 |

**Masterwork Equipment List**

**Weapons**

**Melee – Light**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Dagger | 1D6 -2 | Piercing | 5 feet | 1 | 101GP | 10 | Sharp point: +1 *chance to hit*  Serration: +1 Damage |
| Throwing Dagger | 1D6 -2 | Piercing | 10 feet | 1 | 112 GP | 11 | Damage Penetration: Ignore 4 Piercing  Damage Reduction |
| Throwing Ax | 1D6 -2 | Slashing | 10 feet | 2 | 152 GP | 15 | Serration: +4 Damage |
| Short Sword | 1D6 -1 | Slashing | 0 | 3 | 93 GP | 9 | Keen Edge: +2 *chance to hit* |
| Small Mace | 1D6 -1 | Crushing | 0 | 3 | 103 GP | 10 | Tempered: +1 *chance to hit*  Barbs: +1 Damage |
| Rapier | 1D6 -1 | Piercing | 0 | 3 | 153GP | 15 | Sharp Point: +2 *chance to hit*  Damage Penetration: Ignore 2 Piercing  Damage Reduction |

**Melee** – **Medium**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Long Sword | 1D6 | Slashing | 0 | 4 | 105 GP | 10 | Poison augmentation |
| Long Sword | 1D6 | Slashing | 0 | 4 | 115 GP | 11 | Keen edge: +2 *chance to hit*  Silvered weapon |
| Long Sword | 1D6 | Slashing | 0 | 4 | 245 GP | 24 | Keen edge: +3 *chance to hit*  Serration: +3 Damage |
| Short Spear | 1D6 | Piercing | 0 | 5 | 264 GP | 26 | Sharp Point: +3 *chance to hit*  Damage Penetration: Ignore 6 Piercing  Damage Reduction |
| Flail | 1D6 | Crushing | 0 | 5 | 184 GP | 18 | Tempered:, +2 *chance to hit*  Barbs: +2 Damage |

**Melee –** **Heavy**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Two-handed Sword | 1D6 +2 | Slashing | 0 | 7 | 255 GP | 24 | Keen Edge: +4 *chance to hit*  Serration: +2 Damage |
| Long Spear | 1D6 +2 | Piercing | 0 | 7 | 180 GP | 17 | Sharp Point: +3 *chance to hit*  Damage Penetration: Ignore 2 Piercing  Damage Reduction |
| Maul | 1D6 +2 | Crushing | 0 | 10 | 250 GP | 24 | Tempered: +2 *chance to hit*  Barbs: +4 Damage |

**Ranged – Bows**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Short Bow | ----- | Piercing | 30 | 3 | 93 GP | 9 | Extra Tension: Range increase by 10 ft |
| Long Bow | ----- | Piercing | 35 | 5 | 155 GP | 15 | Refined Grooves, +4 *chance to hit* |
| Composite Long Bow | ----- | Piercing | 40 | 7 | 240 GP | 24 | Extra Tension: Range increase by 10 ft  Refined Grooves: +4 *chance to hit* |

**Ranged – Crossbows**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Hand Crossbow | ----- | Piercing | 30 | 5 | 100 GP | 9 | Extra Tension: Range increase by 10 ft |
| Light Crossbow | ----- | Piercing | 35 | 10 | 175 GP | 15 | Refined Grooves, +4 *chance to hit* |
| Heavy Crossbow | ----- | Piercing | 40 | 15 | 285 GP | 24 | Extra Tension: Range increase by 10 ft  Refined Grooves: +4 *chance to hit* |

**Ranged – Ammunition**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| 50 Arrows | 1D6 | Piercing | ----- | 10 | 51 GP | 5 | Barbed: +1 Damage |
| 50 Bolts | 1D6 +1 | Piercing | ----- | 8 | 51 GP | 5 | Barbed: +1 Damage |
| 50 Arrows | 1D6 | Piercing | ----- | 10 | 131 GP | 13 | Damage Penetration: Ignore 4 Piercing  Damage Reduction  Silvered projectile |
| 50 Bolts | 1D6 +2 | Piercing | ----- | 8 | 131 GP | 13 | Damage Penetration: Ignore 4 Piercing  Damage Reduction  Silvered projectile |

**Armor**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** | **Rarity** | **Masterwork Modifications** |
| Padded | +1 | +1 Cold and Crushing | +7 | 10 | 55 GP | 5 | Extra Padding: +4 Cold and  Crushing Damage Reduction |
| Leather | +2 | +1 Cold and Crushing | +5 | 15 | 110 GP | 10 | Extra Padding: +4 Cold and  Crushing Damage Reduction  Improved Design: +1 Armor |
| Studded Leather | +3 | +1 Cold and Crushing | +4 | 20 | 115 GP | 10 | Extra Padding: +4 Cold and  Crushing Damage Reduction  Stronger Links: +4 Electric and  Slashing Damage Reduction |
| Light Chain Mail | +5 | +1 Electric and Slashing | +3 | 30 | 125 GP | 10 | Stronger Links: +4 Electric and  Slashing Damage Reduction  Improved Design: +1 Armor |
| Heavy Chain Mail | +6 | +1 Electric and Slashing | +2 | 40 | 135 GP | 9 | Stronger Links: +4 Electric and  Slashing Damage Reduction  Improved Design: +1 Armor |
| Plate Armor | +8 | +1 Fire and Piercing | +1 | 55 | 215 GP | 15 | Thicker Plating: +4 Fire and  Piercing Damage Reduction  Stronger Links: +4 Electric and  Slashing Damage Reduction  Extra Padding: +4 Cold and  Crushing Damage Reduction |
| Full Plate Armor | +10 | +1 Fire, Slashing, and Piercing | 0 | 80 | 260 GP | 17 | Improved Design: +4 Armor |

**Magical Masterwork Equipment List**

**Weapons**

**Melee – Light**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Short Sword with Keen Edge and Flame | 1D6 -1 | Slashing | 0 | 3 | 453 GP | 9 | Keen Edge: +2 *chance to hit*  Flame: 1D6 Fire Damage  Mana Cost: 1  Mana Capacity: 5 |

**Melee** – **Medium**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Long Sword with Serrated Keen Edge and Frost | 1D6 | Slashing | 0 | 4 | 885 GP | 24 | Keen edge: +3 *chance to hit*  Serration: +3 Damage  Frost: 3D6 Cold Damage  Mana Cost: 3  Mana Capacity: 10 |
| Short Spear with Piercing Sharp Point and Shock | 1D6 | Piercing | 0 | 5 | 1064 GP | 26 | Sharp Point: +3 *chance to hit*  Damage Penetration: Ignore 6 Piercing  Damage Reduction  Shock: 4D6 Electric Damage  Mana Cost: 4  Mana Capacity: 15 |

**Melee –** **Heavy**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Two-handed Sword with Serrated Keen Edge and Flame/Shock | 1D6 +2 | Slashing | 0 | 7 | 1135 GP | 24 | Keen Edge: +4 *chance to hit*  Serration: +2 Damage  Shock: 2D6 Electric Damage  Mana Cost: 2  Flame: 3D6 Fire Damage  Mana Cost: 3  Mana Capacity: 10 |

**Ranged – Bows**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Short Bow with Extra Tension and Frost | ----- | Piercing | 30 | 3 | 453 GP | 9 | Extra Tension: Range increase by 10 feet  Frost: 1D6 Cold Damage  Mana Cost: 1  Mana Capacity: 5 |
| Composite Long Bow with Extra Tension, Refined Grooves and Shock | ----- | Piercing | 40 | 7 | 1040 GP | 24 | Extra Tension: Range increase by 10 feet  Refined Grooves: +4 *chance to hit*  Shock: 4D6 Electric Damage  Mana Cost: 4  Mana Capacity: 15 |

**Ranged – Crossbows**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Hand Crossbow with Extra Tension and Frost | ----- | Piercing | 30 | 5 | 460 GP | 9 | Extra Tension: Range increase by 10 feet  Frost: 1D6 Cold Damage  Mana Cost: 1  Mana Capacity: 5 |
| Heavy Crossbow with Extra Tension, Refined Grooves and Shock | ----- | Piercing | 40 | 15 | 1085 GP | 24 | Extra Tension: Range increase by 10 feet  Refined Grooves: +4 *chance to hit*  Shock: 4D6 Electric Damage  Mana Cost: 4  Mana Capacity: 15 |

**Armor**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** |
| Improved Design Leather with Extra Padding and Physical Resistance | +2 | +1 Cold and Crushing | +5 | 15 | 510 GP | 10 | Extra Padding: +4 Cold and Crushing  Damage Resistance  Improved Design: +1 Armor  Physical Resistance: 2DR to  Piercing/Slashing/Crushing  Mana Cost: 2  Mana Capacity: 5 |
| Improved Design Light Chain Mail with Stronger Links and Elemental Resistance | +5 | +1 Electric and Slashing | +3 | 30 | 525 GP | 10 | Stronger Links: +4 Electric and  Slashing Damage Resistance  Improved Design: +1 Armor  Elemental Resistance: 4DR to  Fire/Electric/Cold  Mana Cost: 2  Mana Capacity: 5 |
| Thicker Plate Padded Armor with Stronger Links and Magical Barrier | +8 | +1 Fire and Piercing | +1 | 55 | 815 GP | 15 | Thicker Plating: +4 Fire and Piercing  Damage Resistance  Stronger Links: +4 Electric and  Slashing Damage Resistance  Extra Padding: +4 Cold and Crushing  Damage Resistance  Magical Barrier: +3 Armor  Mana Cost: 3  Mana Capacity: 10 |
| Improved Design Full Plate Armor | +10 | +1 Fire, Slashing, and Piercing | 0 | 80 | 980 GP | 18 | Improved Design: +4 Armor  Elemental Resistance: +4  Fire/Electric/Cold DR  Mana Cost: 2  Physical Resistance: +2  Piercing/Slashing/Crushing DR  Mana Cost: 2  Mana Capacity: 10 |

**Miscellaneous Magical Equipment List**

**Helms (Hats)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Helm of Intellect | 1 | 5 | ---- | 600 GP | 15 | +1 Intelligence |
| Helm of Minor Location | 3 | 5 | 100 feet per Wisdom | 360 GP | 9 | Instantly know the direction and distance of a person or object |
| Helm of Recall | 5 | 5 | 1 hour per Wisdom | 520 GP | 13 | A vision of what has happened. Effect is limited to the location of the Caster **or** a person with the Caster |
| Helm of Limited Location | 5 | 5 | 1000 feet per Wisdom | 520 GP | 13 | Instantly know the direction and distance of a person or object |

**Necklaces**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Amulet of Charisma | 1 | 5 | ---- | 600 GP | 15 | +1 Charisma |
| Necklace of Minor Healing | 4 | 5 | 1D6 per Wisdom | 360 GP | 9 | Heal a single target touched |
| Amulet of Minor Resurrection | 5 | 5 | 1 Round per Wisdom | 360 GP | 9 | Revive a single target Touched to 1 HP. Character is incapacitated and cannot be healed further for one minute. Character is limited to one Simple Action each turn for one minute. If the body is Damaged excessively a revival may not be possible, at GM's discretion. |
| Necklace of Limited Healing | 6 | 10 | 2D6 per Wisdom | 640 GP | 16 | Heal a single target Touched |
| Amulet of Limited Resurrection | 10 | 10 | 1 minute per Wisdom | 640 GP | 16 | Revive a single target Touched to 1 HP. Character is incapacitated and cannot be healed further for one minute. Character is limited to one Simple Action each turn for one minute. If the body is Damaged excessively a revival may not be possible, at GM's discretion. |

**Gloves**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Gauntlets of Strength | 1 | 5 | ---- | 600 GP | 15 | +1 Strength |
| Gloves of Relocation | 5 | 5 | 640 ft times Intelligence | 360 GP | 9 | Minor Relocation  Casting time: Complex Action  Duration: Instant  Waypoint: Yes  Weight: 1 lb times Intelligence |
| Gloves of Telekinesis | 2 | 5 | 20 ft times Intelligence | 360 GP | 9 | Minor Telekinesis  Casting time: Complex Action  Duration: 1 Round  Speed: 10 ft per Round time Intelligence  Weight: 1 lb times Intelligence |

**Rings**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Ring of Radiance | 1 | 10 | 50 ft radius | 400 GP | 10 | Radiate light |
| Ring of Protection | 1 | 5 | ---- | 320 GP | 8 | +1 Armor  Magical Barrier |
| Ring of Spark | 3 | 10 | 10 ft times Intelligence | 480 GP | 12 | Casting time: Complex Action  Duration: Instant  Area of Effect: single target  Elemental Type: Electric  Damage: 1D6 times Intelligence |
| Ring of Sustenance | 5 | 5 | 1 day’s rations per Intelligence | 360 GP | 9 | Create bread and water  Casting time: one minute |
| Ring of Shock | 5 | 10 | 80 ft per Intelligence | 640 GP | 16 | Casting time: Complex Action  Duration: Instant  Area of Effect: single target  Elemental Type: Electric  Damage: 1D6 times Intelligence |
| Ring of Construction | 10 | 10 | Sized for 1 person per Intelligence | 640 GP | 16 | Create a small wooden shelter  Casting time: one minute |

**Belts**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Belt of Wisdom | 1 | 5 | ---- | 600 GP | 15 | +1 Wisdom |
| Belt of Invisibility | 5 | 5 | 10ft times Intelligence | 520 GP | 13 | Basic Invisibility (Tier 2)  Casting time: Complex Action  Duration: 1 Round x Intelligence  Area of Effect: 5ft radius x Intelligence |

**Boots**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** |
| Boots of Agility | 1 | 5 | ---- | 600 GP | 15 | +1 Agility |
| Boots of Teleportation | 10 | 10 | 640 ft times Intelligence | 640 GP | 16 | Limited Teleportation  Casting time: Complex Action  Duration: Instant  Waypoint: Yes  Weight: 100 lb times Intelligence |
| Boots of Relocation | 8 | 10 | 40 ft times Intelligence | 800 GP | 20 | Moderate Relocation  Casting time: Complex Action  Duration: Instant  Waypoint: No  Weight: 100 lb times Intelligence |

**Corrupted Equipment List**

**Corrupted Weapons**

**Melee – Light**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Short Sword with Keen Edge and Flame | 1D6 -1 | Slashing | 0 | 3 | 291 GP | 9 | Keen Edge: +2 *chance to hit*  Flame: 1D6 Fire Damage  Mana Cost: 1  Mana Capacity: 5 | -1 Armor penalty for 1 Round |

**Melee** – **Medium**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Long Sword with Serrated Keen Edge and Frost | 1D6 | Slashing | 0 | 4 | 597 GP | 24 | Keen edge: +3 *chance to hit*  Serration: +3 Damage  Frost: 3D6 Cold Damage  Mana Cost: 3  Mana Capacity: 10 | +1 Physical Damage weakness for 1 minute |

**Melee –** **Heavy**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Two-handed Sword with Serrated Keen Edge and Flame/Shock | 1D6 +2 | Slashing | 0 | 7 | 739 GP | 24 | Keen Edge: +4 *chance to hit*  Serration: +2 Damage  Shock: 2D6 Electric Damage  Mana Cost: 2  Flame: 3D6 Fire Damage  Mana Cost: 3  Mana Capacity: 10 | -1 Armor penalty for one hour |

**Ranged – Bows**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Short Bow with Extra Tension and Frost | ----- | Piercing | 30 | 3 | 291 GP | 9 | Extra Tension: Range increase by 10 feet  Frost: 1D6 Cold Damage  Mana Cost: 1  Mana Capacity: 5 | +1 Elemental Damage weakness for 1 Round |

**Ranged – Crossbows**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Damage Type** | **Range** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Heavy Crossbow with Extra Tension, Refined Grooves and Shock | ----- | Piercing | 40 | 15 | 725 GP | 24 | Extra Tension: Range increase by 10 feet  Refined Grooves: +4 *chance to hit*  Shock: 4D6 Electric Damage  Mana Cost: 4  Mana Capacity: 15 | -1 Armor penalty for 1 minute |

**Armor**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Improved Design Leather with Extra Padding and Physical Resistance | +2 | +1 Cold and Crushing | +5 | 15 | 330 GP | 10 | Extra Padding: +4 Cold and Crushing DR  Improved Design: +1 Armor  Physical Resistance: + 2  Piercing/Slashing/Crushing DR Mana Cost: 2  Mana Capacity: 5 | Drain 2 Mana |
| Corrupted Improved Design Light Chain Mail with Stronger Links and Elemental Resistance | +5 | +1 Electric and Slashing | +3 | 30 | 345 GP | 10 | Stronger Links: +4 Electric and Slashing DR  Improved Design: +1 Armor  Elemental Resistance:+ 4 Fire/Electric/Cold DR  Mana Cost: 2  Mana Capacity: 5 | -1 penalty to die rolls for 1 Round |
| Corrupted Improved Design Full Plate Armor | +10 | +1 Fire, Slashing, and Piercing | 0 | 80 | 656 GP | 18 | Improved Design: +4 Armor  Elemental Resistance: +4 Fire/Electric/Cold DR  Mana Cost: 2  Physical Resistance: + 2 Piercing/Slashing/Crushing  DR Mana Cost: 2  Mana Capacity: 10 | Drain 4 Mana |

**Corrupted Miscellaneous Equipment**

**Rings**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Ring of Protection | 1 | 5 | ---- | 176 GP | 8 | +1 Armor  Magical Barrier | -1 penalty to die rolls for 1 Round |
| Corrupted Ring of Shock | 5 | 10 | 80 ft per INT | 352 GP | 16 | Casting time: Complex Action  Duration: Instant  Area of Effect: single target  Elemental Type: Electric  Damage: 1D6 times Intelligence | Drain 4 Mana |

**Helms (Hats)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Helm of Intellect | 1 | 5 | ---- | 330 GP | 15 | +1 Intelligence | Take 2 HP Damage |

**Necklaces**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Amulet of Charisma | 1 | 5 | ---- | 330 GP | 15 | +1 Charisma | Take 2 HP Damage |
| Corrupted Amulet of Minor Resurrection | 5 | 5 | 1 Round per Wisdom | 198 GP | 9 | Revive a single target Touched to 1 HP. Character is incapacitated and cannot be healed further for one minute. Character is limited to one Simple Action each turn for one minute. If the body is Damaged excessively a revival may not be possible, at GM's discretion. | -1 penalty to die rolls for 1 Round |
| Corrupted Necklace of Limited Healing | 6 | 10 | 2D6 per Wisdom | 352 GP | 16 | Heal a single target Touched | Drain 4 Mana |

**Gloves**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Gauntlets of Strength | 1 | 5 | ---- | 330 GP | 15 | +1 Strength | Take 2 HP Damage |
| Corrupted Gloves of Telekinesis | 2 | 5 | 20 ft times INT | 198 GP | 9 | Minor Telekinesis  Casting time: Complex Action  Duration: 1 Round  Speed: 10 ft per Round time Intelligence  Weight: 1 lb times Intelligence | -1 penalty to die rolls for 1 Round |

**Belts**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Belt of Wisdom | 1 | 5 | ---- | 330 GP | 15 | +1 Wisdom | Take 2 HP Damage |
| Corrupted Belt of Invisibility | 5 | 5 | 10ft times INT | 286 GP | 13 | Basic Invisibility (Tier 2)  Casting time: Complex Action  Duration: 1 Round x Intelligence  Area of Effect: 5ft radius x Intelligence | Drain 4 Mana |

**Boots**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Mana Cost** | **Mana Capacity** | **Range** | **Cost** | **Rarity** | **Magical Modifications** | **Corrupted Effect** |
| Corrupted Boots of Agility | 1 | 5 | ---- | 330 GP | 15 | +1 Agility | Take 2 HP Damage |
| Corrupted Boots of Relocation | 8 | 10 | 40 ft times INT | 440 GP | 20 | Moderate Relocation  Casting time: Complex Action  Duration: Instant  Waypoint: No  Weight: 100 lb times Intelligence | Drain 4 Mana |

**SPELL CRAFTING**

**Custom Spell Crafting**

When spending XP to purchase a Spell a Player has the choice of learning a pre-generated spell from the list of Spells, or crafting their own. Making a custom spell costs the same XP as learning a pre-generated spell (e.g. 2 XP for Tier 1, 4 XP for Tier 2, etc.).

Spells require both verbal and sematic components (words and gestures). Spells can be cast without either component for an additional -1Spell Points and +1 Manacost per component eliminated. When learning a custom spell, inform the GM so they are aware it is a nonstandard Spell.

To create a custom spell, take the Spell Tier and multiply by 4. This is the number of Spell Points available when choosing Spell Attributes.

All Spells require each of the following Attributes:

Tier 1 4 Spell Points

Tier 2 8 Spell Points

Tier 3 12 Spell Points

Tier 4 16 Spell Points

Tier 5 20 Spell Points

* Casting Time
* Duration
* Area of Effect
* Range

Select Casting Time, Duration, Area of Effect, and Range from the tables below, then use the spell type (e.g. Elemental, Healing, etc.) to determine additional Attributes. The Mana cost will be the sum of all the variables' Mana cost.

**Casting Time**

|  |  |  |
| --- | --- | --- |
| **Casting Time** | **Spell Points** | **Mana Cost** |
| Free Action (*limit one per Round)* | -12 | 4 |
| Simple Action | -8 | 2 |
| Complex Action | 0 | 0 |
| Full Round Action | +1 | 0 |
| One Minute | +2 | 0 |
| 10 Minute | +3 | 0 |
| One Hour | +4 | 0 |
| 4 Hours | +5 | 0 |
| 12 Hours | +6 | 0 |
| One Day | +8 | 0 |

**Duration**

|  |  |  |
| --- | --- | --- |
| **Duration**  *(per point of INT or WIS)* | **Spell Points** | **Mana Cost** |
| Instant | 0 | 0 |
| One Round | -3 | 2 |
| One Minute | -6 | 4 |
| Ten Minutes | -9 | 8 |
| One Hour | -12 | 16 |
| One Day | -15 | 24 |
| One Week | -18 | 32 |
| One Month | -21 | 40 |

**Range**

|  |  |  |
| --- | --- | --- |
| **Range**  *(per point of INT or WIS)* | **Spell Points** | **Mana Cost** |
| Touch | 0 | 0 |
| 10 feet | -1 | 0 |
| 20 feet | -2 | 0 |
| 40 feet | -3 | 0 |
| 80 feet | -4 | 1 |
| 160 feet | -5 | 2 |
| 320 feet | -6 | 3 |
| 640 feet | -7 | 4 |
| ¼ mile | -8 | 5 |
| ½ mile | -9 | 6 |
| 1 mile | -10 | 7 |
| 2 miles | -11 | 8 |
| 4 miles | -12 | 9 |
| 8 miles | -13 | 10 |
| 16 miles | -14 | 11 |
| 32 miles | -15 | 12 |
| 64 miles | -16 | 13 |
| 128 miles | -17 | 14 |
| 256 miles | -18 | 15 |

**Area of Effect**

|  |  |  |
| --- | --- | --- |
| **Area of Effect** | **Spell Points** | **Mana Cost** |
| Affects only Allies or only enemies | -2 | 2 |
| Single target (5foot square) | 0 | 0 |

**Circle**

|  |  |  |
| --- | --- | --- |
| **Radius**  *(per point of INT or WIS)* | **Spell Points** | **Mana Cost** |
| 5 foot | -2 | 1 |
| 10 foot | -4 | 2 |
| 20 foot | -6 | 3 |
| 40 foot | -8 | 4 |
| 80 foot | -10 | 6 |
| 160 foot | -12 | 8 |
| 320 foot | -14 | 11 |
| 640 foot | -16 | 14 |

**Cone**

*A cone's length is equal to its diameter at the far end.*

*The spell extends out from the caster at a 53 degree angle*

|  |  |  |
| --- | --- | --- |
| **Length/Width**  *(per point of INT or WIS)* | **Spell Points** | **Mana Cost** |
| 5 foot | -2 | 1 |
| 10 foot | -4 | 2 |
| 20 foot | -6 | 3 |
| 40 foot | -8 | 4 |
| 80 foot | -10 | 6 |
| 160 foot | -12 | 8 |
| 320 foot | -14 | 11 |
| 640 foot | -16 | 14 |

**Disrupt Magic Spell**

Disrupt Magic can be either a Divine or Arcane spell. Disrupt Magic produces a chaotic burst of magical energy that unravels Spells that have a Duration component. Disrupt Magic only removes the magic within the specific region of the Disrupt Magic spell. For instance, if a Disrupt Magic spell has a 10 foot radius and is used in the middle of an Illusion spell with a 20 foot radius only the center of the Illusion spell is destroyed. A Disrupt Magic spell can only unravel spells equal to or below the Tier it was designed to disrupt. It has no impact on spells of a higher Tier. Because it is a burst of chaotic magical energy, it cannot be used to produce a spell shield against magic without a Duration.

Disrupt magic only cancels active spells. Spells stored in equipment remain intact; it has no impact on magical Weapons and Armor. For example, if a Player has a magical Ring which can cast an Armor spell, Disrupt Magic can cancel the Armor spell if it was cast on the Player. However, if the Ring simply had the ability to increase Armor, Disrupt Magic would not affect the Player.

The use of a Disrupt Magic spell on a spell effect powered by a Mana Pool temporarily nullifies the spell. After one Minute, the spell powered by a Mana Pool will re-form and begin acting normally again.

Disrupt Magic Spells require

* Casting Time
* Area of Effect
* Range
* Disruption Level

Duration is always Instant

**Disruption**

|  |  |  |
| --- | --- | --- |
| **Disruption Spell Level** | **Spell Points** | **Mana Cost** |
| Tier 1 | -2 | 2 |
| Tier 2 | -4 | 4 |
| Tier 3 | -6 | 6 |
| Tier 4 | -8 | 8 |
| Tier 5 | -10 | 10 |

**Custom Arcane Spells**

Arcane Spells use Intelligence as the primary casting Attribute. There are three categories of Arcane Spells: Elemental, Distortion, and Conjuration. When creating a custom Elemental or Distortion spell assign the appropriate casting Attributes to the Spell. Conjuration is the creation of objects out of magical energy and cannot be customized. Please refer to the pre-defined Conjuration Spell section.

**Elemental**

Elemental Spells require

* Casting Time
* Duration
* Area of Effect
* Range
* Element Type
* Damage

Element Type takes 0 Spell Points and 0 Mana Cost

**Damage**

|  |  |  |
| --- | --- | --- |
| **Damage**  *(per point of INT)* | **Spell Points** | **Mana Cost** |
| 1 | -1 | 1 |
| 2 | -2 | 2 |
| 3 | -4 | 4 |
| 4 | -6 | 5 |
| 5 | -8 | 8 |
| 6 | -10 | 10 |
| 7 | -12 | 12 |
| 8 | -14 | 14 |
| 9 | -16 | 16 |
| 10 | -18 | 18 |
| 11 | -20 | 20 |
| 12 | -22 | 22 |
| 1D6 | -4 | 4 |
| 2D6 | -10 | 10 |
| 3D6 | -16 | 16 |
| 4D6 | -22 | 22 |

**Spell Creation**

**Distortion Spells**

Distortion magic comes in three varieties: Illusion, Teleportation, and Telekinesis. Each variety is unique and requires different tables to create the Spell.

**Illusion**

Illusion Spells require

* Casting Time
* Duration
* Area of Effect
* Range
* Special Effect of the spell

An *Area of Effect* is needed if the object cannot be held in one hand. The verbal component of an Illusion spell can be to silence an Area.

**Invisibility**

|  |  |  |
| --- | --- | --- |
| **Quality** | **Spell Points** | **Mana Cost** |
| **Poor Invisibility** *renders targets invisible, instantly ends if interacted with* | -2 | 2 |
| **Good Invisibility** *renders targets invisible, invisibility persists if interacted with* | -6 | 5 |

**Sound**

*Spell produces artificial sound*

|  |  |  |
| --- | --- | --- |
| **Volume** | **Spell Points** | **Mana Cost** |
| **Silence** *prevents sound* | -3 | 3 |
| **Low** *people talking* | -1 | 1 |
| **Moderate** *people yelling* | -2 | 2 |
| **Loud** *stampeding cattle* | -3 | 3 |
| **Extreme** *two armies fighting* | -5 | 5 |
| **Deafening** *volcanic explosion* | -8 | 8 |

**Visual**

*Spell produces a fake image*

|  |  |  |
| --- | --- | --- |
| **Quality** | **Spell Points** | **Mana Cost** |
| **Low** *basic objects: rocks, doors, etc.* | -1 | 1 |
| **Moderate** *detailed objects: jewelry, clothing, etc.* | -2 | 2 |
| **Good** *generic animals: cats, dogs, etc.* | -3 | 3 |
| **High** *generic people* | -5 | 5 |
| **Extreme** *specific people* | -7 | 7 |

**Teleportation**

Teleportation magic in Draxia temporarily links two locations through a shimmering portal: a doorway opens that links the two locations. Material up to the designated weight can pass through the passage. Anyone and any object can pass – it is not private to the caster. The portal functions in both directions and objects can pass in either direction. All objects passing in either direction count towards the weight limit. Once the maximum amount of material has moved through the portal, the portal collapses. If the weight limit is exceeded by an object, the portal collapses without the object passing through. There is no harm to the object; it simply remains where it was.

When a teleportation spell is cast, an ethereal *Waypoint* is created – the spot is marked at that exact latitude/longitude. For example, if you cast the spell while in a boat in the middle of the ocean, the waypoint would be tethered to the physical spot in the ocean, not the boat you were in. Teleporting back to that waypoint would land you in the ocean. Waypoints never dissipate and are permanent. A Teleportation spell can be cast to mark a spot without using it to move anything right then, holding it for future use. The two primary limiting factors on Teleportation magic are the amount of material being moved and if the location being teleported to has previously been established as a Waypoint.

The portal linking the two places collapses after one Round (10 seconds) regardless of how much material passed through it, unless an extended Duration is added to the Spell. It is a *Free Action* for the caster to step through the portal they create. Waypoints are exclusive to the caster. No one else can open the portal, but once opened, it can be used by others.

Anytime a Wizard is within Range of one of their Waypoints they can cast the Teleportation spell again and create a portal between two locations. It is possible to use teleportation magic without the use of Waypoint markers, but it requires a custom spell and is usually far more limited in Range.

Teleportation Spells require

* Casting Time
* Range
* Weight limit
* Determination of whether a Waypoint is needed

If desired, additional Spell Points may be spent on Duration so that it lasts longer than a single Round.

**Uses Waypoint** +4 Spell Points

0 Mana Cost

**Does Not Use Waypoint** -4 Spell Points

2 Mana Cost

**Weight**

|  |  |  |
| --- | --- | --- |
| **Weight** *(per point of INT)* | **Spell Points** | **Mana Cost** |
| 1 pound | -1 | 1 |
| 5 pounds | -2 | 2 |
| 25 pounds | -3 | 3 |
| 50 pounds | -4 | 4 |
| 100 pounds | -5 | 6 |
| 200 pounds | -6 | 8 |
| 400 pounds | -7 | 10 |
| 800 pounds | -8 | 13 |

**Telekinesis**

Telekinesis is the movement of objects by a caster's power.

Telekinetic Spells require

* Casting Time
* Duration
* Area of Effect
* Range
* Speed
* Weight Capacity

Telekinesis comes in 3 basic forms –

* Flinging an object at high speed for a single Round
* Flying an individual object over multiple Rounds
* Cloud Creation with small objects

Flinging an object focuses on Speed, and is used to deal Damage to an opponent. Flying is focused on Duration and Weight to allow for flight. Cloud Creation is focused on *Area of Effect* and Weight to produce Dust Clouds for Cover bonus or Weapon Clouds (clouds of sharp objects) to deal Damage.

Dust Clouds and Weapon Clouds can act as either Cover or a defensive barrier. The Cover bonus received from a Dust Cloud is based on the amount of dust between the Attacker and their target. With 25 pounds of dust the defender gains a partial Cover bonus. With 50 pounds of dust the defender gains a half Cover bonus. With 75 pounds of dust the defender gains a full Cover bonus. A Dust Cloud requires a Speed of at least 10 feet per Round in order to be effective. Telekinesis does not create the dust. If there is insufficient loose soil, saw dust, twigs, etc. in the Area a Dust Cloud cannot be created.

Creating a Weapon Cloud using sharp objects such as daggers can also be done. A Weapon Cloud won’t provide a Cover bonus, however it will deal Damage to anyone attempting to move through it. If a Character attempts to pass through an Area covered by a Weapon Cloud, they receive 1D6 Slashing Damage for every 25 pounds of sharp objects they move through. A 5 foot square can only hold 100 pounds of sharp objects. Sharp objects must be moving with a Speed of at least 200 feet per Round in order to deal Damage.

|  |  |  |  |
| --- | --- | --- | --- |
| Effect | **Cloud Type** | **Weight (lbs)** | **Speed** |
| Partial Cover bonus | Dust | 25 | 10 ft per Round |
| Half Cover bonus | Dust | 50 | 10 ft per Round |
| Full Cover bonus | Dust | 75 | 10 ft per Round |
| 1D6 Slashing Damage | Weapon | 25 | 200 ft per Round |
| 2D6 Slashing Damage | Weapon | 50 | 200 ft per Round |
| 3D6 Slashing Damage | Weapon | 75 | 200 ft per Round |
| 4D6 Slashing Damage | Weapon | 100 | 200 ft per Round |

If an *Area of Effect* is applied, all objects within the Area may be moved, as long as the sum of the Weight of all objects is lower than the maximum Weight. The Distance the objects may be moved is based on the Range of the spell. By default, the Duration of a Telekinesis spell is one Round. If an object moves beyond the spell’s Range it is then treated as a projectile under the normal laws of physics.

If Telekinesis is used offensively as an Attack it requires a Speed of 1,000 feet per Round for Thrown Weapons to be effective, and 2,000 feet per Round for Bolts and Arrows to be effective. Determining Hit and Damage uses Intelligence rather than Agility in these cases.

**Weight**

|  |  |  |
| --- | --- | --- |
| **Weight**  *(per point of Intelligence)* | **Spell Points** | **Mana Cost** |
| 1 pound | -1 | 1 |
| 5 pounds | -2 | 2 |
| 25 pounds | -3 | 3 |
| 50 pounds | -4 | 4 |
| 100 pounds | -5 | 6 |
| 200 pounds | -6 | 8 |
| 400 pounds | -7 | 10 |
| 800 pounds | -8 | 13 |

**Speed**

|  |  |  |
| --- | --- | --- |
| **Speed**  *(per point of INT per Round)* | **Spell Points** | **Mana Cost** |
| 10 feet | -1 | 1 |
| 20 feet | -2 | 2 |
| 40 feet | -3 | 3 |
| 80 feet | -4 | 4 |
| 160 feet | -5 | 5 |
| 320 feet | -6 | 6 |
| 640 feet | -7 | 7 |
| 1280 feet | -8 | 8 |

**Divine Spells**

Divine Spells use Wisdom as the primary casting Attribute. There are three categories of Divine Spells: Healing, Protection, and Divination. When creating a Healing or Protection spell assign the appropriate casting Attributes to the spell. Divination spells cannot be customized. Please refer to the pre-defined Divination Spell section.

**Healing**

Healing Spells require

* Casting Time
* Duration
* Area of Effect
* Range
* Healing Effect

**Healing Effect**

|  |  |  |
| --- | --- | --- |
| **Amount Healed (HP)**  *(per point of Wisdom)* | **Spell Points** | **Mana Cost** |
| 1 | -2 | +2 |
| 2 | -4 | +4 |
| 3 | -6 | +6 |
| 4 | -8 | +8 |
| 5 | -10 | +10 |
| 6 | -12 | +12 |
| 7 | -14 | +14 |
| 8 | -16 | +16 |
| 9 | -18 | +18 |
| 1D6 | -6 | +6 |
| 2D6 | -12 | +12 |
| 3D6 | -18 | +18 |
| 4D6 | -24 | +24 |

**Protection**

Protection Spells require

* Casting Time
* Duration
* Area of Effect
* Range
* Protection Effects

**Physical Damage Reduction**

*If only one Physical Damage type is being protected against it*

*gains double the Damage Reduction.*

|  |  |  |
| --- | --- | --- |
| **Damage Reduction** *Slashing/Piercing/Crushing* | **Spell Point** | **Mana Cost** |
| +1 | -1 | +1 |
| +2 | -2 | +2 |
| +3 | -3 | +3 |
| +4 | -4 | +4 |
| +5 | -5 | +5 |
| +6 | -6 | +6 |
| +7 | -7 | +7 |
| +8 | -8 | +8 |
| +9 | -9 | +9 |
| +10 | -10 | +10 |

**Elemental Damage Reduction**

*If only one Elemental type is being protected against it*

*gains double the Damage Reduction*

|  |  |  |
| --- | --- | --- |
| **Damage Reduction**  *Fire/Cold/Electric/Corrosive* | **Spell Points** | **Mana Cost** |
| +2 | -1 | +1 |
| +4 | -2 | +2 |
| +6 | -3 | +3 |
| +8 | -4 | +4 |
| +10 | -5 | +5 |
| +12 | -6 | +6 |
| +14 | -7 | +7 |
| +16 | -8 | +8 |
| +18 | -9 | +9 |
| +20 | -10 | +10 |

**Armor**

|  |  |  |
| --- | --- | --- |
| **Armor Bonus** | **Spell Points** | **Mana Cost** |
| +1 | -1 | +1 |
| +2 | -2 | +2 |
| +3 | -3 | +3 |
| +4 | -4 | +4 |
| +5 | -5 | +5 |
| +6 | -6 | +6 |
| +7 | -7 | +7 |
| +8 | -8 | +8 |
| +9 | -9 | +9 |
| +10 | -10 | +10 |

**Arcane Spells - Tier 1**

**Elemental Spells**

**Spark**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:** Instant | **Range:** 10 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 4 |  |

Spark is an *Electric* Elemental spell with a Damage of 1D6 x INT.

**Icy Blast**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:** Instant | **Range:** 10 ft x INT |
| **Area of Effect:** 5 ft radius x INT | **Mana Cost:** 3 |  |

Icy Blast is a *Cold* Elemental spell with a Damage of 2 x INT.

**Ember**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 4 |  |

Ember is a *Fire* Elemental spell with a Damage of 3 x INT.

**Conjuration**

**Create Bread and Water**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  One Minute | **Duration:** Permanent | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

Create 1 day's rations and fresh water per Intelligence.

**Minor Conjuration**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** 1 hour per INT | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 5 |  |

Conjure any tiny non-metallic item worth up to 1 Gold.

**Minor Weapon Conjuring**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** 1 minute per INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

Create any weapon that can be held in one hand. The weapon has a Masterwork level of 3 x Intelligence, and Enchantment level of 3 x Intelligence. At the time of the summoning, the caster chooses how the Masterwork and Enchantment points are distributed into the weapon. The weapon **does not** come charged with Mana. If the Player wants to use the magical Attributes of the weapon, it must first be charged.

**Distortion**

**Bang - Moderate volume**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:**  Instant | **Range:** 20 ft x INT |
| **Area of Effect:**  Single Target | **Mana Cost:** 2 |  |

Create a sudden sharp noise of moderate volume.

**Minor Teleportation**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:**  1 Round | **Range:** 640 ft x INT |
| **Area of Effect:**  Single Target | **Mana Cost:** 5 |  |

Minor Teleportation creates a Waypoint, can move 1 pound x Intelligence, and requires a connecting Waypoint. See Custom Spells for detailed explanation of Teleportation.

**Minor Telekinesis**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:** 1 Round | **Range:** 20 ft x INT |
| **Area of Effect:**  Single Target | **Mana Cost:** 2 |  |

Minor Telekinesis can move 1 pound times Intelligence at a speed of (10 feet per Round) times Intelligence.

**Disrupt Magic**

**Minor Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 4 |  |

Disrupt a Tier 1 and Tier 2 Spell

**Arcane Spells - Tier 2**

**Elemental**

**Chilling Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 8 |  |

Chilling Touch is a *Cold* Elemental spell that does Damage of (1D6 + 3) x Intelligence.

**Heat Wave**

|  |  |  |
| --- | --- | --- |
| **Casting Time** Complex Action | **Duration:** Instant | **Range:**  Touch |
| **Area of Effect:** Cone20 ft long/wide x INT | **Mana Cost:** 5 |  |

Heat Wave is a *Fire* Elemental spell that does Damage of 2 x Intelligence.

**Shock**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:**  Instant | **Range:** 80 ft x INT |
| **Area of Effect:**  Single Target | **Mana Cost:** 5 |  |

Shock is an *Electric* Elemental spell that does Damage of 1D6 x Intelligence

**Conjuration**

**Create Shelter (wood)**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  One Minute | **Duration:** Permanent | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 10 |  |

Create a small wooden shelter large enough for one person x Intelligence.

**Limited Conjuration**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:** 1 hour x INT | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 10 |  |

Conjure any small item worth up to 10 Gold.

**Limited Weapon Conjuring**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:** 1 minute x INT | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 10 |  |

Create any weapon that can be held in one hand. The weapon has a Masterwork level of 4 x Intelligence, and Enchantment level of 4 x Intelligence. At the time of the summoning, the caster chooses how the Masterwork and Enchantment points are distributed into the weapon. The weapon DOES NOT come charged with Mana. If the Player wants to use the magical Attributes of the weapon, it must first be charged.

**Distortion**

**Basic (Poor) Invisibility**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:** 1 Round x INT | **Range:** 10 ft x INT |
| **Area of Effect:** Circle: 5 ft radius x INT | **Mana Cost:** 5 |  |

Allows for poor level of Invisibility. See Custom Spell section for description of “poor”. The Area of Effect can either be centered on an object and moves with the object, or a geographic location where things at that location are affected.

**Limited Teleportation**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:**  1 Round | **Range:** 640 ft x INT |
| **Area of Effect:**  Single Target | **Mana Cost:** 10 |  |

Limited Teleportation creates a Waypoint, can move 100 pounds x Intelligence, and requires a connecting Waypoint. See Custom Spells for detailed explanation of Teleportation.

**Limited Telekinesis**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  Complex Action | **Duration:** 1 Round | **Range:** 40 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

Limited Telekinesis can move 5 pounds x INT with the object moving at a speed of (40 ft per Round) x Intelligence.

**Disrupt Magic**

**Limited Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 8 |  |

Disrupt a Tier 1, Tier 2, Tier 3 or Tier 4 Spell

**Arcane Spells - Tier 3**

**Elemental**

**Blizzard**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round x INT | **Range:** 20 ft x INT |
| **Area of Effect:** Circle: 5 ft radius x INT | **Mana Cost:** 8 |  |

Blizzard is a *Cold* Elemental spell that does (1D6 +1) x Intelligence Damage.

**Engulfing Fire**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 40 ft x INT |
| **Area of Effect:** 80 ft x INT | **Mana Cost:** 8 |  |

Engulfing Fire is a *Fire* Elemental spell that does (1D6 +2) x Intelligence Damage.

**Lightning Bolt**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 80 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 9 |  |

Lightning Bold is an *Electric* Elemental spell that does (1D6 +3) x Intelligence Damage.

**Conjuration**

**Create Shelter (stone)**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  One Minute | **Duration:**  Permanent | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Create a small stone structure large enough for one person x Intelligence.

**Moderate Conjuration**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 hour x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Conjure any Medium item worth up to 100 Gold.

**Moderate Weapon Conjuring**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Create any weapon that can be held in one hand. The weapon has a Masterwork level of 5 x Intelligence, and Enchantment level of 5 x Intelligence. At the time of the summoning, the caster chooses how the Masterwork and Enchantment points are distributed into the weapon. The weapon DOES NOT come charged with Mana. If the Player wants to use the magical Attributes of the weapon, it must first be charged.

**Distortion**

**Projection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** 1 Round x INT | **Range:** 40 ft x INT |
| **Area of Effect:** Circle: 10 ft radius x INT | **Mana Cost:** 6 |  |

Projection presents a moderately distorted visual image of the surrounding area.

**Moderate Relocation**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round | **Range:** 40 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 8 |  |

Moderate Relocation creates a Waypoint and allows the caster to move 100 pounds x INT a distance of 40 ft x Intelligence. It does not require a connecting Waypoint. See Custom Spells for detailed explanation of Teleportation.

**Moderate Telekinesis**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round | **Range:** 40 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 9 |  |

Moderate Telekinesis allows the caster to move up to 5 pounds x Intelligence at a speed of (640 ft per Round) x Intelligence. When this spell is used in combat, you can target weapons to be thrown at the enemy. Change to Hit and Bonus Damage uses caster’s Intelligence.

**Disrupt Magic**

**Moderate Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 20 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 10 |  |

Disrupt Tier 1 through Tier 5 Spells

**Arcane Spells - Tier 4**

**Elemental**

**Ice Lance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 80 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 13 |  |

An Ice Lance does (2D6 +2) x Intelligence *Cold* Damage up to a maximum of 80 ft x Intelligence.

**Flash Fire**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Simple Action | **Duration:**  Instant | **Range:** 20 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 8 |  |

A Flash Fire does (1D6 +2) x Intelligence *Fire* Damage up to a maximum of 20 ft x Intelligence.

**Shocking Pulse**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Circle: 40 ft radius x INT | **Mana Cost:** 12 |  |

A Shocking Pulse does (1D6 +2) x Intelligence *Electric* Damage emanating from the caster outward. It affects only enemies.

**Conjuration**

**Create Metal**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  One Day | **Duration:**  Permanent | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 20 |  |

Create any metal object that can be held in one hand with a value up to 20 Gold. Cannot be used to create precious metals.

**Large Conjuration**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 hour x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 20 |  |

Conjure any large item worth up to 1,000 Gold. Construction of the object must be simple in nature, without moving parts.

**Advanced Weapon Conjuring**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 20 |  |

Create any weapon that can be held in one hand. The weapon has a Masterwork level of 6 x Intelligence, and Enchantment level of 6 x Intelligence. At the time of the summoning, the caster chooses how the Masterwork and Enchantment points are distributed into the weapon. The weapon DOES NOT come charged with Mana. If the Player wants to use the magical Attributes of the weapon, it must first be charged.

**Distortion**

**Greater Invisibility**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x INT | **Range:** 20 ft x INT |
| **Area of Effect:** Circle: 5 ft radius x INT | **Mana Cost:** 10 |  |

Provides good Invisibility. See Custom Spell section for description of “good”. The Area of Effect can either be centered on an object and moves with the object, or a geographic location where things at that location are affected.

.

**Advanced Teleportation**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round | **Range:** 16 miles x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 19 |  |

Advanced Teleportation creates a Waypoint, can move 200 pounds x Intelligence, and requires a connecting Waypoint. See Custom Spells for detailed explanation of Teleportation.

**Advanced Telekinesis**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x INT | **Range:**  Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 16 |  |

Advanced Telekinesis can move 100 pounds x Intelligence at a speed of (20 ft per Round) x Intelligence. It can be used for flight.

**Disrupt Magic**

**Advanced Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** 20 ft radius circle X INT | **Mana Cost:** 13 |  |

Disrupt a Tier 1 through Tier 5 Spell

**Arcane Spells - Tier 5**

**Elemental**

**Apocalyptic Fire**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  1 Round x INT | **Range:**  Touch |
| **Area of Effect:** Circle: 20 ft radius | **Mana Cost:** 17 |  |

Apocalyptic Fire does *Fire* Damage of 2D6 x Intelligence. Affects only enemies.

**Lightning Strike**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  Instant | **Range:** 160 ft x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 18 |  |

Lightning Strike does *Electric* Damage of 3D6 x Intelligence.

**Absolute Zero**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 80 ft x INT |
| **Area of Effect:** Circle: 10 ft radius x INT | **Mana Cost:** 15 |  |

Absolute Zero does *Cold* Damage of (2D6 +2) x Intelligence.

**Conjuration**

**Create Gold**

|  |  |  |
| --- | --- | --- |
| **Casting Time:**  One Day | **Duration:**  Permanent | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 25 |  |

Create any precious metal worth up to 10 Gold x Intelligence.

**Major Conjuration**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 hour x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 25 |  |

Conjure any huge item worth up to 10,000 Gold. Construction of the object must be simple in nature, without moving parts.

**Major Weapon Conjuring**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x INT | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 25 |  |

Create any weapon that can be held in one hand. The weapon has a Masterwork level of 7 x Intelligence, and Enchantment level of 7 x Intelligence. At the time of the summoning, the caster chooses how the Masterwork and Enchantment points are distributed into the weapon. The weapon DOES NOT come charged with Mana. If the Player wants to use the magical Attributes of the weapon, it must first be charged.

**Distortion**

**Mirage**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x INT | **Range:** 40 ft x INT |
| **Area of Effect:**  Circle: 20 ft radius x INT | **Mana Cost:** 12 |  |

Creates a good quality visual distortion with moderately convincing sound effects.

**Major Relocation**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 1 mile x INT |
| **Area of Effect:** Single Target | **Mana Cost:** 17 |  |

Major Relocation creates a Waypoint and can move up to 200 pounds x Intelligence a distance of up to 1 mile x Intelligence. No connecting Waypoint is required. See Custom Spells for detailed explanation of Teleportation.

**Major Telekinesis**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round x INT | **Range:** 80 ft x INT |
| **Area of Effect:** Circle: 10 ft radius x INT | **Mana Cost:** 17 |  |

Major Telekinesis can move 400 pounds x Intelligence at a speed of (20 feet per Round) x Intelligence, affecting a circle spanning a radius of 10 ft x Intelligence.

**Disrupt Magic**

**Major Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 80 ft X INT |
| **Area of Effect:** 20 ft radius circle X INT | **Mana Cost:** 14 |  |

Disrupt a Tier 1 through Tier 5 Spell

**Divine Spells - Tier 1**

**Divination**

**Minor Location**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 100 ft x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

Instantly know the direction and distance of a person or object within 100 feet x Wisdom.

**Minor Premonition**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

With reasonable accuracy, have a brief vision that foretells a probable future of what happens in the next 10 minutes x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Minor Recall**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

With reasonable accuracy, have a brief vision that shows what has happened over the last 10 minutes x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Protection**

**Minor Elemental Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

Provides 2 Damage Resistance to all Elemental Damage.

**Minor Physical Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

Provides 1 Damage Resistance to all Physical Damage.

**Minor Armor**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 3 |  |

Adds +1 to Armor.

**Healing**

**Minor Healing Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 4 |  |

Heals a single target of 2 Hit Points x Wisdom.

**Minor Healing Aura**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:**  Circle: 5 ft radius x WIS | **Mana Cost:** 3 |  |

Caster heals everyone 1 Hit Points within a 5 foot radius x Wisdom. *Includes* enemies.

**Minor Cleansing**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** 10 minutes | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 5 |  |

Removes all Corrupted Attributes from a creature with a Corruption level of 5 or less. The creature will begin to suffer any age related penalties immediately, even death, if they have lived past their normal lifespan.

**Resurrection**

**Minor Resurrection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

The caster Touches a person who has recently taken lethal Damage within one Round x Wisdom and sets their HP to 1. A Character healed this way is incapacitated for 1 minute and cannot be healed further until after this time limit. The revived Character is limited to 1 Simple Action each turn for 1 minute. *If the body is Damaged excessively a revival in this manner may not be possible, at GM's discretion.*

**Disrupt Magic**

**Minor Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 4 |  |

Disrupt a Tier 1 and Tier 2 Spell

**Divine Spells - Tier 2**

**Divination**

**Limited Location**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 1000 ft x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

Instantly know the direction and distance of a person or object within 1,000 feet x Wisdom.

**Limited Premonition**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

With reasonable accuracy, have a brief vision that foretells a probable future of what happens in the next hour x Wisdom.

This effect is limited to either the location of the caster, or a person or object with the caster.

**Limited Recall**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 5 |  |

With reasonable accuracy, have a brief vision that shows what has happened over the last hour x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Protection**

**Limited Elemental Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** 1 minute x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 6 |  |

Provides 4 Damage Resistance to all Elemental Damage.

**Limited Physical Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 6 |  |

Provides 2 Damage Resistance to all Physical Damage.

**Limited Armor**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 6 |  |

Adds +2 to Armor.

**Healing**

**Limited Healing Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 8 |  |

Provides healing of 4 Hit Points x Wisdom to one target.

**Limited Healing Aura**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Circle: 5 ft radius x WIS | **Mana Cost:** 7 |  |

Caster provides healing of 2 Hit Points x Wisdom to all Allies inside a circle of 5ft radius x Wisdom.

**Limited Cleansing**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** 10 minutes | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 10 |  |

Instantly remove all Corrupted Attributes from a creature with a Corruption level of 10 or less. The creature will begin to suffer any age related penalties immediately, even death if they have lived past their normal lifespan.

**Resurrection**

**Limited Resurrection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 10 |  |

The caster Touches a person who has recently taken lethal Damage within one minute x Wisdom and sets their HP to 1. A Character healed this way is incapacitated for 1 minute and cannot be healed further until after this time limit. The revived Character is limited to 1 Simple Action each turn for 1 minute. *If the body is Damaged excessively a revival in this manner may not be possible, at GM's discretion.*

**Disrupt Magic**

**Limited Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 8 |  |

Disrupt a Tier 1, Tier 2, Tier 3 or Tier 4 Spell

**Divine Spells - Tier 3**

**Divination**

**Moderate Location**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 1 mile x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 7 |  |

Instantly know the direction and distance of a person or object within 1 mile x Wisdom.

**Moderate Premonition**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 7 |  |

With reasonable accuracy, have a brief vision that foretells a probable future of what happens in the next day x Wisdom.

This effect is limited to either the location of the caster, or a person or object with the caster.

**Moderate Recall**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 7 |  |

With reasonable accuracy, have a brief vision that shows what has happened over the last day x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Protection**

**Moderate Elemental Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

Provides 6 Damage Resistance to all Elemental Damage.

**Moderate Physical Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

Provides 3 Damage Resistance to all Physical Damage.

**Moderate Armor**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

Adds +3 to Armor.

**Healing**

**Moderate Healing Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 12 |  |

Provides healing of 5 Hit Points x Wisdom to one target.

**Moderate Healing Aura**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:** Instant | **Range:** Touch |
| **Area of Effect:** Circle: 10 ft radius x WIS | **Mana Cost:** 10 |  |

Provides healing of 3 Hit Points x Wisdom to all Allies inside a circle of 10ft radius x Wisdom.

**Moderate Cleansing**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** 10 minutes | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 15 |  |

Instantly remove all Corrupted Attributes from a creature with a Corruption level of 15 or less. The creature will begin to suffer any age related penalties immediately, even death if they have lived past their normal lifespan.

**Resurrection**

**Moderate Resurrection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

The caster Touches a person who has recently taken lethal Damage within one day x Wisdom and sets their HP to 1. A Character healed this way is incapacitated for 1 minute and cannot be healed further until after this time limit. The revived Character is limited to 1 Simple Action each turn for 1 minute. *If the body is Damaged excessively a revival in this manner may not be possible, at GM's discretion.*

**Disrupt Magic**

**Moderate Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 20 ft x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 10 |  |

Disrupt Tier 1 through Tier 5 Spells

**Divine Spells - Tier 4**

**Divination**

**Advanced Location**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 10 miles x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 9 |  |

Instantly know the direction and distance of a person or object within 10 miles x Wisdom.

**Advanced Premonition**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 9 |  |

With reasonable accuracy, have a brief vision that foretells a probable future of what happens in the next month x Wisdom.

This effect is limited to either the location of the caster, or a person or object with the caster.

**Advanced Recall**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 9 |  |

With reasonable accuracy, have a brief vision that shows what has happened over the last month x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Protection**

**Advanced Elemental Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Provides 14 Damage Resistance to all Elemental Damage.

**Advanced Physical Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Provides 7 Damage Resistance to all Physical Damage.

**Advanced Armor**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 15 |  |

Adds +7 to Armor

**Healing**

**Advanced Healing Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  1 minute x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 14 |  |

Provides healing of 5 Hit Points x Wisdom to one target. If the target drops below 1 Hit Point, the effect ends. Cannot be used to resurrect.

**Advanced Healing Aura**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Circle: 10 ft radius x WIS | **Mana Cost:** 14 |  |

Provides healing of 4 Hit Points x Wisdom to all Allies inside a circle of 10 foot radius x Wisdom. Any target that drops below 1 Hit Point, the effect ends. Cannot be used to resurrect.

**Advanced Cleansing**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** 10 minutes | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 20 |  |

Removes all Corrupted Attributes from a creature with a Corruption level of 20 or less. The creature will begin to suffer any age related penalties immediately, even death if they have lived past their normal lifespan.

**Resurrection**

**Advanced Resurrection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 20 |  |

The caster Touches a person who has recently taken lethal Damage within one week x Wisdom and sets their HP to 1. A Character healed this way is incapacitated for 1 minute and cannot be healed further until after this time limit. The revived Character is limited to 1 Simple Action each turn for 1 minute. *If the body is Damaged excessively a revival in this manner may not be possible, at GM's discretion.*

**Disrupt Magic**

**Advanced Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** 20 ft radius circle X WIS | **Mana Cost:** 13 |  |

Disrupt a Tier 1 through Tier 5 Spell

**Divine Spells - Tier 5**

**Divination**

**Major Location**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 100 miles x WIS |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

Instantly know the direction and distance of a person or object within 100 miles x Wisdom.

**Major Premonition**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

With reasonable accuracy, have a brief vision that foretells a probable future of what happens in the next year x Wisdom.

This effect is limited to either the location of the caster, or a person or object with the caster.

**Major Recall**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 11 |  |

With reasonable accuracy, have a brief vision that shows what has happened over the last year x Wisdom. This effect is limited to either the location of the caster, or a person or object with the caster.

**Protection**

**Major Elemental Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Circle: 10 ft radius x WIS | **Mana Cost:** 17 |  |

Provides 10 Damage Resistance to all Elemental Damage for all Allies inside the Area of Effect.

**Major Physical Resistance**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Circle: 10 ft Radius x WIS | **Mana Cost:** 17 |  |

Provides 5 Damage Resistance to all Physical Damage for all Allies inside the Area of Effect.

**Major Armor**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  10 Minutes x WIS | **Range:** Touch |
| **Area of Effect:** Circle: 10 ft radius x WIS | **Mana Cost:** 17 |  |

Adds +5 Armor to all Allies.

**Healing**

**Major Healing Touch**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  10 minutes x WIS | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 20 |  |

Heals 6 Hit Points x Wisdom to one target. If the target drops below 1 Hit Point, the effect ends. Cannot be used to resurrect.

**Major Healing Aura**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Full Round Action | **Duration:**  1 Round x WIS | **Range:** Touch |
| **Area of Effect:** Circle: 40 ft radius x WIS | **Mana Cost:** 16 |  |

Heals 4 Hit Points x Wisdom to all Allies within the Area of Effect. If anyone drops below 1 Hit Point, the effect ends. Cannot be used to resurrect.

**Major Cleansing**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** 10 minutes | **Duration:**  Instant | **Range:**  Touch |
| **Area of Effect:**  Single Target | **Mana Cost:** 25 |  |

Instantly remove all Corrupted Attributes from a creature with a Corruption level of 25 or less. The creature will begin to suffer any age related penalties immediately, even death if they have lived past their normal lifespan.

**Resurrection**

**Major Resurrection**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** Touch |
| **Area of Effect:** Single Target | **Mana Cost:** 25 |  |

The caster Touches a person who has recently taken lethal Damage within one month x Wisdom and sets their HP to 1. A Character healed this way is incapacitated for 1 minute and cannot be healed further until after this time limit. The revived Character is limited to 1 Simple Action each turn for 1 minute. *If the body is Damaged excessively a revival in this manner may not be possible, at GM's discretion.*

**Disrupt Magic**

**Major Disrupt Magic**

|  |  |  |
| --- | --- | --- |
| **Casting Time:** Complex Action | **Duration:**  Instant | **Range:** 80 ft X WIS |
| **Area of Effect:** 20 ft radius circle X WIS | **Mana Cost:** 14 |  |

Disrupt a Tier 1 through Tier 5 Spell

**MONSTERS**

Numerous types of creatures exist in Draxia, many of which are quite deadly. A lot of Monsters share similar characteristics, but as with Players, each Monster's personal experiences may influence how strong it is and what Abilities it may have learned.

Below are pre-generated Monsters that can be used as a guide for GMs. To determine the difficulty of the fight a GM should place the party against, simply add up the total XP of Monsters that the party is fighting, and it should be roughly equivalent to the total XP of the party.

If the GM wishes to further customize the Monsters, they can simply use the appropriate Monster as a base, give them more XP and buy additional stats or Abilities for them out of their Ability Tree. As with Players, the Monsters should have the minimum number of XP points in the lower Tiers before learning higher Tier Abilities.

|  |  |
| --- | --- |
| Tier | XP |
| Tier 1 | 0 XP |
| Tier 2 | 25 XP |
| Tier 3 | 75 XP |
| Tier 4 | 150 XP |
| Tier 5 | 250 XP |

**Monster Ability Trees**

**Undead**

An Undead monster's Corruption level is 10% of the amount of XP spent in the Undead Ability tree. For example, an Undead monster whose total XP is 300, with 150 XP spent in the Undead Ability tree, it's overall Corruption level is 15.

**Tier 1**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Cold | +2/4/6 Cold Damage Resistance  +1/2/3 Damage from Fire | 3 | 5 XP |
| Skeletal | +2/4/6 Slashing/Piercing Damage Resistance  -2/4/6 max HP | 3 | 5 XP |
| Hunger | Feeding on raw flesh for 1 Round restores 5/10/15 HP | 3 | 5 XP  5 Mana |
| Hardened Bones | +1/2/3 bonus Armor | 3 | 5 XP |
| Claws | Unarmed Attacks deal 1D6/2D6/3D6 Slashing Damage | 3 | 15 XP |
| Special Ability | A unique or special Ability that is restricted to a specific monster or monster type. The GM determines cost and power. | ----- | ----- |

**Tier 2**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Claws Specialist | +1/2/3/4/5 *chance to hit* with Claw Melee Attacks | 5 | 5 XP |
| Thirst | Restore 5/10/15 Mana by drinking blood | 3 | 5 XP |
| Shifter | Change shape for one minute/ ten minutes/one hour | 3 | 10 XP |
| Corrosive | Exudes a corrosive acid which deals an additional 1/2/3/4/5 Corrosive Damage on unarmed Attacks | 5 | 5 XP |

**Tier 3**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Armored | Hardened skin adds an additional 1/2/3/4/5 Armor | 5 | 10 XP |
| Resistant | Gain 3/6/9/12/15 Elemental DR | 5 | 10 XP |
| Fear | In a radius of 30 feet all enemies make a Wisdom Save of 3/5/7/9/11 or run away uncontrollably for 1D6 Rounds. | 5 | 5 XP  5 Mana |
| Light Sensitivity | +5 XP per rank. XP gained this way DOES NOT count towards the total XP for determining monster difficulty. Take 1D6/2D6/3D6 points of Damage each Round when exposed to direct sunlight. | 3 | ----- |
| Metal Sensitivity | +5 XP per rank. XP gained this way DOES NOT count towards the total XP for determining monster difficulty. Take an additional 1D6 / 2D6 / 3D6 points of Damage when struck by a Silvered weapon. | 3 | ----- |

**Tier 4**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Ethereal | Roll 1D6, if the result is equal or less than 1/2/3/4/5 the monster is immune to Piercing/Slashing/Crushing Damage for 1 Round. During this Round no Physical Actions may be made. | 5 | 10 XP  3 Mana |
| Enthrall | Target creature within 30 feet makes a Wisdom Save of 3/5/7/9/11. If it fails the creature stands immobile in a trance for either 1D6 Rounds or until Attacked, whichever occurs first. | 5 | 10 XP  5 Mana |
| Drain | After a successful Melee Attack deal an additional 1D6/2D6/3D6 Damage to the target, and heal that amount. | 3 | 20 XP  5 Mana |

**Tier 5**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Arcane | Learn one Arcane Spell. | Unlimited | 20 XP |
| Split Soul | A piece of soul is splintered and resides within an object worth 100 GP or more. Upon death the fragment of soul searches out a recently dead person and possesses it. Each rank splinters an additional fragment of soul. If the item possessing the soul is destroyed so is the piece of soul. | 3 | 20 XP |

**Monster Ability Trees**

**Beast**

By default Beasts are not sentient and are incapable of using magic. Some of the more powerful Beasts have attained sentience and are capable of using magic, such as Dragons. Unless sentient, a Beast cannot increase its Intelligence, Wisdom, or Charisma beyond 1.

**Tier 1**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Claws | Unarmed Attacks deal 1D6-2/1D6-1/1D6/1D6+1/2D6 Slashing Damage. In combat a Beast can either use one of natural weapon to Attack and Move in the Round, or it can make a Full Round Attack with all of its natural weapons, giving up its Move action. Beasts do not suffer a *chance to hit* penalty for Attacking with multiple natural weapons in a single Round of combat. For example, the Beast may use a Claw, Bite, and Tail Attack in one Round at full Attack Bonus. | 5 | 5 XP |
| Heightened Senses | +2/4/6 bonus on Spot and Listen Checks | 3 | 5 XP |
| Natural Hide | +1/2/3 Armor | 3 | 5 XP |
| Stealthy | +2/4/6 bonus to Concealment and Move Silently Checks | 3 | 5 XP |
| Special Ability | A unique or special Ability that is restricted to a specific monster or monster type. The GM determines cost and power. *e.g. flight/breath /weapons* | ----- | ----- |

**Tier 2**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Animal Fortitude | +5/10/15 additional HP. These HP do not count towards the monster’s max HP for determining how much XP it costs to increase the monster’s HP. | 3 | 10 XP |
| Bite | Bite Attacks deal 1D6-2/1D6-1/1D6/1D6+1/2D6 Piercing Damage. In combat a Beast can either use one of its natural weapons as an Attack and Move in the Round, or it can make a Full Round Attack with all of its natural weapons, giving up its Move action. Beasts do not suffer a *chance to hit* penalty for Attacking with multiple natural weapons in a single Round of combat. For example, the Beast uses a Claw, Bite, and Tail Attack in one Round at full Attack bonus. | 5 | 5 XP |
| Claw Specialist | +1/2/3/4/5 *chance to hit* when using Claws as an Attack | 5 | 5 XP |
| Reckless Aggression | Roll 1/2/3/4/5 extra dice when determining Attack order. Take an additional 1/2/3/4/5 Damage from Piercing weapons. | 5 | 5 XP |
| Increased Movement | Move 1.5X / 2X / 2.5x faster than the normal base Speed. | 3 | 10 XP |

**Tier 3**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Tail | Tail Attacks deal 1D6-2/1D6-1/1D6/1D6+1/2D6 crushing Damage. In combat a Beast can either use one of its natural weapons as an Attack and move in the Round, or it can make a Full Round Attack with all of its natural weapons, giving up its move action. Beasts do not suffer a *chance to hit* penalty for Attacking with multiple natural weapons in a single Round of combat. For example, the Beast uses a Claw, Bite, and Tail Attack in one Round at full Attack bonus. | 5 | 5 XP |
| Bite Specialist | +1/2/3/4/5 *chance to hit* when using a Bite as an Attack | 5 | 5 XP |
| Tough Skin | Gain 1/2/3/4/5 Armor bonus | 5 | 10 XP |

**Tier 4**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Tail Specialist | +1/2/3/4/5 *chance to hit* when using a Tail as an Attack | 5 | 5 XP |
| Poisoned | One natural Attack (Bite, Tail, or Claws) becomes poisonous. When a Player is dealt Damage by the Attack a Strength Save of 3/5/7/9/11 is made. If Failed, one Round after the initial poisoning either decrease Strength by 1, Agility by 1, or take 2D6 poison Damage. The type of poison should be determined at monster creation. | 5 | 5 XP |
| Sentient | Increase the Beast's max Intelligence, Wisdom, and Charisma scores to 2/3/4/5/6. Able to cast Arcane and Divine Spells of Tier 1/2/3/4/5 | 5 | 10 XP |

**Tier 5**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Rapid Healing | Regenerate 2/4/6 HP each Round. | 3 | 20 XP |
| Thick Hide | Gain 2/4/6/8/10 Armor | 5 | 20 XP |
| Endurance | +10/20/30/40/50 max HP. This is applied after the base max HP is determined. | 5 | 20 XP |

**Monster Ability Trees**

**Humanoid**

**Tier 1**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Loot | 10/20/30/40/50 GP worth of equipment. | 5 | 5 XP |
| Magical Inclinations | Learn a Tier 1 Arcane or Divine Spell. | Unlimited | 5 XP |
| Weapon Proficiency | +1/2/3/4/5 *chance to hit* when using a weapon | 5 | 5 XP |
| Special Ability | A unique or special Ability that is restricted to a specific monster or monster type. GM determines cost and power. | ----- | ----- |

**Tier 2**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Armor Proficiency | +1/2/3/4/5 Armor when wearing Armor. | 5 | 5 XP |
| Magical Aptitude | Learn a Tier 2 Arcane or Divine Spell. *Prerequisite: 10 XP in Tier 1 Spells.* | Unlimited | 5 XP |
| Weapon Power | +1/2/3/4/5 Damage when using a weapon. | 5 | 5 XP |

**Tier 3**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Magical Training | Learn a Tier 3 Arcane or Divine Spell. *Prerequisite: 10 XP in Tier 2 Spells.* | Unlimited | 10 XP |
| Wealth | An additional 100/200/300/400/500 GP worth of equipment. | 5 | 10 XP |
| Rage | +1/2/3 Strength for one Round. | 3 | 10 XP  5 Mana |

**Tier 4**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Magical Adept | Learn a Tier 4 Arcane or Divine Spell*. Prerequisite: 10 XP in Tier 3 Spells.* | Unlimited | 15 XP |
| Advanced Weapon Training | +1/2/3/4/5 *chance to hit* and Damage. | 5 | 10 XP |
| Endurance | Reduce Damage taken from all sources by 2/4/6 for this Round | 3 | 15 XP  5 Mana |

**Tier 5**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Ranks** | **Cost** |
| Magical Mastery | Learn a Tier 5 Arcane or Divine Spell*. Prerequisite: 10 XP in Tier 4 Spells.* | Unlimited | 20 XP |
| Treasure | +1000/2000/3000/4000/5000 GP worth of equipment. | 5 | 20 XP |
| Warlord | 1/2/3 personal bodyguards who have up to 100 XP each. | 3 | 20 XP |

**PRE-GENERATED MONSTER**

**Beast**

**Dire Bat 100 XP**

**Attributes 30 XP**

HP 15

Mana 10

Strength 2

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Armor** = 4

**Chance to Hit** = 2D6+5 (Claws)

**Damage** = 1D6+2 (Claws: Slashing)

**Skills 10 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 1 | 0 | 1 |
| Concealment (Agility) | 2 | 2 | 4 |
| Move Silently (Agility) | 2 | 2 | 4 |
| Spot (Wisdom) | 0 | 2 | 2 |
| Listen (Wisdom) | 2 | 2 | 4 |

**Abilities 60 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Claws | 3 | 1D6 Slashing Damage | 15 XP |
| Claw Specialist | 5 | +5 *chance to hit* | 25 XP |
| Heightened Senses | 1 | +2 to Spot/Listen | 5 XP |
| Stealthy | 1 | +2 to Concealment /Move Silently | 5 XP |
| Flight | 1 | Base move Speed flight | 10 XP |

**PRE-GENERATED MONSTER**

**Beast**

**Bear 200 XP**

**Armor** = 7

**Chance to Hit** = 3D6+3 (Claws)

3D6 (Bite)

**Damage** = 1D6+3 (Claws: Slashing)

1D6+3 (Bite: Piercing)

**Attributes 100 XP**

HP 30base+15modifier =45

Mana 10

Strength 3

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Skills 10 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 2 | 0 | 2 |
| Search (Wisdom) | 1 | 0 | 1 |
| Spot (Wisdom) | 2 | 0 | 2 |
| Listen (Wisdom) | 2 | 0 | 2 |

**Abilities 90 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Claws | 3 | 1D6 Slashing Damage | 15 XP |
| Bite | 3 | 1D6 Piercing Damage | 15 XP |
| Claw Specialist | 3 | +3 *chance to hit* with Claws | 15 XP |
| Animal Fortitude | 3 | +15 max HP | 30 XP |
| Natural Hide | 3 | +3 Armor | 15 XP |

**PRE-GENERATED MONSTER**

**Beast**

**Young Dragon 300 XP**

**Attributes 140 XP**

HP 30base+15modifier=45

Mana 10

Strength 4

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Armor** = 7

**Chance to Hit** = 4D6+1 (Claws)

4D6+5 (Bite)

4D6 (Tail)

**Damage** = 1D6+4 (Claws: Slashing)

2D6+4 (Bite: Piercing)

1D6+4 (Tail: Crushing)

**Skills 20 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 2 | 0 | 2 |
| Concealment (Agility) countered by Spot | 1 | 0 | 1 |
| Move Silently (Agility) | 1 | 0 | 1 |
| Search (Wisdom) | 2 | 0 | 2 |
| Spot (Wisdom) | 3 | 0 | 3 |
| Listen (Wisdom) | 3 | 0 | 3 |

**Abilities 140 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Breath Weapon | 1 | 1D6 Fire Damage in 60 ft line | 10 XP, 5 Mana |
| Claws | 5 | 1D6 Slashing Damage | 15 XP |
| Bite | 5 | 2D6 Piercing Damage | 25 XP |
| Tail | 5 | 1D6 Crushing Damage | 15 XP |
| Claw Specialist | 1 | +1 *chance to hit* with Claws | 5 XP |
| Bite Specialist | 5 | +5 *chance to hit* with Bite | 25 XP |
| Natural Hide | 3 | +3 Armor | 15 XP |
| Animal Fortitude | 3 | +15 max HP | 30 XP |

**PRE-GENERATED MONSTER**

**Undead**

**Skeleton 100 XP**

**Armor** = 7

**Chance to Hit** = 2D6+5 (Claws)

**Damage** = 1D6+2 (Claws: Slashing)

**Corrupted Level** = 4

**Attributes 55 XP**

HP 25base – 6 modifier = 19

Mana 10

Strength 2

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Skills None**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
|  |  |  |  |

**Abilities 45 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Claws | 1 | 1D6 Slashing Damage | 15 XP |
| Claw Specialist | 5 | +5 *chance to hit* with Claws | 15 XP |
| Skeletal | 3 | 6DR Slashing and Piercing, max HP minus 6 | 15 XP |

**PRE-GENERATED MONSTER**

**Undead**

**Zombie 200 XP**

**Armor** = 7

**Chance to Hit** = 3D6+5 (Claws)

**Damage** = 2D6+3 (Claws: Slashing)

3 DR to all Elemental Damage

**Corrupted Level** = 8

**Attributes 100 XP**

HP 30

Mana 1

Strength 3

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Skills 15 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 2 | 0 | 2 |
| Spot (Wisdom) | 3 | 0 | 3 |
| Listen (Wisdom) | 3 | 0 | 3 |

**Abilities 85 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Hardened Bones | 3 | +3 Armor | 15 XP |
| Claws | 2 | 2D6 Slashing Damage | 30 XP |
| Claw Specialist | 5 | +5 *chance to hit* with Claws | 25 XP |
| Resistant | 1 | 3DR Elemental Damage | 10 XP |
| Hunger | 1 | Feeding on raw flesh for 1 Round restores 5 HP | 5 XP,  5 Mana |

**PRE-GENERATED MONSTER**

**Undead**

**Wraith 300 XP**

**Armor** = 9

**Chance to Hit** = 3D6+5 (Claws)

**Damage** = 3D6+3 (Claws: Slashing)

6 DR to all Elemental Damage

6 DR to Slashing/Piercing Damage

**Corrupted Level** = 16

**Attributes 120 XP**

HP 30base-6modifier=24

Mana 20

Strength 3

Agility 1

Intelligence 1

Wisdom 1

Charisma 1

**Skills 15 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Concealment (Agility) | 3 | 0 | 3 |
| Move Silently (Agility) | 3 | 0 | 3 |
| Listen (Wisdom) | 2 | 0 | 2 |

**Abilities 165 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Hardened Bones | 3 | +3 Armor | 15 XP |
| Claws | 3 | 3D6 Slashing Damage | 45 XP |
| Claw Specialist | 5 | +5 *chance to hit* with Claws | 25 XP |
| Skeletal | 3 | 6DR Slashing/Piercing Damage, max HP minus 6 | 15 XP |
| Armored | 2 | +2 Armor | 20 XP |
| Resistant | 2 | 6 DR Elemental Damage | 20 XP |
| Light Sensitivity | 3 | +3D6 Damage from Sunlight | Minus 15 XP |
| Fear | 2 | In a radius of 30 feet all enemies make a Wisdom Save of 5 or run away uncontrollably for 1D6 Rounds. | 10 XP, 5 Mana |
| Ethereal | 3 | Roll 1D6. If the result is 1, 2, or 3, the Wraith is immune to Piercing/Slashing/Crushing Damage for one Round. During this Round no physical actions may be made. | 30 XP, 3 Mana |

**PRE-GENERATED MONSTER**

**Humanoid**

**Goblin 100 XP**

**Armor** = 10

**Chance to Hit** = 2D6+3 (Bow)

2D6+3 (Sword)

**Damage** = 1D6+1 (Sword: Slashing)

1D6+2 (Bow: Piercing)

**DR** = +1 Electric; +1 Slashing

**Attributes 50 XP**

HP 15

Mana 10

Strength 2

Agility 2

Intelligence 1

Wisdom 1

Charisma 1

**Skills 15 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Traps (Agility) | 5 | 0 | 5 |

**Abilities 35 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Loot | 4 | +40 GP for Equipment | 20 XP |
| Weapon Proficiency | 3 | +3 *chance to hit* with a Weapon | 15 XP |

**Equipment**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Range** | **Weight** | **Cost** |
| Short Sword | 1D6 – 1 Slashing Damage | ----- | 3 | 3 GP |
| Short Bow | 1D6 Piercing Damage | 30 ft | 3 | 3 GP |
| Trap-making Materials | +9 GP worth | ----- | ----- | ----- |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** |
| Light Chain Mail | +5 | +1 Electric and Slashing | +3 | 30 | 25 GP |

**PRE-GENERATED MONSTER**

**Humanoid**

**Orc 200 XP**

**Attributes 100 XP**

HP 20

Mana 15

Strength 3

Agility 1

Intelligence 1

Wisdom 2

Charisma 1

**Armor** = 17

**Chance to Hit** = 3D6+5 (Maul)

**Damage** = 1D6+7 (Maul: Crushing)

**DR** = +1 Fire; +1 Piercing

**Skills 5 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 2 | 0 | 2 |
| Spot (Wisdom) | 1 | 0 | 1 |
| Listen (Wisdom) | 1 | 0 | 1 |

**Abilities 95 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Armor Proficiency | 5 | +5 Armor when wearing Armor | 25 XP |
| Weapon Proficiency | 5 | +5 *chance to hit* with Weapon | 25 XP |
| Weapon Power | 2 | +2 Damage when using a weapon | 10 XP |
| Wealth | 2 | +200 GP worth of equipment | 20 XP |
| Magical Inclination | 2 | Learn 2 Tier 1 Divine Spells | 10 XP |
| Magical Aptitude | 1 | Learn 1 Tier 2 Divine Spell | 5 XP |

**Spells**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Casting Time** | **Duration** | **Range** | **Area of Effect** | **Effect** | **Cost** |
| **Minor Healing Touch** | Complex Action | Instant | Touch | Single Target | Heal HP = 2 times Wisdom | 4 Mana |
| **Minor Resurrection** | Complex Action | Instant | Touch | Single Target | Resurrect someone dead back to 1 HP. Can be dead # of Rounds dead times Wisdom | 5 Mana |
| **Limited Physical Resistance** | Complex Action | Instant | Touch | Single Target | 1 Minute times Wisdom provides 2 DR Piercing/Slashing/Crushing | 6 Mana |

**Equipment 200 GP**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Range** | **Weight** | **Cost** |
| Maul | 1D6 +2 Crushing Damage | ----- | 10 | 10 GP |
| Silver Mana Pool (Bowl) | ---- | ---- | 10 | 100 GP |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** |
| Plate Armor | +8 | +1 Fire and Piercing | +1 | 55 | 65 GP |

*The Orc gets an additional 25 GP worth of loot.*

**PRE-GENERATED MONSTER**

**Humanoid**

**Ogre 300 XP**

**Armor** = 17

**Change to Hit** = 3D6+5 (Sword)

3D6+5 (Spear)

2D6+5 (Crossbow)

**Damage** = 1D6+10 (Sword: Slashing)

1D6+10 (Spear: Piercing)

1D6+8 (Crossbow: Piercing)

**DR** = +1 Fire; +1 Piercing

**Attributes 170 XP**

HP 40

Mana 15

Strength 3

Agility 2

Intelligence 1

Wisdom 1

Charisma 1

**Skills 5 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Modifier** | **Total** |
| Endurance (Strength) | 2 | 0 | 2 |
| Spot (Wisdom) | 1 | 0 | 1 |
| Listen (Wisdom) | 1 | 0 | 1 |

**Abilities 125 XP**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Rank** | **Effect** | **Cost** |
| Armor Proficiency | 5 | +5 Armor when wearing Armor | 25 XP |
| Weapon Proficiency | 5 | +5 *chance to hit* with Weapon | 25 XP |
| Weapon Power | 5 | +5 Damage when using a weapon | 25 XP |
| Wealth | 2 | +200 GP worth of equipment | 20 XP |
| Rage | 3 | +3 Strength for 1 Round | 30 XP, 5 Mana |

**Equipment 200 GP**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Damage** | **Range** | **Weight** | **Cost** |
| 2-Handed Sword | 1D6 + 2 Slashing Damage | ----- | 7 | 15 GP |
| Long Spear | 1D6 + 2 Piercing Damage | ----- | 7 | 10 GP |
| Heavy Crossbow | 1D6 +1 Piercing Damage | 40 ft | 15 | 45 GP |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **Armor Bonus** | **Damage Reduction** | **Max Agility** | **Weight** | **Cost** |
| Plate Armor | +8 | +1 Fire and Piercing | +1 | 55 | 65 GP |

*The Ogre gets an additional 65 GP worth of loot.*