

# Ruins & Raiders

a roleplaying game

Version 3.1

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# Introduction

## Overview

**Ruins & Raiders** is a fantasy [roleplaying game](#). The game master is called **The Adversary**.

### Adventurers

Game characters are described by traits, skills, gifts, and fortune. Traits are inherent qualities like brawn and brains. Skills are acquired professions. Gifts are special abilities. Fortune is the x-factor that separates adventurers from ordinary people.

Players begin the game with a number of **character points**. These are used to build the player's in-game persona. The number is chosen by The Adversary based on how powerful He or She wishes beginning characters to be.

- Average person: 25
- Apprentice adventurer: 100
- Journeyman adventurer: 150
- Master adventurer: 200

The Adversary may also limit the maximum level of beginning traits.

As characters adventure, The Adversary may occasionally give out **experience points** for their actions, usually at the end of a game session. One hundred experience points can be exchanged for one character point. This allows adventurers to grow more powerful over time.

More about character generation can be found in the following chapters. Those who wish to skip these sections can choose one of the examples in **Appendix A**.

### Trait and Skill Checks

The trait check is the fundamental mechanic of the game. Trait checks are used whether one is building a table, picking a lock, swinging a sword, or casting a spell.

2d6 + Trait

Roll a pair of six-sided dice, add them together, and add the result to the character's trait level. High rolls are always better than low rolls. A roll of 2 is an automatic failure. A roll of 12 is an automatic success.

When a task is unopposed (such as climbing a cliff face or picking a lock), The Adversary assigns a **challenge level**. The player's trait check must equal or surpass this number to succeed.

If two characters are in conflict, the active character makes a trait check vs a challenge level equal to the opponent's trait plus 7. If both characters are equally active (such as two diving for the same weapon), let the player roll. If both are player characters, they may split the difference - both may

roll 1d6 + Trait instead of 2d6. Highest result wins.

The difference between the trait check and the challenge level is the **margin** of success or failure (known hereafter as "mox" for short). A mox of 1 is a moderate success or failure; a mox of 10 is an incredible success or a horrible failure. A mox of 0 could be a partial success, a partial failure, or a tie. The mox is resolved normally in the case of automatic success or failure. The minimum for an auto-success is 1.

If a situation does not require a roll (because success is trivial), then the character's trait level is the mox.

Characters may have bonuses or penalties based on tools and time. More on this in [Conflict](#).

## Conflict

In-game conflict is resolved in one of two ways: talk or dice. Negotiation and conversation should be resolved through talk. Logic and reasoning should be as well, though exceptions can be made if the intellect of a character exceeds that of the player. Dice are needed when characters use traits in conflict with opposing forces.

## Time and Space

Conflict is handled by dividing time and space into discrete units.

Time is measured in rounds. Each round is six seconds in duration.

Space is measured in spaces. Each space is an area two meters across.

## Injury

There are two types of damage: wounds and shocks.

**Wounds** represent physical damage caused by fists, weapons, fire, poisons, falls from great heights, and the like. A person who has ten or more wounds is incapacitated and may die.

**Shocks** represent mental damage caused by psionic attacks or psychological trauma. A person who has ten or more shocks is bordering on madness and may lose his mind for good.

Recovering from Wounds or Shocks takes weeks. More information on damage and recovery is found in [Pain and Suffering](#).

## Examples

Lanky the thief wants to pick a lock on a treasure chest. The lock quality is somewhere between average and good, so The Adversary decides to assign a challenge level of 14 to the task.

Lanky has a Rogue level of eight. To make the attempt he rolls 2d6+8. If Lanky's result is greater than or equal to 14, he succeeds in picking the lock.

Juk the Barbarian wants to crush the skull of Lothar the Unlucky. Juk is a level 7 Warrior. Lothar is a level 5 Athlete.

To attack, Juk rolls  $2d6+7$  versus a challenge level of 12 (Lothar's Athlete + 7). If Juk rolls an 11, the attack misses with a mox of 1 (a slight failure); if he rolls a 17, the attack hits with a mox of 5 (a solid success).

Emo the Small swings frantically at Mace the Ugly. Emo's Warrior trait is 3. Mace's Warrior trait is 10, giving Emo a challenge level of 17. Emo rolls a 12 for a total of 15. This would normally result in a failure with a mox of 2, but a roll of 12 is an automatic success. He hits with a mox of 1.

# Quick Reference

## Attribute Checks

- The attribute check is the fundamental mechanic of the game: **2d6 + Trait/Skill**
- This is compared to the opponent's trait + 7 or a challenge level set by The Adversary.
- The difference between the trait check and the challenge level is the **margin** of success or failure (**mox** for short).
- A roll of 2 is an automatic failure.
- A roll of 12 is an automatic success with a minimum mox of 1.
- If a situation does not require a roll (because success is trivial), then the character's trait level is the mox.

## Combat

- Combat is handled by dividing time and space into discrete units.
- Time is measured in rounds. Each round is six seconds in duration.
- Space is measured in spaces. Each space is an area two meters across.
- Characters have a number of combat values based on their traits, gifts, and equipment:
  - Movement is equal to Athlete + 10. The character's encumbrance and armor penalty are subtracted from this.
  - The Trait or Skill check used for offense is based on the type of attack.
    - Missile weapons use Archer.
    - Hand-to-hand and thrown attacks use Warrior.
    - Mage spells use Intellect.
    - Sorcerer spells use Presence.
  - Dodge is equal to 7 + Athlete - armor penalty.
  - Parry is equal to 7 + Warrior + weapon defense.
  - Defiance is equal to 7 + max(Intellect or Intuition).
  - Protection is equal to Fortitude + armor.
- To make a physical attack, the player rolls his Offense vs the defense of the target (Dodge or Parry, whichever is higher). On a hit, damage is calculated by adding the mox of the attack roll to the attacker's Brawn and weapon power. Subtracting the target's Fortitude and armor gives the number of wounds inflicted.
- Characters normally get two actions per round. An action can be used to move or attack. One or both actions can be sacrificed for bonuses:
  - One action:
    - Aim: +3 to the next attack
    - Haymaker: +10 damage to the next melee attack

- Defend: +3 to Dodge and Parry for the round
- Resist: +3 to Defiance
- Look: +3 to Perception
- Two actions:
  - Total Defense: +6 to Dodge and Parry
  - Total Defiance: +6 to Defiance
  - Watch: +6 to Perception

## Injury

- **Wounds** represent physical damage. A person who has ten or more wounds is incapacitated and may die.
- **Shocks** represent mental damage caused by psionic attacks or psychological trauma. A person who has ten or more shocks is bordering on madness and may lose his mind for good.

## Fortune

- Improve a Trait and Skill check: sacrifice 1-5 points of Fortune for an equal bonus to a roll.
- Haste: sacrifice up to 5 points of Fortune for an equal bonus to initiative.
- Run like the wind: sacrifice up to 3 Fortune for an equal number of spaces in a movement action.
- Rapid attack: sacrifice 3 Fortune to make two attacks with a single action.
- Absorb Wounds and Shocks: a player may use Fortune to absorb wounds and shocks: 1 point of Fortune per point of damage avoided.
- Heal: Adventurers with the Mystic gift may burn Fortune to heal themselves and others: 1 point per wound or shock healed.
- Increase supernatural power: A player may sacrifice Fortune to power a spell, 1 point of Fortune for 1 point of energy.

## Spells

- Use of a spell takes a full round. The caster may do nothing else except move one space.
- Every spell requires a certain amount of energy. A Mage or Sorcerer may increase the intensity, range, area, or duration of a spell by expending extra energy.
- A spell user's base power level is the amount of energy he can channel per round: 10 + Willpower
- A caster may gain extra energy for a spell by sacrificing Fortune, taking extra time, or inflicting damage on himself.

# Adventurers

## Traits

Traits measure a character's natural talents.

The point cost of a trait is based on the level. The higher the trait, the more difficult it is to improve.

Level	Cost
0	0
1	3
2	4
3	5
4	6
5	8
6	10
7	12
8	16
9	20
10	25
11	30
12	40
13	50
14	60
15	80
16	100
17	120
18	160
19	200
20	250

Thus: to give a new adventurer a Fortitude level of 6 requires 10 character points. To later raise that same character's Fortitude to 7 will cost 2 character points (12 for level 7, minus the 10 already spent to reach level 6), requiring 200 experience points.

The formula should be apparent if one needs to go beyond 20.

**Brawn** measures how much raw power one can exert. It is used to lift and carry great loads or to move heavy objects. It adds to damage in combat.



The table below gives the amount of weight that different Brawn levels can lift.

Brawn	Lift (kg)
0	50
1	64
2	80
3	100
4	125
5	160
6	200
7	250
8	320
9	400
10	500
11	640
12	800
13	1000
14	1250
15	1600
16	2000
17	2500
18	3200
19	4000
20	5000
21	6400
22	8000
23	10000
24	12500
25	16000
26	20000
27	25000
28	32000
29	40000
30	50000

The formula should be apparent if one needs to go beyond 30.

**Fortitude** is health and toughness. It lets the character resist injury and disease.

**Intellect** is a person's natural logical and analytical ability. Mages use it to cast their spells. Intellect also allows one to defy sorcery.

**Intuition** is a person's connection to the subtle world, the world of nature and the supernatural. Intuitives can hear the whispers of spirits, sense danger, and sometimes receive visions of the future (as a plot device for *The Adversary*).

Mystic ability relies on Intuition. Intuition also allows one to defy sorcery.

**Perception** represents the quality of the character's natural senses, reaction time, and general alertness. This important trait can prevent the adventurer—and his friends—from being surprised by stealth or guile.

Perception is used to detect subtle things that may go unheard or unseen and things that are obvious but may go unnoticed. It may allow one to notice that someone is wearing the wrong clothes, behaving strangely, etc. It is used to see through lies and disguises. It allows one to find hidden things.

Perception is also used to determine who goes first during a round of conflict.

**Presence** measures how impressive others find the adventurer. It can be based on size, beauty, or charisma.

**Willpower** is mental strength and fortitude. Patience and self-control are facets of willpower. It determines the amount of supernatural energy a spellcaster can channel. It defends against mental attacks.

# Skills

Skills measure a character's knowledge and ability.

The point cost of a skill is based on the level. The higher the skill, the more difficult it is to improve.

Level	Cost
0	0
1	3
2	4
3	5
4	6
5	8
6	10
7	12
8	16
9	20
10	25
11	30
12	40
13	50
14	60
15	80
16	100
17	120
18	160
19	200
20	250

Thus: to give a new character an Archer level of 6 requires 10 character points. To later raise that same character's Archer to 7 will cost 2 character points (12 for level 7, minus the 10 already spent to reach level 6), requiring 200 experience points.

The formula should be apparent if one needs to go beyond 20.

Average persons have 0 levels in most skills and 3 (skilled apprentice) to 6 (journeyman) in those related to their work. Natural talents or skilled masters may have one or two skills at level 9. Levels greater than 9 represent awesome ability.

Below is a list of skills. It is not exhaustive — it focuses on adventuring skills, leaving others to the

imagination of players. The Adversary should feel free to add or drop skills to make the list fit their campaign world.

**Archer** is skill with bows, crossbows, and other ranged attacks.

**Artisan** is the ability to make and repair useful items. One can build a house, carve some arrows, or make minor repairs to damaged weapons and armor. It is a broad trait.

Master craftsmen can create works of great beauty and utility. The Adversary may rule that a character must specialize in a particular field (such as blacksmithing, woodworking, etc) in order to realize this level of quality. Specialization trades breadth for depth.

**Athlete** allows one to run, swim, climb, and jump.

Most characters can run 10 spaces per action. Each level of this skill gives the character an additional space. It also allows one to swim faster than others, though the rate is halved.

Athlete is rolled to determine the progress of a race or chase, with each point of mox being one space of distance gained or lost.

Athletes may attempt to climb anything, from trees to cliffs to castle walls. The more difficult the surface (the less friction and handholds), the higher the challenge level. Ropes and grapples help. A failed roll usually means no progress, but a spectacular failure could mean a fall.

Leaping over obstacles or chasms requires a roll against a challenge level set by The Adversary.

Athletes can perform flips, cartwheels, rolls, and tumbles. A high level may let one swing on trapezes, walk tightropes, or lessen the damage taken from a fall.

This trait also represents muscle speed and reflexes. An adventurer's Dodge is based on Athlete.

**Healer** is the skill of primitive medicine. A healer can bind wounds, set bones, and move injured companions without doing further harm.

This profession also grants the possessor knowledge of useful plants and herbs that can be made into salves to speed healing, prevent infections, fight off diseases, or cure poisons.

Finally, a talented healer can perform primitive surgery such as lancing boils or amputating limbs.

**Performer** is the ability to act, sing, and dance. It covers anything related to working a crowd. A good performer can lie better than a rogue.

**Ranger** represents the ability to survive in the wild with minimal equipment and supplies. A master of the wilderness can live indefinitely with nothing more than a good knife and warm clothes.

This skill lets a character discover and follow tracks. Some creatures are easier to track than others. Different types of terrain increase or lessen the challenge. Some, like rivers or solid rock, are impossible to track through — the only hope is to pick up the trail on the other side of the obstacle.

Rangers can train animals to perform work or tricks and can effectively handle such domesticated creatures. At higher levels, they can befriend wild animals. A master may even calm enraged

beasts.

Finally, Rangers have the ability to determine location and heading by the heavens. Master navigators may even have a sixth sense about the time of day and the direction they are facing.

**Rogue** is the profession of thieves and spies. It allows the skillful to gain unauthorized access to places.

A rogue can pick locks, whether ordinary keyed locks or fancier combination or puzzle locks.

One can also set or disarm small traps. This can be used to protect a locked chest with a poison dart, to protect a hallway with a cocked crossbow, or to protect a door with a levered scythe—or to disarm any such protections set by others.

Rogues know how to hide things, craft disguises, forge documents, and tell bold-faced lies. They can also perform minor "magic" tricks via sleight of hand.

Rogues can locate black markets and information peddlers.

**Scholar** is a catchall for academic skills. It represents knowledge of academic subjects like astronomy, cartography, geography, heraldry, history, languages, philosophy, politics, and religion. It also lets the character write with flourish, using proper spelling, grammar, and punctuation, and perhaps stylistic calligraphy.

Master scholars are highly prized by their patrons. A visit to one can be expensive.

**Sneak** is the art of silence and invisibility. To move unseen requires shadow, the darker the better. Dark clothing and soft shoes help.

A sneak can follow someone through a crowd without the subject knowing. The sneak must be inconspicuous in dress and behavior—if everyone in town wears white clothing, someone will notice a black-cloaked figure following them no matter what the sneak roll.

Finally, this trait allows one to filch keys and pick pockets.

**Warrior** represents prowess in close combat. Melee Offense and Parry are based on Warrior.

# Gifts

Gifts are special abilities possessed by few.

Below is a list of possible gifts. It is not exhaustive. Players may feel free to invent their own gifts, which The Adversary may then feel free to deny. The Adversary may add or drop gifts from the list to make it fit the game world.

Gifts should not give bonuses to traits except in particular circumstances. They can help to negate penalties in their domain of function, however.

Gift	Cost
Longevity	10
Mage	20
Mystic	20
Sorcerer	20
Starvision	10

## Longevity

The character ages at a slower rate than normal human beings. The rate is at the discretion of the player and The Adversary. One could even be virtually immortal.

## Mage

This gift gives the character the ability to control the primal physical forces of the world with his mind. He can shape matter, energy, space, and time with his Intellect. He can blast foes with fire or lightning from afar, move things with telekinesis, and open holes in space.

Extra-dimensional awareness gives the Mage the ability to sense nearby nexus points to other worlds with a successful Perception roll. Detection makes it possible to open a portal to the other realm.

More on this in the chapter [Spells](#).

## Mystic

Mystics have a supernatural empathic connection to life, nature, and the world.

Mystics can bless others, transferring their own Fortune to a willing subject. She must touch the subject and concentrate for one round, performing no other actions. The maximum amount one can transfer in one round is based on the mystic's Willpower.

A mystic may burn points of Fortune to heal wounds or shocks, theirs or another's. She must touch the subject and concentrate for one round, performing no other actions. The subject heals one wound or shock per point of Fortune spent. The maximum amount one can heal in one round is based on the mystic's Willpower.

If the mystic is unable or unwilling to expend Fortune, she may still heal by sacrificing her own health or sanity. She may heal one wound for each wound inflicted on herself, or one shock for each shock inflicted.

Mystics may use Intuition (+7) as a defense against all attacks, physical or mental. It can substitute for Dodge, Parry, or Defiance.

A mystic may feel the emotions of nearby creatures with a successful Intuition check vs the Defiance of the subject. Touching the target gives a +3.

Mystics can communicate with animals on a primal level. The mystic can, via touch or close eye contact, get a feel for where the animal has been, what it's been doing, and what it's seen and heard. If the animal is friendly, the mystic can communicate what it would like the animal to do. Whether it obeys is up to the animal.

Finally, mystics can commune with nature. This requires the mystic to meditate for at least one hour. The mystic will receive a gestalt of viewpoints from every living creature of animal intelligence in an area whose radius in km equals the mystic's Willpower. Expending fortune can extend this range by 1km per point.

Communing allows the character to make an Intuition roll to find anything they might be looking for in the area, with the challenge level based on how difficult said thing is to locate (the more living things in the area, the better the odds). If successful, they receive a vision of the subject and a general idea of its location.

A communing character may also choose to focus on the viewpoint of one particular creature in the area, if desired. The mystic will experience the animal's experience.

Powerful mystics may even influence the weather in this state. After each hour of meditation, the mystic may roll Intuition against a challenge of 15 to change the weather by a small degree. Clear skies could become cloudy; a light fog could become heavy.

Some example progressions:

clear skies → cloudy → overcast and drizzle → heavy rain → storm

clear air → light fog → heavy fog

hot → warm → cool → cold → freezing

The mystic can hold weather in one state so long as she continues meditation and makes the Intuition roll each hour.

## **Sorcerer**

This gift grants power on the mental plane. Sorcerers can project thoughts and images into the minds of others with their Presence. This can be used to communicate, or the sorcerer can ramp up the intensity to daze, delude, horrify, or torment other minds.

The sorcerer's power is entirely mental; it has no ability to affect the physical world, and no effect on anything without a mind.

More on this in the chapter [Spells](#).

### **Starvision**

This allows one to see clearly at night, as if it were daylight. This ability works even when the night is overcast. Starvision does not allow a character to see in pitch blackness, however. Deep caves and sealed rooms will be as dark to a character with starvision as they are to everyone else.



# Equipment

## Economics

In the game, money is usually in the form of precious metals such as copper, silver, and gold. One coin weighs around 10g (100 coins per kilogram).

The price of a good or service differs from time to time, from place to place, and from person to person. This price depends upon the relative value of both goods, values which derive from individual desires and relative scarcity. The prices in this chapter, therefore, should be taken as a reasonable estimate for a normal town under normal conditions. The Adversary should feel free to adjust prices to reflect the relative scarcity of goods as the players travel to different places. On the wild frontier, for example, gold and silver may be worthless compared to the necessities of survival. This will mean that the price of everything (as measured in gold or silver) will be much higher than in a safer place.

It is useful (for game purposes) to consider copper, silver, and gold as trading at fixed rates of one hundred to one: 1 gold coin (gc) = 100 silver coins (sc) = 100 copper coins (cc).

Prices are listed in terms of copper coins (cc) - the common man's metal.

## Encumbrance

There are limits to the amount of gear and loot one can carry.

A character's Brawn trait determines the maximum amount of weight that person can heft. A large haul gives penalties to movement and to any traits requiring agility, including Dodge and Parry. The penalty is based on the ratio of weight carried to maximum lift:

Weight : Max Lift (%)	Penalty
30%	-3
60%	-6
90%	-9

Encumbrance penalties stack with armor penalties.

Example: Bob has a Brawn of 3. He can lift 100kg. When carrying more than 30kg of gear or treasure, he has -3 to his movement and to any traits requiring agility. When carrying more than 60kg, he has a -6. When carrying more than 90kg, he has a -9. When holding up 100kg, he is immobile.

For purposes of simplicity, rough estimates are better than detailed accounting.

## Weapons

Weapons are used to slay enemies.

### Melee Weapons

Melee weapons are for hand-to-hand combat. They have two scores: Defense and Power. The wielder adds a weapon's Defense to his Parry. Melee weapons do Brawn + Power damage.

### Thrown Weapons

Any item can be thrown at an opponent. Most do damage equal to the character's Brawn, though fragile items may do less (and break upon impact). Objects of excessive mass or awkward size and shape should give penalties to hit. Weapons designed to be thrown have no such penalty and add their power to the user's Brawn. Thrown weapons require one hand to use.

### Missile Weapons

Missile weapons use leverage to launch projectiles. Slings, bows, and crossbows fall into this category.

The advantage of missile weapons is that they project power at long range. The drawback is the need for ammunition — a missile weapon is usually limited to around two dozen shots per battle. It is assumed that ammunition can be recovered or recreated between battles, given sufficient time.

Missile weapons do Brawn + 9 damage. Adventurers are assumed to have weapons to match their Brawn.

Missile weapons require two hands regardless of size.

Name	Defense	Power	Hands	Throwable	Ranged
Dagger	0	6	1	yes	no
Hatchet	0	6	1	yes	no
Javelin	0	6	1	yes	no
Axe	0	9	1	no	no
Flail	0	9	1	no	no
Hammer	0	9	1	no	no
Mace	0	9	1	no	no
Sword	0	9	1	no	no
Staff	3	6	2	no	no
Spear	2	9	2	no	no
Halberd	1	12	2	no	no
Bardiche	0	15	2	no	no
Greatsword	0	15	2	no	no
Maul	0	15	2	no	no
Bow	0	9	2	no	yes
Crossbow	0	9	2	no	yes
Sling	0	9	2	no	yes

These names are only suggestions. Weapon names and cosmetics are not important for game purposes. Players are free to call their adventurer's weapons whatever they like.

An adventurer who uses a shield in his off-hand gets +2 to Parry.

An adventurer who wields two one-handed weapons gets the damage bonus of the larger, +1 to hit, and +1 Parry.

## Armor

Armor protects the wearer from physical harm in combat.

Armor can be a lifesaver, but is heavy and uncomfortable. The armor's Protection is added to the wearer's Fortitude for purposes of resisting damage from physical attacks. Armor slows a character down and makes many actions difficult (running, climbing, jumping, sneaking) or impossible (swimming). The penalty of the armor should be subtracted from movement, dodge, and any trait checks that require movement, agility, or quiet. This does not include fighting skills—armor is designed for it.

The mass of the armor determines the protection. The cosmetics of the armor are not important for game purposes. Players may call their character's armor mail, plate, chain, or boiled hide, so long as the weight and discomfort are the same. The list below is a general guideline.

Type	Protection	Penalty	Weight	Cost
Leather	3	-1	20	200
Chain	6	-3	40	2000
Plate	10	-5	60	20000

## Food

Quality	Cost
peasant grub	5
decent meal	10
fine dining	50
drink	4 per serving

## Clothing

Type	Cost (per change of clothes)
peasant garb	10
travelling clothes	100
noble attire	1000

## Shelter

<b>Type</b>	<b>Cost (per person, per night)</b>
common room	10
private room	30
luxury room	200+

# Spells

This chapter describes the rules for creating spells. For those who wish to skip this section, there are example Mage and Sorcerer spells in **The World**. Rules for using spells are in **Combat**.

## Skill

Casting a spell requires a trait roll. Mages roll Intellect. Sorcerers roll Presence. The Mage or Sorcerer rolls this trait to determine if a spell succeeds.

## Energy

Every spell has an energy level based on its base cost, intensity, range, area, and duration.

## Intensity

The raw force of a spell. For attacks, this translates into damage. Each level of energy adds one to the intensity of a spell.

## Range

Spells can normally be directed at any target within ten spaces. Adding 3 to the energy level of a spell doubles the range.

+Energy	Range (spaces)
0	10
1	12
2	16
3	20
4	25
5	30
6	40
7	50
8	60
9	80
10	100
11	120
12	160
13	200
14	250
15	300
16	400

17	500
18	600
19	800
20(max)	1000

### Area

By default, spells are directed at a single individual or space. A caster may choose more targets: adding 3 to the energy level of a spell doubles the area. Targets need not be adjacent.

### Duration

By default, spells are fleeting - they are thrown, defended against, and resisted in one round. Spells may last longer: adding 3 to the energy level of a spell doubles the duration.

+Energy	Area (spaces) or Duration (rounds)
0	1
1	1
2	1
3	2
4	2
5	3
6	4
7	5
8	6
9	8
10	10
11	12
12	16
13	20
14	25
15	30
16	40
17	50
18	60
19	80
20	100
21	120

22	160
23	200
24	250
25	300
26	400
27	500
28	600
29	800
30	1000

Fun facts:

- 1 kilometer is 500 spaces long
- 250000 spaces in 1 square km
- 10 rounds in 1 minute
- 600 rounds in 1 hour
- 14400 rounds in 1 day
- 5256000 rounds in 1 year

## Powers

Spells are composed of one or more powers from the Mage or Sorcerer side. Each power component of a spell has its own base energy cost, but all share the same intensity, area, and duration.

### Mage Powers

Name	Base Energy
Alter	3
Barrier	3
Disorient	6
Energy Blast	6
Impact Attack	3
Telekinesis	10
Portal	10

**Alter** is used to change the mage's environment. It can be used to create light, heat, cold, white noise, and various other minor environmental stimuli. The intensity of an alteration determines how dramatic the difference can be. An intensity 0 alteration allows the mage to create a soft light, lower the temperature by a few degrees, make a quiet noise, etc. Each +3 doubles the effect.

**Barrier** allows a Mage to place a wall of pure force. The intensity of the barrier is subtracted from any physical attack passing through it. Anyone who wishes to push through the barrier must make a Brawn roll greater than the barrier's intensity.

**Disorient** lets a Mage hit a foe with an intense blast of light and sound, stunning them. The target can still move and act, but is blinded and deafened — any actions requiring sight or hearing should have harsh penalties (-3 or more). The target remains disoriented until the duration expires or he makes a Perception roll greater than 7 + the intensity of the spell. This can be attempted once per action.

**Energy Blast** summons heat, cold, sound, lightning, or some other alteration of energy to smite foes. The intensity of the blast determines the damage inflicted. Armor is useless against energy, but Fortitude protects as normal.

**Impact Attack** allows a Mage to hurl a projectile with telekinetic force. The intensity of the spell determines the damage. This is a normal physical attack, so armor and barriers are protective.

**Telekinesis** allows the Mage to use force at a distance. The Intensity of the spell determines the effective Brawn the Mage can use. This can be used to grab and hold a person or object, then throw or slam them, just as with ordinary Brawn. Telekinesis is clumsy; it shouldn't be used for actions requiring fine control.

**Portal** lets a Mage open glowing, elliptical doorways between separate points in physical space. These portals can be used to bypass obstacles or to visit other realms.

The amount of energy required to create a portal is determined by the size of the portal and the duration for which the portal will stay open. An energy level of 10 can create a portal one space in diameter that lasts for one round (a mage can opt to have a portal of lesser size, but it still takes a minimum of ten energy). Each +3 energy can be used to double the area or the duration of the portal.

Upon casting, the mage chooses the size of the portal and the place that it will connect to. The near side must be adjacent to the Mage; the far side can be anywhere the Mage can sense. The difficulty of an portal spell depends on the distance between the two points — the challenge level is equal to 3 + 1 per 5 spaces of distance. If the portal is to another world, the "distance" is chosen by The Adversary, as he must decide how much otherworldly travel He wishes to allow in his campaign.

Portals are symmetric. When a portal is created, individuals on both sides will see a glowing gateway and a glimpse of what lies on the other side. Anyone who can reach the portal, from either side, can go through it. Not only that, but the portal in each world is two-sided — this means, for example, that a portal opened from dry land to a place that is underwater will cause water to spew in two opposite directions, not one.

Mages on either side of a portal may try to nullify it.

The topography of different worlds is not the same. Travel between realmss requires a coterminous point between the two. Mages can sense such nexuses when nearby.

## Sorcerer Powers



Name	Base Energy
Daze	10
Delude	10
Horrify	6
Telepathy	3
Torment	6

**Daze** allows a Sorcerer to render an enemy senseless and defenseless. The victim loses consciousness and falls prone. The target must make a Willpower check greater than 7 + the intensity of the spell in order to escape before the duration expires. An attempt can be made once per action.

**Delude** allows a Sorcerer to project illusions into a subject's mind. The subject remains awake and active, but his sensory experience is dictated by the sorcerer. Any enemy the sorcerer makes unseen can attack the deluded with impunity.

The target must make a Willpower check greater than 7 + the intensity of the spell in order to escape before the duration expires. An attempt can be made once per action.

**Horrify** lets the Sorcerer attack a foe's mind. The intensity of the spell is compared to the target's Willpower to determine the number of shocks inflicted.

**Telepathy** lets the Sorcerer send thoughts and images into another's mind. Each +3 energy can double the number of recipients.

**Torment** allows the Sorcerer to cause a foe's mind to make the body attack itself. The victim may suffer uncontrollable itching, fever and chills, muscle spasms, or something similar. The intensity of the spell is compared to the target's Willpower to determine the number of wounds inflicted.

# Combat

## Conflict

Conflict is an essential part of any story. The world would be dull without it.

### Challenge Levels

The following table should give The Adversary some guidance on assigning challenge levels.

Task Difficulty	Challenge Level
Trivial	3
Mild	6
Fair	9
Moderate	12
Great	15
Incredible	18
Inconceivable	21

The numbers above assume that the character has the necessary tools for the job in question — i.e., if a thief is trying to pick a lock, then he is using a standard lockpick. If the thief was trying to pick a lock with something nonstandard, like a dagger, then The Adversary should make the challenge level higher. If the character has an exceptional set of tools at his disposal, The Adversary should give the adventurer a bonus to his roll.

The numbers also assume that the character is taking a normal amount of time to perform the task. What this amount is depends upon the task — perhaps six seconds for picking a lock or six days for smithing a weapon.

Characters can obtain bonuses for extra time taken or penalties for rushed work.

Extra Time	Bonus
x2	3
x3	5
x4	6
x5	7
x6	8
x8	9
x10	10

Frex, one can get +3 to the trait check for taking twice as long as usual or +6 for taking four times as long. If the character tries to rush, The Adversary should increase the challenge level by 3 for for

each halving of the required time.

## **Perception**

Perception is used whenever The Adversary wants to see whether a character notices something, such as images, sounds, or smells that are hard to detect because they are small, faint, or far away. It is used to determine whether a character will notice subtle sensory input, like someone sneaking up behind him.

Various factors can affect a perception check. Bright light or pitch darkness can hamper vision. Loud noise can hamper hearing. The challenge level for any situation is up to The Adversary.

Unconscious characters get no perception checks — they are senseless. Being asleep is not the same as being knocked out, however; sleeping characters get normal hearing checks when unusual noises occur in their presense. If successful, they awaken. If the noises are very soft, such as someone sneaking toward the sleeper, the perception rolls are more difficult.

Perception is also used when The Adversary wants to see whether a character notices something subtle that is right in front of them, such as an enemy wearing a disguise or someone following them through a crowd. Anything that distracts the character from paying careful attention to detail could cause a penalty (a higher challenge roll).

## **Intuition**

Intuition functions as supernatural perception.

This is a catchall for supernatural abilities used to learn the unknown. A mystic may hear the whispers of spirits, read the future in the stars, or simply know things without reason. It allows one to sense the presence of nearby disembodied spirits and to communicate with them on a primal level. One does not receive coherent thoughts from ghosts, only urges, feelings, and desires.

Intuition can be used by The Adversary as a plot device. He can allow a character to sense danger, receive visions of the future, or anything else that adds to the game.

## **Combat Values**

Adventurers have a number of combat values based on their traits, skills, gifts, and equipment.

- Movement is equal to  $10 + \text{Athlete}$ . The character's encumbrance and armor penalties are subtracted from this.
- Offense is based on the type of attack.
  - Missile weapons use Archer.
  - Hand-to-hand attacks and thrown weapons use Warrior.
  - Mage spells use Intellect.
  - Sorcerer spells use Presence.
- Dodge is equal to  $7 + \text{Athlete} - \text{encumbrance and armor penalties}$ .
- Parry is equal to  $7 + \text{Warrior} + \text{weapon defense bonuses}$ .

- Defiance is equal to 7 + Intellect or Intuition, whichever is greater.
- Protection is equal to Fortitude + armor.

## **Initiative**

At the beginning of each battle, characters roll Perception to determine who acts first. This roll is the character's initiative. High initiatives act before low ones. The order will remain for the battle unless someone chooses to Haste. The Adversary should add 7 to each enemy's Perception rather than roll.

Environmental factors (such as surprise) or minor actions (such as darting a single space or drawing a weapon) may give bonuses or penalties to initiative.

Any trait bonuses or penalties that result from a character's actions last until the next round.

## **Action**

The next step is the action phase. Characters take their turns in order of initiative, highest to lowest. A character disabled before his turn gets no actions.

Some actions, such as drawing a weapon, shouting to a comrade, or moving a single space, take little time and require no trait roll. If such actions must be done before more important ones, the character might have a penalty to Initiative.

Other actions do require a trait roll or take significant time. A character may take two such actions per round of conflict. For example, a character can move and attack, attack and move, move twice, attack twice, open a door and run down the hallway, jump off a ledge and tackle someone, etc.

Some actions may require more time to complete. Casting a spell takes a full round.

## **Round Zero**

Round zero marks the beginning of any conflict. Whoever acts first automatically gets the initiative. This usually applies to a single individual, but can apply to a group in cases of ambush. After the initial round zero activity, conflict progresses to round 1 and participants roll initiative.

If the initiating individual or group has taken their opponents completely by surprise, then the opponents may take no actions at all on round zero—not even defensive ones. This simulates situations such as ambushes or knives thrown by hidden assassins.

Surprised characters get no trait added to their defense. The challenge level to hit an unaware character is a flat 4 plus any range modifiers. Sneak attacks can be deadly—the only defense is not to be caught unaware.

## **Movement**

A character may move a single space per round without using an action. He may move a number of spaces equal to his Movement by expending an action.

Other moves—standing from a prone position, mounting an animal, making a leap, etc—take one action.

A character who is sitting or lying down is prone — he gets +3 defense against ranged attacks, but can move only 1 space per round. Others get a +3 to hit him with melee attacks and +3 defense against his attacks. Falling prone is a free action.

A mounted character uses the mount's movement in place of his own. Horses and such generally have twice the movement of a humanoid, or even more.

If the ground is not level, The Adversary may give a character bonuses or penalties to his movement. If the terrain is treacherous, The Adversary may require an Athlete roll (on foot — a rider may need to roll Ranger to control his mount).

Individuals may sometimes need to jump over things. The Adversary should require an Athlete roll with a challenge level of  $4 * \text{the number of spaces}$ .

Charging characters may add their momentum to the damage of an attack. This works both ways, however — a charging character will take the same additional damage from any enemy melee weapon that hits him on that round. Momentum gives (and takes) +1 damage for every 3 spaces of movement. Whether to charge in with momentum or slow down and stop before attacking is up to the player.

A brave knight charges a line of soldiers atop his mount. His lance does 13 damage (9 for the lance + 4 for Brawn). The knight has moved 28 spaces on horseback, however, so adds 9 for a total of 22.

Unfortunately, the knight is hit by one of the braced spearmen, whose weapon gives him a damage of 10 (1 for Brawn, 9 for the pike). Adding the knight's momentum to this gives a total of 19. Good thing the knight is wearing his shining armor.

Combat movement is automatic. When finer detail is required — for races or chases — participants should roll Athlete. Each level of mox gains the victor one space of distance.

## Range

The further away a target is, the harder it is to hit. Ranged abilities have challenge numbers based on distance (zero at point-blank range). These numbers are added to the defense of the target.

Ranged abilities are either Short or Long. Short-range abilities suffer a +1 to the challenge level for every space between the adventurer and the target. Long-range abilities suffer a +1 for every five spaces.

Type	Range
thrown weapon	short
missile weapon	long
spell	long

Senses are also limited in range. Olfaction is Short. Hearing, vision, and intuition are Long.

Bows are long-range weapons. If a target is within 5 spaces, the challenge number is 0. If a target is between 6 and 10 spaces, the challenge number is 1. Between 11 and 15 spaces, it is 2. Targets will have these numbers added to their Dodge or Parry.

### **Abort**

A character with actions remaining who is attacked may sacrifice actions for bonuses in response to the attack, even if it happens before the target's initiative. This intent must be declared before the dice are rolled.

### **Wait**

A character is not required to act on his initiative. He can wait to see what others with lower initiatives will do.

A waiting character may take its action at any time, even within the action of another character.

Juk the Barbarian sees Mace the Ugly on a hilltop across the battlefield. Juk wins initiative, but waits to see what Mace will do.

Mace charges. Juk won the initiative, however, so he may choose to attack first after Mace has covered the distance between them — he was only waiting for his enemy to get close enough to strike. If Mace survives the attack, he may then take the rest of his action.

A waiting character may also hold action until the next round, in which case that character gets +10 to initiative for that round. He gets no extra actions, however.

### **The Waiting Game**

This rule simulates scenes in books and movies in which two opponents stop and stare one another down, taking no actions, in the middle of a fight.

If two characters both decide to wait for the other to act and there are no other characters with actions left, then the action passes to the next round. This can even involve more than two characters. All characters involved in the waiting game get the initiative bonus over characters who acted in the previous round.

# Swords, Slings, and Arrows

This chapter describes the rules for physical combat.

## Offense and Damage

Attacks are trait rolls like any other. Damage is determined by the attacker's Brawn and weapon, the mox of the attack roll, and the defender's Protection.

The basic formula goes like this: roll the attacker's Offense and subtract the target's Defense to get the mox. Defense is either Dodge or Parry—in most cases, the character will use whichever is higher. If the mox is greater than or equal to zero, the attack hits.

To get the damage, add the mox of the attack roll to the attacker's Brawn and weapon and subtract the victim's Protection. The result is the number of the wounds inflicted. If the victim has Fortune remaining, he may burn some at this time to negate the wounds he would have taken.

Juk attacks a common thug with his huge sword. Juk's Warrior skill is 7. He rolls 2d6 and gets a 5, giving him a total of 12.

The thug's Defense is only 10, so the attack hits with a mox of 2. This is added to Juk's Brawn (6) and weapon (15) for a total of 23. Subtracting the thug's 5 Protection (Fortitude (2) + armor (3)) results in 18 Wounds.

Having no Fortune to save him, the thug crumples.

A character is not required to use his full strength or weapon value when attacking. He may use the hilt of a dagger or flat of a sword blade to decrease the damage if desired.

## Stealth

Surprise attacks can be ugly. If an attacker manages to ambush his target via stealth or guile, the victim does not get the benefit of his Dodge or Parry. The attacker rolls his Offense versus a challenge level of 4. Add this to the challenge number for the range, if any.

## Combat Maneuvers

### Strike

A strike is a direct attack. It can be done with melee weapons, thrown weapons, missile weapons, or bare hands. Roll Offense vs Defense and determine damage as given above.

If a strike succeeds in inflicting wounds, the attacker may declare that he wishes to disarm, trip, or otherwise affect the opponent in any way less offensive than wounding. Fortune protects against this possibility as well.

### Grapple

Initiating a grapple takes one action. To grab an opponent, make a Warrior attack roll versus the target's defense. If successful, the attacker restrains the target. The mox of this roll is used for later

damage calculations.

The target's weight is added to the attacker's encumbrance for purposes of movement and trait rolls. A strong character may be able to pick up an enemy and run while a weaker one is limited to a maximum of one space per round, dragging his enemy along.

Once an attacker has successfully grappled a target, he may use subsequent actions to do damage using the mox of the initial grappling roll. Squeezing or choking the restrained victim does damage based on the attacker's Brawn plus the grapple's mox.

The attacker can use elements of the environment as weapons. Slamming or throwing an opponent into a solid floor or wall can be worth anywhere from +1 to +3, depending on the hardness of the material (a wooden floor should hurt less than a stone one). Slamming an opponent into a sharp corner might give an extra +3 on top of this. The exact bonuses for any situation are up to The Adversary.

Slamming or throwing an opponent ends the grapple. If the attacker is aiming his victim at something in particular (a bed of spikes, another enemy) he will need to make an attack roll. Throwing an opponent off a great height is a good way to end a fight.

Upon reaching his initiative, a grappled character may use an action to escape by rolling Brawn or Warrior against the Offense of the grappler plus 7. The Attacker's Offense at this point is based on Brawn or Warrior, whichever is highest. An attempt to escape does no damage to the opponent. If successful, the character breaks free of the fracas.

The grappler may fall prone as a free action. This takes him and his grappled victim to the ground. Should the grapple end, both characters will have to expend an action to get up.

A grab can also be used to disarm an opponent. If this type of grab is successful, the attacker manages to wrench an object out of an opponent's grasp.

The Adversary may wish to give bonuses to a grappler if his mass is greater than his opponent. The more massive combatant should receive a +3 to grappling rolls for each doubling of mass between he and his opponents, with an additional +1 or +2 if the more massive character is somewhere halfway to the next doubling.

A 200 pound man is wrestling an 800 pound gorilla. The gorilla is four times as massive as the man. This is two doublings, so the gorilla gets a +6 to escape the man's grapple or to maintain a grapple on the man. The gorilla gets no bonus to initiate the grapple.

The same 200 pound man tries to wrestle a 2400 pound monster. The monster is twelve times the mass of the man, which is between three and four doublings. It gets +11 to all grappling rolls.

Logic trumps game mechanics. Even if a master wrestler is able to out-wrangle a giant monster despite the mass bonuses, he is still not going to be able to move the thing very far. He will not be able to slam it into the ground for damage bonuses or toss it off a cliff. At best, he can cling to it as it moves around, ignoring him.



The extra mass rule can also be used when multiple characters are trying to work together to pin a single character. Simply add all of the masses together and give the bonus to the character with the best Offense.

### **Aim and Attack**

Spend one action to aim carefully, then attack. Gives +3 to hit.

### **Haymaker**

Spend both actions to lay the smack down on an opponent with a melee attack. Gives +10 damage on a successful hit.

### **Defense**

There are two ways to defend: dodge or parry.

Whether a character is dodging or parrying is usually not important, in game terms. The character may use whichever is better. It only matters when one type of defense is possible, but not the other.

To dodge is to evade an attack with speed (by moving out of the way). Dodging requires no particular equipment and is useful against any attack. The only requirement for a dodge is that there be room to move out of harm's way. There may be rare occasions where a character could use Parry to evade harm, but not Dodge (a hail of arrows, perhaps).

To parry is to deflect an attack with force and skill. Not every attack can be parried. In a gritty game, The Adversary may assign a penalties to warriors who try to block axes and arrows with a dagger or siege engines with a shield. In a cinematic game, he may assign a bonus for the same foolishness.

Characters can also choose to block attacks aimed at a friend, so long as that friend is not more than a few steps away. Each one of these "assisted blocks" count as an action, however.

Adventurers may expend one action for +3 to Dodge and Parry for the round, or both actions for a +6.

### **Area attacks**

Most attacks are directed at a single individual. The attacker aims, fires, and hits or misses based on his offensive trait and the defensive trait of his target.

Some attacks, however, are directed not at a person, but at a place. To hit a particular area, an attacker need only roll greater than 4 plus the ranged challenge level.

If a character is hit by an area attack that covers more than one space, he may attempt an Athlete roll to dodge out of the way. The challenge level is based on how far the victim must move to get out of the affected area — 5 per space moved.

This assumes that the attack was directed at the general area, not the individual — area attacks directed at an individual are resolved as normal attacks, but with bonuses to the attack roll for the size of the area.

## **Animals and Mounted Combat**

Animals are characters just like any other. They have traits, damage metrics, and natural weapons. They often have better Brawn and movement rates than humans.

Mounts allow characters to move much faster than they can on their own two feet. Movement rules are the same for mounted characters as running characters, except that horses can move twice as fast as human beings and can haul much more gear without being slowed.

Animals are controlled by The Adversary, even those on the side of the player. If a Ranger has spent time training an animal, then it should obey his commands in most cases. Combat is a chaotic environment, however; it may be necessary to roll Ranger to make creatures obey. It helps if the animal has been specifically trained for fighting.

If a character is hit by an attack while mounted, he must make a Ranger roll to keep his seat. The challenge level should be equal to the amount of damage done by the attack before Protection is applied.

Note that a mount can be attacked as easily as its rider.

# Spellcasting

This chapter describes the rules for casting spells.

## Requirements

In order to use a spell against a person or object, the user must be able to sense the subject in some way. This usually means being able to see or touch the target.

Casting a spell takes at least a full round. The caster must stand relatively still (moving no more than 1 free space) and concentrate. This does not affect his Defense.

## Skill

Supernatural ability is divided into two camps: the **Mage**, and the **Sorcerer**. Mages cast spells affecting the physical world, while Sorcerers weave spells involving the mind. Though the powers differ, the mechanics are similar.

The Mage rolls his Intellect trait to determine if a spell succeeds. If aimed at a space, the challenge level is 4 plus any range penalties. If aimed at a person, the Mage must roll against the target's Dodge or Parry. If the target is a Mage, they may deflect the spell; substitute their Intellect+7 for Dodge or Parry.

The Sorcerer rolls his Presence trait to determine if a spell succeeds. He must roll against the Defiance of the target (Intellect+7 or Intuition+7). If the target is a Sorcerer, they may deflect the spell; substitute their Presence+7 for Defiance.

To make an offensive spell work, the caster must make a trait check as above. The caster makes only one roll, even if there are multiple targets. Subjects are affected once per round for the duration of the spell.

## Power and Energy

Every magic user has a power level that represents the base amount of supernatural energy he can channel in a single round. This is based on Willpower.

$$\text{Power} = \text{Willpower} + 10$$

Every spell has an energy level. One can cast spells of energy greater than their power level in a number of ways.

One point of Fortune is worth 1 point of energy.

A mage can sacrifice his health for power: 1 point of energy per wound inflicted on himself.

A sorcerer can sacrifice her sanity for power: 1 point of energy per shock inflicted on herself.

Either can cast spells beyond their power level by taking extra time. Each +3 energy requires doubling the time required to cast the spell. A concentrating spellcaster may do nothing else except move 1 space per round.

Channeling too much power can be dangerous. One who concentrates for an hour or longer must make a Fortitude roll versus the hour +7: 8 at hour 1, 9 at hour 2, etc. Failing this roll makes the spell backfire. For Mages, this means taking an Energy Blast equal in power to the extra energy summoned so far: 28 at hour 1, 31 at hour 2, etc. For Sorcerers, it means taking a Horrify attack of the same magnitude. Normal defenses apply.

Rounds	+Power
1	0
2	3
3	5
4	6
5	7
6	8
7	8
8	9
9	9
10	10
12	11
16	12
20	13
25	14
30	15
40	16
50	17
60	18
80	19
100	20
120	21
160	22
200	23
250	24
300	25
400	26
500	27
1 hour	28
1 hour 20 min	29

1 hour 40 min	30
2 hours	31
2 hours 40 min	32
3 hours 20 min	33
4 hours	34
5 hours	35
6 hours 40 min	36
8 hours	37
10 hours	38
13 hours 20 min	39
16 hours	40

It is possible for multiple magic-users to cooperate in the casting of a single spell. One caster (generally the most powerful) acts as the leader; he receives +3 to his power level for each doubling in the number of followers. One follower gives +3, two followers gives +6, four followers gives +9, etc. Followers must possess the same form of supernatural ability (Mage or Sorcerer) as the leader.

There may be objects or locations that give mages or sorcerers a bonus to their power level. The Adversary should be creative.

### **Attacks**

The damage from an attack spell is based on its intensity.

Impact attacks subtract the victim's Protection from the damage. The result is the number of wounds inflicted.

Energy blasts subtract the victim's Fortitude from the damage. The result is the number of wounds inflicted.

Horrrify and Torment spells subtract the victim's Willpower from the damage. The result is the number of shocks or wounds inflicted.

### **Holds**

The power of a Disorient spell, a Telekinetic grapple, a Daze, or a Delusion is based on its intensity. If the spell roll is successful, the victim is held fast.

For TK holds, this makes the target immobile, incapable of and vulnerable to physical attacks, but does not affect the target's ability to cast spells, deflect Mage spells, or defend against mental attacks.

For Daze, the target is senseless and defenseless; he can do nothing except attempt to break free.

Disoriented or deluded entities can move and act, but can't sense their surroundings properly.

To escape a telekinetic hold, the subject rolls his Brawn vs  $7 +$  the intensity of the spell. For Daze or Delude spells, the subject rolls Willpower. For Disorient spells, the subject rolls Perception.

The victim gets a free chance to escape the moment the spell is cast. After that, the victim can attempt to escape once per action (twice per round). If the roll succeeds, the character is free and can act normally on their next action.

## Nullify

Spellcasters may attempt to nullify hostile spells with their own. The nullifier must concentrate for a full round and make a trait check versus the Intellect (mage) or Presence (sorcerer) of the caster. If successful, the nullifier must expend an amount of energy equal to the energy of the spell he wishes to destroy. This can be used in response to instantaneous spells if the caster has not used up his actions for the round.

Mages and Sorcerers can only nullify spells of their own kind.

Nik the wise has a Willpower of 6. He can cast a spell of energy 16 in one round. If he wants to cast a spell of energy 19, he has options: he can burn 3 points of Fortune, inflict 3 wounds (or shocks, if he's a Sorcerer) upon himself, make his apprentice join him in a group ritual, or take an extra round to cast the spell. An energy 22 spell would require 6 Fortune, 6 wounds or shocks, two apprentices, or four rounds.

The mage Vunata has the initiative and wishes to make Juk and Tam suffer. He has a Willpower of 6, giving him a Power level of 16. He attacks with a fiery blast: intensity 13, area 2 (to hit both enemies), and duration 2 (he wants them to suffer longer). This spell requires 19 energy, so Vunata burns 3 Fortune to cast it.

Vunata rolls a 9 and adds this to his Intellect (5) for a total of 14. Juk has a Dodge of 14, so the spell affects him. Tam, a mage, has an Intellect of 8, giving her a defense of 15. She deflects the spell from herself.

Juk subtracts his Fortitude (8) from the damage of the spell (13) to get 5. This would cause 10 wounds, but Juk burns his last 5 points of Fortune to escape them. The spell has a duration of 2, however, so Juk is affected again on the next round. He takes 5 wounds.

Alzheimer the Sane wants to open a gigantic portal to the plane of Uggae to bring horrors into the world. The portal he has in mind will have 100 spaces in area (horrors are big) and last for over an hour (horrors are slow). Adding base portal cost (10) to the energy needed for an area 100 portal (30) and that needed for a duration of 1 hour (28) gives an energy of 68.

Alzheimer's Willpower is 6. His base power level of 16 is not high enough to open this portal. At all. To achieve his ridiculous dream, he recruits 4 apprentice mages to act as acolytes for his death cult. This gives him +9 power during rituals. He spends 10 rounds in a group ritual to open the portal, giving him +10 energy. He burns his 30 Fortune for 30 more energy. Last but not least, he inflicts 3 wounds on himself for +3. His power level is now 68, enough to cast the

spell.

# Pain and Suffering

## Unconsciousness, Death, and Madness

Adventurers often get hurt. Sometimes they die or go insane. The Adversary and players must decide in advance how deadly they want their campaign to be.

Each survival roll described below involves rolling Fortitude vs total wounds, Willpower vs total shocks, or Healer vs either. Each of these rolls gets to add a Survival Bonus (SB) based on how much death the players and Adversary want. For a gritty game, the SB may be 0. For a high-powered game, it may be 10. The recommended SB is 3.

A character with ten or more wounds is incapacitated. He is senseless and defenseless. What this means depends on the circumstances. If the wounds were suffered in a boxing match or barfight, the victim is just knocked out and will awaken in a few minutes. If the wounds were the result of lethal weapons or spells, the victim is seriously injured and may die without assistance from a Healer. The lethality of some attacks may depend on the intent of the attackers. Characters can try to subdue enemies without killing them.

A character with ten or more shocks is panicked and delirious. He may faint, flee, curl up into a little ball, wander about aimlessly, stare into space, or any other useless action the player desires. Whether this is temporary, or risks being permanent, depends on the nature of the attack—which often depends on the will of the attacker. The victim may regain his composure after a few moments or may require the assistance of a Healer to escape permanent insanity.

The Adversary is advised to ignore these thresholds for minor villains. Those who suffer any wounds or shocks should just fall or retreat.

If an incapacitated adventurer is beyond the help of any nearby Healers, he gets one last chance to survive. After one hour, have the adventurer make a Fortitude check vs his total wounds. Add the SB to the check. Upon success, the adventurer wakes up—on death's door, but alive. Upon failure, the adventurer dies a tragic death. He may awaken long enough to utter some famous last words.

A delirious adventurer has the same last chance, only he rolls Willpower vs his total shocks and adds the SB. Upon success, he calms down. Upon failure, he goes stark raving mad. His last words may be infamous.

## Healers

Those with the Healer skill can help others recover from injury or insanity.

A Healer can help an unconscious or injured friend by making a skill check, plus the SB, vs the total number of wounds suffered by the victim. Success means the character is stabilized and awake. He recovers a number of wounds equal to the mox. Failure means that saving the character is beyond the Healer's abilities.

A Healer can save panicked or delirious friends by making a skill check, plus the SB, vs the total number of shocks suffered by the victim. Success means the character is calmed and back in touch with reality. He recovers a number of shocks equal to the mox. Failure means that saving the character is beyond the Healer's abilities.



Juk the Barbarian has taken 16 wounds from arrows. He is down and dying.

Thomas, a level 3 Healer, makes a trait check to try and bring him back. He rolls an 8 for a total of 11, then adds this game's SB (3) for a total of 14 — less than Juk's wounds, so he is beyond Thomas's help.

Sarah, a level 9 Healer, tries a few minutes later. She rolls a 6 for a total of 18; subtracting Juk's 16 wounds gives a mox of 2. Juk is awake, stable, and down to 14 wounds.

## Rest and Recovery

Recovering from the perils of adventuring requires rest.

Fortune returns quickly, at a rate of a few points per hour of rest. This is somewhat up to the discretion of The Adversary, based on the condition of the party and their environment, but eight hours of rest ought to be enough to fully recover Fortune under most conditions. Four hours should be enough to recover half.

Wounds and shocks are more difficult to recover. After a week of rest, a character will recover a number of wounds equal to his Fortitude and a number of shocks equal to his Willpower (minimum 1 of each — adventurers with 0 Fort and Will still recover). Rest must occur in an environment with adequate warmth, sleep, and nourishment. Recovering from shocks requires a comfortable mental environment as well (this may differ from person to person). Strenuous activity — such as travelling, fighting, or spell use — prevents healing.

Healers can aid recovery. After a week in the care of a skilled Healer, a wounded adventurer may subtract the Healer's skill level from his wounds and shocks.

Juk gets into a fight with a large bear on a Thursday and takes 20 wounds.

Healers manage to save him before he bleeds to death, but don't restore any wounds (mox = 0).

After a week of rest, Juk recovers his 6 Fortitude and is left with 14 wounds.

Juk is tended to by a level 4 Healer on week two.

At the end of the week, Juk recovers 10 wounds — 6 for his Fortitude, 4 for the Healer. He is down to 4 wounds and will be fully healed in a week.

## Poison

A poison is a harmful substance that does internal damage to a character.

Some poisons must be eaten, injected, or inhaled. Others take effect upon direct contact with the skin.

In game terms, a poison is an attack that does damage to a character at regular intervals (once a round, minute, hour, day, etc) for a certain duration. This damage is resisted as any other attack,

except only Fortitude is used. Armor does not help.

If a character survives until the duration runs out, he fought the poison off.

Some poisons (drugs) may work against sanity rather than health. These work the same as others except that they are resisted with Willpower and inflict shocks rather than wounds.

Some poisons work more slowly than others. Diseases can be treated as poisons with very long durations.

### **Darkness and Blindness**

Characters who cannot sense their opponents will find themselves at a distinct disadvantage.

When characters are unable to see, any action that requires sight will have a penalty to the trait roll: -1 if it's dim, -2 if it's dark, -3 if it's pitch black or the character is blinded.

These rules apply also to other senses. Any action that requires hearing will be at -1 to -3 if there is lots of noise in the area or the character is deafened.

Of course, these rules do not apply to Perception itself. If a character is blinded or deafened, he cannot perceive anything with the affected sense.

### **Falling**

The Adversary should ignore damage from falls of less than two spaces. A hero is not likely to injure himself falling such a short distance unless he lands on something unpleasant.

For more significant falls, characters should take an amount of damage equal to twice the number of spaces fallen. A character who falls three spaces (6m) should take 6 damage; a character who falls eight spaces should take 16 damage, and so on up to a maximum of 20.

This damage is applied against the character's Fortitude. Armor does not help protect against falling damage, though it may help to protect the character from any extra damage if he falls on something sharp like spikes or broken rock.

Characters may use an Athlete roll to break a fall. This roll is made against a challenge level equal to the amount of damage the character faces. The mox of a successful roll is added to the character's Fortitude to help endure the damage.

# The World

## Ruins of 1985

There was a time of great progress and prosperity.

Crop yields were blessed. Ships and traders brought goods and ideas from all over the known world. Universities flourished with inspiration and invention. Great cosmopolitan port cities raised towers to the sky.

Prosperity fed population. Over generations, those with greater luck or skill came to possess more land than those without. As the natural resources of the land became monopolized by fewer and fewer, the many began to suffer under the heel of oppression and serfdom. There was grumbling, crime, and talk of revolution.

The aristocracies of different nations faced similar problems. The nobles took more and more land for themselves, leaving the poor and dispossessed ever more numerous. Every freeholder thrown off their land and made a serf became a potential rebel. How could the nobility protect their power and privilege?

The solution was simple. The leaders of various nations got together and planned a splendid little war. It would eliminate the excess, unneeded laborers while providing grand sport to the military men.

Armies marched. Mages burned cities and summoned monsters from other worlds. Sorcerers blinded whole populations with their colorful and imaginative lies.

The weakness of arrogance was apparent as things spun out of the leaders' control. War led to famine, as various armies took what they needed from peasants by force, leading peasants to devour their seed grain. Famine led to diseases few could fight off. Pestilence added the final nail in the coffin, and 99 out of 100 living souls perished in the space of a decade. The wars began in the year 1950; society collapsed by 1980. All of the old nations had fallen. Entire cities were abandoned. Developed lands went back to the wild.

In 1985, small groups have banded together at the local level. Towns are being rebuilt. Some have begun to go out and explore. There are untold treasures waiting to be found in ruins — not just gold and silver, but works and art and books of forgotten knowledge worth their weight in gold.

Towns hire mercenaries to defend themselves from the raids of roving bandit gangs. Strange monsters roam the land, leftovers from forgotten wars. Heroes work to restore lost knowledge and temples.

There is much to do.

# Monsters and Horrors

When creating monsters, The Adversary should not feel restrained by the character creation rules. Monsters and horrors are often far larger and more powerful than the heroes, and there is no reason why otherworldly creatures cannot have powers unavailable to the players.

Below are some pointers for creating interesting monsters.

## Size

Normal player characters are considered to be human, or at least vaguely so. The size and density of monsters is measured relative to this standard, with humans being of Size and Density 0.

Monsters are often different. This makes the monsters frightening to the players, which is a good thing.

A creature twice as tall as a human would have roughly eight times the mass, assuming similar density. This is important to note for the sake of grappling or weak floors.

Great strength does not necessarily make one any less vulnerable to harm. An elephant is very strong, but can still be chopped into small pieces if hit with an axe enough times. Fortitude should be limited unless the creature is made of sterner stuff than most.

By the same token, one does not want a giant monster to be easily killed. In order to make creatures tough without making them invulnerable, The Adversary can give them Fortune to absorb wounds or allow them to suffer more wounds before incapacitation.

Some creatures may have proportions that make their strength different for different purposes. A long-limbed creature might have greater strength for striking than for lifting. A tentacled creature could have a powerful grip, but a weak punch.

## Armor

Some creatures are tough, but not strong. If The Adversary wishes to create a monster that can take damage better than it can dish it out, he can make armor a natural part of its anatomy by giving the critter different Fortitude traits for withstanding damage, healing wounds, and resisting poisons.

## Extra Limbs

There is no reason why extraplanar horrors need to be limited to two arms, two legs, and one head. There is nothing wrong with making your players fight an otherworldly octopus monster with eight heads and sixty-four tentacles. How this translates into game terms (such as improved Initiative or hundreds of attacks per round) is up to The Adversary.

## Extra Senses

Monsters need not be limited to normal human sight, sound, smell, touch, or taste. Monsters may see infrared light, "see" via ultrasonic waves like a bat, or have some sort of supernatural spatial awareness.

## Flight

Monsters need not be earthbound like the heroes. A monster could have great wings that allow it to fly, or it could levitate via unknown forces. Care should be taken, as melee specialists may be rendered useless if the flier can attack from on high.

### **Regeneration**

Monsters and horrors may have rates of recovery far superior to the natural healing of a human. A monster could recover wounds and shocks once per round instead of once per week, perhaps even without rest. This makes monsters harder to kill, which makes them more frightening to the players. This is a good thing.

### **Powers**

There is no reason why monsters need to be limited to the same spells as humans. While some monsters may indeed use energy blast or daze spells, some might also have special abilities such as shapeshifting, invisibility, or mind control. Some monsters may even be immune to physical or supernatural attacks (but not both, unless The Adversary wants a monster to be indestructable).

For that matter, there are supernatural arts appropriate for human antagonists that are not listed in the rules. This is because these abilities are not available to player characters. It is fine for The Adversary to make use of golems, undead, potions, and the like, but players should not know where they come from. Mystery is fun.

The Adversary wishes for his players to be attacked by a horde of undead terrors. These creatures are immune to reason or passion and obey orders without question.

He decides on two types: ghosts and skeletons. Ghosts are immune to physical attacks and attack the players with Horrify spells. Skeletons are immune to mental attacks and attack the players with rusted swords and armor.

### **Alien Intellect**

Humans are not the only creatures who can use spells to travel between worlds. Some monsters may come to this world of their own ability. One that does is the most frightening of opponents — it is alien, wields supernatural powers, and has its own reasons for being here.

# Adventurer Archetypes

Below is a list of characters you might find striding across the world of Ruins & Raiders.

## Barbarian

A warrior of the wild

Trait	Level	Cost	Skill	Level	Cost
Brawn	4	6	Archer	4	6
Fortitude	6	10	Artisan	0	0
Intellect	0	0	Athlete	7	12
Intuition	4	6	Healer	1	3
Perception	5	8	Performer	0	0
Presence	3	5	Ranger	4	6
Willpower	3	5	Rogue	0	0
			Scholar	0	0
			Sneak	3	5
			Warrior	5	8

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	5	12	4
		Axe	5	12	13
		Axe and Hammer	6	13	13
		Hammer	5	12	13
		Greatsword	5	12	19
		Bow	4	12	13

<b>Fortune</b>	20	<b>Armor</b>	<b>Movement</b>	<b>Dodge</b>	<b>Protection</b>
<b>Traits</b>	40	None	17	14	6
<b>Skills</b>	40	Leather	16	13	9
<b>Gifts</b>	0				
<b>TOTAL</b>	100				

# Destroyer

Wielder of steel and magery

Trait	Level	Cost
Brawn	5	8
Fortitude	4	6
Intellect	5	8
Intuition	0	0
Perception	2	4
Presence	4	6
Willpower	6	10

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	3	5
Healer	0	0
Performer	0	0
Ranger	0	0
Rogue	0	0
Scholar	3	5
Sneak	0	0
Warrior	5	8

Gift	Cost
mage	20

Arms	Offense	Parry	Damage
Unarmed	5	12	5
Spear	5	14	14

<b>Fortune</b>	20
<b>Traits</b>	42
<b>Skills</b>	18
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	13	10	4
Plate	8	5	14



# Fool

Creature of luck

Trait	Level	Cost
Brawn	0	0
Fortitude	3	5
Intellect	0	0
Intuition	3	5
Perception	4	6
Presence	4	6
Willpower	0	0

Skill	Level	Cost
Archer	2	4
Artisan	0	0
Athlete	5	8
Healer	0	0
Performer	4	6
Ranger	0	0
Rogue	3	5
Scholar	0	0
Sneak	3	5
Warrior	0	0

Gift	Cost

Arms	Offense	Parry	Damage
Unarmed	0	7	0
Maul	0	7	15
Sling	2	7	9

<b>Fortune</b>	50
<b>Traits</b>	22
<b>Skills</b>	28
<b>Gifts</b>	0
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	15	12	3

# Giant

A mountain of a man

Trait	Level	Cost
Brawn	10	25
Fortitude	8	16
Intellect	0	0
Intuition	2	4
Perception	2	4
Presence	6	10
Willpower	3	5

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	5	8
Healer	0	0
Performer	0	0
Ranger	0	0
Rogue	0	0
Scholar	0	0
Sneak	0	0
Warrior	5	8

Gift	Cost

Arms	Offense	Parry	Damage
Unarmed	5	12	10
Maul	5	12	25

<b>Fortune</b>	20
<b>Traits</b>	64
<b>Skills</b>	16
<b>Gifts</b>	0
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	15	12	8
Leather	14	11	11

# Gladiator

Survivor of the pits

Trait	Level	Cost	Skill	Level	Cost
Brawn	5	8	Archer	0	0
Fortitude	5	8	Artisan	0	0
Intellect	2	4	Athlete	8	16
Intuition	2	4	Healer	0	0
Perception	5	8	Performer	0	0
Presence	5	8	Ranger	0	0
Willpower	5	8	Rogue	0	0
			Scholar	0	0
			Sneak	2	4
			Warrior	7	12

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	7	14	5
		Unarmed	7	14	5
		Sword	7	14	14
		Sword and Dagger	8	15	14
		Dagger	7	14	11
		Greatsword	7	14	20

<b>Fortune</b>	20	<b>Armor</b>	<b>Movement</b>	<b>Dodge</b>	<b>Protection</b>
<b>Traits</b>	48	None	18	15	5
<b>Skills</b>	32				
<b>Gifts</b>	0				
<b>TOTAL</b>	100				

# Hunter

A silent marksman

Trait	Level	Cost	Skill	Level	Cost
Brawn	3	5	Archer	7	12
Fortitude	3	5	Artisan	2	4
Intellect	0	0	Athlete	4	6
Intuition	3	5	Healer	0	0
Perception	7	12	Performer	0	0
Presence	3	5	Ranger	5	8
Willpower	3	5	Rogue	0	0
			Scholar	0	0
			Sneak	5	8
			Warrior	3	5

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	3	10	3
		Bow	7	10	12
		Spear	3	12	12
		Axe	3	10	12
		Axe and Hatchet	4	11	12
		Hatchet	3	10	9

<b>Fortune</b>	20	<b>Armor</b>	<b>Movement</b>	<b>Dodge</b>	<b>Protection</b>
<b>Traits</b>	37	None	14	11	3
<b>Skills</b>	43	Leather	13	10	6
<b>Gifts</b>	0				
<b>TOTAL</b>	100				

# Mercenary

Luckless warrior for hire

Trait	Level	Cost	Skill	Level	Cost
Brawn	5	8	Archer	4	6
Fortitude	8	16	Artisan	2	4
Intellect	3	5	Athlete	5	8
Intuition	0	0	Healer	2	4
Perception	4	6	Performer	0	0
Presence	4	6	Ranger	2	4
Willpower	6	10	Rogue	2	4
			Scholar	2	4
			Sneak	3	5
			Warrior	6	10

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	6	13	5
		Sword	6	13	14
		Sword and Shield	6	15	14
		Sword and Dagger	7	14	14
		Shield	6	15	5
		Dagger	6	13	11
		Maul	6	13	20
		Crossbow	4	13	14

Fortune	0	Armor	Movement	Dodge	Protection
Traits	51	None	15	12	8
Skills	49	Plate	10	7	18
Gifts	0				
<b>TOTAL</b>	<b>100</b>				

# Monk

Wandering mystic

Trait	Level	Cost
Brawn	4	6
Fortitude	4	6
Intellect	0	0
Intuition	4	6
Perception	4	6
Presence	4	6
Willpower	4	6

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	0	0
Healer	4	6
Performer	0	0
Ranger	4	6
Rogue	0	0
Scholar	0	0
Sneak	4	6
Warrior	4	6

Gift	Cost
mystic	20

Arms	Offense	Parry	Damage
Unarmed	4	11	4
Staff	4	14	10
Sling	0	11	13

<b>Fortune</b>	20
<b>Traits</b>	36
<b>Skills</b>	24
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	10	7	4

# Philosopher

An adventuring mage

Trait	Level	Cost	Skill	Level	Cost
Brawn	0	0	Archer	0	0
Fortitude	3	5	Artisan	0	0
Intellect	7	12	Athlete	0	0
Intuition	0	0	Healer	3	5
Perception	3	5	Performer	0	0
Presence	3	5	Ranger	0	0
Willpower	6	10	Rogue	0	0
			Scholar	5	8
			Sneak	0	0
			Warrior	0	0

Gift	Cost
mage	20

Arms	Offense	Parry	Damage
Unarmed	0	7	0
Staff	0	10	6

<b>Fortune</b>	30
<b>Traits</b>	37
<b>Skills</b>	13
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	10	7	3

# Prophet

Protector of the innocent

Trait	Level	Cost
Brawn	3	5
Fortitude	3	5
Intellect	0	0
Intuition	5	8
Perception	4	6
Presence	4	6
Willpower	4	6

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	4	6
Healer	4	6
Performer	0	0
Ranger	4	6
Rogue	0	0
Scholar	0	0
Sneak	0	0
Warrior	4	6

Gift	Cost
mystic	20

Arms	Offense	Parry	Damage
Unarmed	4	11	3
Sword	4	11	12
Sword and Shield	4	13	12
Sword and Dagger	5	12	12
Shield	4	13	3
Dagger	4	11	9

<b>Fortune</b>	20
<b>Traits</b>	36
<b>Skills</b>	24
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	14	11	3
Plate	9	6	13



## Soldier

A veteran of many battles

Trait	Level	Cost	Skill	Level	Cost
Brawn	5	8	Archer	5	8
Fortitude	5	8	Artisan	2	4
Intellect	0	0	Athlete	5	8
Intuition	3	5	Healer	2	4
Perception	4	6	Performer	0	0
Presence	4	6	Ranger	3	5
Willpower	4	6	Rogue	0	0
			Scholar	0	0
			Sneak	0	0
			Warrior	7	12

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	7	14	5
		Sword	7	14	14
		Sword and Shield	7	16	14
		Sword and Dagger	8	15	14
		Shield	7	16	5
		Dagger	7	14	11
		Bardiche	7	14	20
		Crossbow	5	14	14

<b>Fortune</b>	20	<b>Armor</b>	<b>Movement</b>	<b>Dodge</b>	<b>Protection</b>
<b>Traits</b>	39	None	15	12	5
<b>Skills</b>	41	Chain	12	9	11
<b>Gifts</b>	0				
<b>TOTAL</b>	100				

# Reaver

Swords and sorcery

Trait	Level	Cost
Brawn	3	5
Fortitude	3	5
Intellect	0	0
Intuition	0	0
Perception	3	5
Presence	4	6
Willpower	4	6

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	5	8
Healer	0	0
Performer	3	5
Ranger	0	0
Rogue	4	6
Scholar	0	0
Sneak	4	6
Warrior	5	8

Gift	Cost
sorcerer	20

Arms	Offense	Parry	Damage
Unarmed	5	12	3
Sword	5	12	12
Sword and Dagger	6	13	12
Dagger	5	12	9

<b>Fortune</b>	20
<b>Traits</b>	27
<b>Skills</b>	33
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	15	12	3

# Shaman

Protector of the wild

Trait	Level	Cost
Brawn	0	0
Fortitude	2	4
Intellect	0	0
Intuition	5	8
Perception	3	5
Presence	2	4
Willpower	5	8

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	0	0
Healer	3	5
Performer	0	0
Ranger	5	8
Rogue	0	0
Scholar	0	0
Sneak	2	4
Warrior	2	4

Gift	Cost
mystic	20

Arms	Offense	Parry	Damage
Unarmed	2	9	0
Staff	2	12	6

<b>Fortune</b>	30
<b>Traits</b>	29
<b>Skills</b>	21
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	10	7	2

# Thief

Shadow in the night

Trait	Level	Cost	Skill	Level	Cost
Brawn	2	4	Archer	2	4
Fortitude	2	4	Artisan	2	4
Intellect	2	4	Athlete	5	8
Intuition	2	4	Healer	0	0
Perception	7	12	Performer	0	0
Presence	2	4	Ranger	0	0
Willpower	2	4	Rogue	7	12
			Scholar	0	0
			Sneak	7	12
			Warrior	2	4

Gift	Cost	Arms	Offense	Parry	Damage
		Unarmed	2	9	2
		Sword	2	9	11
		Sword and Dagger	3	10	11
		Dagger	2	9	8
		Bow	2	9	11

<b>Fortune</b>	20	<b>Armor</b>	<b>Movement</b>	<b>Dodge</b>	<b>Protection</b>
<b>Traits</b>	36	None	15	12	2
<b>Skills</b>	44				
<b>Gifts</b>	0				
<b>TOTAL</b>	100				

## Trickster

A manipulator of minds

Trait	Level	Cost	Skill	Level	Cost
Brawn	0	0	Archer	0	0
Fortitude	3	5	Artisan	0	0
Intellect	0	0	Athlete	0	0
Intuition	0	0	Healer	0	0
Perception	5	8	Performer	3	5
Presence	7	12	Ranger	0	0
Willpower	6	10	Rogue	3	5
			Scholar	0	0
			Sneak	3	5
			Warrior	0	0

Gift	Cost
sorcerer	20

Arms	Offense	Parry	Damage
Unarmed	0	7	0
Staff	0	10	6

<b>Fortune</b>	30
<b>Traits</b>	35
<b>Skills</b>	15
<b>Gifts</b>	20
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	10	7	3

# Wizard

Master of physics and metaphysics

Trait	Level	Cost
Brawn	0	0
Fortitude	0	0
Intellect	5	8
Intuition	0	0
Perception	0	0
Presence	5	8
Willpower	6	10

Skill	Level	Cost
Archer	0	0
Artisan	0	0
Athlete	0	0
Healer	0	0
Performer	0	0
Ranger	0	0
Rogue	0	0
Scholar	2	4
Sneak	0	0
Warrior	0	0

Gift	Cost
mage	20
sorcerer	20

Arms	Offense	Parry	Damage
Unarmed	0	7	0
Staff	0	10	6

<b>Fortune</b>	30
<b>Traits</b>	26
<b>Skills</b>	4
<b>Gifts</b>	40
<b>TOTAL</b>	100

Armor	Movement	Dodge	Protection
None	10	7	0

## Mage Spells

Each spell costs a minimum amount of energy. This base energy creates a spell with an intensity of 0, a range of 10 spaces, an area of 1 space, and a duration of 1 round. The caster may add energy to the spell to increase any of the three, as described in the **Spells** chapter.

Name	Description	Powers	Base Energy
Cold Snap	Lowers the ambient temperature	Alter	3
Firewall	A wall of force and fire that damages all who touch it	Barrier, Energy Blast	9
Forcewall	A transparent wall of pure force	Barrier	3
Gateway	Opens a shimmering portal to somewhere else	Portal	10
Gate of Confusion	Opens a portal that disorients anyone who goes through it	Disorient, Portal	16
Hold Fast	Uses telekinesis to pin foes down	Telekinesis	10
Magic Bullet	A small iron sphere flies from the caster's hand, smites a target, and returns to the caster	Impact Attack	3
Meteor	Turns a rock into a flaming projectile	Energy Blast, Impact Attack	9
Shockwall	A barrier of lightning that damages and disorients those who come in contact	Barrier, Disorient, Energy Blast	15
Spark	Lightning flies from the mage's fingers	Energy Blast	6
Vortex	Creates a barrier of rotating wind filled with sharp rocks	Barrier, Impact Attack	6
Warm Glow	A small glowing sphere warms the room and lights the way	Alter	3

White Noise	The mage hits the subject with a blast of static	Disorient	6
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## Sorcerer Spells

Each spell costs a minimum amount of energy. This base energy creates a spell with an intensity of 0, a range of 1 space, an area of 1 space, and a duration of 1 round. The caster may add energy to the spell to increase any of the three, as described in the **Spells** chapter.

Name	Description	Powers	Base Energy
Gripping Fear	Causes fear so intense it does physical damage	Horrify, Torment	12
Hell Trip	Traps the victim on an infinite plain pursued by legions of horrors	Delude, Horrify	16
Illusion	Traps the subject in a dream world	Delude	10
Message	Sends thoughts and images to the minds of others	Telepathy	3
Nightmare	The subject falls unconscious and has a terrible dream	Daze, Horrify	16
Phantom Attacker	Makes the subject believe they are being pounded on	Delude, Torment	16
Seizure	Gives the subject a seizure	Daze, Torment	16
Sleep	Time for a nap	Daze	10
Terror Vision	Attacks the subject's sanity with its worst fears	Horrify	6
Torturous Phantasm	The subject experiences being subjected to a torture chamber	Delude, Horrify, Torment	22
Writhing Pain	The subject's mind attacks its own body	Torment	6