

## Chapter 1 - Getting Started

For the people that are just new to the world of roleplaying, getting started maybe difficult. Even though due to the amount of math in this game it is for advanced players and gamemasters, this will cover all the bare basics of roleplaying and then some. Here are some of the bare bones of a RPG. First, a person in the group needs to take the role as “gamemaster”. A gamemaster is the director of the world he or she wishes to make. In a way they will play God over the world for the players and will have total control of the settings and “NPC’s” however not over the “player characters”. “NPC’s” are non-playable characters, these are made by the gamemaster to interact with the player characters and also they are everyone in the world a player does not control. Once the role is given out as a GM (gamemaster) then the others will play as player characters. PC’s or player characters are the actors in the gamemaster’s world. So basically the GM makes the “campaign” and the PC’s play the heros and will need to adventure though the world the gamemaster makes. A campaign is a series of settings and events at one time.

This is the gamemaster’s world, but like the players in the game the gamemaster has rules to follow as well to make things fair and fun for all.

### Materials

Materials you will need to play Vandeaala are:

- Roleplaying dice set. This includes the follow dice formats. D4, D6, D8, D10, D12, D20, Percentiles. The D stands for the amount of sides on the dice.
- Paper and pencils.
- 2 or more players
- Vandeaala source book
- Written or copied character sheets.
- Drinks and snacks nearby.

### The Goal

The difference between RPG’s and most other game is the main goal. Normally in a game there is a beginning and an end, and assume the end does come when someone wins. In RPG’s the end normally is hard to predict, because due to its improve one event may lead to others. In most campaigns there isn’t an end. The way you can think about this is if you’re the players, you are living there life and really there no winning or losing until the character dies.

An adventure normally has a goal in mind. Some adventures last days of game time to finish other in hours. Either way, a line of adventures is all tied to a campaign. It don’t end at the completion of an adventure do to “triggered events”. This will be explained the gamemaster section. Player to have fun, that’s the real goal of RPG’s.

## Players Guide

This section is for those wishing to be PC's. This will guide you through character development and how to play them. Very detailed area, so please read carefully.

### Character Recipe

Here is the basis to cooking up your character. If you don't understand it, just browse ahead a little and it'll be explained. This is just a brief walkthrough of the steps to follow for those that are advanced users and even for newbies

- ◆ Get a character worksheet or write one from the example.
- ◆ Choose a race you wish to be. Each race has weakness and strengths. Check with your gamemaster to make use the race is usable in the campaign.
- ◆ Begin to roll the stats and fill in the blanks on the character sheet.
- ◆ Once the statistics of your character is rolled and transferred to paper browse through the classes. Each class is unique so browse carefully. Also be able of the requirements, if one stat is too low you cannot be that class.
- ◆ If your gamemaster lets you, he may let you have a re-roll to help you with reach certain class requirement or might allow you to subtract 2 for one stat to add one to another. These are just 2 suggested and most used techniques.
- ◆ Once a class is chosen, apply your class main stat changes. Only the main changed for now, you can wait on the subsidiary changes for now.
- ◆ Go through the Stat section and fill in the base subsidiary stats, then go back to your class and finish the subsidiary changes to your character.
- ◆ **Fatigue.** Is your overall endurance. This can drop anytime you do a tiring act. Fatigue is equal to double stamina plus modifiers in the subsidiary chart.
- ◆ **Calculate your Melee Chance to Hit (MCTH).** This is your characters ability to use a hand weapon in close range. Uses attack like stabbing, bashing etc. To get your percent of MCTH you add your character strength and quickness then take the total and double it. Then add your modifications based on your characters subsidiaries.
- ◆ **Calculate your Projectile Chance to Hit (PCTH).** This is your characters ability to use projectile weapons and items in a distance. Uses attacks like throwing, shooting etc. To get the percent of PCTH you add your characters dexterity and perception then take the total and double it. Then add your modifications based on your characters subsidiaries.
- ◆ **Calculate your Spell Chance to Hit (SCTH).** This is your characters ability to use magic spells. Uses attacks like colored mana spells and item magic that require summoning mana to cast. To get the percent of Magic CTH you add your characters intelligence and charisma then take the total and double it. Then add your modifications based on your characters subsidiaries.
- ◆ **Calculate your Reaction.** This is your characters split second reaction to avoid or reduce injury from incoming danger. Difficulty modifications may apply by the

gamemaster. For your reaction you need to add up all your stats, from strength down to technical, and divide by 10. That will be your character reflexes when faced with a split decision. Also remember to change your reaction if there is a modifier in your subsidiaries.

- ◆ **Calculate Evade.** Evade is equal to half of your overall reaction.
- ◆ Use your character primary skills (1<sup>st</sup> skills) and secondary skills (2<sup>nd</sup> skills) to choose your characters unique abilities. Keep in mind to use a weapon you must first pick “use weapon” of a certain type. Example, if I want to use swords I can use a slot and pick long sword, so one of my use skills will be use long sword. Without a use weapon of that type, that character loses 40% to all CTH when trying to use that weapon type. Also in other to get dual wielding or specialize, that character will need to type a weapon type for each and the basic use weapon will still be required.
- ◆ Talk to your GM about equipment, if any.
- ◆ Go to the defense chart and insert the defense modification of the character in the natural armor. Then looking at the characters stamina distribute those as if points to parts of your character’s body as you wish. Natural defense cannot be over 3 more than the lowest defense on any one part of that character.
- ◆ Apply the armor, if any, to the defense chart in the armor section.
- ◆ If your character is using magic this is the time to add spells and mana to your character. Just remember your modification in your subsidiaries. Read up your class to tell you about the amount of spell your get and how you get more.
- ◆ Roll and calculate your experience required to advance to the next level. Remember that dual classes level at a slower pace. The maximum level for a character is level 40.

## **Chapter 2A – Non-Metahumans Races**

Vandeala comes jam packed with many races to pick from. Take your time a browse the pros and cons. Follow are considered non metahumans in Vandeala.

### **Human**

Humans come in many shapes, sizes and racial characteristics. They do not have any special abilities but they tend to be quick learners and skillful. Quick learning gives them the ability to learn at a faster rate than most giving 1 extra primary skills and secondary skill at the starting level plus 1 of each for each level after words. In addition they have a reduced experience requirement per advancement. Skillful lets him specialize in a certain craft or skill that makes them becomes more adapted. This gives them a

choice upon choosing their skills to pick a single primary or secondary general skill and gain 1 skill slot (not skill point) equal to their current level. This cannot be used for class specific skills, nor can be used in proficiency. They are the mid-point to all the races. Most live to be 80, due to the massive change in the environment and the loss of some important technology.

### **Abilities:**

#### Quick Learning

One extra Primary skill and Secondary skill slot per level, including the first. Reduced experience requirement.

#### General Skill Focus

Select a single Primary or Secondary general skill, that skill gains +1 per character level including the first (Cannot be used in proficiency). This can be changed but all points used by beforehand are lost and new focused skill will gain points from then after words. It requires 24 hours to use skill focus on another skill.

### **Human Stat Rolls**

<b>Height:</b> 60 + 2d12 inches	<b>Weight:</b> 100 + 2d100 lbs	<b>Age:</b> 15 + 1d8
<b>Starting Body:</b> 2d6 +10	<b>Starting Mana:</b> 3d6	
<b>Strength:</b> 3d6	<b>Stamina:</b> 3d6	<b>Intelligence:</b> 3d6
<b>Willpower:</b> 3d6	<b>Dexterity:</b> 3d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 3d6	<b>Perception:</b> 3d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 3d6	<b>Starting Experience:</b> 80	

### **Racial Going up Level Adjustment**

<b>Additional Body:</b> 2d6 + (previous body)	<b>Additional Mana:</b> 3d6 + (previous mana)
<b>Level up Experience:</b> 80 + (previous experience)	

### **Giant**

Giants very similar to humans. They are built with all humanoid stances but are quite larger than normal humans in size. Their minds seem to work a little different as well. They are not always as bright as a human would be and tend to be a little less agile. Both genders of female and male are great warriors and are always willing to fight for what they believe in. They are very strong and can easily intimidate most races due to its size. They normally don't have much facial hair and body hair in general. Their voices are normally loud and seem to be a lot of power behind it. Due to their size they can

also be clumsy and tend to lead away from the projectile weapon department. Compared to holding a gun they have a natural sense of melee weapons that makes them feel more use with it. They like to think of themselves are the strongest race and will do outstanding challenges of pure strength with others to prove that they are. These events rarely involve actual fighting but just constants. Giants were mostly used as the laborers due to their size. This gives them a sizable bonus to climbing and lifting to match their strong personalities. During a climb or lifting roll add 8 to the skill.

Because of their large bodies they seem to have a strong resistance to poisons. Their bodies will actually cure on their own slowly by bring the grade of poison down each hour by 1, making the toxins weaker, Also poisons last half as long. Most giants live to be 100 years old.

### **Abilities:**

#### Intimidating Size

Giants are larger than normal size help intimidate others. When rolling intimidate Giants get a +4 to their skill.

#### Strong Body

Due to their size and a strong body toxins and poisons affect giants less, each hour the grade of poison will reduce by one and the poison affecting time is halved.

#### Laborer

Climbing and Lifting also has become easier for one who has the blood of a giant. When rolling Climbing, or Lifting add a +4 to their skill.

#### Large Sized

A large sized character gains 1 step to their total steps.

#### Dim Witted

Giants are naturally not intelligent and though some tend to be smarter than others, most are not. Giants start with illiteracy of all languages and requires 4 primary skills slots to use the literature skill to read any language other language then common. It requires only 2 primary skill slots to learn to read the “common” language.

## **Giant Stat Rolls**

<b>Height:</b> 72 + 2d12 inches	<b>Weight:</b> 160 + 2d100 lbs	<b>Age:</b> 15 + 1d6
<b>Starting Body:</b> 2d10 +10	<b>Starting Mana:</b> 2d6	
<b>Strength:</b> 4d6	<b>Stamina:</b> 3d6	<b>Intelligence:</b> 2d6
<b>Willpower:</b> 4d6	<b>Dexterity:</b> 2d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 3d6	<b>Perception:</b> 4d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 2d6	<b>Starting Experience:</b> 100	

## **Racial Going up Level Adjustment**

**Additional Body:** 2d10 + (previous body)    **Additional Mana:** 2d6 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

## Dwarf

Dwarves are short, blocky humanoids. They normally have much facial hair and look strong for their size. They enjoy drinking and like to party, but due to their stale sense of humor and dwarven harsh speech they do not seem to make friends that easily. They enjoy hard work and tend to force themselves to do so in case they begin slacking off. They love to venture around mountains but will never go to sea. They take great care of any expensive materials they may find as this is precious to their kin to be. They can be rowdy and enjoy rough sports and sprawls. Like giants they dislike projectile weapon and anything they require much intelligence. However they are mechanically inclined and are known to build amazing mechanical structures that require very little technical work. Inside their dwarf blood, they have a great dislike towards orcs and goblins.

Dwarves also seem to have a naturally great immune system receiving resistance to half of toxins, sicknesses and diseases. The time of the affects (magical or otherwise) cure in half the time. Their eyes also have the ability to see perfectly in low light conditions, where the light is 50% - 75% less then normal. Their low light vision can see up to 50 ft forward and 15ft in low light areas. Most dwarves live to be 90 years old.

### **Abilities:**

#### Dwarven Blood

A great immune system capable of fighting off the worst of ailments. Gain resistance to 50% of all sicknesses, diseases and toxins (magical or otherwise) and they only last half the duration.

#### Dark Vision

Eyes of a miner helps to see in complete darkness. Dwarves can see up to 50 ft in no light conditions and 15ft in low light.

#### Defensive Nature

Working hard on defenses and making armor a long time ago. That learning quickly developed in the new breed of dwarves. When creating any piece of armor dwarves get a +4 to that skill. In addition dwarves also gain a +4 to identify armor when identifying an piece of armor.

#### Miner's History

A Dwarves past goes far beyond his own. A natural talent for mining help him in many ways. Dwarves gain a +4 to mining skill when rolled and +4 to search when looking for gems or minerals, unsafe floors (non-trapped) and hidden doors.

#### Natural Enemy

Dwarves also have a natural hatred for the green skins. Throughout history they fought many battles and the dwarves had picked up a instincts to pass on to their future DNA cousins. When fighting Orcs, or Goblins, the dwarf gets a +4 to identifying that species and a +1% to all CTH per level of the dwarf.

#### Closed Minded

Dwarves are stubborn beings with a gruff history of strength and hard work and because of this they tend to care very little about smaller details in life. When Painting, Singing, using Etiquette, an Instrument, Tailoring, Pottery or Cooking a dwarf gets a -4 to their skill.

### **Dwarf Stat Rolls**

<b>Height:</b> 36 + 2d12 inches	<b>Weight:</b> 80 + 2d100 lbs	<b>Age:</b> 20 + 1d10
<b>Starting Body:</b> 2d6 +10	<b>Starting Mana:</b> 1d8	
<b>Strength:</b> 4d6	<b>Stamina:</b> 4d6	<b>Intelligence:</b> 3d6
<b>Willpower:</b> 3d6	<b>Dexterity:</b> 3d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 2d6	<b>Perception:</b> 2d6	<b>Mechanical:</b> 4d6
<b>Technical:</b> 2d6	<b>Starting Experience:</b> 100	

### **Racial Going up Level Adjustment**

**Additional Body:** 2d6 + (previous body)      **Additional Mana:** 1d8 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

### **Elf**

Elves are tall, slim humanoids. They appear to be very fragile and weak looking, but have a stunning beauty about them. Their ears have large pointy ears and have a strong background of magic. Their mind seems to be evolved more so than most. Their bodies can feel the flow of mana run through them always. Normally they are seen reading books and studying. They find war and fighting to be an insult to their own intelligence and dislike melee weapons. Projectile side arms are what most use for weapons. They act very proper and most times very arrogant. They value magical items and jewelry even more so than money and power. Their sense of humor is sharp and clever, need a reasonable intelligence to understand. Because of their small bodies they rarely need to eat and can store rations twice as long as most humans. They love to socialize but hate simple conversation. Friends and enemies are rarely forgotten.

Since their bodies have mana they have 60% to totally negate all effects from charm spells, and if affected the time and effect are halved. Their eyes also have the ability to see perfectly in low light conditions, where the light is 50% - 75% less than normal. Their low light vision can see up to 50 ft forward.

Most elves live to be 160 years old.

#### **Abilities:**

##### Elf Blood

Elf Blood has a hint of magical traces which some believe they were born from magic. This gives them an exceeding high acceleration in mana pool.

### Magically Imbued

Elves has an amazing ability to learn magic on the fly even without any training. Starting at level one an elf can choose any first level spell for free from either red, black, blue or white. Each 6 level they get another free spell in the next tier of spells, choosing from the same colors above. This spell acts as though it were a special ability and requires no mana but can only be used once a day.

### Strong Mind

A Strong mind frame helps with a resistance to any types of charms to overcome them. During a charm spell (a direct mind controlling or altering spell) they gain 60% chance of totally negating it. If failed, the charm affect will only last half the duration.

### Low Light Vision

Eyes like a bird helps in low light areas letting them see up to 120ft area and 15ft in no light conditions.

### Magically Focused

An elf has a keen sense on all things magical. This lets an elf choose if he/she wishes to cast a focused spell. The time to cast the spell will depend on how long they wish to focus on the spell. Each round doing this will gain 10% to the chance to hit to the spell to be cast. This can only be used once a day per level.

### Arrogance

The arrogance of an elf is unmatched but fairly close to one of humans, to most this can be quite irritating. When socializing to non-elf and non-human, an elf gets -4 to the socializing skill.

### Frail Body

A weak body opens up a lot of hurt for an elf. Their starting body is the worst of all the races.

## **Elf Stat Rolls**

<b>Height:</b> 60 + 2d12 inches	<b>Weight:</b> 70 + 2d100 lbs	<b>Age:</b> 30 + 1d10
<b>Starting Body:</b> 2d4 +10	<b>Starting Mana:</b> 3d10	
<b>Strength:</b> 2d6	<b>Stamina:</b> 2d6	<b>Intelligence:</b> 4d6
<b>Willpower:</b> 3d6	<b>Dexterity:</b> 4d6	<b>Quickness:</b> 4d6
<b>Charisma:</b> 4d6	<b>Perception:</b> 2d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 3d6	<b>Starting Experience:</b> 100	

## **Racial Going up Level Adjustment**

**Additional Body:** 2d4 + (previous body)    **Additional Mana:** 3d10 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

## **Gnome**

Gnome are quite similar to dwarves, short and hairy. The main difference between dwarves and gnome is, gnome has large noses and bright red cheeks. They also have



white or grey hair which seem to just one of the one genetic traits. They also have a very mischievous sense of humor, normally involving practical jokes and slap stick comedy. They don't seem to be good listeners since their behaviors seem to be much less mature than humans. They have a love for jewels and precious gems and some tend to become a little obsessed with material things. Because of this "obsession" they are stereotyped to be sly and thieves. They dislike fighting and tend to stay away from battle. Large melee weapons are unlikely to impress gnomes since smaller weapons including projectile and melee weapon are easier from them to carry. Like their distance cosines the dwarves they have a resistance to poison however it's not as great.

Most dwarves live to be 90 years old.

### **Abilities:**

#### Nimble

Small bodies and small fingers helps a gnome get in and out of trouble. When getting out of a bad situation a gnome gains +4 to escape when rolling. When into non-technical locks, gnomes get a +4 to streetwise to their roll.

#### Creative

Unlike their cousin, the dwarf, gnomes love to create works of art and be known for it. When Painting, Singing, using Etiquette, an Instrument, Tailoring, Pottery or Cooking a gnome gets a +4 to their skill.

#### Natural Enemy

Gnomes also have a natural hatred for the green skins. Throughout history they fought many battles and the gnomes had picked up a instincts to on avoiding the ill tempered creatures. When fighting Orcs or Goblins, the gnome gets a +4 to identifying that species and a +1% to evade per level of the character.

#### Dark Vision

Eyes of a trickster helps to see in complete darkness. Gnomes can see up to 50 ft in no light conditions and 15ft in low light.

#### Bad Reputation

Gnomes have a bad reputation and have to work harder than normal to gain ones trust. When trying to persuade, intimidate or socialize non-gnomes the character gets a -4 to their skill.

#### Small Sized

A small sized character loses a step to a minimum of 1 to their total steps.

## **Gnome Stat Rolls**

<b>Height:</b> 36 + 2d12 inches	<b>Weight:</b> 65 + 2d100 lbs	<b>Age:</b> 20 + 1d8
<b>Starting Body:</b> 2d6 +10	<b>Starting Mana:</b> 3d8	
<b>Strength:</b> 2d6	<b>Stamina:</b> 3d6	<b>Intelligence:</b> 3d6
<b>Willpower:</b> 3d6	<b>Dexterity:</b> 4d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 2d6	<b>Perception:</b> 4d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 4d6	<b>Starting Experience:</b> 100	

## Racial Going up Level Adjustment

**Additional Body:** 2d6 + (previous body)    **Additional Mana:** 3d8 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

### Android

Androids are man-made artificial intelligence. Even though is it an AI, their nero - processors are not even close to the complexity of the human mind. They were made to become a fighting machine but still have a free will. Their body shape is that of a human, only with steel for body and thick latex for skin. Because of their steel inner frame they have a high natural defense to all physical matter. They can feel no pain nor do they have the common sense of a human. Their database of memory is filled with facts and cannot comprehend fiction or the use of magic. They are unable to imitate a technique without being programmed to do so. AI's are able to program themselves, with a detail explanation on how to control its body during the skilled techniques; otherwise they cannot use that skill at that moment. Even though have perfect memories and can store conversations and images in its mind, their "brain" is as complex as a young child. They are skilled with both projectile and melee weapons very well as they we designed for it.

They are non living being and are immune to all charm, disease and toxin spells and resistant by 50% to the elements of fire and water. Due to not living they run on a power supply located in their chest. The power supply is a fusion reaction, which uses H<sub>2</sub>O (water) to fuel it. An android must drink 2 liters of pure H<sub>2</sub>O each 24 hours otherwise the android will go offline until fueled up with a 10% chance of a meltdown. Due to the tremendous heat that in contained inside of androids, if its sustained enough superficial damage there is a chance of a thermal meltdown. This meltdown can spread up to 50ft dealing 5d10 fire damage, - 1d10 damage each 10ft beyond the initial explosion. This fire has a 10% to catch objects on fire in the area, - 2% per 10 ft. The calculation to see if a meltdown is eminent is based on the remainder of the body once below 0. For each -2 body beyond 0 there is a 5% chance of a meltdown.

The max age for an android is undetermined.

#### **Abilities:**

##### Re-Programmable Skills

An android can exchange any skill slots to another skill in that category. Each skill slot requires 1 hour for each the android wishes to transfer. They also do not require training to learn new skills. If this is used to hack into an android the difficulty is equal to the androids level plus any encryption security it is using per hour. Androids are not required to roll this when re-programing themselves.

##### Integrated Intelligence

A solid state memory gives an android amazing use for spying and recalling information. An android has a near perfect memory and gets +20 a skill that is used when re-

identifying a species it already knew, remembering someone or something they already met, was told in detail or seen in an image. When using skills with an intelligence factor (average), they can choose remove it and take the average of the remaining factors. In the case where there is only intelligence in a skill, it is equaled to zero plus any modification or skill slots used.

#### Mechanical Body

Spells that would only effect a living being do not work on an android. They can also not get sick, diseased, poisoned, charmed or healed by magic. They do regenerate body points as per normal from nano-bot repair drones while offline. Their body also resists fire and water spells by half damage and grades of burns to not increase as per normal but takes double damage gain lightning and electrical based attacks. Cannot be cross-raced.

#### Dependant

Androids also need at least 2 liters of pure H2O every 24 hours. An impure substance will also work but will require a double dose throughout the day. Failure will result in a shutdown with a 10% of it to be a meltdown. A character may choose to go offline to avoid a chance of meltdown. Going offline will not use as much fuel but gives 10 times more usage on current fuel remaining.

#### Meltdown

When an android becomes massively damaged or when improperly shutdown it has a chance to meltdown. The chance of a meltdown from damage is 5% for each -2 body below zero the character has. If meltdown a takes place, see above.

#### Magically Disabled

Cannot junction magic or use/create/identify magical items that require casting.

### **Android Stat Rolls**

<b>Height:</b> 72 inches	<b>Weight:</b> 400 lbs	<b>Age:</b> 3d20
<b>Starting Body:</b> 2d8 +10	<b>Starting Mana:</b> (none)	
<b>Strength:</b> 4d6	<b>Stamina:</b> 4d6	<b>Intelligence:</b> 0
<b>Willpower:</b> 2d6	<b>Dexterity:</b> 4d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 2d6	<b>Perception:</b> 3d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 4d6	<b>Starting Experience:</b> 100	

### **Racial Going up Level Adjustment**

**Additional Body:** 2d8 + (previous body)    **Additional Mana:** (none)  
**Level up Experience:** 100 + (previous experience)

## **Chapter 2B – Metahuman Races**

The following races are considered metahumans. Some groups think these are tainted with some disease and it starts quite a war with some clan activist groups.

## Orc

Orcs are humanoid creatures that are about the same height as a human. They have similar head but orc's are a little thicker and wider. They have huge teeth, so big most cannot keep them in their mouth. Orcs can bite for 1d4 armor piercing damage. They seem very ugly and a horrible personally. They see little reason to be clean and do not bath often if ever. They are reckless and will attack without warning. They like fighting and think about it often, sometime holding violent sports to see who would win. However, the sign of a good alignment orc is slim. They like to hold large weapons like spears and battle axes and will charge head long into a battle. Their sense of humor is harsh and ends up with the amusement of someone else's misfortunes and something insulting. They have a hate towards dwarves and will attack them if seen. Orc tend to like building and repair objects, especially if it's a weapon.

Their bodies tend to fight sickness very well. If an orc has a disease it is normally cured without help, in 4 hours from contracting it. They also have dark vision, letting them able to see perfectly up to 30 ft in pure darkness. This does not work in areas with at least 25% light.

Most orcs live to be 75 years old.

### **Abilities:**

#### Nasty Bite

Orcs use all means of fighting to win a battle. When needed an Orc can use it's teeth as a free brawl skill to attack. A bite attack in this manner deals 1D6 armor piercing melee damage. Extra brawl skills can increase the amount attacks per round.

#### Natural Enemy

Orcs also have a natural hatred for the stunties. A long history of ancestral wars they fought the orcs picked up the instincts from the raging battles of many centuries ago. When fighting Dwarves and Gnomes, the orc gets a +4 to identifying that species and a +1% to chance to hit per level of the character.

#### War Breed

In times of war, Orc use to mount piles or weapon before battles. That skill is passed on to the mutated DNA of Vandea. When crafting non-technical, non-magical melee or primitive ranged weapons Orcs get a +4 to the skill. In addition orc's also gain a +4 to identify melee when identifying a weapon they had created before.

#### Honor Among Greenskins

Orcs gain a +4 to socializing and persuading skills when talking to other orcs and goblins.

#### Body of Swine

The body of Orcs will completely adapt to any disease it had contracted in 4 hours making them immune it and to reinfection.

#### Dark Vision

Eyes of a monster helps to see in complete darkness. Orcs can see up to 50 ft in no light conditions and 15ft in low light.

#### Bad Temper

A bad temper is never good when trying to learn something new. When training new skills Orcs start from a -4 training modifier instead of the -4. Increasing the modifier remains the same as normal but for the entire -4.

#### Closed Minded

Orc's minds are filled with lack of rationalization. When a history of blood they tend to care very little about smaller details in life. When Painting, Singing, using Etiquette, an Instrument, Tailoring, Pottery or Cooking a orc gets a -4 to their skill.

### **Orc Stat Rolls**

<b>Height:</b> 60 + 2d12 inches	<b>Weight:</b> 100 + 2d100 lbs	<b>Age:</b> 15 + 1d8
<b>Starting Body:</b> 2d8 +10	<b>Starting Mana:</b> 2d4	
<b>Strength:</b> 4d6	<b>Stamina:</b> 3d6	<b>Intelligence:</b> 2d6
<b>Willpower:</b> 4d6	<b>Dexterity:</b> 3d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 2d6	<b>Perception:</b> 3d6	<b>Mechanical:</b> 4d6
<b>Technical:</b> 2d6	<b>Starting Experience:</b> 100	

### **Racial Going up Level Adjustment**

**Additional Body:** 2d8 + (previous body)      **Additional Mana:** 2d4 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

### **Goblin**

Goblins are thin, quick creatures. They seem to have more intelligence than their brothers the orcs but lack their brawn. They make up with their keen eye sight and quickness. Most goblins are thieves and tend to collect any shiny materials, no matter if its worth anything or not. Some have brown skin others have green, both normally have black hair however. Their bodies seem to be hunched but still humanoid like, even though their fingers are much longer than that of a human. They are mostly timid and violent when cornered. They enjoy mischief and normally get into trouble even when they don't mean too. A goblin's laugh is hard to forget since its annoying and loud and they laugh quite a lot, since most everything is humorist to them. They hate using big weapons and seeing them can even intimidate them a little.

Their bodies are covered in a thick slime which doesn't smell to well either. This moisture does protect them from 50% of fire and burn damage, and burns heal twice as fast. They also have dark vision, letting them able to see perfectly up to 30 ft in pure darkness. This does not work in areas with at least 25% light.

Most goblins live to be 65 years old.

### **Abilities:**

#### Natural Enemy

Goblins also have a natural hatred for the stuntsies. A long history of fighting and hiding behind their brethren greenskins the orcs they learned to avoid dwarves and gnomes when in contact with them. The goblins picked up the instincts from the many fights ages ago. When fighting Dwarves and Gnomes, the orc gets a +4 to identifying that species and a +1% to evade per level of the character.

#### Honor Among Greenskins

Goblins gain a +4 to socializing and persuading skills when talking to other orcs and goblins.

#### Oozing Skin

Goblins have a high tolerance to heat due to the sticky liquid that will ooze from the pores on the goblins body when burned. This gives a goblins a resistance to fire up to 50% less damage. If on fire, each 4th round the fire grade will lower instead of raise. Burns caused by fire will heal 2 body per hour.

#### Scavenger

The curiosity is sometimes a dangerous thing. The unfulfillable greed of finding shinnies makes goblins the perfect scavengers. When using the search skill for glowing/tinted magical items, rings, amulets, money or gems/crystal a goblin gets a +4 to that skill for finding that item.

#### Stealthy

Sneaking away from an annoyed orc or in the middle of a battle goblins have a keen sense of getting away. When rolling sneak and hide in dangerous areas a goblin gets a +4 to the skill.

#### Low Light Vision

Eyes like a hawk helps in low light areas letting them see up to 50ft area and 15ft in no light conditions.

#### Cowardice

The first thing on all goblins is where the exit is. When intimidated goblins get a -4 to resisting to run away. This even overrides the common sense of helping others.

#### Encumbrance

Goblins hate carrying and using weapons larger then one-handed. When choosing a use weapon skill for a two handed weapon, the player must spend an extra skill slot for each they wish to learn. Goblins cannot use any two handed brawl specific weapon without taking a untrained skill even if slots were used in the brawling skill.

#### Small Sized

A small sized character loses a step to a minimum of 1 to their total steps.

## Goblin Stat Rolls

<b>Height:</b> 48 + 2d12 inches	<b>Weight:</b> 40 + 2d100 lbs	<b>Age:</b> 10 + 1d20
<b>Starting Body:</b> 2d4 +10	<b>Starting Mana:</b> 3d8	
<b>Strength:</b> 3d6	<b>Stamina:</b> 3d6	<b>Intelligence:</b> 3d6
<b>Willpower:</b> 2d6	<b>Dexterity:</b> 4d6	<b>Quickness:</b> 4d6
<b>Charisma:</b> 3d6	<b>Perception:</b> 2d6	<b>Mechanical:</b> 4d6
<b>Technical:</b> 2d6	<b>Starting Experience:</b> 100	

## Racial Going up Level Adjustment

**Additional Body:** 12d4 + (previous body)    **Additional Mana:** 3d8 + (previous mana)  
**Level up Experience:** 60 + 2d20 + (previous experience)

## Troll

Trolls are tall humanoid creatures. They normally have black hair and 2 large ramming horns on their head. These horns are able to be used as a bash weapon if needed. A full hit with the horns deals 1d8 damage plus melee damage modification. They are normally not too friendly and seem to talk slowly. They enjoy battles and can be hostile if bothered, since most have a temper. They lack in common sense and rely on others to break down events into smaller details but if done by someone they don't know, they might get insulted. They do have a decent sense of humor but they get very frustrated when confronted with arrogance. Trolls tend to eat double the amount of a normal human.

If a troll has major wounds, those wounds will close in 12 hours and the armor will be given back to the natural armor. That also goes for incapacitated or mortal wounds. If a troll is treated and survived with these wounds after 24 hours for incapacitated will be healed completely and 48 for mortal wounds. All wounds that are healed completely regain the lost natural armor in that area. When they sleep they get one 2d6 life back per 2 hours plus the 1d6 per every 2 hours like the rest of the races.

Most trolls live to be 120 years old.

### **Abilities:**

#### Gorging Horns

The large horns growing from the trolls skull is not just for show. These horns can be used as a free brawling skill dealing 1D8 armor piercing melee damage. When used in a charge with a successful run at least 20 ft away the horns deal double damage but lose 10% to melee chance to hit for each 10 foot run towards the enemy.

#### Regeneration

Trolls have an unexplained ability to heal even the most fatal wounds. Trolls can recover from a major wound in 4 hours, downgrade an incapacitated to a major wound in 8 hours and downgrade a mortal wound to incapacitated in 12 hours. This recovery acts like a completely successful surgery and removes the armor penalty in the area. Limbs removed will re-grow a month after the removal but can be reattached with removed limb as if it were a mortal wound.

#### Fast Healing

When resting, Trolls gain the normal amount of body for each 2 hours plus an additional 2d6 for each passing 2<sup>nd</sup> hour.

#### Intimidating Size

Trolls are larger than normal size help intimidate others. When rolling intimidate trolls get a +4 to their skill.

#### Large Sized

A large sized character gains 1 step to their total steps.

#### Lethargic

Trolls are big and mostly lazy. They take little interest in things of value or anything that are smaller than themselves. When searching areas they tend to do a poor job, skipping details or overlooking anything important. Trolls get a -4 to search then looking for anything that requires detail or smaller than a human size object.

#### Dim Witted

Trolls are naturally not intelligent and lack motivation. Trolls start with Illiteracy of all languages and requires 4 primary skills slots to use the literature skill to read any language other than common. It requires only 2 primary skill slots to learn to read the "common" language.

#### Easily Tricked

When being lied to a troll get a -4 to resisting it when the troll is at least indifferent to the liar.

### **Troll Stat Rolls**

<b>Height:</b> 70 + 2d12 inches	<b>Weight:</b> 100 + 2d100 lbs	<b>Age:</b> 15 + 2d20
<b>Starting Body:</b> 2d10 +10	<b>Starting Mana:</b> 1d8	
<b>Strength:</b> 4d6	<b>Stamina:</b> 4d6	<b>Intelligence:</b> 2d6
<b>Willpower:</b> 4d6	<b>Dexterity:</b> 2d6	<b>Quickness:</b> 3d6
<b>Charisma:</b> 2d6	<b>Perception:</b> 3d6	<b>Mechanical:</b> 3d6
<b>Technical:</b> 1d6	<b>Starting Experience:</b> 100	

### **Racial Going up Level Adjustment**

**Additional Body:** 2d10 + (previous body)    **Additional Mana:** 1d8 + (previous mana)  
**Level up Experience:** 100 + (previous experience)

### **Vampire**



Vampires are the undead, and they all have a large thirst for blood. They stay away from sunlight and UV rays. If a vampire is in the line of strong UV rays they begin to take damage. There are two types of vampires, embraced and kindred. They can both make other vampires by “embracing” them. Embracing requires a mortal to drink the blood of a vampire. Mortals will begin to change into the undead form in 3 days, and within this time this is curable. Once those 3 days are up the character must roll reaction – 3, if successful they turn into a vampire and will survive their kindred master, if one is there. If failed, the mortal dies. Since they are undead there is no max life expectancy.

Torpor: When an undead seems to be dead most likely they are in a deep sleep. This sleep slowly recovers body points even if the damage is well into the negatives. Each day the undead will regain body points normally until they reach 1. At this time the undead may re-awaken but keeping the negative effects for each day they did not feed.

### **Embraced**

Embraced can be a series of different races. They are basically slaves of the kindred master, but have a mind of their own. When an embrace betrays their kindred master they are still bound to their mind link. When a direct command is given by the kindred master, they must be roll the kindred rolls willpower verses the embraced reaction roll, if successful the embrace can refuse to obey. When embrace change their teeth glow larger and can deal 1d4 armor piercing damage if used. In sunlight they will take 1d4 damage per round and lose all evasion.

You will need to pick a starting race then make the changed to the stat roll based on the changes below. Embraced can only die by severing the spine from the head or burning up in fire or sunlight. If an embraced dies otherwise, they go into torpor.

#### Blood Lust

Must feed from a humanoid being at least once a day drinking a liter of blood. Failing to do so the character will lose 1 to all stats (to a minimum of 1) per hour after 24 hours have past. Once the character is able to get the blood required his stats return to normal. A victim that remains alive afterwards will become sicken (-2 to all stats) until resting. A liter of blood requires a full minute to pass of uninterrupted feeding.

#### Dark Vision

Eyes of a monster helps to see in complete darkness. Embraced can see up to 50 ft in no light conditions and 15ft in low light.

#### Darkness Bound

In direct sunlight or high UV rays they will take 1d4 damage per round and lose all evasion.

#### Fangs

Teeth glow larger and can deal +1d4 armor piercing damage if used.

#### Cross Race

Choose a base non-were, non-crossed race and gain the abilities, traits and stats in addition to the immortals.

#### Immortal

Character cannot die by normal means. Only by being beheaded or incinerated can one be truly dead. When reaching 0 body or below they go in torpor.

#### Unholy

A embraced considered undead and with that unholy. This character takes double damage from holy attacks and can use white magic at -1 spell tier level. (Spell list level 1 spells as if they were level 2).

#### No Resuscitation

When an undead reaches 0 body they cannot be resuscitated by first-aid.

### **Embraced Stat Changes**

<b>Height:</b> (based on race)	<b>Weight:</b> (race) – 1d100	<b>Age:</b> (race) + 1d100
<b>Strength:</b> +1d6	<b>Stamina:</b> +1d6	<b>Intelligence:</b> 0d6
<b>Willpower:</b> -1d6	<b>Dexterity:</b> 0d6	<b>Quickness:</b> +1d6
<b>Charisma:</b> -1d6	<b>Perception:</b> -1d6	<b>Mechanical:</b> 0d6
<b>Technical:</b> 0d6	<b>Starting Experience:</b> 45 + (Other races experience)	

### **Racial Going up Level Adjustment**

<b>Additional Body:</b> (based on race)	<b>Additional Mana:</b> (based on race)
<b>Level up Experience:</b> 45 + (Other races experience) + (previous experience)	

### **Kindred**

These vampires are born from the ritual called “Kul-Calca”. During this ritual they take a mortal body who is one of the chosen, picked by a counsel member. The chosen must be pure human and bare the signs of the kindred. Into the ritual they chant and cut up the body, almost mutilating it. As the mortal body dies from the wounds, they pour blood of the counsel member performing the ritual is on the body. Once the body is embraced they call upon the soul of the incarnated vampire, the one the mortal is supposed to represent. Once the soul is called the mortal body will die and remain dead for 3 days. During those 3 days the body begins to change into the old vampire. Not all chosen bodies last the turn over. Body will need to roll reaction – 6 to see if the change finished. All kindred look similar and differ only slightly. They all have black hair, red eyes and have very pale skin. Their teeth are sharp and can deal 1d8 armor piercing damage. They take 1d4 unpreventable damage every round they are in pure sunlight. They are immune to chill effects but must feed at least once daily.

Kindred can only die by severing the spine from the head or burning up in fire or sunlight. If a kindred dies otherwise, they go into torpor.

Kindred's can only hold enough embrace under their control, based on their character level. Kindred get minion embraced whose total level added together is equal to ½ of the kindreds level. To maintain command over them the kindred will need to roll willpower vs the embraced's reaction. Failed roll means the embrace breaks the control of the kindred for 1 minute. Kindred can break a mind link anytime they wish, with the embraced.

They also have dark vision, letting them able to see perfectly up to 50 ft in pure darkness.

### Cold Blood

The kindred are immune to chill effects and cold environments. Take half damage from ice spells.

### Blood Lust

Must feed from a humanoid being at least once a day drinking a liter of blood. Failing to do so the character will lose 1 to all stats (to a minimum of 1) per hour after 24 hours have past. Once the character is able to get the blood required his stats return to normal. A victim that remains alive afterwards will become sicken (-2 to all stats) until resting. A liter of blood requires a full minute to pass or uninterrupted feeding.

### Embraced Minions

Kindred get minion embraced whose total level added together is equal to ½ of the kindreds level. To maintain command over them the kindred will need to roll willpower vs the embraced's reaction per day. Failed roll means the embrace breaks the control of the kindred for 1 minute. Kindred can break a mind link anytime they wish, with the embraced.

### Immortal

Character cannot die by normal means. Only by being beheaded or incinerated can one be truly dead. When reaching 0 body or below they go in torpor.

### Dark Vision

Eyes of a monster help to see in complete darkness. Kindred can see up to 50 ft in no light conditions and 15ft in low light.

### Darkness Bound

In direct sunlight or high UV rays they will take 1d4 damage per round and lose all evasion.

### Fangs

Teeth glow larger and can deal +1d4 armor piercing damage if used.

### Unholy

A embraced considered undead and with that unholy. This character takes double damage from holy attacks and can use white magic at -1 spell tier level. (Casting level 1 spells as if they were level 2).

### No Resuscitation

When an undead reaches 0 body they cannot be resuscitated by first-aid.

### Enhanced Abilities

The kindred's stat rolls are above average.

### **Kindred Stat Rolls**

<b>Height:</b> 60 + 2d12 inches	<b>Weight:</b> 90 + 1d100 lbs	<b>Age:</b> 15 + 1d20
<b>Starting Body:</b> 2d8 +10	<b>Starting Mana:</b> 2d6	
<b>Strength:</b> 4d6	<b>Stamina:</b> 2d6	<b>Intelligence:</b> 4d6
<b>Willpower:</b> 2d6	<b>Dexterity:</b> 3d6	<b>Quickness:</b> 4d6
<b>Charisma:</b> 4d6	<b>Perception:</b> 4d6	<b>Mechanical:</b> 2d6
<b>Technical:</b> 2d6	<b>Starting Experience:</b> 120	

### **Racial Going up Level Adjustment**

**Additional Body:** 2d8 + (previous body)      **Additional Mana:** 2d6 + (previous mana)  
**Level up Experience:** 120 + (previous experience)

## **Chapter 3 - Alignments**

A character's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

## GOOD VS. EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

## LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

## THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

**Lawful Good**, “Avenger”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

**Neutral Good**, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

**Chaotic Good**, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

**Lawful Neutral**, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

**Neutral**, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

**Chaotic Neutral**, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

**Lawful Evil**, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a Avenger committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

**Neutral Evil, “Malefactor”:** A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

**Chaotic Evil, “Destroyer”:** A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

## **Chapter 4 – Classes**

Once you pick a race and rolled up their stats, next is to see what class that character can become. A class is the character profession which affects their line of work and career.



Classes are broken up to 6 basic groups. Each class, in a certain group, is similar in a lot of ways. Even though the classes are similar they have different abilities, skills and stat changes. Below are the 6 groups you can pick from, all with a brief description.

**Warrior** - There are 3 different types of warriors in Vandeala. They are Brawlers, Scrappers and Berserkers. All Warriors are trained to use melee weapons or hand to hand combat. They conduction their bodies mainly for stamina and strength but each have their own unique features.

**Mechanic** - There are 3 different types of mechanics in Vandeala. They are Gunners, Demolitionist and Engineer. All mechanics are trained to use projectile weapons and have a good knowledge in mechanical skills.

**Thief** - There are 3 different types of thieves in Vandeala. They are Convict, Assassin and Hacker. All thieves are trained with the use of stealth and conduction their bodies to be fast.

**Wizards** - There are 3 different types of wizards in Vandeala. They are Arcanist, Tempest and Summoner. All wizards are all magically inapt with the use of battle, the elements and death magic.

**Healer** - There are 3 different types of healer in Vandeala. They are Medic, Kaiyan and Wiccan. All wizards are all magically inapt with the use of defensive and support magic.

**Dual** - This class is a combination of 2 other classes. This allows the character the ability to use both the general pros and con of both classes. Only certain classes can fit to make dual classes. There are 5 different dual combination of classes. They are Avenger, Nightblade, Scyfin, Warmonger, CMT. These classes require extra training due to the complexity of these skills, therefore level up slower. Duals will get an addition 40 to each level up roll including the first and gain spells differently.

## **Player Classes**

Each class has a role to play in a party. A good mix is generally the best idea to have a well rounded group. At this point the gamemaster or other players might be able to assist you in picking the class you want. If you are unable to get a class based on your stats,

then try suggesting a re-roll to the GM, or perhaps take 2 from one stat to give another a plus 1. These are popular methods to fixing your character to what you want it to be. To help you with your picking here is the list of detailed classes' requirements in their basic group.

**Basic Stat Focus:** is a helper to let you know what areas you might wish to consider (in order) when making a character.

**Restrictions:** These are some restrictions that are placed upon a character. If a character decides to use a restricted selection (if possible) then they suffer the penalties in the combat section of this book. A character can use any of the lower tiers of the section if his restriction is higher. *Example:* A character who is restricted to Medium Armor can still wear Light Armor without penalties but not Heavy Armor.

### Class Requirement Chart

Basic Group	Main Class	Page
Warrior	<b>Brawler</b>	29
Warrior	<b>Scraper</b>	30
Warrior	<b>Berserker</b>	31
Mechanic	<b>Gunner</b>	33
Mechanic	<b>Demolitionist</b>	34
Mechanic	<b>Engineer</b>	35
Thief	<b>Ex-Convict</b>	37
Thief	<b>Assassin</b>	38
Thief	<b>Hacker</b>	39
Wizard	<b>Arcanist</b>	41
Wizard	<b>Tempest</b>	42
Wizard	<b>Summoner</b>	43
Healer	<b>Medic</b>	45
Healer	<b>Kaiyan</b>	46
Healer	<b>Wiccan</b>	47
War/Healer	<b>Avenger</b>	49
Thief/Wiz	<b>Nightblade</b>	50
War/Mech	<b>Scyfin</b>	51
War/Wiz	<b>Warmonger</b>	53
Mech/Healer	<b>Combat Medical Technician (CMT)</b>	54

## Warrior Classes

### Brawler

The Brawler is a kinsman of melee weaponry. They live for combat and show of pure strength. They are mostly seen as bouncers and bodyguards. Brawlers are normally seen on the front lines of battles and show little fear. They are trained to build and repair their own melee weapons with the proper tools. A Brawler needs to be conditioned to be strong to face the about of combat they might endure. They have very little use for projectile weapons and cannot conjure the power of mana on their own.

**Basic Stat Focus:** Stamina, Dexterity, Quickness.

<p><b>Free Class Skills:</b> Melee Weapon Mechanics + 2, Armor Blacksmith + 2. Use (Melee Weapon)</p> <p><b>Restrictions:</b> All Armor Types Use Shields All Melee Weapons, Excluding Martial Arts Simple Projectiles No Mana Pool</p>	<p><b>Special: Defensive Stance</b> A brawler with can choose do a defensive stance as a full round action. Doing so will reduce all damage taken until the brawler's next turn by half (excluding non-preventable). A brawler cannot do any other actions other then moving (skills, attacking on their turn), parry or what is else in the warrior feats. Use this ability equal to the brawler's level +3 per day.</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
Strength: +2  
Stamina: +3

Cons  
Intelligence: - 2  
Charisma: -3

### Subsidiary Changes

Pros  
Hit Point Adjustment: +4  
MCTH Modification: +15%  
Melee Damage Modification: +2  
Stun Adjustment: - 15%  
Defense Modification: +2  
Additional Primary Skills: +6  
Additional Secondary Skills: +2

Cons  
Magic Point Adjustment: -4  
Magic CTH Modification: -15%  
PCTH Modification: -20%  
Magic Effect Modification: -4  
Magic Defense Modification: -1

### Level Up Changes

+4 To Primary Skills every level  
+1 To Secondary Skills every level  
+2% To MCTH Modification every level  
+1% To PCTH Modification every 2 levels  
+1% To Magic CTH Modification every 4 levels

- +1 To Melee Damage every 4 levels
- +1 To Projectile Damage every 6 levels
- +1 To Magic Effect every 10 levels
- +1% To Evade every 2 levels
- +1 To Initiative every 2 levels
- +1% To See Shadow every level

## Scrapper

The scrapper is a person who lived or spent a lot of time on the streets. They survived because of cunning abilities and learning to fight dirty. They are mostly seen as street fighters and boxers though sometimes you may find a few lean towards lawful ways as an investigator due to their great streetwise and urban tracking skills. A scapper needs to be conditioned to be fit and strong to endure the streets. They use their bare fists and whatever else they get their hands on. They normally dislike guns and other mostly used weapons but have an interest into martial arts weapons. The fists of a scrapper are considered lethal and act as blunt weapons. They improve as the scapper continues to fight with them. A scapper fists deals 1d6 damage plus ½ the scapper's level in addition to melee damage mods.

**Basic Stat Focus:** Quickness, Strength, Stamina.

<p><b>Free Class Skills:</b>          Brawling          Survival + 2          Streetwise +2</p> <p><b>Restrictions:</b>          Light Armor          Martial Arts Weapons Only          Simple Projectiles          No Mana Pool</p>	<p><b>Special: Improvised Weapon</b>          As a special, a scapper gains the ability to do what it takes to win a fight. A scapper can either use items such as chairs, small tables and bottles as if he has use weapon for the item. When using unconventional weapons the scapper gains the bonuses of his level to the damage dealt. The bonus damage ability can only be used once a day for every 2 levels of the scapper.</p> <p><b>Special: Fists of Fury</b>          A scapper fists deals 1d6 damage plus ½ the scapper's level in addition to melee damage mods.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Strength: +1  
 Stamina: +1  
 Dexterity: +1

Cons  
 Intelligence: - 1  
 Perception: -1  
 Technical: -2

### Subsidiary Changes

Pros  
 Hit Point Adjustment: +3

Cons  
 Magic Point Adjustment: -2

MCTH Modification: +10%  
 PCTH Modification: +5%  
 Melee Damage Modification: +2  
 Stun Adjustment: - 20%  
 Defense Modification: +1  
 Fatigue Modification: +1  
 Additional Primary Skills: +4  
 Additional Secondary Skills: +4

Magic CTH Modification: -55%  
 Magic Effect Modification: -4  
 Magic Defense Modification: -2

### Level Up Changes

- +3 To Primary Skills every level
- +2 To Secondary Skills every level
- +1% To MCTH Modification every level
- +1% To PCTH Modification every 2 levels
- +1% To Magic CTH Modification every 3 levels
- +1 To Melee Damage every 4 levels
- +1 To Projectile Damage every 6 levels
- +1 To Magic Effect every 10 levels
- +1% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every 2 levels

## Berserker

The Berserker is known for their hot tempers and their sudden burst of power. They live to show their abilities of strength and dominance no matter where they are. They are mostly seen as bounty hunters and foot soldiers. Berserkers are normally seen in a barracks or in the front lines of battles. They are trained to fight and never give up, even in what it seems to be a losing position. A Berserker needs to be conditioned with much strength and endurance to last the battles they live to fight for. They never are seen to use projectile weapons and cannot conjure any form of mana.

**Basic Stat Focus:** Strength, Quickness, Mechanical.

<p><b>Free Class Skills:</b>          Intimidate +2          Melee Weapon Mechanics +2          Identify Melee +2          Use (Melee Weapon)</p> <p><b>Restrictions:</b>          All Armor Types.</p>	<p><b>Special: Adrenaline Rush</b>          During battle as berserker can suddenly gain a frightful amount of power instantly giving him +2 to Melee damage and +10% to MCTH but loses all evade bonuses if any. All other types of attacks cannot be used during this time. Every 2 levels a berserker gains an additional +2 melee damage and +10% MTCH.</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

All Melee weapons, Excluding Martial Arts Primitive Projectiles No Mana Pool	A berserker can use this ability once a day and lasts for 2 times the character level in rounds (player can stop it before then). After words the character will remain with 0 or lower evade and loses the bonuses. Until he acquires an hour of rest there is a penalty of -2 to all damage, skill rolls, and natural armor.
------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
Strength: +3  
Stamina: +1

Cons  
Intelligence: -3  
Perception: -1

### Subsidiary Changes

Pros  
Hit Point Adjustment: +3  
MCTH Modification: +20%  
Melee Damage Modification: +4  
Stun Adjustment: - 20%  
Defense Modification: +2  
Additional Primary Skills: +4  
Additional Secondary Skills: +1

Cons  
Magic Point Adjustment: -4  
PCTH Modification: -20%  
Magic CTH Modification: -50%  
Projectile Damage Modification: -3  
Magic Effect Modification: -5  
Magic Defense Modification: -4

### Level Up Changes

+3 To Primary Skills every level  
+1 To Secondary Skills every level  
+2% To MCTH Modification every level  
+1% To PCTH Modification every 2 levels  
+1% To Magic CTH Modification every 10 levels  
+1 To Melee Damage every 4 levels  
+1 To Projectile Damage every 6 levels  
+1 To Magic Effect every 10 levels  
+1% To Evade every 3 levels  
+1 To Initiative every 2 levels  
+1% To See Shadow every level

## Mechanic

### Gunner

The gunner is a pure marksman. They have great abilities of dexterity in which they are trained for. They are mostly seen as guerrilla troopers and snipers. Gunners are normally seen in the army or as officers of the law. They are trained with all types of projectile weapons. A gunner needs to be a good eye and have enough mechanical skills to use the weapon he needs to operate. They are always seen with projectile type weapons and cannot conjure any form of mana.

**Basic Stat Focus:** Dexterity, Perception, Willpower.

<p><b>Free Class Skills:</b>          Aim +2          Projectile Mechanics +2          Identify Firearms +2          Use (Projectile Weapon)</p> <p><b>Restrictions:</b>          Medium Armor Types.          Use Shields.          Light Melee Weapons.          All Projectiles Weapons,          Excluding Siege.          No Mana Pool</p>	<p><b>Special: Dead Eye</b>          Making a single shot with a heavy or medium projectile weapon, a gunner can cause serve damage to an enemy. After making an aimed shot check, the gunner can choose to use this ability. If the aim is successful the attack deals damage as though it was a critical (with no critical table roll). This can be used equal to ½ the gunners level (rounded up) per day. A missed shot still uses one dead eye special.</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Dexterity: +3  
 Perception: +3

Cons  
 Strength: -4  
 Stamina: -2

### Subsidiary Changes

Pros  
 Hit Point Adjustment: +1  
 PCTH Modification: +15%  
 Projectile Damage Modification: +3  
 Stun Adjustment: - 5%  
 Evade: +5%  
 Additional Primary Skills: +4  
 Additional Secondary Skills: +2

Cons  
 Magic Point Adjustment: -2  
 MCTH Modification: -10%  
 Magic CTH Modification: -25%  
 Melee Damage Modification: -2  
 Magic Effect Modification: -4  
 Magic Defense Modification: -1

### Level Up Changes

+2 To Primary Skills every level  
 +2 To Secondary Skills every level  
 +1% To MCTH Modification every 3 levels  
 +2% To PCTH Modification every level

- +1% To Magic CTH Modification every 3 levels
- +1 To Melee Damage every 6 levels
- +1 To Projectile Damage every 4 levels
- +1 To Magic Effect every 15 levels
- +1% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every level

## Demolitionist

The demolitionist is a bomb and explosive expert. They have great abilities of creating and customizing bombs and other devastating devices. They are mostly seen as part of a bomb squad or in the black market. They are trained with most types of projectile weapons but mostly enjoy the more dangerous ones. A demolitionist needs to be reasonably intelligent to design the materials plus enough mechanical skills to build and repair them. They are always seen with projectile type weapons and cannot conjure any form of mana.

**Basic Stat Focus:** Perception, Intelligence, Mechanical.

<p><b>Free Class Skills:</b> Demolition +2 Chemistry +2 Use (Projectile Weapon)</p> <p><b>Restrictions:</b> Light Armor Types. Light Melee Weapons. All Projectiles Weapons, Excluding Siege. No Mana Pool</p>	<p><b>Special: Tweak To Kill</b> When making or customizing ammo, energy cells or bombs the demolitionist gets an added bonus to the damage it can do. Archaic Am./Energy Cells: +1 Damage per 4 levels. Grenades/Other minor explosives: +1d4 Damage per 4 levels. Rockets: +1d8 Damage per 4 levels. C4/Major bombs: +1d20 Damage per 4 levels.</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
Intelligence: +2  
Mechanical: +2

Cons  
Strength: -2  
Willpower: -2

### Subsidiary Changes

Pros  
PCTH Modification: +20%  
Projectile Damage Modification: +2

Cons  
Hit Point Adjustment: -1  
Magic Point Adjustment: -3



Initiative Modification: +1  
 Defense Modification: +1  
 Evade: +5%  
 Additional Primary Skills: +4  
 Additional Secondary Skills: +4

MCTH Modification: -15%  
 Magic CTH Modification: -15%  
 Melee Damage Modification: -2  
 Magic Effect Modification: -2

**Level Up Changes**

- +2 To Primary Skills every level
- +2 To Secondary Skills every level
- +1% To MCTH Modification every 2 levels
- +1% To PCTH Modification every level
- +1% To Magic CTH Modification every 2 levels
- +1 To Melee Damage every 6 levels
- +1 To Projectile Damage every 4 levels
- +1 To Magic Effect every 10 levels
- +1% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every level

**Engineer**

The engineer is a pure support mechanic. They have extraordinary abilities when it comes to anything that requires physical work and designing of engines, vehicles and large industrial structures. They can do most everything requiring mechanics and gears, however they are not much Brawlers. Engineers are normally seen in forges and vehicle granges. They are trained to build, design, customize aircraft and ground based vehicles. An engineer needs to be patient and have awesome mechanical abilities to do the job it requires. They are not often seen in battle and cannot conjure any form of mana.

**Basic Stat Focus:** Mechanical, Dexterity, Willpower.

<p><b>Free Class Skills:</b>          Ground Vehicle Mechanizing +2          Aircraft Mechanizing +2          Android Repair +2</p> <p><b>Restrictions:</b>          Light Armor Types.          Light Melee Weapons.          All Projectiles Weapons,          Including Siege.</p>	<p><b>Special: Fine Tuning</b>          When building, customizing mechanical vehicles an engineer has a knack of inputting his own type of personalization.          Choose one of the following to be added to any vehicle, choose an additional one for every 4 levels of the engineer. Can be selected more then once.  <b>Extra Speed:</b> Vehicle is 25% faster.  <b>Extra External Armor:</b> +2 defense to external armor.  <b>Extra Internal Armor:</b> +1 defense to internal</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

	<p>armor.</p> <p><b>Extra Firepower:</b> Siege/Vehicle weapons deal an additional dice roll. (example: 4d6 becomes 5d6)</p> <p><b>Energizer:</b> Energy X cells / vehicle batteries last 25% longer.</p> <p><b>Critical Shielding:</b> Critical area cannot be damaged.</p>
--	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

#### Pros

Willpower: +2  
Mechanical: +4

#### Cons

Charisma: -3  
Quickness: -3

### Subsidiary Changes

#### Pros

PCTH Modification: +5%  
Magic Defense Modification: +2  
Evade: +10%  
Reaction Modification: +1  
Initiative Modification: +2  
Additional Primary Skills: +10  
Additional Secondary Skills: +4

#### Cons

Hit Point Adjustment: -1  
Magic Point Adjustment: -4  
MCTH Modification: -15%  
Magic CTH Modification: -15%  
Melee Damage Modification: -2  
Magic Effect Modification: -4  
Defense Modification: -1

### Level Up Changes

- +4 To Primary Skills every level
- +1 To Secondary Skills every level
- +1% To MCTH Modification every 2 levels
- +1% To PCTH Modification every level
- +1% To Magic CTH Modification every 2 levels
- +1 To Melee Damage every 6 levels
- +1 To Projectile Damage every 4 levels
- +1 To Magic Effect every 10 levels
- +1% To Evade every level
- +1 To Initiative every level
- +2% To See Shadow every level

## Thief

### Ex-Convict

The convict is a sneaky and light-footed thief. They are mostly very agile and flexible. They are mostly seen as pickpockets and burglars. Convicts are normally seen in street gangs or locksmith shops. They are trained with all types of agile weaponry and can be trained to find and disarm alarms and traps. Convicts need to be fast and have nimble fingers to picklocks using crud materials. They always seem unarmed because most conceal their weapons on them.

**Basic Stat Focus:** Quickness, Dexterity, Willpower.

<p><b>Free Class Skills:</b> Hide +2 Sneak +2 Search +2</p> <p><b>Restrictions:</b> Light Armor Types. Medium Melee Weapons. Medium Projectile Weapons.</p>	<p><b>Special: Fighting Dirty</b> When using a light melee weapon, a convict can choose to fight dirty before rolling his next attack. If that next attack hits the defender will become gorged. A gorged character will lose 1d4 + 1/2 the convicts level (rounded up) in bleeding damage each action that character makes (This includes moving, attacking, parrying or using an item). This bleeding lasts until treated. This special cannot be stacked . A convict can only use this special equal his level per day.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
Dexterity: +2  
Quickness: +3

Cons  
Intelligence : -2  
Charisma: -2

### Subsidiary Changes

Pros  
MCTH Modification: +5%  
PCTH Modification: +5%  
Melee Damage Modification: +2  
Evade: +20%  
Additional Primary Skills: +2  
Additional Secondary Skills: +4

Cons  
Magic Point Adjustment: -2  
Magic CTH Modification: -25%  
Magic Effect Modification: -4  
Magic Defense Modification: -1

### Level Up Changes

- +1 To Primary Skills every level
- +3 To Secondary Skills every level
- +1% To MCTH Modification every level
- +1% To PCTH Modification every 2 levels
- +1% To Magic CTH Modification every 3 levels
- +1 To Melee Damage every 6 levels

- +1 To Projectile Damage every 6 levels
- +1 To Magic Effect every 15 levels
- +3% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every level

## Assassin

The assassin is a silent and honorable assassin. They are extremely fast and are trained to be ambidextrous. They are mostly seen as martial arts teachers and assassins. Assassins are normally seen in dojos or as a hitman. They are trained with all types of agile weaponry and can dual wield swords with ease. Assassins need to be a quick and silent in order to perform its tasks. They are hardly seen when they are in battle, and always seem to be able to get behind someone for a surprise attack.

**Basic Stat Focus:** Quickness, Strength, Perception.

<p><b>Free Class Skills:</b>          Brawling          Use (Weapon)          Dual Wield (Weapon)</p> <p>Light Armor Types.          Medium Melee Weapons.          Martial Art Weapons.          Light Projectile Weapons.          No Mana Pool.</p>	<p><b>Special: Death Blow</b>          When making a surprise attack, an assassin may add his level to the dice roll (giving it the special attack bonus.)          This special can only be used once per day for every 3 levels of the assassin.</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Quickness: +3  
 Perception: +2

Cons  
 Willpower : -2  
 Stamina: -2

### Subsidiary Changes

Pros  
 MCTH Modification: +15%  
 PCTH Modification: +15%  
 Magic Defense Modification: +3  
 Melee Damage Modification: +3  
 Evade: +10%  
 Initiative Modification: +2

Cons  
 Magic CTH Modification: -25%  
 Magic Effect Modification: -2  
 Projectile Damage Modification: -2

Reaction Modification: +1  
 Additional Primary Skills: +3  
 Additional Secondary Skills: +6

**Level Up Changes**

- +1 To Primary Skills every level
- +1 To Secondary Skills every level
- +1% To MCTH Modification every level
- +1% To PCTH Modification every level
- +1% To Magic CTH Modification every 4 levels
- +1 To Melee Damage every 6 levels
- +1 To Projectile Damage every 6 levels
- +1 To Magic Effect every 15 levels
- +2% To Evade every level
- +1 To Initiative every level
- +3% To See Shadow every level

**Hacker**

The hacker is a computer and information thief. They are very technical and are trained to break into alarm systems and use technical brute force for information they require. They are mostly seen as computer junkies and technical supports. Hackers are normally seen in internet cafés or in android and computer shops. They are not much for combat and more for support characters. Hackers need to be a smart and technically savvy in order to perform its tasks. They are hardly seen in social areas and normal spend their time on computers.

**Basic Stat Focus:** Technical, Dexterity, Intelligence.

<p><b>Free Class Skills:</b>          Computer Programming + 2          Computer Repair + 2</p> <p><b>Restrictions:</b>          Light Armor Types.          Medium Melee Weapons.          Light Projectile Weapons.          No Mana Pool.</p>	<p><b>Special: The Master Device</b>          Hackers hold one thing dearer to them than anything and that is their lives work. The gadget for all gadgets the hacker's Master Device. This device is a small chip implanted inside the body of the hacker. The chip holds vital information for the hacker that can become useful at times.          Every 6 level a hacker can choose any primary general skill that is 2 or less and learn it. When programmed into the chip the hacker gains the skill with a +1 for each level of the hacker.</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**Main Statistic Changes**

Pros  
Dexterity: +1  
Technical: +3  
Intelligence: +1

Cons  
Technical: -2  
Mechanical: -2  
Strength: -2

### **Subsidiary Changes**

Pros  
Magic Defense Modification: +1  
Evade: +10%  
Reaction Modification: +1  
Additional Primary Skills: +4  
Additional Secondary Skills: +4

Cons  
Hit Point Adjustment: -1  
Magic CTH Modification: -25%  
MCTH Modification: -10%  
Magic Effect Modification: -4  
Melee Damage Modification: -2  
Magic Junctions Allowed: 0

### **Level Up Changes**

+1 To Primary Skills every level  
+4 To Secondary Skills every level  
+1% To MCTH Modification every 2 levels  
+1% To PCTH Modification every 2 levels  
+1% To Magic CTH Modification every 4 levels  
+1 To Melee Damage every 7 levels  
+1 To Projectile Damage every 7 levels  
+1 To Magic Effect every 12 levels  
+2% To Evade every level  
+1 To Initiative every level  
+1% To See Shadow every level

## **Wizard**

## Arcanist

The arcanist are magic users of deep studies. They need to be smart to understand the way magic works and are trained to use this art of mana to fight in their battles. They are mostly seen as chemist and astrologers. Arcanist are normally seen in libraries or in bio-labs. They are not much for physical combat and use their magic powers to battle for them. They can also learn new spells and abilities when reading tomes and magic books. They can conjure blue, red and black mana types and may wear no armor.

**Basic Stat Focus:** Intelligence, Charisma, Perception.

<p><b>Free Class Skills:</b>          Literacy (two languages)          Linguistics (two languages)          Research +2</p> <p><b>Restrictions:</b>          Unarmored.          Light Melee Weapons.          Light Projectile Weapons.          Can Use Red, Blue and Black Mana Spell Lists.</p>	<p><b>Special: Art of Magic</b>          Arcanist have an amazing view on the world and magic itself. They can use and choose spells form red, black and blue magic types using a single mana pool.</p> <p>In addition to using the different types of magic, the arcanist's studies also revealed the ability to link their souls to creatures in the other planes. These creatures are called familiars and are bound to the archaist and level the arcanist does. These familiars also evolve based on the type of plane it was drawn from. More about how these work toward the back of the book.</p>
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Intelligence: +2  
 Perception: +2

Cons  
 Strength: -2  
 Stamina: -2

### Subsidiary Changes

Pros  
 Magic Point Adjustment: +4  
 Magic CTH Modification: +15%  
 Magic Effect Modification: +3  
 Magic Defense Modification: +2  
 Evade: +10%  
 Additional Primary Skills: +2  
 Additional Secondary Skills: +6

Cons  
 MCTH Modification: -25%  
 PCTH Modification: -10%  
 Melee Damage Modification: -4  
 Projectile Damage Modification: -2  
 Defense Modification: -1  
 Fatigue Modification: -2  
 Stun Adjustment: +15%

### Level Up Changes

- +2 To Primary Skills every level
- +2 To Secondary Skills every level
- +1% To MCTH Modification every 3 levels
- +1% To PCTH Modification every 2 levels
- +2% To Magic CTH Modification every level
- +1 To Melee Damage every 10 levels
- +1 To Projectile Damage every 6 levels
- +1 To Magic Effect every 4 levels
- +1% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every level

## Tempest

The tempest is a person training to gain a specialized status. They are mostly seen as cultist and gem cutters. Tempests are normally seen in unique jewelry shops or in temples of war. Unlike the archaist, the tempest did not need to study to learn his magic. Instead it came natural to him. Born into magic they can conjure only one type of magic type of either red or black mana types and learned to use this ability while wearing armor.

**Basic Stat Focus:** Intelligence, Charisma, Perception.

<p><b>Free Class Skills:</b> Specialize Spell (Level 1 only) Gem Cutting +2</p> <p><b>Restrictions:</b> Light Armor Types. Light Melee Weapons. Light Projectile Weapons. Cannot Gain Spells From Tomes. Restricted To One Mana Type. Can Use Black or Red Mana Spells.</p>	<p><b>Special: Magic Fury</b> Tempest's amazing natural abilities let him focus on their self so much they get a unique spell for their own usage.</p> <p>Red mana users gain Megid as a free special ability. This spell deals 1d8 fire damage and +1 for every levels of the tempest to all within 20 feet.</p> <p>Black mana users gain Dorma as a free special ability. When casting using this ability and before SCTH is rolled the character can sacrifice any amount of body points equal to the caster's level. This spell deals 1d10 spirit damage +2 for each body point sacrificed.</p> <p>This ability can be used once for every 4 levels per day.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------



## Main Statistic Changes

### Pros

Intelligence: +2  
Willpower: +2

### Cons

Perception: -4

## Subsidiary Changes

### Pros

Magic Point Adjustment: +2  
MCTH Modification: +5%  
Magic CTH Modification: +10%  
Magic Effect Modification: +2  
Evade: +5%  
Additional Primary Skills: +5  
Additional Secondary Skills: +2

### Cons

Hit Point Adjustment: -1  
PCTH Modification: -20%  
Projectile Damage Modification: -3  
Magic Defense Modification: -2  
Defense Modification: -1  
Reaction Modification: -1

## Level Up Changes

- +1 To Primary Skills every level
- +1 To Secondary Skills every level
- +1% To MCTH Modification every 2 levels
- +1% To PCTH Modification every 3 levels
- +2% To Magic CTH Modification every level
- +1 To Melee Damage every 15 levels
- +1 To Projectile Damage every 10 levels
- +1 To Magic Effect every 4 levels
- +1% To Evade every level
- +1 To Initiative every level
- +1% To See Shadow every level

## Summoner

The summoner is a magic of the mystic arts of conjuring other creatures from other dimensions and realities. They need to be very smart and have enough willpower to control the minions that are cast. Each minion uses up a certain amount of willpower. If the amount of willpower needed outweighs the allotted about, all creature will rampage until the summoner is able to get enough willpower to hold control them again. Summoners are normally seen in the back of battles, controlling their minions. Minions have a mind link with the summoner. They are not much for physical combat and use their magic powers to aid them in battle.

**Basic Stat Focus:** Intelligence, Stamina, Willpower.

<p><b>Free Class Skills:</b> Literacy (two languages) Species +2</p> <p><b>Restrictions:</b> Medium Armor Types. Medium Melee Weapons. Light Projectile Weapons. Mystic Mana List Only.</p>	<p><b>Special: Summon Absorb</b> Once per day a character can use this ability. The summoner may choice to unsummon a creature to gain 1/3 of its remaining hit points (rounded down) and also gain 10% to SCTH per level of the summon spell for 1 hour.</p>
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

#### Pros

Willpower: +3  
Perception: +1

#### Cons

Strength: -2  
Dexterity: -2

### Subsidiary Changes

#### Pros

Magic Point Adjustment: +5  
Magic CTH Modification: +20%  
Magic Effect Modification: +4  
Magic Defense Modification: +4  
Evade: +5%  
Additional Primary Skills: +4  
Additional Secondary Skills: +4

#### Cons

Hit Point Adjustment: -1  
MCTH Modification: -10%  
PCTH Modification: -10%  
Melee Damage Modification: -2  
Projectile Damage Modification: -2  
Defense Modification: -2  
Stun Adjustment: +10%  
Magic Junctions Allowed: 1

### Level Up Changes

+2 To Primary Skills every level  
+2 To Secondary Skills every level  
+1% To MCTH Modification every 2 levels  
+1% To PCTH Modification every 2 levels  
+2% To Magic CTH Modification every level  
+1 To Melee Damage every 10 levels  
+1 To Projectile Damage every 10 levels  
+1 To Magic Effect every 4 levels  
+1% To Evade every level  
+1 To Initiative every 2 levels  
+3% To See Shadow every level

### Healers

## Medic

The medic is a healer working towards inner peace by aiding others. They need to be charismatic to use their powers of natural blessing to aid them. Their powers were not something born to them but rather they studied it to encourage their goal. They are mostly seen as paramedics and healers. medics are normally seen in hospitals. They are not much for physical combat and use their magic powers to aid them. They can also learn new spells and abilities when reading tomes and magic books. They can conjure both blue and white mana types.

**Basic Stat Focus:** Intelligence, Charisma, Mechanical.

<p><b>Free Class Skills:</b>          Medicine +2          First Aid +2          Tailor +2</p> <p><b>Restrictions:</b>          Medium Armor Types.          Use Shield.          Medium Melee Weapons.          Medium Projectile Weapons.          Can use White Mana Spell Lists.</p>	<p><b>Special: Blessed Body</b>          Medics have a blessing placed upon during birth. They can use and choose spells from green and white magic types using a single mana pool.          A medic also gains mana back faster than normal. Adding ½ his level to each roll per hour and +1 per level to any mana regaining potions.</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Intelligence: +1  
 Charisma: +3

Cons  
 Stamina: -2  
 Perception: -1

### Subsidiary Changes

Pros  
 Magic Point Adjustment: +2  
 Magic CTH Modification: +15%  
 Magic Effect Modification: +4  
 Magic Defense Modification: +4  
 Evade: +5%  
 Additional Primary Skills: +1  
 Additional Secondary Skills: +6

Cons  
 Hit Point Adjustment: -1  
 MCTH Modification: -5%  
 PCTH Modification: -10%  
 Melee Damage Modification: -2  
 Projectile Damage Modification: -2  
 Stun Adjustment: +20%

### Level Up Changes

+1 To Primary Skills every level  
 +3 To Secondary Skills every level  
 +1% To MCTH Modification every 2 levels

- +1% To PCTH Modification every 3 levels
- +2% To Magic CTH Modification every level
  - +1 To Melee Damage every 15 levels
  - +1 To Projectile Damage every 20 levels
  - +1 To Magic Effect every 5 levels
- +1% To Evade every level
  - +1 To Initiative every level
- +4% To See Shadow every level

## Kaiyan

The kaiyan is a healer born with a holy power from their God. They need to be charismatic to help others and use their powers of blessing. They spend a lot of time reading other religious books and learning more about their own religion. They are mostly seen as nobles and battlefield medics. Kaiyans are normally seen in temples or in churches. They can conjure only one of the blue or white magics. Based on the mana type trained they acquire a spell that gets strong as they go up levels.

**Basic Stat Focus:** Charisma, Intelligence, Quickness.

<p><b>Free Class Skills:</b>          Etiquette +2          Religion +2          Persuasion +2</p> <p>Light Armor Types.          Use Shield.          Medium Melee Weapons.          Light Projectile Weapons.          Cannot Gain Spells From Tomes.          Restricted To One Mana Type.          Can Use Blue or White Mana          Spells.</p>	<p><b>Special: Holy Word</b>          Kaiyan's amazing natural abilities let him focus on their self so much they get a unique spell for their own usage.</p> <p>White mana users gain Digem as a free special ability. This spell deals 1d8 holy damage and +1 for every levels of the kaiyan to all within 20 feet.</p> <p>Green mana users gain Amrod as a free special ability. When casting using this ability and before SCTH is rolled the character can sacrifice any amount of body points equal to the caster's level. This spell heals 1d10 spirit energy +2 for each body point sacrificed.</p> <p>This ability can be used once for every 4 levels per day.</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros

Cons

Willpower: +2  
Charisma: +2

Perception: -4

### Subsidiary Changes

#### Pros

Magic Point Adjustment: +3  
MCTH Modification: +5%  
Magic CTH Modification: +15%  
Melee Damage Modification: +1  
Magic Effect Modification: +3  
Magic Defense Modification: +3  
Evade: +5%  
Additional Primary Skills: +3  
Additional Secondary Skills: +5

#### Cons

Hit Point Adjustment: -1  
PCTH Modification: -15%  
Projectile Damage Modification: -2  
Defense Modification: -1  
Stun Adjustment: +10%  
Magic Junctions Allowed: 1

### Level Up Changes

+2 To Primary Skills every level  
+2 To Secondary Skills every level  
+1% To MCTH Modification every 2 levels  
+1% To PCTH Modification every 3 levels  
+2% To Magic CTH Modification every level  
+1 To Melee Damage every 10 levels  
+1 To Projectile Damage every 15 levels  
+1 To Magic Effect every 4 levels  
+1% To Evade every level  
+1 To Initiative every level  
+4% To See Shadow every level

## Wiccan

The Wiccan is a nature magic user. They believe in mother earth and the great force of balance. Because of their belief, they must be true neutral alignment. Trained to use this art of mana to defend themselves, they are mostly seen as botanist and animal trainers. Wiccans are normally seen in animal hospitals or in the wild. They can conjure only green mana and are known to use primitive weapons because they dislike anything technical.

**Basic Stat Focus:** Intelligence, Stamina, Quickness.

<b>Free Class Skills:</b> Botany +2 Survival +2 Brewing +2 Immune To Lycanthropy.	<b>Special: Shapeshift</b> A Wiccan has an ability to change shape into any of the weretypes available. Apply the following changes to the character during this form based on type. The Wiccan gains all the special attributes that race can get other than Lycanthropy. <b>Were-Bear:</b> +1d8 body, +2 defense modifications, +5% MCTH, Cannot use projectiles or magic.
--------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

<p><b>Restrictions:</b>  Light Armor Types.  Light Melee Weapons.  Primitive Projectile Weapons.  Can Green Mana Spells.</p>	<p><b>Were-Wolf:</b> +1d6 body, +2 melee modifications, +10% MCTH, Cannot use projectiles or magic.  <b>Were-Rat:</b> +1d4 body, +2 projectile damage, +10% PCTH. Cannot use magic.  <b>Were-Tiger:</b> +1d2 body, +2 Magic Effect, +10% SCTH, Cannot use projectiles.  A Wiccan can shapechange once for each 4 levels of the character. The change last for 1 hour per character level and can change back into the original race at will. Shapechanging does not require an action. The bonuses above increase over 4 levels adding the listed changes.</p>
----------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

#### Pros

Intelligence: +2  
Stamina: +2

#### Cons

Perception: -2  
Technical: -4

### Subsidiary Changes

#### Pros

Hit Point Adjustment: +1  
Magic Point Adjustment: +2  
Magic CTH Modification: +10%  
Magic Effect Modification: +2  
Magic Defense Modification: +5  
Evade: +5%  
Stun Adjustment: -10%  
Additional Primary Skills: +2  
Additional Secondary Skills: +6

#### Cons

Melee Damage Modification: -2  
Projectile Damage Modification: -2  
Defense Modification: -1

### Level Up Changes

+1 To Primary Skills every level  
+1 To Secondary Skills every level  
+1% To MCTH Modification every 3 levels  
+1% To PCTH Modification every 2 levels  
+2% To Magic CTH Modification every level  
+1 To Melee Damage every 15 levels

- +1 To Projectile Damage every 15 levels
- +1 To Magic Effect every 4 levels
- +1% To Evade every level
- +1 To Initiative every level
- +3% To See Shadow every level

## Dual Classes

### Avenger (Warrior / Healer)

The Avenger is a blessed person who has a strong taste for fighting. They normally lead others and use their powers of blessing to gain favor. They are mostly seen as vigilantes or a police officer. They train in the art of combat as they do not believe their powers are the only resource to rely on. Because they do not focus on their magic they gain spells at a lower speed.

**Basic Stat Focus:** Charisma, Strength, Stamina.

<p><b>Free Class Skills:</b>          Persuasion +2          Use (Melee Weapon)</p> <p><b>Restrictions:</b>          All Armor Types.          Use Shield.          Any Melee Weapons, Excluding Martial Arts.          Light Projectile Weapons.          Cannot Gain Spells From Tomes.          Blue Mana List Only.</p>	<p><b>Special: Vengeance</b>          Avenger's amazing natural abilities let him bless his melee weapon.          Using this special as an attack, the melee weapon acts as if it were a Ice weapon dealing 1 magical ice damage per level of the Avenger on his next strike. This forces the defender to roll reaction minus 5 otherwise the target is chilled. This can be done as part of an attack.</p> <p>An Avenger can use this ability once per 2 levels a day.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
 Strength: +2  
 Charisma: +2

Cons  
 Quickness: -2  
 Willpower: -3

### Subsidiary Changes

#### Pros

Hit Point Adjustment: +1  
Magic Point Adjustment: +1  
MCTH Modification: +10%  
Magic CTH Modification: +10%  
Melee Damage Modification: +1  
Magic Effect Modification: +1  
Defense Modification: +1  
Additional Primary Skills: +2  
Additional Secondary Skills: +2

#### Cons

PCTH Modification: -30%  
Projectile Damage Modification: -5  
Initiative Modification: -1  
Reaction Modification: -1  
Per Level Experience Adjustment: +40

### Level Up Changes

+2 To Primary Skills every level  
+2 To Secondary Skills every levels  
+2% To MCTH Modification every level  
+1% To PCTH Modification every 4 levels  
+2% To Magic CTH Modification every level  
+1 To Melee Damage every 7 levels  
+1 To Projectile Damage every 15 levels  
+1 To Magic Effect every 7 levels  
+1% To Evade every 3 levels  
+1 To Initiative every 2 levels  
+4% To See Shadow every level

### Nightblade (Thief / Wizard)

The nightblade is a mage who were born under a special star. Their powers are forged from birth and train equality in the arts of stealth and magic. They tend to have vivid dreams and sometimes of the future. This is why they train in the art of magic. They wish to understand why they are able to see things before it happens. They need to be quick and smart to use their powers well. They are mostly seen as performers and drug dealers. Nightblades are normally seen in alleyways away from the public eye

**Basic Stat Focus:** Dexterity, Intelligence, Quickness.

<b>Free Class Skills:</b> Lying +2 Disguise +2 Use (Weapon)	<b>Special: Unnatural Luck</b> When using a skill or making an attack roll a nightblade can decide he does not like the roll and then re-roll the dice again. The re-roll will get a bonus to the skill or attack roll being made. Adding ½ of the nightblades level to the skill or times 2 for an attack roll. This does not apply to dealing damage.
<b>Restrictions:</b> Light Armor Types.	



<p>Light Melee Weapons.  Light Projectile Weapons.  Cannot Gain Spells From Tomes.  Black and Blue Mana List Only.</p>	<p>A re-roll can only be used once per attempt.  A nightblade can use this ability once per 3 levels a day.</p> <p><b>Special: Path</b>  Nightblades tend to dabble into magic not because they normally want to but to understand their flashing visions. Their sixth sense allows them to peer into the future through visions or dreams. This can be used as the GM wishes to give hints of how to resume or where to go. This can also be used to misguide the adventures of their path. This ability is for the use of the GM when they see fit to use it.</p>
------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

#### Pros

Intelligence: +2  
Dexterity: +2

#### Cons

Willpower: -2  
Strength: -2

### Subsidiary Changes

#### Pros

Magic Point Adjustment: +1  
MCTH Modification: +5%  
PCTH Modification: +5%  
Magic CTH Modification: +5%  
Magic Effect Modification: +1  
Evade: +5%  
Reaction Modification: +1  
Initiative Modification: +2  
Additional Primary Skills: +2  
Additional Secondary Skills: +4

#### Cons

Magic Defense Modification: -2  
Defense Modification: -2  
Fatigue Modification: -2  
Per Level Experience Adjustment: +40

### Level Up Changes

- +1 To Primary Skills every levels
- +3 To Secondary Skills every level
- +1% To MCTH Modification every level
- +1% To PCTH Modification every level
- +1% To Magic CTH Modification every level
- +1 To Melee Damage every 10 levels
- +1 To Projectile Damage every 10 levels
- +1 To Magic Effect every 10 levels
- +1% To Evade every level
- +1 To Initiative every level

+2% To See Shadow every level

## Scyfin (Warrior / Mechanic)

The scyfin is a strong character in both firearms and melee. They enjoy both and find uses for them whenever they can but never focus on one. They are mostly seen as antique collectors or Special Forces. Scyfin are normally seen in the army and in rare weapon shops. They trained equality in melee weapons and projectile for battles.

**Basic Stat Focus:** Dexterity, Strength, Stamina.

<p><b>Free Class Skills:</b> Use (Melee Weapon) Use (Projectile Weapon) Aim +2</p> <p><b>Restrictions:</b> Medium Armor Types. Medium Melee Weapons. Medium Projectile Weapons. No Mana Pool.</p>	<p><b>Special: Offensive Stance</b> A scyfin assume use an offensive stance either when using a projectile or melee weapon. During this stance the scyfin half of his evade and -4 to natural armor. When attacking in this stance the scyfin adds +2 to either melee or projectile damage. Every 4 levels a scyfin gains another +2 to their bonuses.  This stance lasts for the character level +3 rounds per day.</p> <p><b>Special: Ambidextrous</b> A scyfin can freely dual wield one light melee weapon and one light projectile without using a dual wield slot. Character must have a use slot for each weapon. Cannot dual wield any weapon of the same type together or anything higher than light using this skill.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### Main Statistic Changes

Pros  
Strength: +2  
Dexterity: +2

Cons  
Quickness: -2  
Perception: -2

### Subsidiary Changes

Pros  
PCTH Modification: +15%  
MCTH Modification: +15%  
Melee Damage Modification: +2

Cons  
Magic Point Adjustment: -4  
Magic CTH Modification: -15%  
Magic Effect Modification: -3

Projectile Damage Modification: +2  
 Stun Adjustment: - 15%  
 Defense Modification: +2  
 Additional Primary Skills: +5  
 Additional Secondary Skills: +5

Magic Defense Modification: -2  
 Per Level Experience Adjustment: +40

**Level Up Changes**

- +1 To Primary Skills every level
- +1 To Secondary Skills every level
- +2% To MCTH Modification every level
- +2% To PCTH Modification every level
- +1% To Magic CTH Modification every 4 level
- +1 To Melee Damage every 7 levels
- +1 To Projectile Damage every 7 levels
- +1 To Magic Effect every 20 levels
- +1% To Evade every 3 levels
- +1 To Initiative every 2 levels
- +1% To See Shadow every level

**Warmonger (Warrior / Wizard)**

The Warmonger is a character that always got into trouble even when he isn't looking for it. They tend to dip into the more evil acts but some break away from their ways and try to do good. They are both with magic that controls the destructive elements. This leads then into them into way of life, fighting against themselves to suppress their rage, else another mishap may erupt. Warmongers are normally seen in cult temples and in the front lines of battles. They can conjure only red mana.

**Basic Stat Focus:** Strength, Intelligence, Willpower.

<p><b>Free Class Skills:</b>          Use (Melee Weapon)          Research +2</p> <p><b>Restrictions:</b>          Medium Armor Types.          Any Melee Weapons, excluding Martial Arts.          Light Projectile Weapons.          Cannot Gain Spells From Tomes.          Red Mana List Only.</p>	<p><b>Special: Focused Rage</b>          Warmonger's magic lets him conjure the curse deep within to either his melee weapon or use his touch to help inflict wounds.</p> <p>Using this special as an attack, the weapon acts as if it were a fire weapon dealing +1 magical fire damage per level of the Warmonger on next strike. This forces the defender to roll reaction minus 5 otherwise the target is on fire. This can be done as part of an attack.</p> <p>A Warmonger can use this ability once per 2 levels a</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

day.
------

### Main Statistic Changes

#### Pros

Strength: +2  
Intelligence: +2

#### Cons

Perception: -2  
Quickness: -2

### Subsidiary Changes

#### Pros

Hit Point Adjustment: +2  
Magic Point Adjustment: +2  
MCTH Modification: +15%  
Magic CTH Modification: +15%  
Melee Damage Modification: +2  
Magic Effect Modification: +2  
Defense Modification: +2  
Additional Primary Skills: +2  
Additional Secondary Skills: +5

#### Cons

PCTH Modification: -30%  
Projectile Damage Modification: -4  
Magic Defense Modification: -2  
Per Level Experience Adjustment: +40

### Level Up Changes

+3 To Primary Skills every level  
+2 To Secondary Skills every level  
+2% To MCTH Modification every level  
+1% To PCTH Modification every 4 levels  
+2% To Magic CTH Modification every level  
+1 To Melee Damage every 7 levels  
+1 To Projectile Damage every 20 levels  
+1 To Magic Effect every 7 levels  
+1% To Evade every 2 levels  
+1 To Initiative every level  
+1% To See Shadow every level

## Combat Medical Technician (CMT) (Mechanic / Healer)

The CMT is a healer born into holy magic who has studied firearms for combat. They have spent equal time learning about their power and how it is connected to religions and projectile combat. They are mostly seen as MASH Unit caretakers and helping in tragedy. CMTs are normally seen as paramedics and in the back lines of battles. They can only conjure white.

**Basic Stat Focus:** Charisma, Dexterity, Quickness.

<p><b>Free Class Skills:</b>          Use (Projectile Weapon)          First Aid +4</p> <p>Light Armor Types.          Use Shield.          Light Melee Weapons.          Heavy Projectile Weapons.          Can Use White Mana Spells.</p>	<p><b>Special: Soothing Touch</b>          Using this special, the touch of a CMT will heal 2 body points per level. This heal can be used on others and cannot heal the CMT.          A CMT can use this ability once per 4 levels a day.</p> <p><b>Special: Patch up</b>          Using a first aid kit a CMT can quickly patch up bleeding, mortally wounded, incapacitated, dying team members. Taking a single round a CMT can stop any character from bleeding, revive then from a mortal wounded or incapacitated state letting them fight on. These characters still suffer any penalties from the attack and will still need full medical attention to avoid dying from the wounds or to regain negative defenses.          When used on a dying ally this ability can instantly stabilize them to avoid farther damage.          During combat, after this special is used the CMT will become helpless until the next round and will have no evade. All attacks hitting the CMT will count as critical hits as he is prone to defend.          This ability does require a first aid roll and will heal ½ body points and uses a “use” of the medkit.            A CMT can use this ability once per day for every 2 character levels.</p>
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**Main Statistic Changes**

Pros

Dexterity: +2  
 Charisma: +2

Cons

Strength: -3  
 Stamina: -3

**Subsidiary Changes**

Pros

Hit Point Adjustment: +1  
 Magic Point Adjustment: +1  
 Magic CTH Modification: +10%  
 PCTH Modification: +10%

Cons

MCTH Modification: -30%  
 Melee Damage Modification: -4  
 Defense Modification: -2  
 Fatigue Modification: -2

Projectile Damage Modification: +1  
Magic Effect Modification: +1  
Magic Defense Modification: +1  
Additional Primary Skills: +2  
Additional Secondary Skills: +2

Per Level Experience Adjustment: +40

### **Level Up Changes**

- +1 To Primary Skills every level
- +2 To Secondary Skills every level
- +1% To MCTH Modification every 4 levels
- +2% To PCTH Modification every level
- +2% To Magic CTH Modification every level
- +1 To Melee Damage every 20 levels
- +1 To Projectile Damage every 7 levels
- +1 To Magic Effect every 7 levels
- +1% To Evade every 2 levels
- +1 To Initiative every level
- +3% To See Shadow every level

## **Chapter 5 – Character Statistics**

When creating a character, stats become a huge factor of your game play. Based on the characters race and class, their stats will be unique to their own. There are 10 different stats in the game of Vandeaala: strength, stamina, intelligence, willpower, dexterity, quickness, charisma, perception, mechanical and technical. Each stat affects different things about your character.

The 10 abilities will be described and the subsidiaries they change will be on a table. To use the table just look at the stats number of your character then look at the table. Scroll down until your number matches the stats number then copy the subsidiaries that are across from it.

### **Strength**

Strength measures a character's muscle and melee abilities. This is very useful to all warrior classes and any character that wishes to use melee weaponry. All items have a certain weight. Some weapons and armor also require certain strength to use. So strength is a very important factor in making your character.

**Weight Allowed:** This is the weight, in pounds, that a character can carry without any penalties. If a character does happen to go overweight they will need to look at their maximum lift for the penalties they may suffer.

**Maximum Lift:** This is the heaviest weight a character can lift over their head. A character will lose half of their quickness when carrying over their weight allowed. Maximum lift does not include their weight allowed. Therefore it can be added to their maximum lift minus the weight of what the character is wearing. The time a character can lift is based on the character fatigue. This time is 1 fatigue for every 15 pounds above the maximum lift for each minute.

**Melee Damage Modification:** This modification is added to the damage of a melee weapon when attacking. Melee weapons are any weapon that requires bashing, slashing or stabbing in combat.

### Strength

Stat	Weight Allowed	Max Lift	Melee Damage
1	40 lbs	x2	-5
2	46 lbs	x2	-4
3	52 lbs	x2	-4
4	58 lbs	x2	-3
5	64 lbs	x2	-3
6	70 lbs	x2	-2
7	76 lbs	x2	-2
8	82 lbs	x2	-1
9	88 lbs	x2	-1
10	94 lbs	x2	0
11	100 lbs	x2	0
12	106 lbs	x2	+1
13	112 lbs	x2	+1
14	118 lbs	x3	+1
15	124 lbs	x3	+2
16	130 lbs	x3	+2
17	136 lbs	x3	+2
18	142 lbs	x3	+3
19	148 lbs	x3	+3
20	152 lbs	x3	+3
21	160 lbs	<b>55</b> x3	+4
22	166 lbs	x3	+4
23	172 lbs	x3	+4

## Stamina

Stamina is the character's cardiovascular abilities and affects their physical defense. This stat is important because it can change the fatigue of the character, which can greatly affect the character chance to hit's in battle, and the amount of damage they can take before passing out or dying.

**Hit Point Adjustment:** This subsidiary affects your character's body. This number is added to your character's body every time they go up a level. This is also added when the character is made up. When a character's body goes below 0, that character is knocked out. However if the character's body is below -10 then there is a chance to it to die. If a character body is between 0 and -9, take the positive value of the negative number and times that by 10. This number will be the amount of minutes the character is out for. If the character has -10 or less then the character must roll their reaction. Their reaction gets a -1 for each -1 body beyond -10. If their reaction is failed, then the character either dies or goes into torpor.

**Stun:** When such of an event where a character suffers a stunning blow, magically stunned or shoot with a stun gun then the character rolls this subsidiary. Using percentiles roll their stun. If the roll is over their stun, then they are not stunned. If a character rolls



below their stun, then they will be unable to do any action and lose all evade. When this character's turns comes again they roll their stun again, if they are successful they are no longer stun but still miss the turn they rolled. Otherwise they keep rolling stun until they get over it. Each failed roll gives stun a -10% for the same stun effect.

### Stamina

Stat	Hit Point Adj.	Fatigue Mod
1	-5	2
2	-4	4
3	-4	6
4	-3	8
5	-3	10
6	-2	12
7	-2	14
8	-1	16
9	-1	18
10	0	20
11	0	22
12	+1	24
13	+1	26
14	+1	28
15	+2	30
16	+2	32
17	+2	34
18	+3	36
19	+3	38
20	+3	40
21	+4	42
22	+4	44
23	+4	46
24	+5	48
25	+5	50
26	+5	52
27	+6	54
28	+6	56
29	+6	58
30	+7	60
31	+7	62
32	+7	64
33	+8	66
34	+8	68
35	+8	70
36	+9	72
37	+9	74

<b>38</b>		+9	76
<b>39</b>		+10	78
<b>40</b>		+10	80

## **Intelligence**

Intelligence is the character's mental abilities and intellect. This stat is important because it affects the way your character thinks, ability to use magic and languages it can speak.

**Magic Effect:** This is your character mental strength. This effect is added to the effects of the magic spells cast. Magic effect affects duration, damage, healing and summons stats. The spell will tell you when to add the magic effect and where too.

**Mana Point Adjustment:** This affects your characters magical and mental capacities. This is added to the character mana pool each level they advance, this is including the first. Mana pool is generic mana that can be formed into a certain type. First a character has 2 different types of mana. They may add mana to each type based on the amount in their mana pool. Once a generic mana point is converted into a color of one different mana type, that mana cannot be changed back into generic or a different color.

Characters may use mana that brings their character into the negatives. However, when a character gets -1 mana of any type they will pass out. If their mana is between -1 and -9 then take the positive value of the negative number and multiply that by 10. This will be the amount of minute that character will be out for. Once a character gets -10 mana points they must roll reaction. Reaction will be minus for each additional -1 after the -10. If character fails their reaction roll, that character will become brain dead. If the character makes their reaction, then proceed take the positive value of the negative numbers and times it by 10 for the minutes.

If a source would drain mana from your character, this drainage cannot exceed below 0. Anytime a character uses mana to go into the negative, is a voluntary response of using the brain electrical energy as generic mana and converting it to a mana type. If there is no mana to drain there is no damage done.

**Languages:** This is the amount of languages your character can learn and know with their current intelligence. Most start with the common language in the area. This does use one language slot however.

**Magic Junction:** This is chosen by your class. This is the amount of mana types you character may have and use at one time. Once a mana type is chosen they may not pick another mana type unless they have another magic junction slot open.

### Intelligence

Stat	Magic Effect	Magic Point Adj.	Languages
1	-5	-5	0
2	-4	-4	0
3	-4	-4	0
4	-3	-3	1
5	-3	-3	1
6	-2	-2	1
7	-2	-2	1
8	-1	-1	1
9	-1	-1	1
10	0	0	2
11	0	0	2
12	+1	+1	2
13	+1	+1	2
14	+1	+1	2
15	+2	+2	3
16	+2	+2	3
17	+2	+2	3
18	+3	+3	3
19	+3	+3	4
20	+3	+3	4
21	+4	+4	4
22	+4	+4	4
23	+4	+4	4
24	+5	+5	5
25	+5	+5	5
26	+5	+5	5
27	+6	+6	5
28	+6	+6	5
29	+6	+6	6
30	+7	+7	6
31	+7	+7	6
32	+7	+7	6
33	+8	+8	6
34	+8	+8	7
35	+8	+8	7
36	+9	+9	7
37	+9	+9	7
38	+9	+9	7
39	+10	+10	8
40	+10	+10	8

## Willpower

Willpower affects the characters intuition, mental endurance and the ability to see past the obvious. A high willpower insures your character will be increasingly difficult to be controlled or intimidated. This can be also used for forcing your character to go the extra mile or force yourself to react in a split second decision.

**Reaction Modification:** This is your characters split second reaction to avoid or reduce injury from incoming danger. Difficulty modifications may apply by the gamemaster. For your reaction you need to add up all your stats, from strength down to technical, and divide by 10. That will be your character reflexes when faced with a split decision. Then add this modifier to your overall reaction.

**Magic Defense:** This is your character's ability to reduce a spells effect in damage or duration. Your character may choose to resist the effect or not. When resisting an effect the character will take away the magic defense for the spell. Otherwise, if the character choose not to resist, then the full effect are made. If a spell is part of a surprise attack then this magic defense does not take effect.

## Willpower

Stat	Reaction Mod.	Magic Defense
1	-5	-5
2	-4	-4
3	-4	-4
4	-3	-3
5	-3	-3
6	-2	-2
7	-2	-2
8	-1	-1
9	-1	-1
10	0	0
11	0	0
12	+1	+1
13	+1	+1
14	+1	+1
15	+2	+2
16	+2	+2

17		+2	+2
18		+3	+3
19		+3	+3
20		+3	+3
21		+4	+4
22		+4	+4
23		+4	+4
24		+5	+5
25		+5	+5
26		+5	+5
27		+6	+6
28		+6	+6
29		+6	+6
30		+7	+7
31		+7	+7
32		+7	+7
33		+8	+8
34		+8	+8
35		+8	+8
36		+9	+9
37		+9	+9
38		+9	+9
39		+10	+10
40		+10	+10

## Dexterity

Dexterity affects the character hand eye coordination and how the character can move to sustain the least amount of damage. This also affects their accuracy and ability to see images even if for a split second. This also allows them to pin point weak stop on enemies when using projectile weaponry.

**Projectile Damage Modification:** This is your characters ability to pin point a weak spot on an enemy body. This will increase the damage of the shot by the different of the modification. This only works with projectile weapons such as shooting, throwing or slinging.

**Defense Modification:** This is the characters natural defense against an enemies attack. A character with a high defense is able to move so that the blow from the enemy will do less damage to the body. When someone attack and damage is dealt in a location. Then subtract the number of defense from that area from the damage. Armor also adds defense to location where you maybe hit.

Defense modification is the base of the natural armor area. Once the base is placed, add any amount of defense points to any location listed that add up to the difference of the character stamina. An area of defense may not become 1 point more than the least defense in one area. *Example: if all areas have 3 defense and you can put 1 into the head area, but not another until the lowest natural armor is equal to the head.*

### Dexterity

Stat	Projectile Damage	Defense Modification
1	-5	0
2	-4	0
3	-4	0
4	-3	0
5	-3	0
6	-2	0
7	-2	0
8	-1	0
9	-1	0
10	0	0
11	0	0
12	+1	+1
13	+1	+1
14	+1	+1
15	+2	+2
16	+2	+2

17		+2	+2
18		+3	+3
19		+3	+3
20		+3	+3
21		+4	+4
22		+4	+4
23		+4	+4
24		+5	+5
25		+5	+5
26		+5	+5
27		+6	+6
28		+6	+6
29		+6	+6
30		+7	+7
31		+7	+7
32		+7	+7
33		+8	+8
34		+8	+8
35		+8	+8
36		+9	+9
37		+9	+9
38		+9	+9
39		+10	+10
40		+10	+10

### Quickness

Quickness affects the character agility, speed and ability to make dodging melee attack harder. This stat is important to all classes because this attributive affects the movement of the character and their “initiative” in battle.

**Initiative Modification:** This affects the character standing in turns in a battle. Once a battle is announced and initiative is needed to roll add this to the roll for your initiative. Initiative uses a 1d20 to roll, and the higher a initiative roll is, the better.

**Melee Chance to Hit Modification:** This is the character accuracy using melee weaponry. This modification is added to the character over all MCTH. MCTH is rolled by using percentiles that is why is it made up as percents. MCTH counterpart is “evade”. The enemies evade is subtracted from the MCTH of the character attacking. Evade is not subtracted to the MCTH if the defender is stunned, disoriented, mortally wounded, or caught of guard.

**Steps:** This is the character speed per round. Each step is equal to 10 ft and is measured in 15 seconds, which is the length of a full round. Steps of a character can be altered for many reasons. If a character is carrying over their weight allowed they will lose half of their steps. When the character are mortally wounded, incapacitated or their leg suffers major wounds then its steps are also halved. Some races like phoenix have half steps when walking and triple when flying. Dragons, with the exception of black dragons, have normal steps with walking and only half steps when flying.

If a character rolls running, their steps will double. Each time a character runs it deduces a fatigue point. If a character is carrying something over their weight allowed while running, they will only regain their normal steps.

### Quickness

Stat	Initiative Modification	MCTH Modification	Steps
1	-5	-30%	3
2	-4	-26%	3
3	-4	-22%	3
4	-3	-18%	3
5	-3	-14%	3
6	-2	-10%	3
7	-2	-6%	4
8	-1	-2%	4
9	-1	0%	4
10	0	0%	4
11	0	0%	4
12	+1	2%	4
13	+1	4%	5
14	+1	6%	5
15	+2	8%	5



16	+2	10%	5
17	+2	12%	5
18	+3	14%	5
19	+3	16%	6
20	+3	18%	6
21	+4	20%	6
22	+4	22%	6
23	+4	24%	6
24	+5	26%	7
25	+5	28%	7
26	+5	30%	7
27	+6	32%	7
28	+6	34%	7
29	+6	36%	7
30	+7	38%	7
31	+7	40%	8
32	+7	42%	8
33	+8	44%	8
34	+8	46%	8
35	+8	48%	8
36	+9	50%	8
37	+9	52%	9
38	+9	54%	9
39	+10	56%	9
40	+10	58%	9

## Charisma

This attribute affects the characters natural talent, beauty and social behaviors. Someone with a high charisma is able to make friend easier then one that do not. As the addition to affect their natural talent is can also effect how well someone is able to channel mana and use its magical powers.

**Secondary Skills:** These are the little things to mold your character into what your want. These points are used for your character's secondary skill points. Each secondary skill uses a slot. The amount of slots a skill takes up will be written next to the skill name. Once your secondary skill points equal 0 then you cannot add anymore secondary skills to the character. Slots can also be added to skills you already got to upgrade them. Secondary skills cannot pick any primary.

**Magic Chance to Hit Modification:** This is the character ability using magic spells. This modification is added to the character over all Magic CTH. Magic CTH is rolled by using percentiles that is why is it made up as percents. Magic CTH counterpart is “evade”. The enemies evade is subtracted from the Magic CTH of the character attacking. Evade is not

subtracted to the Magic CTH if the defender is stunned, disoriented, mortally wounded, or caught of guard.

If a spell is attempted and if failed due to rolling higher than the Magic CTH the spell is not cast. However, if the roll is lower but is evaded, the spell will happen but will miss the target. Therefore a fireball will be cast and missed for example, but if it explodes it can still do damage to either the player, npc's or any other obstacles.

### Charisma

Stat	Secondary Skills	SCTH Modification
1	1	-30%
2	1	-26%
3	1	-22%
4	1	-18%
5	2	-14%
6	2	-10%
7	2	-6%
8	2	-2%
9	3	0%
10	3	0%
11	3	0%
12	3	2%
13	4	4%
14	4	6%
15	4	8%
16	4	10%

17		5	12%
18		5	14%
19		5	16%
20		5	18%
21		6	20%
22		6	22%
23		6	24%
24		6	26%
25		7	28%
26		7	30%
27		7	32%
28		7	34%
29		8	36%
30		8	38%
31		8	40%
32		8	42%
33		9	44%
34		9	46%
35		9	48%
36		9	50%
37		10	52%
38		10	54%
39		10	56%
40		10	58%

## Perception

This is a character's point of view. A character with a high perception is known to be a little wiser and keener to their senses. Good perception helps in some leadership qualities but does not hold the charm of high charisma.

**Projectile Chance to Hit Modification:** This is the character accuracy using projectile weaponry. This modification is added to the character over all PCTH. PCTH is rolled by using percentiles that is why is it made up as percents. PCTH counterpart is "evade". The enemies evade is subtracted from the PCTH of the character attacking. Evade is not subtracted to the PCTH if the defender is stunned, disoriented, mortally wounded, or caught of guard.

**Primary Skills:** These are the main skill your character needs to fight and defend itself. These points are used for your character's primary skill points. Each primary skill uses a general skill slot or feat. The amount of slots and feats a skill takes up will be written next to the skill name. Once your secondary skill points equal 0 then you cannot add anymore primary skills to the character. Slots can also be added to skills you already got

to upgrade them. Feats and general skill slots upgrade differently. Secondary skills cannot pick any primary.

### Perception

Stat	PCTH Mod.	Primary Skills
1	-30%	1
2	-26%	1
3	-22%	1
4	-18%	1
5	-14%	2
6	-10%	2
7	-6%	2
8	-2%	2
9	0%	3
10	0%	3
11	0%	3
12	2%	3
13	4%	4
14	6%	4
15	8%	4
16	10%	4
17	12%	5
18	14%	5
19	16%	5
20	18%	5
21	20%	6
22	22%	6
23	24%	6
24	26%	6
25	28%	7
26	30%	7
27	32%	7
28	34%	7
29	36%	8
30	38%	8
31	40%	8
32	42%	8

<b>33</b>		44%	9
<b>34</b>		46%	9
<b>35</b>		48%	9
<b>36</b>		50%	9
<b>37</b>		52%	10
<b>38</b>		54%	10
<b>39</b>		56%	10
<b>40</b>		58%	10

### **Mechanical**

This attribute is for all the physical mechanics such as building motors, engines and any work that requires gear and lever to make work. This also includes knowledge in mechanical guns that do not require lasers or other electronics. Some weapons require a certain mechanical to use and without the minimum requirements for that weapon, the character may not use it.

### **Technical**

This attribute is for all electronics such as building computers, lasers and any work that requires microchips and programming to make work. This also includes knowledge in technical guns that do require lasers and other electronics. Some weapons require a certain technical to use and without the minimum requirements for that weapon, the character may not use it.

## Chapter 6 – Character Skills

On the character sheet there are primary skills (1<sup>st</sup> skills) and secondary skills (2<sup>nd</sup> skills). These are the skill your character knows and can learn to improve his/her abilities.

At the start of the game you start off with a few primary and secondary skills. The number after 1<sup>st</sup> skills and 2<sup>nd</sup> skills are called slots. These slots let your character choose skills based on the cost of skills per slot. *Example: Your character has 2 primary skills and wants computer programming, which cost 1 slot. If the character chose computer programming then that character has 1 more slot.* Slots can be used up until none are left. However, you may save slots for skills later in the game. Other then the start of the game any skill you want must be trained.

When training they must roll willpower each time they wish to try. Each willpower roll is decreased by 1 each time they try to train. Their willpower replenishes once they receive 8 hours of sleep. Those with low willpower might need a tutor to help motivate. They can do this is another player takes the time to help influence by rolling their willpower instead.

When picking a new skill it will become a little difficult to use at first. As someone trains the skill becomes more natural for them. When training use weapon, specialize weapon or dual wield a -40% will be added to the CTH for that weapon.

Just remember that when a weapon you wish to use is not part of your use weapon, then a -40% is added to that weapon. One must have use weapon before dual wielding or specialize. This is only for 1 weapon. *Example: Use Broadsword, this character can use broadswords as their main weapon. If this character used long swords he/she will get a -40% unless taking a slot to train. This works the same for guns.*

Other skills that are in training get a -4 to their verses. Every 5 times that character uses this skill successfully it will get only a -3 modification. This keeps going until the modification gets to 0. When using a skill that you do not have, a modification of -8 is applied.

Next to the skills is it's "verse". This is what you need to roll, with a 1d20, verses the stat it uses. Lower the roll the better. So if you have 14 Intelligence and are rolling for the Identify Melee (vs intelligence) skill, you need to roll under 14 to succeed. Sometime there is be a difficulty modifier to the task which will add to the roll. If the weapon to be identified was rare or something unknown you may have a +3 difficulty modifier. This +3 will be added to the roll against the stat.

You may also upgrade skills. This works differently with feats which will be explained afterwards. If a roll seems to be harder to get due to a low skill and you have the skill already trained, then if you pay the same amount of slots into that skill that it requires the verses will get a +1. This does not apply to Proficiencies. When slotting Proficiencies you either choose another weapon type (use weapon) or gain another attack (Brawling).

Feats work differently. You may pay extra slots into a feats based on their requirements, however the verses do not raise. When upgrading a feat the effects get a +1 to it. *Example: Putting an additional 2 into cleave will make the roll be the same, but when using the skill it will get a +2 to melee damage other than a +1.* Feats can only be used as much time as your character level. This only last until your character has gotten 8 hours of sleep.

Primary Skills					
General Skills			Warrior Class Feats		
Name of Skill	Slots	Verses	Name of Skill	Slots	Verses
Aim	2	(Per+Dex)/2	Absorb	2	(Will+React)/2
Aircraft Mechanizing	2	(Int+Tech+Mech)/3	Cleave	2	(Str+React)/2
Android Repair	2	(Mech+Tech)/2	Concentrate	1	(Per+React)/2
Armor Blacksmithing	2	Mech	Parry	3	(One Weapon)
Bowyer and Fletcher	2	Mech	Smite	4	(Dex+React)/2
Intimidation	2	(Per+Str)/2	Specialize Melee	3	(One Weapon)
Computer Programming	1	(Int+Tech)/2	War Cry	1	(Cha+React)/2
Electronics Repair	1	Tech			
Driving	1	Mech	Mechanic Class Feats		
Dual Wield Weapon	2	(One weapon Proficiency)	Avoid	1	(Quick+React)/2
Escape	2	(Quick+Per)/2	Direct	2	(Per+React)/2
Firearm Mechanizing	2	(Mech+Tech)/2	Precise	1	(Will+React)/2
Grapple	2	(Str+Dex)/2	Snipe	4	(Dex+React)/2
Vehicle Mechanizing	2	(Int+Mech)/2	Specialize Projectile	3	(One Weapon)
Identify Armor	1	Int			
Identify Firearms	1	Int	Thief Class Feats		
Identify Melee	1	Int	Deflect	4	(One Weapon)
Linguistics	1	(One Lang Proficiency)	Dodge	1	(Quick+React)/2
Literacy	2	(One Lang Proficiency)	Improvise	2	(Dex+React)/2
Brawling	3	Proficiency	Surprise Attack	3	(One Weapon)
Melee Weapon Mechanics	2	Mech			
Navigation	2	Int	Wizard Class Feats		
Piloting	1	Mech	Enhance	3	(Will+React)/2
Riding	1	(Per+Str)/2	Magic Acceleration	2	(Quick+React)/2
Species	1	(Int+Per)/2	Memorization	1	(Int+React)/2
Survival	2	Int	Specialize Spell	5	(Sta+React)/2
Use Shield	1	Proficiency			
Use Weapon	1	Proficiency			
			Healer Class Feats		
			Enhance	3	(Will+React)/2
			Magic Acceleration	2	(Quick+React)/2
			Memorization	1	(Int+React)/2
			Specialize Spell	5	(Sta+React)/2

## Glossary of Primary Skills

Aim	Used to hit a part of the body area. The normal -40% penalty for hitting a location is reduced to 0%.												
Aircraft Mechanizing	Can be used to make Aircraft and repair it. Penalties vary as do time. He cost of making an aircraft is $\frac{3}{4}$ of the overall cost and a -10 penalty for each vehicle type. It takes 60 successes (1 attempt per day) to make a light vehicle and double that for each tier above. Repairing is only half of the repair cost with time and penalties varying.												
Android Repair	Used to build and repair Androids. The standard android costs 1 million yen to build and takes 30 successes to make (1 attempt per day). Repairing works like first-aid. To revive an android one would need to roll this skill against the negative points. Every -8 body point taking 1 hour to repair. This will also count for gaining body as the rate of +8 body per hour.												
Armor Blacksmithing	Used to build and repair armor. Building armor is half of the costs in yen. The amount of successes (4 hours) per item is equal to the required space. The penalties are -5 plus the rarity of item. Repairing items can normally be done in 1 day and is only $\frac{1}{2}$ the cost of repair. Varies in penalties.												
Bowyer and Fletcher	Used to build and repair bows and arrows. Building bows is half of the costs in yen. The amount of successes (4 hours) per item is equal to the required space. The penalties are -5 plus the rarity of item. Repairing items can normally be done in 1 day and is only $\frac{1}{2}$ the cost of repair. Varies in penalties.												
Intimidation	Getting info out of someone is tough but might be achieved this way. Afterword wither you have a success or not their aggression level will drop a tier. <table border="1" style="margin: 10px auto; width: 50%;"> <thead> <tr> <th>Aggression Level</th> <th>Modifier</th> </tr> </thead> <tbody> <tr> <td>Ally</td> <td>0</td> </tr> <tr> <td>Friendly</td> <td>-5</td> </tr> <tr> <td>Indifferent</td> <td>-10</td> </tr> <tr> <td>Disliked</td> <td>-15</td> </tr> <tr> <td>Loathed</td> <td>-20</td> </tr> </tbody> </table>	Aggression Level	Modifier	Ally	0	Friendly	-5	Indifferent	-10	Disliked	-15	Loathed	-20
Aggression Level	Modifier												
Ally	0												
Friendly	-5												
Indifferent	-10												
Disliked	-15												
Loathed	-20												
Computer Programming	Used to program devices and hack into computer security systems. You can make programs that block attacks or make the attacks to other systems. This is completely based on the users skill of making the programs. Andriod do not require using this skill to program themselves however other hacker will. They only use skills as they are programmed into their memory banks. Each slot is equal to one hour of programming required.												
Electronics Repair	Used to build and repair minor electronic items. Building electronic devices is half of the costs in yen. The amount of successes (4 hours) per item is equal to the required space. The penalties are -5 plus the rarity of item. Repairing items can normally be done in 1 day and is only $\frac{1}{2}$ the cost of repair. Varies in penalties. This can also help is the use of commutation devices. Hacking into signals and making devices that can help along the way. Penalties vary.												



Driving	Driving under normal condition is not required to roll if you have this skill. Penalties vary under more dangerous conditions. Used for land based vehicles.
Dual Wield Weapon	This is proficiency. Extra slots into this skill will allow the character to choose another weapon to dual wield with as long as it is in their restricting and have the 'use' skill for it. Then choosing the dual wield skill will let any character gain the ability to hold two weapons, one of them being an off-hand in place of a shield. The character must have a use weapon of the type and also they need to have the dual wield skill. This lets the character now be able to make an extra attack using one action point. When attacking with 2 weapons the wielder's main hand weapon takes a -10% CTH plus another -5% for each class type above light. The off-hand takes a -20% CTH plus another -10% for each class type above light. This costs 1 fatigue to use.
Escape	Rolls against use rope or grapple to get out of the situation. This costs 1 fatigue to use.
Firearm Mechanizing	Used to build and repair firearms. Building firearms and ammo is half of the costs in yen. The amount of successes (4 hours) per item is equal to the required space. The penalties are -5 plus the rarity of item. Repairing items can normally be done in 1 day and is only ½ the cost of repair. Varies in penalties.
Grapple	Used to attempt to grab onto an enemy. When rolling against this the other play may roll strength to break it. Attempting to grapple and breaking it requires one action point. Both parties can use light weapons in close range or hand to hand to fight back. The attack maintaining the grapple loses 1 fatigue each round. Any actions by either party while grappled also costs a fatigue. Cannot spend actions to regain fatigue when in a grapple.
Vehicle Mechanizing	Can be used to make ground vehicles and repair it. Penalties vary as do time. He cost of making an aircraft is ¾ of the overall cost and a -10 penalty for each vehicle type. It takes 60 successes (1 attempt per day) to make a light vehicle and double that for each tier above. Repairing is only half of the repair cost with time and penalties varying.
Identify Armor	Helps identify armor items and their uses. -5 penalty per rarity
Identify Firearms	Helps identify firearms items and their uses. -5 penalty per rarity
Identify Melee	Helps identify melee items and their uses. -5 penalties per rarity.
Linguistics	Can learn to speak a new language.
Literacy	Can learn to read a new language.
Brawling	Gives you an additional attack with hand to hand or martial art weapons. Can be stacked more than once to a max of 4. Will need to choose either a particular martial weapon or the hand to hand combat to advance in it. Cannot use this for martial art weapons if you do not have the use for the weapon. Each brawling attack has an attack penalty. After the initial attack you will lose 20% to CTH and another 20% for each attack afterwards. This skill can only be use directly action an melee attack action is made (including dual wielding) and costs an addition action point to use. Stacking this feat allows you to pick another weapon if you wish. This costs 1 fatigue to use per extra attack.
Melee Weapon Mechanics	Used to build and repair melee weapons. Building melee weapons is half of the costs in yen. The amount of successes (4 hours) per item is equal to the required space. The penalties are -5 plus the rarity of item. Repairing items can normally be done in 1 day and is only ½ the cost of repair. Varies in penalties.
Navigation	Can help navigate you around an area. Penalties vary on location and familiarity.
Piloting	Piloting under normal condition is not required to roll if you have this skill. Penalties vary under more dangerous conditions. Used for aircraft.
Riding	Riding under normal condition is not required to roll if you have this skill. Penalties vary under more dangerous conditions.
Species	Gives you knowledge on the species of one kind and information about the creature/character.
Survival	Allows you to gather food, know what is safe to eat and fight against harsh conditions. Penalties vary.
Use Shield	Used to gain the ability to use a shield. A particular shield is required to be chosen. Must be within restrictions. Each stack allows another shield to be chosen.
Use Weapon	Used to gain the ability to use a weapon. A particular weapon is required to be chosen. Must be within restrictions. Each stack allows another shield to be chosen.

Warrior Class Feats	
Smite	+2% to critical hit, each stack will increase critical hit by 2% when using smite. Count this as a free action. This costs 1 fatigue to use.
Cleave	+2 to melee damage, each stack will increase melee damage by 2 when using cleave This costs 1 fatigue to use. Count this as a free action.
Concentrate	+4% to MCTH, each stack will increase MCTH by 4% when using concentrate. This costs 1 fatigue to use. Count this as a free action.
War Cry	+4% to Evade, each stack will increase evade by 4% when using war cry. This costs 1 fatigue to use. Count this as a free action.
Absorb	+2 To all magic and natural defenses, each stack will increase defense by 2 when using absorb. This costs 1 fatigue to use. Count this as a free action.
Melee Parry	Defender in melee combat may counterstrike any character that is casting a spell, using a projectile or becoming prone. Defender must use an action point as conditions open. The weapon must be already a used weapon. Must be within restrictions. This strike happens before the other character finishes theirs. After melee parry is rolled, that character then rolled MCTH – 40%. Each extra slotted parry increases by to MCTH 20%. Stacking this feat allows you to pick another weapon if you wish. This costs 1 fatigue to use.
Specialize Melee	Used to gain the ability to gain an additional attack with a particular melee weapon. The weapon must be already a used weapon. Must be within restrictions. Each stack allows another melee weapon to be chosen gain another attack with the same weapon. You can specialize the same weapon a maximum of 4 times. Each specialize attack has an attack penalty. After the initial attack you will lose 20% to CTH and another 20% for each attack afterwards. This feat can only be use directly action an melee attack action is made (including dual wielding) and costs an addition action point to use. Stacking this feat allows you to pick another weapon if you wish. This costs 1 fatigue to use per extra attack.
Mechanic Class Feats	
Snipe	+2% to critical hit, each stack will increase critical hit by 2% when using snipe. This costs 1 fatigue to use. Count this as a free action.
Precise	+4% to PCTH, each stack will increase PCTH by 4% when using precise. This costs 1 fatigue to use. Count this as a free action.
Direct	+2 to Projectile Damage, each stack will increase Projectile damage by 2 when using direct. This costs 1 fatigue to use. Count this as a free action.
Avoid	+4% to Evade, each stack will increase evade by 4% when using avoid. This costs 1 fatigue to use. Count this as a free action.
Specialize Projectile	Used to gain the ability to gain one additional attack with a particular projectile weapon. The weapon must be already a used weapon. Must be within restrictions. Each stack allows another projectile weapon to be chosen or gain another attack with the same weapon. You can specialize the same weapon a maximum of 4 times. Each specialize attack has an attack penalty. After the initial attack you will lose 20% to CTH and another 20% for each attack afterwards. This feat can only be use directly action an projectile attack action is made (including dual wielding) and costs an addition action point to use. Stacking this feat allows you to pick another weapon if you wish. This costs 1 fatigue to use per extra attack.
Thief Class Feats	
Dodge	+4% to Evade, each stack will increase evade by 4% when using dodge. This costs 1 fatigue to use. Count this as a free action.
Improvise	+4% to all MCTH and PCTH, each stack will increase MCTH and PCTH by 4% when using improvise This costs 1 fatigue to use. Count this as a free action.
Surprise Attack	This skill add damage based on the weapon type used, choose a weapon and it must be a light weapon. The weapon must be already a used weapon. Must be within restrictions. Melee weapons get times 3 damage of weapon. Projectile weapons get times 2 damage of weapon. Can only use it when behind the target or if the target is completely unaware. Can use it once per level of character. Stacking this feat allows you to pick another weapon. Will only allow one attack to be a surprise attack per round. This costs one action point. This costs 1 fatigue to use.
Deflect	A thief may deflect a melee strike back at the attacker or another character within 10 feet.

	Choose a weapon and it must be a light weapon. The weapon must be already a used weapon. Must be within restrictions. Roll MCTH - 40% + evade against the target and if successful you can direct the hit, otherwise you take the damage. This cost 1 action and must be used directly when the conditions are declared. This costs 1 fatigue to use.
<b>Wizard Class Feats</b>	
Magic Acceleration	Selected magic spell duration is effect, plus another magic effect each time slotted. Can use this when casting a spell. This costs 1 fatigue to use. Count this as a free action.
Enhance	+2 to Magic Effect, each stack will increase Magic Effect by 2 when using enhance. This costs 1 fatigue to use. Count this as a free action.
Memorization	+4% to SCTH, each stack will increase SCTH by 4% when using memorization This costs 1 fatigue to use. Count this as a free action.
Spell Specialization	Gives a certain spell that the caster can currently use the ability to cast using one less action point. One action point spells are cast as a free action. The spell must be chosen at the time of this feat is slotted and cannot be changed later. Casting this way requires twice the amount of mana points. This feat can stack this with the same spell to return the action points again to a maximum of a free action. This costs 2 fatigue to use.
<b>Healer Class Feats</b>	
Magic Acceleration	Selected magic spell duration is extended by magic effect, plus another magic effect each time slotted. Can use this when casting a spell. This costs 1 fatigue to use. Count this as a free action.
Enhance	+2 to Magic Effect, each stack will increase Magic Effect by 2 when using enhance. This costs 1 fatigue to use. Count this as a free action.
Memorization	+4% to SCTH, each stack will increase SCTH by 4% when using memorization This costs 1 fatigue to use. Count this as a free action.
Spell Specialization	Gives a certain spell that the caster can currently use the ability to cast using one less action point. One action point spells are cast as a free action. The spell must be chosen at the time of this feat is slotted and cannot be changed later. Casting this way requires twice the amount of mana points. This feat can stack this with the same spell to return the action points again to a maximum of a free action. This costs 2 fatigue to use.

## Secondary Skill List

Secondary Skills					
General Skills			Warrior Class Skills		
Name of Skill	Slots	Verses	Name of Skill	Slots	Verses
Balance	2	Dex	Tracking	3	(Per+Dex)/2
Botany	1	Int	Athletics	3	Quick
Brewing	1	(Int+Mech)/2			
Carpentry	1	(Str+Mech)/2			
Climbing	1	Str			
Chemistry	2	Int	Mechanic Class Skills		
Cooking	1	Char	Refining	3	(Int+Mech)
Disguise	1	Per	Sabotage	3	(Per+Dex+Mech)/3
Etiquette	1	Char			
Fatigue	1	(Increase)			
First-Aid	2	(Int+Mech)/2			
Hiding	2	Per	Thief Class Skills		
Hearing	2	Per	Lock picking	3	(Dex+Per)/2
Instrument	1	Char	Pick Pocket	3	(Dex+Per)/2
Persuasion	2	(Int+Cha)/2	Disarm/Set Trap	3	(Per+Dex+Mech)/3

Jumping	2	(Str+Quick)/2			
Lying	2	(Int+Char)/2			
Mining	1	Str	Wizard Class Skills		
Research	1	(Int+Will)/2	Weather Sense	2	(Per+Int)/2
Rope use	1	Dex	Alchemy	3	(Per+Int)/2
Improved Reaction	2	Avg. of all Stats	Astrology	3	(Int+Per)/2
Reflex	2	Dex			
Search	2	(Dex+Per)/2			
Singing	1	Char			
Sneak	2	Quick	Healer Class Skills		
Socialize	1	Char	Medicine	2	(Int+Cha)/2
Streetwise	2	(Int+Dex)/2	Religion	2	Int
Swimming	2	(Str+Sta)/2	Surgery	4	(Int+Dex+React)/3
Tailor	1	(Dex+Char)/2			
Tame	2	Char			

### Secondary Skill glossary

Balance	Used in situations where a character could lose balance. Penalty modifier is based on the task. Walking a 2 foot ledge with no support would be a -1 to the skill where walking a tight rope would be a -9. Doing this for longer than a round costs 1 fatigue.												
Botany	Helps to find plants for medicine or poison. The rarity of the plant would become the modifier. If a character is looking for healing plants in a city it would be near impossible but in a forest it might be more common to find aloe. If a character is looking for a rare plant the modifiers can vary from -3 to -20.												
Brewing	Used in brewing alcohol, poisons and even age old remedies. When making a home remedy you can combine the different of this roll with a medicine roll for roll result. The penalties required for brew are as follows. Each brewing requires ingredients normally costs 10 times the penalty in yen. Increase grades have their penalties doubled. Brewing takes 1 hour per grade. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Brewing Item</th> <th>Skill Penalty</th> </tr> </thead> <tbody> <tr> <td>Ale</td> <td>0</td> </tr> <tr> <td>Healing Salve (1D4 Body)</td> <td>-5</td> </tr> <tr> <td>Poison (Grade 1)</td> <td>-10</td> </tr> </tbody> </table>	Brewing Item	Skill Penalty	Ale	0	Healing Salve (1D4 Body)	-5	Poison (Grade 1)	-10				
Brewing Item	Skill Penalty												
Ale	0												
Healing Salve (1D4 Body)	-5												
Poison (Grade 1)	-10												
Carpentry	Building structures takes a lot of planning, endurance and skill. This can help one construct or help find weak points in structures. Penalties vary by GM.												
Climbing	Climbing a ladder is easy but climbing a wall with no other support then your hands and few foot holds can prove to be a difficult task. -1 fatigue per round doing this action. One can climb half their steps in one round. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Climbing Environments</th> <th>Skill Penalty</th> </tr> </thead> <tbody> <tr> <td>Knotted Rope</td> <td>0</td> </tr> <tr> <td>Basic Rope</td> <td>-2</td> </tr> <tr> <td>Wall with Footholds</td> <td>-5</td> </tr> <tr> <td>Icy Wall with Footholds</td> <td>-10</td> </tr> <tr> <td>Solid Flat Wall</td> <td>-20</td> </tr> </tbody> </table>	Climbing Environments	Skill Penalty	Knotted Rope	0	Basic Rope	-2	Wall with Footholds	-5	Icy Wall with Footholds	-10	Solid Flat Wall	-20
Climbing Environments	Skill Penalty												
Knotted Rope	0												
Basic Rope	-2												
Wall with Footholds	-5												
Icy Wall with Footholds	-10												
Solid Flat Wall	-20												
Chemistry	Used in more advanced situations. Can make items in the Alchemy and Potion section. Cost of making it raw is half for cost. Penalty is equal to 5 per grade of item. Can only make grade												

	1 items.												
Cooking	Making yummy food isn't always easy but sometime you can become rewarded from your skill. Penalties vary.												
Disguise	Used to hide one's self. The result of the roll is equal to the difficult of someone uncovering the truth. This can be used for voices or looks. This can also forge signatures and hide hidden messages in text.												
Etiquette	Having knowledge of the clans, groups and armies of old can be useful. This also allows gaining know how on salutes, how to behave and just extra knowledge of a topic about organizations.												
Fatigue	Increases endurance. This adds +1 to overall fatigue score.												
First-Aid	<p>CPR and Med kits require this.</p> <p>When using med kits roll this skill and heal the amount of body as the med kit indicates. Medkit adds 1 per grade to first aid skill. This can be used to stop bleeding effects on wounded character, sooth burns, cure poison and CPR.</p> <p>When healing a character with bleeding effect, roll first-aid minus 5 to stop the effect from happening.</p> <p>When helping a character sooth burns, roll first-aid minus 5 per grade of the injury. Doing so successful will allow recovery. You cannot put out fires this way.</p> <p>When helping a character cure poison, roll first-aid minus 10 per grade of poison. Completing this task will completely stabilize the poison.</p> <p>When using CPR to revive a dying character, player rolls first aid minus the value of 5 plus body below 0. They can combine Surgery with a use of a med kit to gain any additional succession points. A revived character now has 1 fatigue after he is up. Revived character will now have 1 body and 1 action point for his next round before returning to normal.</p> <p>If a character is disabled for other means (Disoriented, Mortally Wounded) then hit points, they can be aided to keep fighting with a -5 to first-aid. A character still feels the effects (bleeding, if present) but lose half their remaining fatigue.</p> <p>These actions uses 2 action points in combat and 1 fatigue point.</p>												
Hiding	When standing in one place, hiding from others or when concealing a weapons or item. This skill is used against perception or search. The difference of the hiding roll is equal to the difficult to roll against. Reflex will add bonuses against this skill. +2 to this skill when in low light or dark. This does not affect those have can see in those conditions.												
Hearing	Helps a character train his ears to hear quiet sounds and recognize them. +1 to perception rolls then using hearing ability (sneak). This is used against sneaking and other uses can be found. Penalties can vary.												
Instrument	Helps to play instruments for money or entertainment.												
Persuasion	<p>Persuasion is used to help convince NPC's to sway your way or thought. Persuasion is against the reaction of other character. A -5 penalty is added if the character is indifferent to you and a -10 if you are disliked.</p> <table border="1" data-bbox="735 1493 1125 1665"> <thead> <tr> <th>Aggression Level</th> <th>Modifier</th> </tr> </thead> <tbody> <tr> <td>Ally</td> <td>+5</td> </tr> <tr> <td>Friendly</td> <td>+2</td> </tr> <tr> <td>Indifferent</td> <td>+0</td> </tr> <tr> <td>Disliked</td> <td>-5</td> </tr> <tr> <td>Loathed</td> <td>-10</td> </tr> </tbody> </table>	Aggression Level	Modifier	Ally	+5	Friendly	+2	Indifferent	+0	Disliked	-5	Loathed	-10
Aggression Level	Modifier												
Ally	+5												
Friendly	+2												
Indifferent	+0												
Disliked	-5												
Loathed	-10												
Jumping	Jumping helps you get over that hole or to that other roof top just ahead. To jump you roll the skill and the difference becomes your distance horizon in feet. If you are jumping straight up, the result is halved. This cost 1 fatigue point to use.												
Lying	Lying is a good way to get out of a bad situation. This is used against another character's reaction. The different of lying becomes the penalty modifier.												
Mining	Helps know where to dig, knowledge of how deep you are under ground and how much a metal is worth. The rarity varies the difficulty.												

Research	To help decipher clues and code. Penalties can vary but to find hidden messages in text you need to roll against disguise. For reading tomes to learn spells and skills it can be complex. Each tome has a difficulty and a time frame. The character must complete the task equal to the required number of successes. Each attempt is equal to 2 hours.
Rope use	Used to tie knots. This can be used against one's escape.
Improved Reaction	Adds +1 to reaction when in a situation of danger to you or someone else.
Reflex	Adds +1 to Perception checks when trying to spot sudden movement (Hide).
Search	Helps find hidden objects, doors and people in the area. Search can be used in a 10 by 10 area and takes 1 round. Penalties can vary. This costs 1 fatigue point to use during combat.
Singing	Helps one to sing, this can help to build character or perhaps is required for certain tasks.
Sneak	Sneaking around while not in line of sight. This is used against a person's hearing when rolling perception and the sneaking character can only move half steps. +2 to this skill when in low light or dark. This does not affect those who can see in those conditions. This costs 1 fatigue point to use.
Socialize	Used to get information out of people or change their behavior. This works against a character's reaction with a -5 for each aggression level. This will make them like you a little more than before to help with other skills that can be used.
Streetwise	Knowledge of the streets can be good. This allows one to know the possible black markets, info on street gangs and their members. Penalties can vary.
Swimming	A character can swim at half their steps. Normal waters only require one success for the duration and 1 fatigue per round and 2 if you fail a roll. Penalties in the ocean's waves is -5 as rapid waters make it hard to stay afloat.
Tailor	Repair clothing. On average there is only a penalty if there are higher class tiers or a hazard suit. Normal clothing is easy to sew up but a -5 for higher class clothing to retain its value and -10 to fit holes in a hazard suit.
Tame	Calm the beast. This changes creatures with 5 intelligence or lower reaction towards the character. This can turn a mad angry enemy into indifferent or friendly. The difficulty of each aggression level below indifferent is -5 to the skill. This costs 1 fatigue point to use.

Warrior Class Skills																									
Tracking	Helps in the search for someone. When searching an area where someone has been, it allows you to track them, find out the direction and how long ago they/he been there. Each hour that past before the tracking gives the character a -1 penalty. If the one the character is tracking is within 100 feet they get a +5 to perception when detecting them.																								
Athletics	This warrior only skill increases one's running, swimming. Rolling this will add the difference in feet and still retain the normal minus to fatigue.																								
Mechanic Class Skills																									
Refining	Allows one to make usable gas, create energy cells and batteries using raw materials at half the cost. Each attempt is equal to one day (12-14 hours). Penalties vary. <table border="1" data-bbox="722 1350 1138 1497"> <thead> <tr> <th>Item</th> <th>Penalties</th> </tr> </thead> <tbody> <tr> <td>Basic Battery</td> <td>0</td> </tr> <tr> <td>Energy Cell</td> <td>-5</td> </tr> <tr> <td>Fossil Fuel</td> <td>-10</td> </tr> <tr> <td>Energy X-Cell</td> <td>-20</td> </tr> </tbody> </table>	Item	Penalties	Basic Battery	0	Energy Cell	-5	Fossil Fuel	-10	Energy X-Cell	-20														
Item	Penalties																								
Basic Battery	0																								
Energy Cell	-5																								
Fossil Fuel	-10																								
Energy X-Cell	-20																								
Sabotage	Used to make Demolition Weapons. Making these items takes a lot of time and requires multiple rolls. Each day (12-14 hours) requires a roll and a success to proceed. Any critical fails makes the device explode in the character's face at half damage. Cost is half the retail. <table border="1" data-bbox="626 1608 1300 1839"> <thead> <tr> <th>Item</th> <th>Penalties</th> <th>Required Successes</th> </tr> </thead> <tbody> <tr> <td>Hand Grenade</td> <td>-3</td> <td>2</td> </tr> <tr> <td>Flash Bomb</td> <td>-5</td> <td>2</td> </tr> <tr> <td>Land Mine</td> <td>-8</td> <td>4</td> </tr> <tr> <td>Dynamite</td> <td>-10</td> <td>2</td> </tr> <tr> <td>C4 Bomb</td> <td>-15</td> <td>5</td> </tr> <tr> <td>RDB</td> <td>-20</td> <td>10</td> </tr> <tr> <td>E-Bomb</td> <td>-20</td> <td>30</td> </tr> </tbody> </table>	Item	Penalties	Required Successes	Hand Grenade	-3	2	Flash Bomb	-5	2	Land Mine	-8	4	Dynamite	-10	2	C4 Bomb	-15	5	RDB	-20	10	E-Bomb	-20	30
Item	Penalties	Required Successes																							
Hand Grenade	-3	2																							
Flash Bomb	-5	2																							
Land Mine	-8	4																							
Dynamite	-10	2																							
C4 Bomb	-15	5																							
RDB	-20	10																							
E-Bomb	-20	30																							
Thief Class Skills																									

Lock picking /Locksmithing	<p>Lock picking is greatly based on the skill roll. Penalties are based on the lock. These can vary by the type and range of each lock.</p> <table border="1"> <thead> <tr> <th colspan="2">Penalties</th> </tr> </thead> <tbody> <tr> <td></td> <td>-5</td> </tr> <tr> <td></td> <td>-7</td> </tr> <tr> <td></td> <td>-10</td> </tr> <tr> <td>Mechanical Lock</td> <td>-15</td> </tr> </tbody> </table> <p>Locksmithing, when making a lock the cost is equal to 10 times the skill roll. The roll determines what is required to open it. It takes 1 day to make. This can be done with 2 action points. This cost 1 fatigue point to use.</p>	Penalties			-5		-7		-10	Mechanical Lock	-15
Penalties											
	-5										
	-7										
	-10										
Mechanical Lock	-15										
Pick Pocket	Use this with sneak to pick a pocket against. When using this skill the victim character rolls reaction to see if he sees the attempt. Takes 1 round to attempt. This cost 1 fatigue point to use.										
Disarm/Set Alarm	<p>Making traps and alarms then disarming them. Disarming traps and alarms goes against the trap maker's skill. Penalties can vary.</p> <p>Making alarms are equal to 10 times the total skill level put into them. Making alarms take 1 day to complete. Building auto turrets requires projectile mechanics. Building melee traps require melee weapon mechanics. Demolition will make an explosive trap. Only the alarm roll counts towards the disarming. This cost 1 fatigue point to use. This take 2 action point to perform.</p>										
<b>Wizard Class Skills</b>											
Weather Sense	Can make a prediction on the weather. Each day beyond the first is a -5 penalty in the prediction.										
Alchemy	Can be added to chemistry to make alchemy items that are not potions. This will allow one to make items over grade 1. Time takes 2 hours per grade to create. Each grade adds an additional -5 penalty.										
Astrology	Read the stars. This allows one to see a peek into the future or ask the "gods" to find a path. This is not as affected as the nightblade's skill. It requires 1 full night to meditate under a clear sky. This can be used on others as a service. This can help the GM guide the players to the right way.										
<b>Healer Class Skills</b>											
Medicine	Can be added to chemistry to make higher grade of potions. This will allow one to make items over grade 1. Time takes 2 hours per grade to create. Each grade adds an additional -5 penalty.										
Religion	Added to etiquette when dealing with a religion or cult. This will help in knowledge about them and their leaders. Penalty Varies.										
Surgery	Using surgery with first-aid can help in resuscitation of allies. Add this to first-aid for CPR and Med kit rolls. This also adds the different of the surgery roll to the health gained within the 3 rounds. A negative surgery deals damage instead (minus the amount the first-aid would heal).										

## Chapter 7 – Combat

### HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. Initiative is rolled with a 1d20 plus any initiative bonuses. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action during the surprise round. Combatants who were unaware do

- not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
2. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
  3. Combatants act in initiative order (highest to lowest).
  4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.
  5. During a tie, the player with the highest quickness goes first. However, A player can also spend an action point for this round to break the tie in his favor instead.

## COMBAT STATISTICS

This section summarizes the statistics that determine success in combat, and then details how to use

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll you first need to decide what action you are making. A melee attack will use the MCTH stat, projectile will use the PCTH and a spell uses SCTH. When you decide the type of attack you roll a 1d100. Add the defender's evade to the dice rolled. If the result is higher than your CTH then the attack misses. Otherwise you roll the damage or effect of the spell.

Automatic Misses and Hits: A natural roll between 95-100 on an attack roll is always a miss. A natural 1-5 (the d100 comes up 1 to 5) is always a hit. A natural 95 - 100 is also a critical miss as for the 1-5 is a critical hit. When a critical miss is rolled, all attacks at stopped from that point onward. An optional rule lets a GM roll on a critical miss chart as well, but this can be negated.

## ATTACK ROLLS

Your attack roll with a melee weapon is your MCTH:

$$(\text{Strength} + \text{Quickness}) \times 2 + \text{other modification}$$

With a ranged weapon, your attack roll is PCTH:

$$(\text{Dexterity} + \text{Perception}) \times 2 + \text{other modification}$$

With casting a spell, your effect roll is SCTH:

$$(\text{Charisma} + \text{Intelligence}) \times 2 + \text{other modification}$$

## DAMAGE

When your attack succeeds, you attempt to deal damage. The type of weapon / spell used determines the amount of damage you deal. That damage is then rolled on a location chart unless aimed. Based on the location hit you subtract the armor points from the damage dealt. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.



Damage that makes it past his armor reduces a target's current body points.

**Normal attack:** Normal attacks are a wild attack made to strike an enemy. This attacks location is rolled using a 1d12. Looking on the character sheet the area are numbered this way. The attack then roll the dice and based on the result he will strike that location (exception to this being magic spells). For example, if an attacker roll 5 on a location dice he would strike the right shoulder.

**Aimed Attack:** An aim attack is very much like a normal attack other then it will target a location on the body that the attack wishes to do or wishes to avoid hitting a team member in front of him. Making an aimed attack requires a successful Aim skill check roll vs the defenders reaction or take a -40% to the "CTH" as a modification.

**Damage Negating:** If penalties reduce the damage result to less than 1, the hit deals 0 point of damage.

**Damage Bonus:** When you hit with a melee weapon, add your melee damage modifier to the damage result. With a ranged weapon, add you projectile damage modifier and with a spell you add you magic effect to the result.

**Multiplying Damage:** Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (without all modifiers) times by two and total the results then add your modifiers. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied dice roll.

**Ability Damage:** Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

## **ARMOR AND EVASION**

Your Evasion (evade) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to get over to hit you. Your evade is based on your class chosen plus any other modifiers.

Your armor is the amount of damage reduction you have against a melee or ranged attack.

To find out your character's natural armor points in all areas you first look at his Dexterity. If there is a defense modifier then that is the base score for all the defense points.

The remaining armor can be added based on the armor bonuses for the locations the character is wearing. Some types of armor may restrict some stats from using it's full abilities such as losing CTH, evade or the sort. See the armor and equipment pages on the details.

**Other Modifiers:** Many other factors modify your armor/evade.

**Enhancement Bonuses:** Enhancement effects make your armor better.

*Spell Bonus:* Magical spell effects that help ward off attacks and improves your natural armor score or evasion. Any other modifiers from spells, special abilities or general bonuses. Armor points from spells do not stack unless it states otherwise.

*Natural Armor:* Natural armor is your armor score without the armor. If an armor piecing attack hits you whether you are wearing armor or not, the damage is only subtracted from that character natural armor only.

*Feat Bonuses:* Some other armor bonuses represent actively avoiding blows with a learned skill. Some feats may increase your armor for a short amount of time and these points count towards your natural armor and stack with all other bonuses. An example would be the Warrior's feat absorb where a character when being attacked can choose to roll and gain +1 to defenses for each time it is fully slotted. For more information on how feats work read the primary skills character.

*Magic Defense:* When attacked with magic spells that do not state they count as physical attacks, the normal armor bonuses are ignored. During these type of attacks the new "armor" versus the spell damage is equal to the defenders magic defense. Magic defense may get bonuses from magical items, spells and skills and these work in a similar way as normal armor does for stacking.

### **BODY POINTS**

When your body point total reaches 0, you're disabled. When it reaches -1, you're dying. When the negative value is double your overall reaction, you're dead.

### **STEPS (SPEED)**

Your steps tells you how far you can move in a round and still do something, such as attack or cast a spell. Your steps depends mostly on your quickness, race and possibly equipment.

Each step is considered 10 feet (1 square).

If you use a sprinting move in a round (sometimes called "charging" action), you can move up to double your speed but lose 2 fatigue at one action point cost. When charging you can still attack but lose 15% CTH for every 10 feet you move beyond the character's normal range.

If you spend 2 action points you may withdraw or run to go all out. You can move up to triple your speed at the cost of 2 fatigue instead but all evade bonus are lost.

### **THE COMBAT ROUND**

Each round represents 10 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, Parrying Attacks and Surprise Rounds.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same

initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

## **ACTION POINTS**

Each character is given 2 action points and a free action at the start their turns during regular combat. Action points is the blood and soul of doing anything you need to do within the round. When you do an action it will cost you a point. Action point costs essentially tells you how long the action takes to perform (within the framework of the 10-second combat round). It is required for attacks, parries, using skills, movement and other actions during combat.

Action Points opens a world of tactics to Vandeala. In a normal round, you can perform 2 actions. This could be two-one point actions or a single 2 point action. You can also perform one free actions per round as well.

A single point action can be any of the following:

Move with normal move distance.  
Attack with a single Weapon  
Attacking and Using Dual Wielding (Once per round per skill rules.)  
Equip an Item  
Drink a Potion  
Use a One Action Point Skill (all skills are one action point unless otherwise stated.)  
Use a One Action Point Spell  
Un-equip an Item without dropping it  
Opening a Door  
Charging  
Tripping  
Punch or Kick  
A Grapple Attempt  
Surprise Attack  
Parry  
Reloading Weapon

Common two action point tasks:

Attacking (including Using Dual Wielding) and Using Specialize Weapon Feat  
Withdrawing/Running  
2 Action Point Spells  
2 Action Point Skills  
Reading a Scroll  
Picking a Lock  
Disarming Alarms

In some situations (such as in a surprise round), you may be given only one action point rather than two.

**Restricted Action:** A restricted action is an action that takes more than two action points to do and can stop the character for doing certain actions. Some spells, special abilities (such as charging a spell) and skills require an extra action points to pull off. During a restricted action a character can still use free actions but might not be able to perform other actions like attack, equip items, parry or move. This is a situational restriction.

**Saving Actions Points:** A player may choose keep their action point rather than spending this turn. A player may use this action point to parry, counterspell or even take an action during before or after someone. Parry and counterspell are actions that cost one point to use, however taking an action when it isn't your turn also cost an action as if you are breaking an initiative tie. So if you held both of your action points till now, you will have only one action point to do anything (that costs 1 point of course).

**Bonus Action Points:** Sometimes 2 action points will not cut it in some cases per round. At anytime a player spend 10 Fatigue to gain another action point until his next turn. This can be used during the turn or otherwise (to parry or counterspell). Some spells and magical items can also give you extra action points.

**Recovering Fatigue:** Fatigue recovers quiet quickly outside of battle being that each 10 seconds is equal to one, however during combat you must spend 2 action points to recovery 1 fatigue. If for some reason you are reduced to 0 or less fatigue you pass out. Roll your stamina, the difference is subtracted from your reaction in rounds you are passed out for. Some attacks and skills deplete fatigue, be sure to balance it else find yourself in trouble later.

**Free Action:** Free actions consume a very small amount of time and effort. You can perform one free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

**Not an Action:** Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

## **One and Two Point Actions in detail**

### **Melee Attack**

Making an normal attack is a one action.

**Standard Melee Attacks:** In a melee battle character have about 10 feet of room to face off each other. Dodge, ducking and shifting weight is all considered to be expected when confronted or approached by a person with a weapon. Because of this a normal melee weapon, you can strike any opponent within 10 feet of your position. (Opponents within 10 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 20 feet away, but you can't strike adjacent foes (those within 10 feet).

**Unarmed Attacks:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. These attack types deals 1d6 plus melee damage unless otherwise stated.

*Parry:* A warrior may save an action point after his turn to use the parry feat. Anytime a character adjacent (10ft) to the warrior attempts to cast a spell, use a projectile or become prone he can choose to make an attack roll before they complete their attack. More details on the skill as listed.

*Deflect:* A thief can choose to attempt to deflect an attack before the attack rolls his chance to hit. See the thief deflect feat for more details on it.

*Dual Wield Melee:* Characters have the ability to gain extra melee attacks such as Dual Wielding. A character can such use this skill and move before or after if they wish. Read skills for any restrictions for multiple use per round and penalties.

*Multi Melee Attacks (Without Specialize Melee):* Anytime you spend another action point make another standard attack beyond the first during the same round, you lose 2 fatigue.

*Two Action Point, Specialize Melee (warrior only):* When choosing the specialize melee weapon warrior feat the character can use this feat directly after making a one action point attack. This spends another action plus fatigue. Read about the warrior feat in the primary skill section.

*Holding two handed weapons:* When holding a two handed weapon both hands of the user are occupied during the attack. However before and after the attack (10 seconds) a character can use a free his hand. This lets a character still be able to drink a potion, use a spell or make a free hand action without dropping or unequipped the weapon.

*Using and Dual wielding two handed weapons:* A character's strength must be 30 or above to hold a two handed weapon in one hand. Doing so the character's attack roll suffers a -10% per class type after light. This works the same a dual wield weapon expect the penalties of the weapons for main and off-hand are increased by an additional -10%. This action also cost an additional fatigue for dual wielding.

*Reaching Weapons:* Some weapons have a 10ft reach or more. These weapons give the character an extra attack square of 10ft from his position. This lets him attack a target with a square of space still between them. When using a reach weapon into melee or through a square of a friendly character, no penalties are given.

## **Projectile Attack**

**Standard Ranged Attacks:** With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for

a thrown weapon is 50ft for any light weapon or item and -10ft for each size type. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

*Rounds Per Minute (RPM):* All ranged weapons has a RPM in their description. This detail is to let the user know how many shot is can have in a single round. A projectile that states it is a Single Shot (SS) type can only be fired once per round, Semi-automatic (SA) can be fired 1d2 times per round and a full Automatic (A) can be shot up to 1d4 times per round. These attacks count as one standard action no matter the amount of time fired.

No matter the amount rolled, before the attacks are roll the attack can pick a number less than the total amount to fire. This cannot be changed after the first attack roll is made. A character who can make more than one projectile attack per round must be rolled individually. Each attack is counted as a separate attack and will have the armor deduced from the damage.

*Multi Projectile Attacks (Without Specialize Projectile):* Anytime you spend another action point make another standard attack beyond the first during the same round, you lose 2 fatigue.

*Damage Rolls:* If the PCTH attack roll result exceeds the target's evade, the attack hits and you deal damage. Roll the appropriate damage for your weapon and a 1s12 on the location chart is not aimed. Damage is deducted by the armor then from the target's current body points.

*Multiple Attacks:* A character who can make more than one projectile attack per round must be rolled individually. Each attack is counted as a separate attack and will have the armor deduced from the damage. Gaining more attacks then that base RPM can be done by dual wielding or specializing in the type of projectile weapon.

*Specialize Projectile (Mechanic only):* When choosing the specialize projectile weapon mechanic feat, the character can now make even more attacks when using a standard action to shoot a ranged weapon. See the skills for more detail.

*Dual wield projectile:* When choosing the dual wield skill will let any character gain the ability to hold two weapons, one of them being an off-hand in place of a shield. The character must have a use weapon of the type and also they need to have the dual wield skill. This lets the character now be able to make an extra attack one being his main hand and the second now being the off-hand weapon. More information see the feat in primary skills.

*Shooting or Throwing into a Melee:* If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -40% penalty (this is added to the defender's evade) on your attack roll with the chance of hitting your ally. If this 40% penalty caused you to miss then you hit your ally. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

Making a successful aim check lets you fire into the flay with no chance of hitting your ally. Making the shot still lets you select what area on the body you wish to hit.

*Projectile range and modifiers:* The weapons list has a variety of different projectile weapons you can choose for your character, assuming you can use them. The distance the weapon can fire are listed as Short (S), Long (L), Extra (X), Super (U) long range. The weapon will indicate at what distance the character can use the weapon normally to its max distance available. Some modifications can be added to change some of the weapons features.

*Short Range (S):* Can fire from point blank up to 50ft.

*Long Range (L):* Can fire from 50ft up to 300ft.

*Extra Long Range (X):* Can fire from 300ft to 1000ft.

*Super Long Range (U):* Can fire from 1000ft to 10000ft

Any weapons that is fired between 1 to 50ft that states a range of Long (L) or Long to Extra long (L-X) will suffer a -40% CTH accuracy penalty.

*AOE Weapons:* Some weapons such as grenades, rockets and exploding canister cause AOE Damage. AOE damage is counted on the amount of base dice that it is used to roll. Each base dice roll it gives the AOE weapon a 10ft spread. If the defender will get a +20% evade against the AOE spread for each square beyond the targeted. For each square spread the dice roll of the damage is decreased by 1. Example: Grenades have a 2D20 damage roll. The weapon it is thrown directly at the target dealing the full 2D20 damage to him. Any other characters on square adjacent to him will be dealt 1D20 damage. If after adding the +20% evade to the character in the spread area will evade the initial CTH then he dodges the attack all together.

### **Special conditions and optional combat rules**

*Critical Hits:* When you make an attack roll and get a natural 1 - 5 (on the d100), you hit regardless of your target's evade, and you have scored a critical. A critical hit means that you roll your damage and double the dice roll, before adding all your usual bonuses. Unless otherwise specified, the threat range for a critical hit is an attack roll is 1-5 on a d100, and the multiplier is x2.

*Exceptions:* Extra dice rolls for damage caused by a magical effect that counts as extra damage does not get this critical bonus, only the base weapon itself. Surprise attacks that critical deal x6 damage for melee and x4 for projectiles.

*Lighting:* Low light conditions that are 25%-75% darkness such as moonlight or torchlight hinder fighting. Characters without low light lose 25% to all CTH and 15% to those that have dark vision.

No light conditions that are 75%-100% darkness such as in a non-lit subway or in a complete dark room hinders fight greatly. Characters without darkvision lose 50% to all CTH and those with low light lose 35% instead.

*Optional Rule: Critical hit and misses table:* When making a critical hit or a critical miss (rolling a 95-100 on an attack roll) you may roll up an event on the corresponding table. This random effect is unavoidable. If the roll does not directly affect the character then the roll is just considered a normal miss/critical.

*Increased Threat Range:* Sometimes your threat range is greater than 1-5%. That is, you can score a threat on a higher than a 5. In such cases, a roll of higher than 5 is not an automatic hit and can be evaded. Any attack roll that doesn't result in a hit is not a critical.

*Spells and Critical Hits:* A spell that requires an attack roll that can score a critical hit. During this the effects of the base rolls, duration, and effects (not including magic effect) are doubled before adding any other modifications.

### **Casting a Spell**

Spells require action points to cast. Some spells require more action points than others.

**Mana:** Mana is the inner spirit of the character. Some races are better than others in using magic to do magical adeptness of birthright. All mana is shared to each color a caster would use. Each mana color requires a separate mana pool dedicated towards it.

**Mana Cost:** Each spell cost an amount of mana that is in the spell list. The character must have the required mana in his/her pool in order to attempt the spell.

**Spell Requirements:** To cast a spell with, your character must speak in a firm voice. If you're gagged or in the area of a silence spell, you can't cast such a spell. A spell caster who has been deafened has a -50% to SCTH to spoil any spell he tries to cast. You must be able to gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

**Concentration:** You must concentrate to cast a spell. If you are attacked while casting a spell you must roll SCTH plus modifiers of the spell and add the damage dealt to the dice roll. If you fail the spell is stopped. You still lose the mana as if you cast it.

**Concentrating to Maintain a Delayed Spell:** Some spells require more than 2 action points. These may spread out into many other turns before casting. Concentration is used to keep them going until the final action point is spent. The character can still move freely without breaking the spell but it will delay the spell farther. Any other action during this then this could break your concentration. If voice is silenced or both hands are occupied the spell fizzles. If you wish to attack while casting it still costs an action point but further more you need to roll SCTH again for the spell and lose a fatigue retaining the action points already spent on the spell is successful. If your concentration breaks, the spell ends.

**Casting Time:** Most spells have a casting time of 1 action point. A spell cast in this manner immediately takes effect.

**Touch Spells in Combat:** Touch spells don't actually touch, they are just within melee of caster. These do not allow parries to be preformed upon. Roll SCTH to cast as per normal.

*Dismiss a Spell:* Dismissing an active spell is a one action point and is immediate.

*Casting more than one spell per round:* Anytime you cast an additional spell beyond the first during the same round, you lose 2 fatigue.

### **Activate Magic Item**



Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a one action point (however getting the item from your bag and using it is 2 action points).

**Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration, SPTH roll and uses a standard action (or more if spell states otherwise). You lose the spell if your concentration is broken.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration or a SPTH and counts as a free action.

### **Use Special Ability**

Using a special ability is usually one action point, but whether it is single action point, or not an action at all is defined by the ability.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 action point, unless the ability description notes otherwise.

**Special Abilities:** Using a special ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration unless stated otherwise.

### **Moving**

With the exception of specific movement-related skills, most move actions don't require a check. Some actions, at listed below can be made as a single point action.

#### **Move**

The simplest move action is moving your steps (x10 equal feet moved).

There are many nonstandard modes of movement, including climbing and swimming.

**Climbing:** You roll your climbing skill and the end result is equal to the distance in feet you moved. A fail climb that is not a 20 means you do not progress this round. A natural 20 is a critical fail and the climber will fall.

**Crawling:** You can crawl half your steps feet as a move action. Crawling character's lose all evade and suffer a -20% to CTH's.

**Withdraw/Running:** Running will let you use 2 action points to move at 3 times your steps. This subtracts 2 from your fatigue.

**Charge:** Charge will allow you to move a few extra steps before performing an action. You may move twice the normal steps in a straight line and make an action. This subtracts 2 fatigue and lose all evade bonuses until next round.

### **Draw or Sheathe a Weapon**

Drawing a weapon so that you can use it in combat, or putting it away, costs one action point. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

Warriors may draw a single melee weapon as a free action as for a mechanic may draw a single projectile as also a free action, as long as they can use it. If you have the dual wield, you can draw two one-handed weapons that you have a use weapon skill for in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

### **Ready or Loose a Shield**

Strapping a shield to your arm to gain its evade bonus and armor to location bonus, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires an action point. Warriors can ready or loose a shield as a free action as long as they can use it.

Dropping a carried (but not worn) shield is a free action.

### **Manipulate an Item**

In most cases, moving or manipulating an item is one action point. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

### **Stand Up**

Standing up from a prone position requires a one action point and can provoke a parry.

### **Mount/Dismount a Steed or Entering/Exiting a Vehicle**

Mounting or dismounting from a steed requires a move or standard action. Entering or exiting a vehicle requires one action point.

Fast Mount or Dismount: You can mount or dismount as a free action with a Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.) This is the same for vehicles only with a driving check.

## **FREE ACTIONS**

Free actions don't take any time at all, there may be only one free action you can perform in a turn. Some common free actions are described below.

### **Drop an Item**

Dropping an item in your space or into an adjacent square is a free action.

### **Drop Prone**

Dropping to a prone position in your space is a free action.

### Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

### Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

### Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Most feats are meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

### Use Skill

Most skill uses are standard actions, but some might cost any number of action points. Use common sense when the information isn't there. The individual skill descriptions tell you what sorts of actions are required to perform skills.

## Chapter 8 - Injury and Death

Your body points measure how hard you are to kill. No matter how many body points you lose, your character isn't hindered in any way until your body points drop to 0 or lower.

*Exception:* There is an optional rule for critical hit and misses table which can alter the character's well being.

## **LOSS OF BODY POINTS**

The most common way that your character gets hurt is to take lethal damage and lose body points

**What Body Points Represent:** Body points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

**Effects of Point Damage:** Damage doesn't slow you down until your current body points reach 0 or lower. At 0 body points, you're disabled.

At from -1 body points, you're dying.

When the negative value is higher than double your reaction, you're dead.

### **DISABLED (0 Body)**

When your current body points drop to exactly 0, you're disabled. You are reduced to one action point. If you use this action that requires you to lose fatigue or do anything other than move or something mundane then you further injure yourself and take 1 point of damage after the completing the act. Unless your activity increased your body points, you are now at -1 body points, and you're dying.

Healing that raises your body points above 0 for a disabled character makes you able to get back and fight without risk of injury. However you still only recover one action point until your next turn, afterwards you go back to two.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 body points (see Stable Characters and Recovery, below).

### **DYING (-1 or more body)**

When your character's current body points drop to -1 and lower inclusive, he's dying.

A dying character immediately falls unconscious and can gain no action points.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

### **DEAD**

When the negative value is higher than double your reaction result, he's dead. A character can also die from taking ability damage that reduces his Stamina to 0.

## **STABLE CHARACTERS AND RECOVERY**

On the next turn after a character is reduced to -1 or more body points and on all subsequent turns, roll reaction minus the body score to the roll to see whether the dying character becomes stable. If he doesn't, he loses 1 body. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's body points drop to low, he's dead.

You can keep a dying character from losing any more body points and make him stable with a first aid minus the body to the roll.

A character who becomes stable on his own rolls reaction minus the negative value of the body points. Making this roll the character will regain 1 body point per hour until he reaches 0. At that point he will recover normally.

Anytime a character is revived from below 0 body due to a spell, natural causes or with help that character is reduced to 1 fatigue unless rested.

## **HEALING**

After taking damage, you can recover body points through natural healing or through magical healing. In any case, you can't regain body points past your full normal hit point total.

**Natural Healing:** With a full night's rest (8 hours of sleep or more), you recover 1d6 body per 4 hours plus 1 per character level. Any significant interruption during your rest prevents you from healing that night.

**Regaining Mana:** Like physical healing a magic user needs to rest his mind to regain mana points. With a full night's rest (8 hours of sleep or more), you recover 1d8 mana per 4 hours plus 1 per character level. Any significant interruption during your rest prevents you from healing that night.

**Magical Healing:** Various abilities and spells can restore body points.

**Healing Limits:** You can never recover more body points than you lost. Magical healing won't raise your current body points higher than your full normal body total.

**Healing Ability Damage:** Ability damage is temporary, just as body damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score.

## **TEMPORARY BODY POINTS**

Certain effects give a character temporary body points. When a character gains temporary body points, note his current body total. When the temporary body points go away the character's body points drop to his current hit point total. If the character's body points are below his current hit point total at that time, all the temporary body points have already been lost and the character's hit point total does not drop further.

When temporary body points are lost, they cannot be restored as real body points can be, even by magic.

Increases in Stamina Score and Current body points: An increase in a character's Stamina score, even a temporary one, can give him more body points (an effective body increase), and natural defense points to spread around but these are not temporary body points. They can be restored and they are not lost first as temporary body points are.

### **UNPREVENTIBLE DAMAGE AND STATUS EFFECTS**

Sometimes an action or event may happen that armor itself is not able to protect you. This is called unpredictable damage and whatever the damage roll becomes, the character on the other end will take the full hit. There are certain situations that almost always count as unpreventable damage.

Falling: Fall damage is considered unpreventable damage however a reaction roll minus the falling distance in feet, will half the total damage done if successful. Fall damage is when a character falling prone from a height of 10ft or more. A character that jumped is not considered prone as long as  $\frac{1}{2}$  of the result is equal to the distance landing. Fall damage is equal to 1d10 for every 10ft the character drops.

Crushed: When an object 3 times the weight of the character or larger crushes a character this damage will be considered unpreventable damage. The damage can be decided by the GM but as a rule of thumb, crushing damage is 1d10 for every 10lbs over 3 times the character's weight total.

Drowning/Suffocating: A character can hold his breath equal to his fatigue in rounds before passing out and taking damage. This damage is unpreventable dealing 1d4 damage for every round the character is holding his breath knocked out. Every 4 rounds after the damage rolls increases by +1d4.

Burning: A character that is burning takes fire damage. Normal fire damage does not affect your magic defense, instead it becomes unpreventable damage. Some effects and special abilities may decrease the effects it has on the character. When burning the fire becomes a "grade 1" and increases in grade every 4 rounds. This type of burning deals 1d4 per grade. Taking a standard action round a character can attempt to put out the flames but rolling reaction minus the damage dealt by the burning this turn. Burn damage always happens at the start of affect character's turn.

Poison: A poisoned character can have different this happen to him based on the poison itself. The grade of poison is relative to how strong it is to resist and how much it affect you. Poisons increase in potency for each grade and the effects it has on the infected. Where not stated otherwise, a normal poison deals 1d4 damage every minute for each grade. Each minute the character must also roll his reaction minus 10+ the grade of poison to resist it. Any ability, MP, body damage will remain and restored naturally or otherwise with a spell. Anti-toxins help cure poisons as well as some spells.

Crashing: When crashing at a speeding over 40km/h (24mi/h) the character takes 1d10 unpreventable damage plus an addition 1d10 for every 10km/h (6 mi/h) in excess.

Other conditions may apply this damage type where it is stated unpreventable damage occurs.

### **ARMOR PIERCING DAMAGE**

In simple terms, an attack or action that state it is armor piercing will negate all armor bonuses that are worn and will deduct the damage point from the natural armor only before dealing the damage to the body. Only certain types of items and armor may prevent an area from being pierced.

### **NONLETHAL DAMAGE**

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current body points.* It is not "real" damage. Instead, when your nonlethal damage equals your current body points, you're staggered, and when it exceeds your current body points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current body points because the nonlethal damage has gone up or because your current body points have gone down.

Staggered and Unconscious: When your nonlethal damage equals your current body points, you're staggered. You are reduced to a one action point per turn. You cease being staggered when your current body points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current body points, you fall unconscious. While unconscious, you are helpless.

Spell casters who fall unconscious retain any spell casting ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 body point per minute per character level (6 rounds).

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

## **Chapter 9 – MOVEMENT**

Your speed is determined by your quickness in steps. A step is equal to 10 feet.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something. If you spend the entire round running, you can move triple your speed plus the skill result per extra foot.

Moving through a character

Friend: You can move through a square occupied by a friendly character, unless you are charging.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty.

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

### Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as an extra step move squares of movement. You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying creatures are not hampered by difficult terrain.

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were you were crawling.

## Chapter 10 - Equipment

Projectile Weapons									
<i>AV - Availability</i>									
<i>Range: S = 0-50ft, L 50-300ft, X 300ft-1000ft, U 1000-10000ft</i>									
<i>Space: 0 - 14 one handed, 15 or more is 2 handed</i>									
<i>Types: L= Light, M= Medium, H= Heavy, E=Elite</i>									
Primitive Projectile Weapons									
These weapons count as physical damage.									
Name	Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Sling	SS	1	C	S	1	1	1D4	3	
Short Bow	SS	1	U	S-L	2	15	1D6	25	
Short Composite Bow	SS	1	R	S-L	3	15	1D6+Melee	100	



Light Crossbow	SS	1	C	S-L	5	6	1D4	150		
Long Bow	SS	1	R	L-X	7	17	1D8	250		
Long Composite Bow	SS	1	R	L-X	10	17	1D8+Melee	500		
<b>Light Projectile Weapons</b>										
<i>Light Energy Weapons</i> These weapons count as energy weapon damage.										
Name		Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Blaster Pistol		SA	10	C	S-L	2	2	1D8	600	
Custom SS Blaster Pistol		SS	2	C	S	4	0.5	3D6	1200	
Short Burst Energy Blaster (SBE)		SA	20	C	S-L	8	5	S-2D6 L-1D4	900	
Long Burst Energy Blaster (LBE)		SS	10	U	S-L	10	7	S-1D4 L-2D8	1600	
Stun Gun		SS	10	U	S	8	8	1D8	2500	Roll Stun
Compact Laser Pistol		A	40	U	S	6	4	1D4+1	2800	
<i>Light Archaic Weapons</i> These weapons count as physical damage.										
Name		Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
9mm Pistol		SA	6	C	S-L	2	3	1D8	250	
G92 Custom Clip Pistol		SA	15	C	S-L	4	3	1D8	400	
Armadon 9mm Pistol		SA	12	U	S-L	6	4	2D4	800	
R75 Impact Pistol		SA	10	U	S-L	7	5	2D6	1250	
IMI .12 Luger		SA	12	R	S-L	8	5	2D8+1	2450	
H&K MP5K Uzi		A	24	C	S-L	10	7	1D6+1	2400	
<b>Medium Projectile Weapons</b>										
<i>Medium Energy Weapons</i> These weapons count as energy weapon damage.										
Name		Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Pulse Laser Rifle		A	30	C	S-L	10	12	2D4+1	4500	
Blaster Cannon		SA	12	C	S-L	16	16	4D4	4000	
E-40 Blitz Rifle		SA	40	R	S-L	15	16	2D4 *AP	10000	
P-80 Blitz Rifle		A	80	R	S-L	20	20	1D6 *AP	14000	
Blaster Rifle		SA	24	U	S-L	16	16	2D10	8500	
Radiation Beam Rifle		A	10	VR	S	20	16	1D10*AP	22000	UV DMG
<i>Medium Archaic Weapons</i> These weapons count as physical weapon damage.										
Name		Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
12-Gage Shotgun		SS	8	C	S	10	15	3D6	400	
Dart Gun		SS	4	C	S-L	8	8	1D6	460	
B-30 SMG		A	30	R	S-L	12	15	1D6 *AP	10500	
PS60 SMG		A	60	C	S-L	14	16	2D4	4000	
M-80 Assault Rifle		SA	20	U	S-L	14	16	1D12	8000	
.44 Magnum		SA	6	R	S-L	8	8	3D6 *AP	10000	
<b>Heavy Projectile Weapons</b>										
<i>Heavy Energy Weapons</i> These weapons count as physical weapon damage.										
Name		Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info

Flame Thrower		A	100	U	S	30	20	2D4*AP	11000	Fire Dmg
Condensed Laser Rifle		SS	5	C	L-X	20	15	3D10	20000	
Napalm Cannon		SA	10	U	S-L	30	18	1D8*Aoe	16000	Fire Dmg
Energy Cannon		SS	3	R	L-X	35	28	6D6	25000	Req Mount
Plasma Rifle		SA	6	VR	S-X	23	20	3D6 *AP	30000	
<i>Heavy Archaic Weapons</i>										
These weapons count as physical weapon damage.										
<b>Name</b>		<b>Rpm</b>	<b>Shot</b>	<b>Av</b>	<b>Range</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other info</b>
Auto Assault Shotgun		A	20	C	S	11	15	3D8	6500	
Bolt Action Sniper Rifle		SS	7	R	L-X	10	15	2D12*AP	12000	
Top II Desert Eagle		SA	7	U	S-L	7	12	2D8 *AP	16850	
PSG-2 Sniper Rifle		SA	30	R	L-X	17	20	4D8 *AP	20000	
MS .14 Gauss Rifle		A	200	VR	S-L	25	25	2D10 *AP	30000	
M208 Grenade Launcher		SS	6	VR	S-L	32	25	2D20 *Aoe	35000	
H102 Rocket Launcher		SS	1	VR	S-X	35	25	4D10 *Aoe	55000	
<b>Melee Weapons</b>										
<i>Space: 0 - 14 one handed, 15 or more is 2 handed</i>										
<i>Types: L= Light, M= Medium, H= Heavy, E=Elite</i>										
<i>Light Bladed Weapons</i>										
These weapons count as bladed weapon damage.										
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>			
Dirk		C	1	1	1D4	5				
Cleaver		C	2	2	1D6	25				
Combat Knife		U	1	1	1D4 *AP	300				
Tanto		U	3	2	1D6+2	100				
Short Sword		C	3	3	1D8	250	+5% Evade			
Hatchet		C	8	5	2D4	60				
<i>Light Blunt Weapons</i>										
These weapons count as blunt weapon damage.										
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>			
Quarterstaff		C	5	15	1D4	25	+15% Evade			
Slugger Bat		C	5	10	1D8	15				
Hammer		C	2	5	1D6	20				
Barbed Club		U	5	5	1D8+2	200	-2% Evade			
Light Mace		U	5	5	2D4	300				
<b>Medium Melee Weapons</b>										
<i>Medium Bladed Weapons</i>										
These weapons count as bladed weapon damage.										
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>			
Machete		C	5	5	1D4+1D6	200				
Long Sword		C	10	6	2D6	400				
Rapier		C	5	6	2D4	600	+1% Critical			
Scimitar		U	6	5	3D4	900	+2% Evade			
Wakizashi		R	6	5	2D6 *AP	8000				
Broad Sword		U	16	11	1D10+1D6	2500				
Katana		VR	18	13	3D8 *AP	15000				
<i>Medium Blunt Weapons</i>										
These weapons count as blunt weapon damage.										
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>			
Light Flail		C	6	8	1D8+2	350				

Mining Pick		C	9	12	2D4 *AP	500	-5% Evade
Heavy Mace		U	25	10	3D4+1	800	
Morning Star		R	20	10	2D8 *AP	10000	
Warhammer		U	28	13	2D8	2000	
<b>Heavy Melee Weapons</b>							
<i>Heavy Bladed Weapons</i> These weapons count as bladed weapon damage.							
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>
Claymore		C	15	19	3D8	5500	
Bastard Sword		U	12	15	2D12+2	8000	
Halberd		U	32	40	2D10+2	5000	10ft Reach
Scythe		R	22	30	1D20 *AP	12500	10ft Reach
Partisan		R	30	33	3D6	9000	10ft Reach
Trident		R	28	33	2D10+3 *AP	18000	10ft Reach
Winged Blade		R	28	20	3D8	9000	+5% Evade
Dai-Katana		VR	20	20	3D10 *AP	24000	
Nodachi		VR	25	28	3D12 *AP	30000	10ft Reach
<i>Heavy Blunt Weapons</i> These weapons count as blunt weapon damage.							
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>
Heavy Flail		C	35	19	3D8+1D6	6000	
Great Maul		U	45	20	4D10	11000	
Mancatcher		R	28	34	*Grapple	3000	10ft Reach
<b>Martial Arts Weapons</b>							
<i>Martial Art Projectile Weapons</i> These weapons count as physical weapon damage.							
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>
Shuriken		C	0.5	0.5	1D6 *AP	50 Per 5	Thrown
Caltraps		U	0.1	0.1	1D4 *AP	100 per 20	1D4 Thrown
Net		C	4	20	*Grapple	40	Thrown
Bolas		R	15	12	1D10 *Grapple	400	Thrown
Chained Kama		VR	18	14	2D10*AP *Grapple	10000	Thrown
<i>Martial Art Bladed Weapons</i> These weapons count as bladed weapon damage.							
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>
Claw		C	4	4	2D6+3	900	+3% Evade
Katar		R	3	3	2D8+1	2500	+4% Evade
Quab		VR	7	5	3D6 *AP	10000	+5% Evade
Sai		VR	9	9	4D4 *AP	16500	+2% Critical
Razor Whip		VR	6	20	3D8*AP *Grab	12500	
<i>Martial Art Blunt Weapons</i> These weapons count as blunt weapon damage.							
<b>Name</b>		<b>Av</b>	<b>Weight</b>	<b>Space</b>	<b>Damage</b>	<b>Cost</b>	<b>Other Info.</b>
Leather Whip		C	4	20	2D4 *Grab	125	
Brass Knuckles		C	2	1	Fists +1D6	150	
Nunchucks		C	3	3	1D8	225	+6% Evade
Bo Staff		U	7	24	1D4+1	450	+20% Evade
Spiked Knuckles		R	5	2	Fist +1 *AP	3500	
<b>Demolition Weapons</b>							

Requires the skill Demolition to use.

Name	Av	Weight	Space	Round/ Time	Damage	Cost	Other Info.
Hand Grenade	C	3	3	0	2D20 *Aoe	400	Thrown
Flash Bomb	C	3	3	0	-- *Blind+10	400	Thrown
Land Mine	U	6	6	10	5D20 *Aoe	800	
Dynamite	U	4	4	0	3D20 *Aoe	2500	Fire DMG
C4 Bomb	R	6	8	50	2D100 +20 *Aoe	10000	Fire DMG
<b>Radiological Dispersion Bomb</b>	VR	60	35	100	10D100 *Aoe	10M	UV DMG
E-Bomb	VR	50	35	100	20D4 *Aoe	5M	EMP

**Siege Weapons**

Range: S = 0-50ft, L 50-300ft, X 300ft-1000ft, U 1000-10000ft

These weapons have different effects and can only be used in vehicles that can fit the weapon.

*Light Vehicle Siege Weapons*

These weapons are for light to heavy vehicles.

Name	Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Negev Mounted Chaingun	A	1000	C	S-X	320	60	4D6	8000	
Remote Chaingun	A	2500	U	S-X	400	65	6D6	25000	
SRM-2	SS	10	U	L-X	650	60	5D10 *Aoe	80000	
Hellfire Mortar	SS	6	R	L-X	770	70	6D8 *Aoe	125000	
Small Laser Cannon	A	20	R	S-U	800	65	5D8 *AP	150000	
Plasma Discharger	A	30	VR	S-L	1200	65	8D6 *AP	180000	

*Medium Vehicle Siege Weapons*

These weapons are for medium to heavy vehicles.

Name	Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Coaxial Machine Gun	SA	5000	C	S-X	1800	80	6D12	300000	
CROWS III	SA	5000	U	S-X	2000	70	8D12	400000	
RARDEN II Autocanon	SA	1000	U	L-U	3500	200	4D20 *Aoe	500000	
Medium Laser Cannon	A	100	R	S-U	2550	150	6D12+9 *AP	800000	
LRM 2MT	SS	10	VR	L-U	3000	120	5D20 *Aoe	1M	

*Heavy Vehicle Siege Weapons*

These weapons are for heavy vehicles.

Name	Rpm	Shot	Av	Range	Weight	Space	Damage	Cost	Other info
Incinerator Cannon	SA	50	U	L-X	3500	440	2D100 *Aoe	5M	Fire DMG
SRM 5K Auto Launcher	A	60	C	L-X	6000	500	5D10 *Aoe	5M	
LRM 10K Hellfire	A	60	U	L-U	6500	550	5D20 *Aoe	6M	Fire DMG
Devastator Autocanon	A	2000	R	L-U	5000	200	4D100 *Aoe	6M	Fire DMG
Large Laser Cannon	A	100	R	S-U	5550	188	20D12+12 *AP	8M	
N2 Mine	SS	1	VR	X-U	8000	800	40D10 *Aoe	2B	Fire DMG
Nato TG Mini-Nuke	SS	1	VR	U	10000	800	100D10 *Aoe	5B	UV DMG

Ammo Cost: Cost of ammo is equal to 1/10 of the weapon price. This is for weapon's full "shot" reload.

General Items and Kits							
Kits							
Name	lbs	Space	Av	Separate Price	Bundle	Upgrade Price	Other Information
Demolition kit	14	11	C	100	-----	x10	+1 Demolition Skill / Grade
Gun Mechanizing kit	16	14	C	100	-----	x10	+1 Projectile Mechanizing Skill / Grade
Gem Cutting kit	14	11	R	1000	-----	x5	+1 Gem Cutting Skill / Grade
Mechanic kit	8	6	C	200	-----	x10	+1 Ground Vehicle and Aircraft Mechanizing Skills / Grade
Survival kit	10	7	C	150	-----	x5	+ 1 Survival Skill / Grade
Blueprint kit	8	5	C	100	-----	x10	+1 Blueprint Designing Skill / Grade
Tailoring kit	5	4	C	30	-----	x5	+1 Tailoring Skill / Grade
Master Thief kit	9	7	U	2000	-----	x5	+1 Disarm Trap and Pick Lock skills / Grade
Android Repair kit	12	10	U	2000	-----	x5	+1 Android Repair Skill / Grade
Bowery Kit	10	12	C	60	-----	x5	+1 Bower and Fletcher Skill / Grade

Medkit	2	2	C	200	-----	x10	+1 First Aid Skill / Grade 1D10/Grade + First Aid Skill Result, 1 use.
Chemistry kit	13	7	U	100	-----	x10	+1 Chemistry Skill / Grade
<b>Skill Items</b>							
Name	lbs	Space	Av	Separate Price	Bundle	Upgrade Price	Other Information
Hemp Rope	15	5	C	10	-----	-----	50ft of rope.
Fiber Rope	4	5	C	100	-----	-----	100ft of strong light rope.
Mortar and Pestle	4	2	C	50	-----	x10	+1 Alchemy Skill / Grade
Instruments	5*	5*	C*	200*	-----	x5	+1 Instrument Skill / Grade * An average instrument.
<b>Technology</b>							
Name	lbs	Space	Av	Separate Price	Bundle	Bundle Price	Other Information
Personal Data Device	.5	.5	U	300	-----		+1 Computer Programming Skill / Grade. Holds 1 Quadbyte / Grade of data.
Comlink	4	2	C	100	-----	-----	High powered wireless communicator.
<b>Cloths</b>							
Name	lbs	Space	Av	Separate Price	Bundle	Bundle Price	Other Information
Rags			C	10	-----	-----	
Casual Cloths			C	30	-----	-----	
Fine Cloths			C	90	-----	-----	
Dress Cloths			U	120	-----	-----	
Hazard Suit			U	2000	-----	-----	Protects against radiation poisoning
<b>Misc.</b>							
Name	lbs	Space	Av	Separate Price	Bundle	Bundle Price	Other Information
Lighter	.1	.1	C	5	-----	-----	Used for making fires.
Ration	1	1	C	20	10	180	A days' worth of food per ration
Pouch	2	1	C	5	-----	-----	holds 10 space
Small backpack	4	4	C	20	-----	-----	holds 25 space
Medium Backpack	5	7	C	50	-----	-----	holds 50 space
Large Backpack	5	13	U	120	-----	-----	holds 100 space
Military Backpack	8	17	U	160	-----	-----	holds 300 space
Energy Cell	20	15	U	200	-----	-----	It can also be used to power small houses as a backup generator
Energy X Cell	500	290	VR	1M	-----	-----	This is a more power full version of the energy fuel cell. this can power big luxury liners and military Vehicles. It can also be used to power a small town.
Portable Stove	9	5	C	20	-----	-----	The portable stove that has 2 small burning elements and when full of fuel it lasts for 18 hours.
Binoculars	3	2	C	15	-----	-----	Gives user can see 300-500 meters away.
Tent	11	9	C	75	-----	-----	Tent for 1 person
<b>Potions and Alchemy</b>							
Name	lbs	Space	Av	Separate Price	Bundle	Upgrade Price	Other Information
Blue Potions	1	1	C	400	-----	x5	2D4 Mana / Grade
Red Potions	1	1	C	200	-----	x5	2D6 Body / Grade
Green Potion	1	1	U	50	-----	x5	Cures poison equal to its grade.
Clarity Potion (Chosen Skill)	1	1	U	1000	-----	x2	2D6 (Skill), Lasts 1 / Grade each hour. Does not stack.

Stim Pack (Chosen Stat)	1	1	U	2000	-----	x2	2D6 (Stat), Lasts 1 / Grade each hour. Does not stack.
Holy Water	1	1	U	50	-----	x2	1D6 Damage to Undead / Grade
Silver Oil	1	1	R	100	-----	x5	Makes melee weapon deal silver damage. Lasts 1 / Grade each hour.
Venom Oil	1	1	R	1000	-----	x5	Makes gives a melee chance to poison. Reaction-4 / Grade. Grade of poison equal to poison used. 1 use.

The Demolition kit has the means to hold highly unstable substances in place with lower risk of them causing damage.

The Gun Mechanizing kit is used to repair, building, modifying, and dismantle any type of guns.

This kit includes diamond cutter, Appraisal eye piece, and a few measuring tools

The mechanical kit has a wrench, screwdriver, rag, small oil collector, Adds 1 to Vehicle Repair Skill.

2 flint rocks, matches, 3 days of rations, 40 pages of appear and a pencil. Skinning Dagger 1D4  
Damage, Anti Venom for Grade 1 poisons

This kit has the basic tools used in making blueprints.

This kit has spools, needles, patches and extra sewing string.

The Thief kit has all the tools needed to pick locks, disarm traps, and to set traps.

This Kit is used to help reach and tinker with an Android

The Bowery kit is used with the skill Bower and Fletcher. it includes a whittling knife, a tool used to hold a bow in its shape as the Bowman ties the string onto the bow.

The Chemistry kit includes, 5 differently shaped vials, a small common hot plate.

Use in mixing and grinding herbs.

This device is used to plug into computers of all types using a Data port

Armor									
<i>Def - Defense,</i>									
<i>AV - Availably: C= Common, U= U Uncommon, R= Rare, VR= Very Rare</i>									
<i>Types: L= Light, M= Medium, H= Heavy</i>									
Body Armor									
This armor covers your chest, stomach, mid-section.									
<i>Light Body Armor</i>									
Can be used by character able to wear light to heavy armor.									
Name	Type	Def	AV	Weight	Space	Modification	Cost	Other info	
Soft Leather	L	1	C	6	6		150	+2% Evade	
Studded Leather	L	2	C	9	9		250		
Steel Fiber	L	3	U	18	12	+1 Def vs. Bladed	600		
Kevlar Jacket	L	3	U	12	12	+1 Def vs. Projectiles	600		
Hard Leather	L	3	U	14	12	+1 Def vs. Blunt	400		
<i>Medium Body Armor</i>									
Can be used by character able to wear medium to heavy armor.									
Name	Type	Def	AV	Weight	Space	Modification	Cost	Other info	

Steel Plated Jacket		M	4	C	30	15	+1 Def vs. Blunt	1000	-1% Evade
Cybernetic Armor		M	4	U	25	16	+1 Def vs. Energy	2500	-2% Evade
Flak Jacket		M	5	C	30	18		3000	-2% Evade
Interceptor Armor		M	5	U	20	14	+1 Def vs. Blunt	4500	-2% Evade
Spectra Linked Mail		M	5	U	22	14	+1 Def vs. Bladed	4500	-2% Evade
Twaron Vest		M	6	R	35	14		8000	-4% Evade
<i>Heavy Body Armor</i>									
Can be used by character able to wear heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Dyneema Body Armor		H	6	C	40	18		10,000	-4% Evade
Dual Enforced Fiber Plated Armor		H	6	U	45	20	+1 Def vs. Bladed	20,000	-4% Evade
Depleted Uranium Plated Enforced Armor		H	7	U	60	20	+1 Def vs. Projectiles	28,000	-4% Evade
Alloy '1090' Plated Enforced Armor		H	7	U	65	20		33,000	-8% Evade
Tank Body Armor		H	8	R	550	25	-4 Sneak -4 Hide	340,000	6 Energy Cells, 12 Hours
Mobile Suit Body Armor		H	9	VR	1000*	30	-8 Sneak -8 Hide	500,000	Energy X-Cell 12 Hours
<b>Hand Armor</b>									
<b>This armor covers your shoulders and arms.</b>									
<i>Light Hand Armor</i>									
Can be used by character able to wear light to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Soft Leather Gloves		L	1	C	1	1		80	
Studded Leather Gloves		L	2	C	2	1		120	
Steel Fiber Gloves		L	3	U	3	2	+1 Def vs. Bladed	280	
Kevlar Hand Guards		L	3	U	4	2	+1 Def vs. Projectiles	280	
Hard Leather Gloves		L	3	U	4	4	+1 Def vs. Blunt	180	
<i>Medium Hand Armor</i>									
Can be used by character able to wear medium to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Steel Plated Bracer		M	4	C	5	5	+1 Def vs. Blunt	350	
Cybernetic Gloves		M	4	U	4	5	+2 Def vs. Energy	750	-1% CTH
Flak Hand Guards		M	5	C	6	5		1200	-1% CTH
Interceptor Suit Gloves		M	5	U	7	5	+2 Def vs. Blunt	2700	-2% CTH
Spectra Linked Mesh Hand Guards		M	5	U	8	5	+2 Def vs. Bladed	2700	-2% CTH
Twaron Gloves		M	6	R	9	5		4000	-4% CTH
<i>Heavy Hand Armor</i>									
Can be used by character able to wear heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Dyneema Hand Guards		H	6	C	10	6		5000	-4% CTH
Dual Enforced Fiber		H	7	U	11	8	+2 Def vs.	6000	-4% CTH



Plated Gloves							Bladed		
Depleted Uranium Plated Enforced Bracer		H	7	U	11	8	+2 Def vs. Projectiles	6000	-4% CTH
Alloy '1090' Plated Enforced Bracer		H	7	U	11	8	+2 Def vs. Blunt	6000	-8% CTH
Tank Body Armor Hands		H	8	R	--	8	Must be used w/ Tank Suit	Included In Suit	-8% CTH
Mobile Suit Body Armor Hands		H	9	VR	--	9	Must be used w/ Mobile Suit	Included In Suit	
<b>Boot Armor</b> This armor covers your upper-lower legs.									
<i>Light Boot Armor</i> Can be used by character able to wear light to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Soft Leather Shoes		L	1	C	2	2		100	+2 Sneak
Studded Leather Boots		L	2	C	2	2		140	
Steel Fiber Boots		L	3	U	4	4	+1 Def vs. Bladed	300	
Kevlar Hand Boots		L	3	U	5	4	+1 Def vs. Projectiles	300	
Hard Leather Boots		L	3	U	5	4	+1 Def vs. Blunt	200	
<i>Medium Boot Armor</i> Can be used by character able to wear medium to heavy armor.									
Steel Plated Boots		M	4	C	5	5	+1 Def vs. Blunt	370	
Cybernetic Boots		M	4	U	4	5	+2 Def vs. Energy	790	-1% Evade
Flak Hand Boots		M	5	C	6	5		1300	-1% Evade
Interceptor Suit Boot		M	5	U	7	5	+2 Def vs. Blunt	2800	-1% Evade
Spectra Linked Mesh Foot Guards		M	5	U	8	5	+2 Def vs. Bladed	2800	-1% Evade
Twaron Boots		M	6	R	9	5		4100	-2% Evade
<i>Heavy Boot Armor</i> Can be used by character able to wear heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Dyneema Boots		H	6	C	10	6		5200	-2% Evade
Dual Enforced Fiber Plated Boots		H	7	U	11	8	+2 Def vs. Bladed	6200	-2% Evade
Depleted Uranium Plated Enforced Boots		H	7	U	11	8	+2 Def vs. Projectiles	6200	-2% Evade
Alloy '1090' Plated Enforced Boots		H	7	U	11	8	+2 Def vs. Blunt	6200	-4% Evade
Tank Body Armor Feet		H	8	R	--	8	Must be used w/ Tank Suit	Included In Suit	-4% Evade
Mobile Suit Body Armor Feet		H	9	VR	--	9	Must be used w/ Mobile Suit	Included In Suit	
<b>Head Armor</b> This armor covers your head.									
<i>Light Head Armor</i> Can be used by character able to wear light to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Soft Leather Cap		L	1	C	1	1		20	
Steel Fiber Helmet		L	2	U	2	2	+1 Def vs. Bladed	100	
Kevlar Hand Helmet		L	2	U	3	2	+1 Def vs.	100	

Hard Leather Helmet		L	2	U	2	2	Projectiles +1 Def vs. Blunt	100	
<i>Medium Head Armor</i>									
Can be used by character able to wear medium to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Steel Plated Cap		M	3	C	3	3	+1 Def vs. Blunt	170	
Cybernetic Cap		M	3	U	2	3	+1 Def vs. Energy	400	-1% CTH
Interceptor Suit Helm		M	4	U	3	3	+1 Def vs. Blunt	800	-1% CTH
Spectra Linked Mesh Cap		M	4	U	3	3	+1 Def vs. Bladed	1000	-1% CTH
Twaron Boots		M	5	R	4	3		1300	-2% CTH
<i>Heavy Head Armor</i>									
Can be used by character able to wear medium to heavy armor.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Dyneema Helm		H	5	C	5	3		5200	-2% CTH
Dual Enforced Fiber Plated Helm		H	6	U	6	3	+1 Def vs. Bladed	6200	-2% CTH
Depleted Uranium Plated Enforced Helm		H	6	U	6	3	+1 Def vs. Projectiles	6200	-2% CTH
Alloy '1090' Plated Enforced Helm		H	6	U	7	3	+1 Def vs. Blunt	6200	-4% CTH
Tank Body Armor Head		H	7	VR	--	4	Must be used w/ Tank Suit	Included In Suit	-4% CTH
Mobile Suit Body Armor Head		H	9	VR	--	9	Must be used w/ Mobile Suit	Included In Suit	
<b>Shields</b>									
<b>A shield counts as extra armor to your overall defense.</b>									
<i>Light Shields</i>									
Can be used by character able to wear light to heavy armor.									
Light shields do 1D4 damage if used as a weapon.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Buckler		L	1	C	8	6		100	+5% Evade
<i>Medium Shields</i>									
Can be used by character able to wear medium to heavy armor.									
Light shields do 1D6 damage if used as a weapon.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Lexan Riot Shield		M	2	C	12	12	+3 Def vs. Aloe Damage	500	+10% Evade
Light Steel Shield		M	3	U	22	12		800	+10% Evade
Synthetic Fiber Shield		M	3	R	15	12	+3 Def vs. Fire, Electric	1000	+10% Evade
<i>Heavy Shields</i>									
Can be used by character able to wear heavy armor.									
Light shields do 1D10 damage if used as a weapon.									
<b>Name</b>		<b>Type</b>	<b>Def</b>	<b>AV</b>	<b>Weight</b>	<b>Space</b>	<b>Modification</b>	<b>Cost</b>	<b>Other info</b>
Mylar Riot Shield		H	3	C	20	14	+3 Def vs. Aoe Damage	5000	+15% Evade
Dual Enforced Fiber Shield		H	4	U	24	14		8000	+15% Evade
Depleted Uranium Tower Shield		H	4	U	30	14	+3 Def vs. Fire, Electric	30,000	+15% Evade
Mobile Unit Shield		H	5	R	45	14		100,000	+25% Evade

## Chapter 11 – Vehicles

Vehicles may be a rare thing or something of abundance based on what this type of game you wish to play in. There are 3 main categorizes of vehicles, each other them having a large gap in size, available firepower. Be aware of the differences before classing a home brew vehicle (one the GM creates).

Driving/Piloting: Each vehicle may require a skill to roll. When driving under normally conditions as long as you have the skill “slotted” you will not need to roll. If making any sudden abnormal movements such as sharp turns, nose dives or jumping a gap the driving skill for that vehicle will be required.

Vehicle Armor Location: Vehicles are split into 3 area's, the front, the back and the middle. These areas might not all be accessible to fire at based on the character's point of view.

Vehicle Armor: Vehicles have 2 sets of armor needed to get through on normal bases, the Exo-armor and the Infrastructure armor.

Exo-Armor: The exo-armor is sort of like the armor of a character but instead this exo-armor has its own body points. When the Exo-armor falls to 0 the outer armor is gone letting the attack fire directly at the infrastructure. While the Exo-armor is on, the infrastructure body points are untouched under normal conditions. Attacks that do damage to the exo-armor is reduced on the armor points of the exo-armor itself. The remaining damage is then placed on the body of the exo-armor. Magic spells that deal damage to the exo-armor are subtracted from the armor points as if it were magic defense.

*Exception: Armor piercing rounds go through the exo-armor and damage the infrastructure. When doing so the armor of infrastructure is the vehicles defense but the damage that goes over is spread evenly to both the exo-armor and the infrastructure until the exo-armor is no more.*

**Infrastructure Armor:** The infrastructure armor is the frame of the vehicle and is normally weaker than the exo-armor. When any of the infrastructure body is reduced to zero the vehicle is then immobilized. Anytime the infrastructure would be hit with a weapon there is a 5% chance of that attack hitting a critical area.

**Critical Area:** A critical area is a part of the vehicle that will instantly immobilize it. This can be from a fuel tank, tires, or engine. At this point the vehicle will either blow up, crash or stop functioning all together. Roll 1d100 each hit on the infrastructure, a 1-5 means the critical spot is hit. If the infrastructure is exposed a character can aim at the critical area to increase the chance of hitting it. The character either rolls aim vs. the driver's driving/piloting skill, or takes a -40% plus the driver's skill roll to hit the infrastructure. A hit with an aim will increase the chance to hit the critical area to 20%. Areas where the exo-armor is still intact, you cannot aim at the critical spots even with an armor piercing a weapon.

**Attacking Vehicle Weapons:** Instead of attacking the vehicle directly you can attack its weapons. Doing so the character will need to take aimed shot. The body points of a siege weapon is base 50 times 2 per weight type (Light, Medium or Heavy) and the armor is equal to the infrastructure where the weapon is placed. The weapon has to be exposed to do this. Once the weapon is firing, showing or the exo-armor around it is destroyed the weapon is then exposed.

**Weapon Bays:** There is a max of 3 weapon bays per area. No more than 3 weapons can be on a vehicle at one time nor can the all weapons total weight exceed the max weight.

**Ammo Bay:** Ammo bay can take the place of a weapon in a weapon's bay. The ammo bay is an area that is reserved for extra ammo. This can carry the space equal to the space allowed. A full reserve of ammo for a siege weapon is normally 1/2 its weight and space.

**MECH:** A Mech, is an armored combat vehicle about 30 to 40 feet tall of roughly humanoid shape, and typically massing from 20 to 100 tons. Powered by Energy X Cells. Mechs are best suited for ground combat, although they are also capable of underwater operation as well. A single Mech can easily destroy a city block. A Mech's only true equal is another Mech. Artillery, aircraft, and tanks are disadvantaged against them without Mech support or a strong advantage in numbers.

**Alpha Strike:** A mechs can do a special move as a standard action called alpha strike. This instantly fires off all weapons in the mechs weapon slots. After the attack is made the mech overheats and goes offline, it cannot do anything for 1 minute (6 rounds) before powering back on. During the offline time, the life support system is still operational.

<b>Average Light Ground Vehicle</b>			
<b>Stats</b>	<b>Front Area</b>	<b>Middle Area</b>	<b>Back Area</b>
<b>Exo-Armor:</b>	10	10	10
<b>Exo-Body:</b>	300	300	300

<b>Infrastructure Armor:</b>	6	6	6
<b>Infrastructure Body:</b>	150	150	150
<b>Critical Area:</b>	Engine	Tires	Fuel Tank
<b>Max Weapon Space:</b>	65	65	70
<b>Weapon #1:</b>	Remote Chaingun	--	--
<b>Weapon #2:</b>	--	--	--
<b>Weapon #3:</b>	--	--	--

***Other Vehicle Statistics***

<b>Requires:</b>	Driving	<b>Base Weight:</b>	6000 lbs
<b>Max Speed:</b>	200 KM/H	<b>Max Weight:</b>	7000 lbs
<b>Fuel Type:</b>	Hydrogen	<b>Cost (weapons/without):</b>	22000 / 10000
<b>Fuel Time per Max Speed:</b>	12 Hours		
<b>Other Enhancements:</b>			

**Average Light Aircraft Vehicle**

Stats	Front Area	Middle Area	Back Area
<b>Exo-Armor:</b>	6	6	6
<b>Exo-Body:</b>	100	100	50
<b>Infrastructure Armor:</b>	4	4	4
<b>Infrastructure Body:</b>	100	100	50
<b>Critical Area:</b>	Engine	Jets	Fuel Tank
<b>Max Per Weapon Space:</b>	65	70	10
<b>Weapon #1:</b>	Remote Chaingun	SRM-2	--
<b>Weapon #2:</b>	--	SRM-2	--
<b>Weapon #3:</b>	--	Ammo Bay (SRM x 2)	--

***Other Vehicle Statistics***

<b>Requires:</b>	Piloting	<b>Base Weight:</b>	12,000 lbs
<b>Max Speed:</b>	1000 KM/H	<b>Max Weight:</b>	18,000 lbs
<b>Fuel Type:</b>	Hydrogen	<b>Cost (weapons/without):</b>	16M / 14M
<b>Fuel Time per Max Speed:</b>	12 Hours		
<b>Other Enhancements:</b>			

**Average Medium Ground Vehicle**

Stats	Front Area	Middle Area	Back Area
<b>Exo-Armor:</b>	16	16	16
<b>Exo-Body:</b>	500	500	500
<b>Infrastructure Armor:</b>	8	8	8
<b>Infrastructure Body:</b>	300	300	300
<b>Critical Area:</b>	Engine	Tires	Fuel Tank
<b>Max Per Weapon Space:</b>	150	200	120
<b>Weapon #1:</b>	--	RARDEN II Autocanon	--
<b>Weapon #2:</b>	--	Ammo Bay (RARDEN II)	--
<b>Weapon #3:</b>	--	--	--

***Other Vehicle Statistics***

<b>Requires:</b>	Piloting	<b>Base Weight:</b>	35,000 lbs
<b>Max Speed:</b>	120 KM/H	<b>Max Weight:</b>	40,000 lbs
<b>Fuel Type:</b>	Hydrogen	<b>Cost (weapons/without):</b>	6M / 5M

<b>Fuel Time per Max Speed:</b>	12 Hours		
<b>Other Enhancements:</b>			

<b>Average Medium Aircraft Vehicle</b>			
<b>Stats</b>	<b>Front Area</b>	<b>Middle Area</b>	<b>Back Area</b>
<b>Exo-Armor:</b>	12	12	12
<b>Exo-Body:</b>	400	400	400
<b>Infrastructure Armor:</b>	8	8	8
<b>Infrastructure Body:</b>	250	250	200
<b>Critical Area:</b>	Engine	Jets	Fuel Tank
<b>Max Per Weapon Space:</b>	100	150	65
<b>Weapon #1:</b>	Coaxial Machine Gun	LRM 2MT	--
<b>Weapon #2:</b>	--	Ammo Bay (LRM)	--
<b>Weapon #3:</b>	--	--	--
<b>Other Vehicle Statistics</b>			
<b>Requires:</b>	Piloting	<b>Base Weight:</b>	19,000 lbs
<b>Max Speed:</b>	1500 KM/H	<b>Max Weight:</b>	26,000 lbs
<b>Fuel Type:</b>	Hydrogen	<b>Cost (weapons/without):</b>	25M / 22M
<b>Fuel Time per Max Speed:</b>	12 Hours		
<b>Other Enhancements:</b>			

<b>Average Heavy Ground Vehicle (MECH)</b>			
<b>Stats</b>	<b>Top Area</b>	<b>Middle Area</b>	<b>Lower Area</b>
<b>Exo-Armor:</b>	25	25	25
<b>Exo-Body:</b>	2000	2000	2000
<b>Infrastructure Armor:</b>	16	16	16
<b>Infrastructure Body:</b>	1000	1000	1000
<b>Critical Area:</b>	Life Support	Fuel Cell	Engine
<b>Max Per Weapon Space:</b>	650	1000	500
<b>Weapon #1:</b>	Large Laser Cannon	Large Laser Cannon	--
<b>Weapon #2:</b>	--	LRM 10K Hellfire	--
<b>Weapon #3:</b>	--	--	--
<b>Other Vehicle Statistics</b>			
<b>Requires:</b>	Piloting	<b>Base Weight:</b>	100,000 lbs
<b>Max Speed:</b>	150 KM/H	<b>Max Weight:</b>	140,000 lbs
<b>Fuel Type:</b>	Energy X-Cell	<b>Cost (weapons/without):</b>	80M / 75M
<b>Fuel Time per Max Speed:</b>	6 Months		
<b>Other Enhancements:</b>			

<b>Average Heavy Aircraft Vehicle</b>			
<b>Stats</b>	<b>Front Area</b>	<b>Middle Area</b>	<b>Back Area</b>
<b>Exo-Armor:</b>	20	20	20
<b>Exo-Body:</b>	800	800	800

<b>Infrastructure Armor:</b>	13	13	12
<b>Infrastructure Body:</b>	450	450	400
<b>Critical Area:</b>	Engine	Jets	Fuel Tank
<b>Max Per Weapon Space:</b>	500	800	300
<b>Weapon #1:</b>	Large Laser Cannon	Large Laser Cannon	--
<b>Weapon #2:</b>	--	Large Laser Cannon	--
<b>Weapon #3:</b>	--	LRM 10K Hellfire	--
<b><i>Other Vehicle Statistics</i></b>			
<b>Requires:</b>	Piloting	<b>Base Weight:</b>	24,000 lbs
<b>Max Speed:</b>	2000 KM/H	<b>Max Weight:</b>	32,000 lbs
<b>Fuel Type:</b>	Hydrogen	<b>Cost (weapons/without):</b>	45M / 40M
<b>Fuel Time per Max Speed:</b>	8 Hours		
<b>Other Enhancements:</b>			

## Chapter 12 - Magic

Picture a world where magic was always existent. Where the unexplained and wonders of the mind were something of truth yet also something a normal being could not comprehend. Those an unnatural process of genetic change caused by the chemicals and mutations of the past war has unlocked a part of the brain that was restricted, the knowledge of the arcane arts. A world of advanced technically along side of magic gives a GM a large contrast of events and creations.

Magic is intangible energies that form from the earth and the soul. With focus, those intangible energies that flow around us and within could be used to benefit the user. These forged magic energies are called mana. Mana comes in different forms and with that it also creates different results for each magic type.

### MAGIC TYPES

**White Mana:** White is the color of order, equality, righteousness, healing, law, community, absolutism/totalitarianism, and light, although not necessarily "good". White's strengths are protecting allies with enchantments and auras, curing life, preventing damage, apposing evil alignments.

**Blue Mana:** Blue is the color of intellect, reason, illusion, logic, knowledge, manipulation, and trickery, as well as the classical elements water and ice. Blue magic is best at slowing down, controlling, tricking and understanding the unknown.

**Black Mana:** Black is the color of power, ambition, greed, death, corruption, and amorality, although not necessarily "evil". Black magic is best at harming living creatures, decaying the body, necromancy, and returning creatures from the dead to do the caster's bidding.

**Red Mana:** Red is the color of freedom, chaos, passion, creativity, impulse, fury, lightning, and fire. Red's strengths include temporary great power, increase speed and spells that deal damage to enemies.

**Green Mana:** Green is the color of life, instinct, nature, evolution, ecology and interdependence. Many of its spells affect plant life, temporarily bonus, small amount of curing, control of wind, calm animals and protect the caster.

**Mystic Mana:** Mystic is the combination of all color of mana interwoven and has a direct link to the astral plane. This type of mana has one main function and that is to open the plane to another world and summon great creature to service and protect the caster and his friends. This might make the caster seem one sided but with the many different options of summons for the different planes there also seems to be a creature for every situation.

### Familiar

A familiar is given to the class Archaist because of his in depth studies. Learning to use all the arcane wizard powers but not interweaving them like the summoner he has learned the true form of the art of magic. The archaist's studies revealed the ability to link their souls to creatures in the other planes. These creatures are called familiars and are bound to the archaist and level the archaist does. These familiars also evolve based on the type of plane it was drawn from.

### Creating A Familiar

A familiar starts off with a base group of stats that based on the archaist's chosen element type the familiar will progressively get stronger. Below is the base pet character, make the adjustments to this based on which plane of existence you wish for it to come from.

*Note: The starting Body, MP, Melee and Projectile damage, CTHs and defense do not change from the base stats already in place due to the low stat numbers. Consider them already adjusted as the norm.*

<i>Base Generic Familiar</i>			
<b>Strength:</b>	5	<b>Body:</b>	4
<b>Stamina:</b>	5	<b>MP:</b>	4
<b>Intelligence:</b>	5	<b>Defense:</b>	0
<b>Willpower:</b>	5	<b>MCTH:</b>	20%
<b>Dexterity:</b>	5	<b>PCTH:</b>	20%
<b>Quickness:</b>	5	<b>SCTH:</b>	20%



<b>Charisma:</b>	5	<b>Evade:</b>	0%
<b>Perception:</b>	5	<b>Attack:</b>	1D4 (Attack)
<b>Mechanical:</b>	5	<b>Other:</b>	
<b>Technical:</b>	5		
<b>Reaction:</b>	5		
<b>Steps:</b>	4 (Flying)		

The base familiar is very weak and practically useless. So now that we have a Base for the familiar you are going to create we now need to know which plane he is from. The plane is sort of like a class but this doesn't give him a character class like everyone else.

### Planes of Existence

Make the following changes to the base familiar that are located on the charts below for which plane type you wish to have. The following stats also indicates what bonuses the familiar will receive every time it levels. A familiar will level up every 2nd level of the archaist (level 2,4,6,8, etc...). Starting during creation the familiar will be allowed to learn one free secondary skill from the general like.

As a final bonus, starting at level 1 and each time a archaist reaches a 5<sup>th</sup> level (5,10,15,20,etc...) onward, the familiar will gain a special ability from the list below it. These special abilities do not require a SCTH roll unless stated otherwise.

Familiars Initiative: When rolling initiative for the familiar, he will go the same time the cast does. It is the caster's choice to chose who is to go first.

Familiar's Death: When a familiar reaches 0 body it automatically unsummons, returning to his plane.

Familiars defense is for both magic and physical damage. Familiar's attacks are considered to be magical.

*Note: A familiar gains all of these bonus each time it levels.*

<i>Fire Elemental Familiar</i>			
<b>Strength:</b>	+2	<b>Body:</b>	+6
<b>Stamina:</b>	0	<b>Mana:</b>	+4
<b>Intelligence:</b>	0	<b>Defense:</b>	+1
<b>Willpower:</b>	0	<b>MCTH:</b>	+8%
<b>Dexterity:</b>	0	<b>PCTH:</b>	0%
<b>Quickness:</b>	+2	<b>SCTH:</b>	0%
<b>Charisma:</b>	0	<b>Evade:</b>	0%

<b>Perception:</b>	0	<b>Attack:</b>	+1 (Claw) *Fire Damage, Melee range, Melee.
<b>Mechanical:</b>	0	<b>Other:</b>	Immune to Fire and Lightning.
<b>Technical:</b>	0		
<b>Reaction:</b>	0		
<b>Steps:</b>	0		
Special Abilities			
Name	Mp Cost	Description	
<b>Fury Strike</b>	<b>4 (+2 per familiar level)</b>	Familiar's melee attack deals +1 for every familiar level. This counts as a touch attack. Roll MCTH.	
<b>Desire Within</b>	<b>4 (+2 per familiar level)</b>	Familiar gains +3 temporary body for every familiar level. Lasts for twice the familiars level in round. Does not stack.	
<b>Bright Flame</b>	<b>2 (+1 per familiar level)</b>	Familiar casts light upon himself. Lasts for 1 hour per familiar level.	
<b>Shocking Touch</b>	<b>4 (+2 per familiar level)</b>	Familiar's melee attack +1% to Crit for every familiar level. This counts as a touch attack. Roll MCTH.	
<b>Burning Might</b>	<b>4 (+4 per familiar level)</b>	Familiar gives caster a temporary +1 strength per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Scorching Impulse</b>	<b>4 (+4 per familiar level)</b>	Familiar gives caster a temporary +1 quickness per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Fire Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Fire damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Shock Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Electricity damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Sparking Body</b>	<b>4 (+2 per familiar level)</b>	Familiar gains +1% to Evade for every familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Blazing Speed</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary (x2) steps. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	

<i>Water Elemental Familiar</i>			
<b>Strength:</b>	0	<b>Body:</b>	+2
<b>Stamina:</b>	0	<b>Mana:</b>	+6
<b>Intelligence:</b>	+2	<b>Defense:</b>	+1
<b>Willpower:</b>	0	<b>MCTH:</b>	0%
<b>Dexterity:</b>	0	<b>PCTH:</b>	0%
<b>Quickness:</b>	0	<b>SCTH:</b>	+8%
<b>Charisma:</b>	+2	<b>Evade:</b>	+1%

<b>Perception:</b>	0	<b>Attack:</b>	+1 (Ice Shard) *Ice Damage, 50ft Range, SCTH.
<b>Mechanical:</b>	0	<b>Other:</b>	Immune to Water and Ice.
<b>Technical:</b>	0		Cannot drown.
<b>Reaction:</b>	0		
<b>Steps:</b>	0		
Special Abilities			
Name	Mp Cost	Description	
<b>Frozen Shard</b>	<b>4 (+2 per familiar level)</b>	Familiar's next spell attack deals +1 for every familiar level. Free action skill. Roll SCTH. Does not stack.	
<b>Glimmer of Inspiration</b>	<b>4 (+2 per familiar level)</b>	Familiar gains +2% SCTH for every familiar level. Lasts for twice the familiars level in round. Does not stack.	
<b>Air Bubble</b>	<b>2 (+1 per familiar level)</b>	Familiar gives caster a temporary water breathing. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Chilling Stare</b>	<b>4 (+2 per familiar level)</b>	Familiar's next projectile attack as a +3% for every familiar level to chill target. This counts as a free action. Roll SCTH. Does not stack.	
<b>Flood of Knowledge</b>	<b>4 (+3 per familiar level)</b>	Familiar gives caster a temporary +1 intelligence per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Mermaid Beauty</b>	<b>4 (+3 per familiar level)</b>	Familiar gives caster a temporary +1 charisma per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Water Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Water damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Frost Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Ice damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Shimming Body</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1% Evade per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Reflecting Image</b>	<b>4 (+2 per familiar level)</b>	Familiar splits in two. The second shares half Body and MP. If either die the familiar itself is unsummoned. Lasts equal to the familiars level in rounds. Does not stack.	

<i>Death Imp Elemental Familiar</i>			
<b>Strength:</b>	0	<b>Body:</b>	+4
<b>Stamina:</b>	0	<b>Mana:</b>	+4
<b>Intelligence:</b>	0	<b>Defense:</b>	+1
<b>Willpower:</b>	0	<b>MCTH:</b>	0%
<b>Dexterity:</b>	+2	<b>PCTH:</b>	+8%

<b>Quickness:</b>	0	<b>SCTH:</b>	0%
<b>Charisma:</b>	0	<b>Evade:</b>	+1%
<b>Perception:</b>	+2	<b>Attack:</b>	+1 (Toxic Spew) *Acid Damage, 50ft Range, PCTH.
<b>Mechanical:</b>	0	<b>Other:</b>	Immune to Death and Acid.
<b>Technical:</b>	0		
<b>Reaction:</b>	0		
<b>Steps:</b>	0		
Special Abilities			
Name	Mp Cost	Description	
<b>Festering Belch</b>	<b>4 (+2 per familiar level)</b>	Familiar's next projectile attack deals +1 for every familiar level. Free action skill. Roll PCTH. Does not stack.	
<b>Spew To Kill</b>	<b>4 (+2 per familiar level)</b>	Familiar gains +2% PCTH for every familiar level. Lasts for twice the familiars level in round. Does not stack.	
<b>Dark Pact</b>	<b>2 (+1 per familiar level)</b>	Familiar gives caster +2 temporary MP at the cost 1 body per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Sickening Bile</b>	<b>4 (+2 per familiar level)</b>	Familiar's next projectile attack as a +2% for every familiar level to give target sickness. This counts as a free action. Roll PCTH. Does not stack.	
<b>Dead Aim</b>	<b>4 (+3 per familiar level)</b>	Familiar gives caster a temporary +1 dexterity per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Spirit's Vision</b>	<b>4 (+3 per familiar level)</b>	Familiar gives caster a temporary +1 perception per familiar level. Lasts for twice the familiars level in rounds. Does not stack. Must be within 50ft of caster.	
<b>Death Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Death damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Acid Proof</b>	<b>4 (+2 per familiar level)</b>	Familiar gives caster a temporary +1 Magic Defense vs. Acid damage per familiar level. Lasts for twice the familiars level in round. Does not stack. Must be within 50ft of caster.	
<b>Rotting Stink</b>	<b>4 (+2 per familiar level)</b>	Familiar gives all but the caster a -1% Evade per familiar level within 50ft. Lasts for twice the familiars level in round. Does not stack.	
<b>Blood Sacrifice</b>	<b>4 (+2 per familiar level)</b>	Familiar instantly dies, caster gains ½ of the familiar remaining body as temporary body points. Lasts equal to the familiars level in rounds. Does not stack.	

### Advancing in Spells

Casters mainly depend on their spells for offense, defense and healing. Advancing in their skills of magic is as important as the air they breathe. Those that practice at it more

advance faster than other as they depend about their magical wits to provide aid. Therefore Wizards and Healers progress the fastest as dual classes are much less advance.

#### *Wizard and Healer Spell Advancement*

These base classes include Arcanaist, Tempest and Summoner for wizard and Medic, Kaiyan and Wiccan for healers. Each has different abilities they are restricted to the class details on what spells they can cast. These lay in the elements and such they can draw their power from the earth they walk upon. Their restrictions are listed in their class introduction.

These Classes start with 2 Spells from the level 1 list. Each level afterwards they gain another spell for their current spell list level. When the character hits the 6<sup>th</sup> level they have surpass the use of mastering level 1 spells and no longer can choose from that list, instead they pick from the level 2 spell list. Every 8 levels afterwards the caster advances to the next level of the list and retain any spells they choose before.

A character may not gain the spells he missed in the lower levels as he advances higher unless he comes across a tome with the details listed inside. Casters cannot learn spells that are higher than their current spell list level or outside their mana restriction. The normal time to research a tome to learn the spell is equal to the spell level in weeks.

Characters that decide to use more than one mana type may choice from either color but gain no additional spells. Mana is shared from the total that the character has.

#### *Dual Class Spell Advancement*

These classes include Nightblade, CMT, Warmonger and Avenger. Even each has different abilities they are restricted to the class details on what spells they can cast. These lay in the elements and such they can draw their power from the earth they walk upon. Their restrictions are listed in their class introduction.

These Classes start with 1 Spell from the level 1 list. Each 2nd level (from character level 2 and onward) afterwards they gain another spell for their current spell list level. When the character hits the 12th level they have surpass the use of mastering level 1 spells and no longer can choose from that list, instead they pick from the level 2 spell list. Every 12 levels afterwards the caster advances to the next level of the list and retain any spells they choose before.

Characters that decide to use more than one mana type may choice from either color but gain no additional spells. Mana is shared from the total that the character has.

## Chapter 13 - Spell Lists (Incomplete)

Abbreviation explanation:

*Dmg*: damage

*MCM*: Magic chance to hit mod

*ME*: Magic effect

*Cth*: Chance to hit

*LVL*: Level

*Str*: Strength

*Mp*: Mana points

*Mech*: A giant mechanical machine used in wars for transport or as a main combat unit. Size varies depending on its main function (ex: transport mechs are many times larger and more heavily armored than combat mechs but lack offensive capabilities)

### Mystic Mana

#### Glossary

Abilities not listed in summon creature info (str, grapple, climb...etc) will be a base 5+(ME) (max 20). Summoning sickness when listed on the summon creatures info means that the creature when summoned cannot take any action for its first turn.

*Summoner special abilities*:

Unsummon – (reaction + Will)/2 A successful unsummon has the summoner regain mana equal to % of summon length left. (ex: summon cost was 22 mp, summon length left 4 from 15, 27% summon length left, summoner regains 27% of summon cost 6mp)

Spirit bond – The summoner can choose to take 8h to cast any summon he is capable of for triple its mana point cost. This summon does not get +ME bonuses from items or abilities but will now have a summon length of 48h+ME. This effect is stackable and mana point cost is commutative (ex: normal mana point cost is 2, spirit bond makes it 6 using spirit bond again on same creature would make its mana cost 18) Summons created in this way do not require food and will not enrage when summoner loses consciousness. Instead if summoner loses consciousness, the summon will repeat its last order until summoner reawakens. Only one summon can be out like this at a time. The summoner must roll Magic chance to hit when using this ability.

General summon info:

- A critical roll of the hit dice when casting a summon doubles the magic effect and MCM for that summon.
- Plus magic effect bonuses from items or abilities do not apply to critical summon effects (ex: base ME=+7 item bonus=+2, ME now = +9, critical roll ME would = 16)

- When a summon spell is cast that summon will have the same ME/MCM bonuses even if during battle the summoners bonuses change.
- When the summoner loses consciousness all summons created will become enraged. Summons that become enraged like this can be reclaimed (or taken over by another summoner) by rolling willpower with a difference equal to or greater than willpower – (summon lvl x2 +4) (a -1 is added to total difference needed per attempt beyond the first)
- Summoned creatures cannot use class specific abilities unless otherwise stated in creature info.
- A summoner can see through the eyes of his/her summon much like watching television. However a summoner requires at least one of his original eyes (ones he was born with) in order to use this ability. Even a blind summoner can use this ability as long as at least one eye is his original one.
- Summoned creatures can be any color the summoner wishes.
- Stats for Initiative mod, Magic defense and reaction are based on the summoners stats.
- The summoner and his allies are unaffected by negative abilities of a summon as long as the summoner controls it and perceives them as an ally.
- All summoner spells count as summon spell type.

***Level 1 Mystic Mana***

Flies		
Cost: 2	Willpower cost: 1	Summon length: 1D4+(ME)
Range: 30 ft	Fail chance: 13%	
Ability: Target character is surrounded by fly's causing -15% to all cth's and -10% to evade.		
Rabid Rat Pack		
Cost: 10	Willpower cost: # of rats	Summon length: 1D6+(ME)
Range: 30 ft	Fail chance: 13%	# of Rats summoned: 1D8
Evade: 10%+(ME)	Body: 4+(ME)	Steps: 3
Attack: 1D2+(ME)	Def: -4+(ME)	CTH: 50%+(SCTH Mod)
Ability: Attacks have 15% chance to cast Rabies, Rabies: -1 to ME, -10% to magic CTH, +1 to melee dmg, +10% to MCTH, target becomes enraged, lasts for 1D4 rounds. Rabid rat's are large rats taking up one square on the battle grid. Summoner must target a square and the rats are summoned around that area. Rabid rat pack attacks cannot critically hit.		
Poison Toads		
Cost: 8	Willpower cost: 2	Summon length: 2D6+(ME)
Range: 30 ft	Fail chance: 16%	# of Toads summoned: 1D20
Steps: 5		
Ability: Poison toads act just like the item caltrops except they have a 5% per toad and can move on their own. Poison cloud: when an enemy steps on poison toads a poison gas is released (that toad dies) that has a 2% per toad to cause grade 1 poison. This poison cannot stack and lasts until end of summon length. (poison toads can be detonated at anytime by summoner but if any char is on square with toads char must roll reaction to avoid being poisoned)		
Raven		
Cost: 4	Willpower cost: 1	Summon length: 2D8+(ME)
Range: 20 ft	Fail chance: 16%	CTH: 55%+(SCTH Mod)
Evade: 20%+(ME)	Body: 4+(ME)	Steps: 7
Attack: 1D4+(ME)	Def: -2+(ME)	
Ability: Can carry small items as it flies.		
Dog		
Cost: 12	Willpower cost: 3	Summon length: 1D10+(ME)
Range: 10 ft	Fail chance: 19%	CTH: 60%+(SCTH Mod)
Evade: 5%+(ME)	Body: 12+(ME)	Steps: 6
Attack: 2D6+(ME)	Def: 0+(ME)	Summoning sickness
Ability: Takedown- attack has 20% to make target roll stun. Tracking- 10+(ME)		
Lesser Shadow		
Cost: 14	Willpower cost: 5	Summon length: 1D10+(ME)
Range: 10 ft	Fail chance: 19%	CTH: 60%+(SCTH Mod)
Evade: 15%+(ME)	Body: 20+(ME)	Steps: 4
Attack: 2D6+(ME)	Def: -4+(ME)	Summoning sickness
Ability: Counts as a shadow, Surprise Attack: 1+ME, Acrobatics: 5+ME, Sneak: 5+ME		

Lesser Imp		
Cost: 16	Willpower cost: 5	Summon length: 1D10+(ME)
Range: 10 ft	Fail chance: 22%	CTH: 60%+(SCTH Mod)
Evade: 5%+(ME)	Body: 8+(ME)	Steps: 4
Attack: 1D4+(ME)	Def: 0+(ME)	Summoning sickness
Ability: Attack is magical death dmg, the enemy also is mana burned by 2 per attack, that dmg cannot lower their mana to less than zero.		
Large Beetle		
Cost: 18	Willpower cost: 5	Summon length: 1D10+(ME)
Range: 10 ft	Fail chance: 22%	CTH: 60%+(SCTH Mod)
Evade: 0%+(ME)	Body: 20+(ME)	Steps: 3
Attack: 2D6+(ME)	Def: 0+(ME)	Summoning sickness
Ability: Attacks have 10% chance to cast grade 1 poison.		
Fire bug		
Cost: 20	Willpower cost: 6	Summon length: 1D8+(ME)
Range: 10 ft	Fail chance: 25%	CTH: 50%+(SCTH Mod)
Evade: 0%+(ME)	Body: 15+(ME)	Steps: 4
Attack: 2D4+(ME)	Def: 0+(ME)	Summoning sickness
Ability: Attacks are magical fire dmg and have 10% chance to catch target on fire, causing grade 1 burns. Upon death fire bug explodes causing anyone within 10ft 1d4 fire dmg that has 10% chance to catch the target on fire		
Ice bug		
Cost: 22	Willpower cost: 6	Summon length: 1D8+(ME)
Range: 10 ft	Fail chance: 25%	CTH: 50%+(SCTH Mod)
Evade: 0%+(ME)	Body: 15+(ME)	Steps: 4
Attack: 2D4+(ME)	Def: 0+(ME)	Summoning sickness
Ability: Attacks are magical ice dmg and have 10% chance to chill target. Upon death ice bug explodes causing anyone within 10ft 1d4 ice dmg that has 10% chance to chill target		
Mosquitoes		
Cost: 14	Willpower cost: 3	Summon length: 1D8+(ME)
Range: 30 ft	Fail chance: 30%	
Ability: The target is followed by a cloud of mosquitoes that give the target -20 to all cth's and does 1D4 none lethal bleeding dmg per round		
Albatross		
Cost: 16	Willpower cost: 2	Summon length: 2D4+(ME)
Range: 20 ft	Fail chance: 30%	CTH: 60%+(SCTH Mod)
Evade: 25%+(ME)	Body: 15+(ME)	Steps: 7
Attack: 2D4+(ME)	Def: 0+(ME)	
Ability: Can carry small to medium objects while flying.		
Barracuda		
Cost: 36	Willpower cost: 5	Summon length: 2D4+(ME)
Range: 20 ft	Fail chance: 33%	CTH: 65%+(SCTH Mod)
Evade: 30%+(ME)	Body: 24+(ME)	Steps: 10
Attack: 2D4+(ME)	Def: 0+(ME)	
Ability: Can only be cast in water, attacks are arm piercing		
Tiger		
Cost: 38	Willpower cost: 7	Summon length: 2D6+(ME)
Range: 10 ft	Fail chance: 33%	CTH: 70%+(SCTH Mod)
Evade: 20%+(ME)	Body: 38+(ME)	Steps: 6
Attack: 2D6+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Evasion-5+(ME) successful roll of die doubles evade for one round. Sneak-10+(ME)		
Wolf		
Cost: 40	Willpower cost: 7	Summon length: 2D6+(ME)
Range: 10 ft	Fail chance: 36%	CTH: 70%+(SCTH Mod)
Evade: 10%+(ME)	Body: 38+(ME)	Steps: 6
Attack: 2D8+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Disarm-Attack has 20% chance to make enemy drop his/her weapon if reaction roll fails.		
Greater Imp		
Cost: 42	Willpower cost: 7	Summon length: 2D6+(ME)
Range: 10 ft	Fail chance: 36%	CTH: 50%+(SCTH Mod)



Evade: 10%+(ME)	Body: 30+(ME)	Steps: 8
Attack: 2D4+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Attack is magical death dmg, Greater imp gains life equal to half the dmg done		
Bear		
Cost: 44	Willpower cost: 5	Summon length: 2D8+(ME)
Range: 10 ft	Fail chance: 29%	CTH: 70%+(SCTH Mod)
Evade: 0%+(ME)	Body: 56+(ME)	Steps: 4
Attack: claw-1D8+(ME) Bite-2D10+(ME)	Def: 2+(ME)	Summoning sickness
Ability: Dual claw attacks		
Greater fire bug		
Cost: 48	Willpower cost: 8	Summon length: 2D8+(ME)
Range: 20 ft	Fail chance: 39%	CTH: 65%+(SCTH Mod)
Evade: 5%+(ME)	Body: 35+(ME)	Steps: 5
Attack: 2D6+(ME)	Def: 2+(ME)	Summoning sickness
Ability: Attacks are magical fire dmg and have 15% chance to catch target on fire, causing grade 2 burns. Upon death Greater fire bug explodes causing anyone within 10ft 1d6 fire dmg that has 30% chance to catch the target on fire.		
Greater ice bug		
Cost: 48	Willpower cost: 8	Summon length: 2D8+(ME)
Range: 20 ft	Fail chance: 41%	CTH: 65%+(SCTH Mod)
Evade: 5%+(ME)	Body: 35+(ME)	Steps: 5
Attack: 2D6+(ME)	Def: 2+(ME)	Summoning sickness
Ability: Attacks are magical ice dmg and have 5% chance to freeze target. Upon death ice bug explodes causing anyone within 10ft 1d6 ice dmg that has 30% chance to chill.		
Greater Shadow		
Cost: 50	Willpower cost: 8	Summon length: 2D8+(ME)
Range: 10 ft	Fail chance: 41%	CTH: 62%+(SCTH Mod)
Evade: 34%+(ME)	Body: 25+(ME)	Steps: 4
Attack: 2D8+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Counts as a shadow. Sneak-10+(ME). Surprise attack-10+(ME). Acrobatics-10+(ME)		

***Level 3 Mystic mana***

Killer Bees		
Cost: 26	Willpower cost: 6	Summon length: 2D4+(ME)
Range: 30 ft	Fail chance: 47%	
Ability: -30% to all cth's, deals 1D4 non-lethal dmg per round and each round there is a 5% chance to cause grade 2 poison.		
Tortoise		
Cost: 28	Willpower cost: 3	Summon length: 3D4+(ME)
Range: 10 ft	Fail chance: 47%	CTH: 50%+(SCTH Mod)
Evade: 15%+(ME)	Body: 30+(ME)	Steps (on land): 2
Attack: 2D10+(ME)	Def: 4+(ME)	Steps (in water): 6
Ability: Tortoise can carry S-M items. Tortoise has no evade on land		
Snapping Turtle		
Cost: 66	Willpower cost: 6	Summon length: 3D4+(ME)
Range: 10 ft	Fail chance: 50%	CTH: 73%+(SCTH Mod)
Evade: 17%+(ME)	Body: 40+(ME)	Steps (on land): 2
Attack: 2D6+(ME)	Def: 4+(ME)	Steps (in water): 6
Ability: Snapping Turtle can retrieve small items underwater. Snapping Turtle has no evade on land, Attacks are arm piercing.		
Harpy		
Cost: 68	Willpower cost: 7	Summon length: 3D6+(ME)
Range: 30 ft	Fail chance: 60%	CTH: 80%+(SCTH Mod)
Evade: 25%+(ME)	Body: 90+(ME)	Steps: 8
Attack: 2D4+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Screech- Harpy creates a concentrated wave of sound that has a range of 50ft and does 2D10+ (ME) concussion dmg and target must roll stun. Duel wield claws		
Lesser Treefolk		
Cost: 70	Willpower cost: 8	Summon length: 3D8+(ME)
Range: 10 ft	Fail chance: 63%	CTH: 75%+(SCTH Mod)
Evade: 0%+(ME)	Body: 180+(ME)	Steps: 4
Attack: 2D8+(ME)	Def: 4+(ME)	Summoning sickness
Ability: Body slam: Lesser treefolk slams into one target within 10ft causing 2D4 unpreventable dmg, Lesser treefolk also takes 1D4 dmg. Lesser treefolk takes double dmg from fire attacks. Duel wield limb		
Corrosive worm		
Cost: 72	Willpower cost: 8	Summon length: 3D6+(ME)
Range: 20 ft	Fail chance: 53%	CTH: 65%+(SCTH Mod)
Evade: 40%+(ME)	Body: 25+(ME)	Steps: 6
Attack: 2D4+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Attacks are arm piercing. Attacks have 10% chance to cast lvl 2 poison.		

Lesser Demon		
Cost: 74	Willpower cost: 10	Summon length: 3D8+(ME)
Range: 10 ft	Fail chance: 66%	CTH: 80%+(SCTH Mod)
Evade: 20%+(ME)	Body: 90+(ME)	Steps: 6
Attack: 1D6+1D10+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Lesser Demon can cast Grim clash 5 times. Duel wield broadsword. Lesser Demon can fly at the rate of half his steps. Lesser demon's attacks do an additional 2D4 death dmg.		
Lesser Angel		
Cost: 74	Willpower cost: 10	Summon length: 3D8+(ME)
Range: 10 ft	Fail chance: 66%	CTH: 80%+(SCTH Mod)
Evade: 20%+(ME)	Body: 90+(ME)	Steps: 6
Attack: 1D6+1D10+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Lesser Angel can cast Alabaster blast 3 times. Duel wield broad sword. Lesser Angel can fly at the rate of half his steps. Lesser angel's attacks do an additional 2D4 soul dmg.		
Husk		
Cost: 76	Willpower cost: 9	Summon length: 3D8+(ME)
Range: 10 ft	Fail chance: 59%	CTH: 79%+(SCTH Mod)
Evade: 8%+(ME)	Body: 135+(ME)	Steps: 5
Attack: 2D6+(ME)	Def: 4+(ME)	Summoning sickness
Ability: Duel wield rock knuckles. Lifting- 10+(ME). Str- 10+(ME). Hurl- 10+(ME)		
Giant Spider		
Cost: 78	Willpower cost: 9	Summon length: 3D8+(ME)
Range: 10 ft	Fail chance: 59%	CTH: 82%+(SCTH Mod)
Evade: 15%+(ME)	Body: 60+(ME)	Steps: 5
Attack: 3D6+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Attacks are arm piercing Spin web- time: 40, Giant spider spins a web of fine silk over an opening that can be up to a max of 20ft wide and high, the silk is transparent and characters must roll a perception roll (reflex) difference of 1D6+(ME) to see the web, any creature caught in web must roll str with a difference of 1D10+(ME).		

#### Level 4 Mystic Mana

Giant Turtle		
Cost: 90	Willpower cost: 8	Summon length: 4D6+(ME)
Range: 10 ft	Fail chance: 54%	CTH: 65%+(SCTH Mod)
Evade: 30%+(ME)	Body: 116+(ME)	Steps on land: 3
Attack: 1D10+(ME)	Def: 5+(ME)	Steps in water: 6
Ability: Can ferry up to 300lbs on its back across water. Giant turtle has no evade on land		
Rook		
Cost: 38	Willpower cost: 4	Summon length: 4D6+(ME)
Range: 10 ft	Fail chance: 64%	CTH: 75%+(SCTH Mod)
Evade: 39%+(ME)	Body: 116+(ME)	Steps: 9
Attack: 2D6+(ME)	Def: 1+(ME)	
Ability: Duel Claw. Can carry up to 200lbs in its claws		
Greater Treefolk		
Cost: 94	Willpower cost: 9	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 77%	CTH: 85%+(SCTH Mod)
Evade: 5%+(ME)	Body: 348+(ME)	Steps: 5
Attack: 2D10+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Duel hammer fist. Treefolk takes double dmg from fire magic. Ram- Treefolk rams an enemy within 10ft causing 3D10+(ME) dmg and 1D4 unprevetable.		
Anaconda		
Cost: 90	Willpower cost: 9	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 64%	CTH: 70%+(SCTH Mod)
Evade: 15%+(ME)	Body: 174+(ME)	Steps on land: 5
Attack: 2D8+(ME)	Def: 3+(ME)	Steps in water: 6
Summoning sickness		
Ability: Wrap- Anaconda coils around foe, foe must roll str verses anacondas str (10+ME), this attack causes 1D6 unprevetable dmg per round unless foe is able to break free of anaconda. Attacks are arm piercing		

Green Dragon		
Cost: 100	Willpower cost: 9	Summon length: 4D10+(ME)
Range: 10 ft	Fail chance: 80%	CTH: 85%+(SCTH Mod)
Evade: 10%+(ME)	Body: 290+(ME)	Steps: 5
Attack: 3D6+(ME)	Def: 5+(ME)	Summoning sickness
Ability: Green Dragon's attacks are green magic (poison dmg) and have a 20% chance to cause lvl 2 poison		
Centaur		
Cost: 104	Willpower cost: 9	Summon length: 4D10+(ME)
Range: 10 ft	Fail chance: 70%	CTH: 75%+(SCTH Mod)
Evade: 10%+(ME)	Body: 290+(ME)	Steps: 6
Attack: 4D4+(ME)	Def: 5+(ME)	Summoning sickness
Ability: Duel Club Trample-Centaur charges at an enemy that must be 6 steps away in a straight line, any chars in the way roll reaction, if failed they take 3D6+(ME) dmg + 1D20 unpreventable, and are thrown 2D6ft strait backwards.		
Fallen Angel		
Cost: 106	Willpower cost: 10	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 83%	CTH: 85%+(SCTH Mod)
Evade: 25%+(ME)	Body: 261+(ME)	Steps: 6
Attack: 4D6+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Fallen Angel can cast Mayla flare 7 times and Detect traps 2 times. Fallen Angel can fly as far as his/her steps. Fallen angel is summoned with a War blade		
Lesser Archangel		
Cost: 106	Willpower cost: 10	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 83%	CTH: 85%+(SCTH Mod)
Evade: 25%+(ME)	Body: 261+(ME)	Steps: 6
Attack: 4D6+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Lesser Archangel can cast Glittering field 4 times and can cast Cure Disease 3 times. Lesser Archangel can fly as far as his/her steps. Lesser archangel is summoned with a War blade		
Lesser Hellkite		
Cost: 110	Willpower cost: 12	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 76%	CTH: 85%+(SCTH Mod)
Evade: 20%+(ME)	Body: 174+(ME)	Steps: 9
Attack: Tail-2D8+(ME) Claw-1D8+(ME)	Def: 5+(ME)	Summoning sickness
Ability: Tail Grapple- If the lesser hellkite gets his/her grapple without the target enemy escaping, lesser hellkite flies up 40ft per round but lesser hellkite gets -1 to its grapple skill per round that the enemy is held in the air. Grapple- 15+(ME)		
Lesser Golem		
Cost: 116	Willpower cost: 12	Summon length: 4D8+(ME)
Range: 10 ft	Fail chance: 86%	CTH: 80%+(SCTH Mod)
Evade: 0%+(ME)	Body: 348+(ME)	Steps: 5
Attack: 3D8+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Hardskin-Lesser Golem can absorb dirt/metal or rocks around him gaining an additional +2 to defense +2 dmg (ex: 3D8+2+(ME))and gains any abilities from the substance absorbed. (this ability can only be used once) Dual Rock Fists		

### ***Level 5 Mystic Mana***

Ice Dragon		
Cost: 122	Willpower cost: 11	Summon length: 5D6+(ME)
Range: 30 ft	Fail chance: 81%	CTH: 90%+(SCTH Mod)
Evade: 10%+(ME)	Body: 290+(ME)	Steps: 5
Attack: 3D6+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Ice Aura- All chars within 30ft of Ice Dragon have 20% chance to chill per round. Attacks have a 20% chance to freeze target for 1D4 rounds. Attacks are magical ice dmg.		
Sand Devil		
Cost: 118	Willpower cost: 11	Summon length: 5D6+(ME)

Range: 30 ft	Fail chance: 81%	CTH: 90%+(SCTH Mod)
Evade: 15%+(ME)	Body: 154+(ME)	Steps: 7
Attack: 3D4+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Sand Aura- All char within 30ft get -20 to all cth's and chars must roll see shadow to see Sand Devil. If char fails see shadow char gets an additional -40 to all cth's. Attack is arm piercing		
Fire Dragon		
Cost: 122	Willpower cost: 11	Summon length: 5D8+(ME)
Range: 30 ft	Fail chance: 84%	CTH: 93%+(SCTH Mod)
Evade: 10%+(ME)	Body: 360+(ME)	Steps: 5
Attack: 3D6+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Fire Aura- All chars within 30ft of Fire Dragon have a 20% chance to get grade 1 Burns. Attacks are magical fire dmg and have a 20% chance to catch target on fire		
Archangel		
Cost: 124	Willpower cost: 11	Summon length: 5D10+(ME)
Range: 10 ft	Fail chance: 94%	CTH: 93%+(SCTH Mod)
Evade: 20%+(ME)	Body: 432+(ME)	Steps: 6
Attack: 1D6+2D8+(ME)	Def: 7+(ME)	Summoning sickness
Ability: Holy Aura- All allies within 30ft gain 2D6 health per round while all foes within 30ft take 2D6 soul dmg per round. Archangel can cast all lvl 4 or lower white spells. Archangel's mp is equal to half the summoners maximum mp. Archangel Attacks do an additional 1D10 soul dmg Archangel is summoned with 2 Khopesh, attacks are armor piercing, +4% critical miss.		
HellKite		
Cost: 126	Willpower cost: 12	Summon length: 5D8+(ME)
Range: 10 ft	Fail chance: 87%	CTH: 95%+(SCTH Mod)
Evade: 0%+(ME)	Body: 216+(ME)	Steps: 5
Attack: Tailwhip-3D10+(ME) Duel claw-2D10+(ME)	Def: 6+(ME)	Summoning sickness
Ability: Scissor strike- Hellkite gets an extra attack but must roll ME-5. If Hellkite fails the roll he gets +15% to critical miss and still gets the extra attack. This ability can only be used twice per round.		
Golem		
Cost: 128	Willpower cost: 12	Summon length: 5D8+(ME)
Range: 10 ft	Fail chance: 97%	CTH: 95%+(SCTH Mod)
Evade: 0%+(ME)	Body: 632+(ME)	Steps: 4
Attack: 4D8+(ME)	Def: 8+(ME)	Summoning sickness
Ability: Defensive aura- All allies gain +4 to defense mods within 30ft of Golem. Duel rock fist		
Death Dragon		
Cost: 138	Willpower cost: 12	Summon length: 5D8+(ME)
Range: 20 ft	Fail chance: 90%	CTH: 97%+(SCTH Mod)
Evade: 0%+(ME)	Body: 432+(ME)	Steps: 5
Attack: 3D6+(ME)	Def: 7+(ME)	Summoning sickness
Ability: Attacks have 5% chance to snuff out and attacks are magical death dmg Sludge- Death Dragon can spew toxic sludge on a 10ft area, if an enemy is in the Area Death Dragon must roll cth to see if enemy is hit by sludge. Any char that comes in contact with this sludge has a 25% chance per round to get grade 3 poison. Sludge stays active until diluted with water or until Death Dragon vanishes.		
Proto Dragon		
Cost: 140	Willpower cost: 14	Summon length: 5D10+(ME)
Range: 10 ft	Fail chance: 100%	CTH: 100%+(SCTH Mod)
Evade: 50%+(ME)	Body: 720+(ME)	Steps: 7
Attack: 3D6+(ME)	Def: 0+(ME)	Summoning sickness
Ability: EMP- Proto Dragon can release an EMP shockwave that has a radius of Xft, where X=(amount of life given/2) Attacks have an additional 5% to critical hit and are electrical dmg (no magical color type)		
White Dragon		
Cost: 142	Willpower cost: 13	Summon length: 5D8+(ME)
Range: 10 ft	Fail chance: 93%	CTH: 100%+(SCTH Mod)
Evade: 10%+(ME)	Body: 648+(ME)	Steps: 6
Attack: 3D6+(ME)	Def: 6+(ME)	Summoning sickness
Ability: God's light aura- All allies within 30ft gain +4 to magic def, all enemies lose -4 to magic def. Attacks are magical soul dmg		

Soul Reaper		
Cost: 144	Willpower cost: 14	Summon length: 5D8+(ME)
Range: 30 ft	Fail chance: 93%	CTH: 100%+(SCTH Mod)
Evade: 20%+(ME)	Body: 432+(ME)	Steps: 5
Attack: 4D4+(ME)	Def: 5+(ME)	Summoning sickness
Ability: Steal Soul- Soul Reaper has a 5% chance to activate this ability. 3D6+(ME) soul dmg is done to enemy in addition to the normal attack. Soul Reaper can choose to gain this dmg as health or have one ally within 20ft gain dmg as life.		

### Level 6 Mystic Mana

Giant Toad		
Cost: 74	Willpower cost: 6	Summon length: 6D6+(ME)
Range: 30 ft	Fail chance: 98%	CTH: 103%+(SCTH Mod)
Evade: 30%+(ME)	Body: 172+(ME)	Steps: 8
Attack: 3D4+(ME)	Def: 5+(ME)	
Ability: Giant Toad can swim and its steps double in water. Giant Toad can also carry up to 400 pounds on its back		
Demon Wasp		
Cost: 152	Willpower cost: 13	Summon length: 6D6+(ME)
Range: 30 ft	Fail chance: 101%	CTH: 100%+(SCTH Mod)
Evade: 130%+(ME)	Body: 86+(ME)	Steps: 10
Attack: 1D12+(ME)	Def: 1+(ME)	Summoning sickness
Ability: Attacks are arm piercing Demon Wasp attacks have a 75% chance to cast grade 3 poison on the enemy and has a 10% chance to paralyze the enemy for 1D4 rounds.		
Were-Fox		
Cost: 154	Willpower cost: 14	Summon length: 6D8+(ME)
Range: 10 ft	Fail chance: 111%	CTH: 106%+(SCTH Mod)
Evade: 58%+(ME)	Body: 344+(ME)	Steps: 7
Attack: 3D6+1+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Were-Fox has all attributes of a real were-fox Were-Fox can use all lvl 6 or lower white and blue spells. Were-Fox mana is equal to half of the summoners maximum mana Were-Fox is summoned with a Weighted Silver Quarter Staff		
Were-Wolf		
Cost: 156	Willpower cost: 14	Summon length: 6D10+(ME)
Range: 10 ft	Fail chance: 114%	CTH: 106%+(SCTH Mod)
Evade: 19%+(ME)	Body: 774+(ME)	Steps: 7
Attack: Claw-1D4+(ME) Bite-1D6+(ME)	Def: 4+(ME)	Summoning sickness
Ability: Attacks are arm piercing silver dmg Were-Wolf has all attributes of a real were-wolf Were-Wolf can use all ranger skills except magical abilities. Were-Wolf ranger skill levels are 15+(ME) Duel wield claws		
Were-Tiger		
Cost: 158	Willpower cost: 14	Summon length: 6D8+(ME)
Range: 10 ft	Fail chance: 114%	CTH: 100%+(SCTH Mod)
Evade: 27%+(ME)	Body: 516+(ME)	Steps: 6
Attack: 2D6+2+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Were-Tiger has all attributes of a real Were-Tiger Were-Tiger can use all lvl 6 or lower black and red spells. Were-Tiger mana is equal to half of the summoners maximum mana Were-Tiger is summoned with a Energy Sword X 2 Duel wield energy sword (attacks are armor piercing)		
Were-Rat		
Cost: 160	Willpower cost: 14	Summon length: 6D8+(ME)
Range: 30 ft	Fail chance: 107%	CTH: 109%+(SCTH Mod)
Evade: 86%+(ME)	Body: 344+(ME)	Steps: 8
Attack: 3D6+(ME)	Def: 4+(ME)	Summoning sickness
Ability: Attacks are arm piercing silver dmg		

Were-Rat has all attributes of a real Were-Rat Were-Rat can use all rogue skills Were-Rat rogue skill levels are 5+(ME) Were-Rat is summoned with a Silver Quab (attacks are armor piercing)		
Were-Bear		
Cost: 164	Willpower cost: 16	Summon length: 6D10+(ME)
Range: 10 ft	Fail chance: 117%	CTH: 136%+(SCTH Mod)
Evade: 0%+(ME)	Body: 1000+(ME)	Steps: 4
Attack: Claw-1D6+(ME) Bite-1D8+(ME)	Def: 5+(ME)c	Summoning sickness
Ability: Were-Bear has all attributes of a real Were-Bear Were-Bear can use all fighter skills Were-Bear fighter skill levels are 5+(ME)		
Dark Tyrant		
Cost: 168	Willpower cost: 16	Summon length: 6D8+(ME)
Range: 10 ft	Fail chance: 120%	CTH: 100%+(SCTH Mod)
Evade: 17%+(ME)	Body: 432+(ME)	Steps: 5
Attack: 4D6+(ME)	Def: 3+(ME)	Summoning sickness
Ability: Destructive aura- If any char is within 30ft of Dark Tyrant every 3 <sup>rd</sup> round that chars arm is reduced by one and that char takes 3D6 explosive dmg. The chars must roll reaction to reduce dmg by half and prevent from being knocked back 10ft. Duel wield hand blade (hands are like blades)		
Abomination		
Cost: 170	Willpower cost: 15	Summon length: 6D8+(ME)
Range: 10 ft	Fail chance: 110%	CTH: 80%+(SCTH Mod)
Evade: 0%+(ME)	Body: 432+(ME)	Steps: 9
Attack: 4D6+(ME)	Def: 0+(ME)	
Ability: Regeneration- heals 5D6+(ME) health per round but summon length decreases by 3 instead of 1 per round. Duel bone fist		
Puppet Master		
Cost: 172	Willpower cost: 15	Summon length: 6D8+(ME)
Range: 30 ft	Fail chance: 123%	CTH: MCM
Evade: 100%+(ME)	Body: 57+(ME)	Steps: 20
Def: 0+(ME)		
Ability: Posses- Puppet Master can take control of a creature with 3 or less intelligence. Puppet Master must roll a successful CTH to enter that creature's body. Any physical or magical dmg done to that creature does not affect Puppet Master, except for soul dmg. The possessed creature's willpower is cut in half if posses is successful. Summon length stops counting down while Puppet master posses a creature. That creature can disconnect from Puppet Master by rolling its willpower successfully once or having its intelligence increased beyond 3.		

### Level 7 Mystic Mana

Elemental Fire		
Cost: 180	Willpower cost: 5	Summon length: 5D8+(ME)
Range: 30 ft	Fail chance: 118%	CTH: 90%+(SCTH Mod)
Evade: 0%+(ME)	Body: 700+(ME)	Steps: 8
Attack: 4D6+(ME)	Def: 0+(ME)	
Ability: Attacks are magical fire dmg and have a 30% chance to catch the target on fire. Burnout: Summoner can channel mana into elemental fire upon summoning it to increase its dmg by 1D4 and the chance to catch fire by 10% (max 80) per 50 mana channeled. Only one Elemental Fire may be out per caster at any one time. Elemental fire takes double dmg from water magic but is immune to fire/nature magic.		
Elemental Earth		
Cost: 180	Willpower cost: 5	Summon length: 5D8+(ME)
Range: 30 ft	Fail chance: 121%	CTH: 90%+(SCTH Mod)
Evade: 0%+(ME)	Body: 700+(ME)	Steps: 4
Attack: 5D6+(ME)	Def: 7+(ME)	
Ability: Duel wield fist. Only one Elemental Earth may be out per caster at any one time. Earth Shake: Elemental Earth shakes ground within 60ft of him. Chars must roll reaction -5 (unless not on ground). If a char fails this roll he/she falls on ground and must roll stun. However chars within 20ft of Elemental Earth also take		

2D6 unpreventable dmg. Golem armor: Instead of a creature being summoned the summoner can summon a suit of armor made of earth increasing his base armor by 15. Elemental earth takes double dmg from fire magic but is immune to nature/lightning type magic.		
Elemental Water		
Cost: 180	Willpower cost: 5	Summon length: 8 Hours
Range: 0 ft	Fail chance: 124%	Time to summon: 1D4+2 min
Body: 1500+(ME)		
Ability: Elemental armor: Elemental water when summoned flows over caster becoming a thin layer of water on caster. When a magical or physical attack hits the caster the summon takes the dmg instead of the caster. However lightning type attacks will deal dmg to caster and summon. Only one Elemental Water may be out per caster at any one time. Elemental Water takes double dmg from electric type magic but is immune to fire/water magic.		
Elemental Wind		
Cost: 180	Willpower cost: 5	Summon length: 5D8+(ME)
Range: 30 ft	Fail chance: 127%	CTH: 90%+(SCTH Mod)
Evade: 70%+(ME)	Body: 700+(ME)	Steps: 12
Attack: 5D6+(ME)	Def: 0+(ME)	
Ability: Attacks are magic wind dmg and have a 20% chance on hit to knock target back 10ft. Attacks made to Elemental wind have a 5% chance to be reflected back at attacker. Whirlwind: Elemental Wind can shoot a gust of wind in a strait line within 50ft or around itself within 10ft hitting all targets causing 5d6+(ME) per char hit. Only one Elemental Wind may be out per caster at any one time.		
Elemental Fury		
Cost: 200	Willpower cost: 20	Summon length: 1D8+(ME)
Range: 0 ft	Fail chance: 140%	CTH: 100%+(SCTH Mod)
Evade: 70%+(ME)	Body: 3600+(ME)	Steps: 12
Attack: 6D12+(ME)	Def: 7+(ME)	Summoning sickness
Ability: Elemental Fury can attack and move twice per round. When Elemental Fury attacks the caster must choose an element. Elemental Fury's attacks are of the chosen element gaining the same elemental abilities of the chosen type. Elemental Fury has all the abilities of the other elementals. No other elementals may be summoned while Elemental Fury is out. Elemental Fury can only be summoned when their is one of each other elemental out. Also one of each type (fire/water/wind/earth) of elemental is destroyed.		
Whale		
Cost: 88	Willpower cost: 7	Summon length: 6D8+(ME)
Range: 50 ft	Fail chance: 133%	CTH: 100%+(SCTH Mod)
Evade: 0%+(ME)	Body: 500+(ME)	Steps: 20
Attack: 5D8+(ME)	Def: 0+(ME)	
Ability: Whale has no steps on land. Whale can carry up to 2000lb on its back		
Hells Monarchs		
Cost: 86	Willpower cost: 10	Summon length: 6D8+(ME)
Range: 50 ft	Fail chance: 133%	
Ability: Hells Monarchs envelope a 20 ft area around a chosen target. Any creatures in this area except the summoners party lose 50% to all CTH's and have a 5% chance every round to become chilled, burned, frozen and poisoned. Each of these effects stack until Hells Monarchs summon length is finished but will still remain until cured. If a creature dies with a Hells Monarchs effect on it the summoner gains mana equal to 1% of that creatures max health rounded up.		
Inter dimensional being		
Cost: 188	Willpower cost: 16	Summon length: 6D10+(ME)
Range: 50 ft	Fail chance: 146%	CTH: 100%+(SCTH Mod)
Evade: 100%+(SCTH Mod)	Body: 1000+(ME)	Def: -10+(ME)
Attack: 8D8+(ME)	Summoning sickness	
Ability: Inter dimensional being can teleport to any square within a 500ft radius of the summoner this teleportation counts as Inter dimensional beings movement for the turn. Inter dimensional being has the same abilities as a shadow but cannot replicate itself. . Inter dimensional being can attack twice per round and his attacks are made of energy that can be manipulated into a piercing, slashing or smashing weapon type.		
Will of the Wilds		
Cost: 190	Willpower cost: 16	Summon length: 6D10+(ME)
Range: 50 ft	Fail chance: 139%	CTH: 100%+(SCTH Mod)
Evade: 0%+(SCTH Mod)	Body: 800+(ME)	Steps: 6
Attack: 4D8+(ME)	Def: 0+(ME)	
Ability: Will of the Wilds can only be summoned in a natural environment, if summoned in an artificial environment (such as urban, paved, any artificially created construct) the summon automatically fails. Will of the Wilds is able to		



control all animal and plant life within 50ft of itself. All animals controlled in this way can roll willpower to break free of its control or have an intelligence greater than 3. Plants controlled in this way cannot be used as a weapon but can be moved or shaped into any kind of structure the summoner can think of (Ex. A building, cage, etc). When Will of the wilds summon length is done all animals are freed from its control but the plants still retain the shape they were changed to even after summon is gone. Will of the wilds attacks are magical nature dmg.

**Mana Leech**

Cost: 198	Willpower cost: 10	Summon length: 6D10+(ME)
Range: 50 ft	Fail chance: 142%	Body: 100+(ME)
Def: -20+(ME)		

Ability: Mana leech can only be summoned inside of a living creature. If the creature mana leech is summoned into has a mana pool said creatures mana pool will be drained by 1D20+(ME) per round. The creature will also receive dmg equal to the mana drained, this dmg is unpreventable. The summoner will also gain mana equal to half the mana drained in this way. If the creature mana leech is summoned in is struck in the head resulting in said creature taking dmg, mana leech also takes half this dmg rounded down (mana leech's def is taken into account before dmg is halved). Only one creature can have a mana leech in it at any one time.

**Level 8 Mystic Mana**

**GOD & Mystical creatures**

**(Each lvl 8 summon can only be used once per battle)**

**The reaper**

Cost: one Human sacrifice	Willpower cost: 18	Summon length: 1 day
Range: 50 ft	Fail chance: 137%	CTH: 120%+(SCTH Mod)
Evade: 50%+(SCTH Mod)	Body: 6666+(ME)	Steps: 8
Attack: 8D12+(ME)	Def: 10+(ME)	

Ability: Touch of death: When The reaper strikes an enemy there is a 20% chance to cast "Power word kill" and has a 10% chance to snuff out the target. The Reaper's attacks are considered magical death dmg.

**Fate**

Cost: loss of 5 lvls	Willpower cost: 0	Fail chance: 140%
Ability: When Fate is summoned the summoner can change a single action in time to any other action of his choosing (ex: changing a critical hit into a critical miss). Once this change is chosen it cannot be changed and Fate disappears. The loss in lvls reverts all stats back to what they were before the lvls were gained in the first place but the xp required to go to the next lvl will stay the same as it was before fate was summoned.		

**Gaia**

Cost: Alignment becomes Neutral and character age's by 10 years	Willpower cost: 18	Fail chance: 143%
Ability: Gaia summons 2D10 Greater Treefolk with the following stat changes, +800hp, attack +2D10, Def +6, evade +10%, and CTH+45%. All animals in a 100ft radius of caster flee from battle.		

**Vulcan**

Cost: 50% of base mp	Willpower cost: 0	Fail chance: 166%
Ability: When summoned Vulcan instantly transfers magical essence from one object to another up to 15 times chosen by caster. Each transfer has a 25% chance to fail dispelling the magical essence instead. Vulcan also repairs all weapons/armor within 30ft of caster back to its original state but any magical essence contained in the repaired item is dispelled.		

**Thor**

Cost: 1000	Willpower cost: 0	Fail chance: 169%
Ability: When summoned Thor increases the mp/hp of 3 characters by 25% for 24h or can restore the electrical energy an object normally has when fully charged (ex: energy cell fully charged again, magical abilities of said object are also recharged) . Thor can also act as an alternate energy source for 1D100 rounds (amount of energy is unlimited but cannot be overloaded).		

**Medusa**

Cost: 1000	Willpower cost: 20	Fail chance: 172%
------------	--------------------	-------------------

Range: 10 ft	Summon length: (24h)	CTH: 120%+(SCTH Mod)
Evade: 50%+(SCTH Mod)	Body: 4000	Steps: 6 (doubled in water)
DMG: (see abilities)*+(ME)	Def: 3+(ME)	MCTH: 100%+(SCTH Mod)
<p>Weapon: Enchanted Dual Long War Bow (+1D10 to arrow dmg &amp; 3D6 magical ice dmg, 20% chance to chill), Enchanted Trident (3D10+3 *AP, +3% crit miss, 3D6 poison dmg, 5% chance to cause grade 5 poison (does not stack with other poisons)), Enchanted Arrows (player can choose white, blue, black, red, or green magic type, the arrow dmg is 3D10 of the chosen magic type, if player does not choose a magic type arrow dmg is only physical, special affects are as follows: white (holy dmg, heals target equal to dmg if summoner considers friendly), blue (ice dmg, 5% to freeze), black (death dmg, 5% to snuff out), red (fire dmg, explodes on impact dmging chars within 10ft of target for half dmg done), green (poison dmg, 5% to inflict grade 10 poison))</p> <p>Ability: Medusa is capable of changing her weapon from the Enchanted Dual Long War Bow to the Trident at will resulting in no loss of actions for the change. Medusa can use the following skills and all other skills the summoner is capable of: Avoid (rank 20, skill lvl 5+(ME)), Direct (rank 5, skill lvl 10+(ME)), Precise (rank 15, skill lvl 5+(ME)), Snipe (rank 5, skill lvl 1+(ME)), and Aim (rank 10, skill lvl 5+(ME)).</p> <p>Gorgon stare (MCTH): Medusa focuses her dark energies into a menacing stare at one char, targeted char tries to flee from combat for 2D4 rounds or until will -10 is rolled successfully, this ability has a 5% chance to turn the target to stone reducing all physical and magical dmg done to char by 50% for 2D10 rounds, char cannot move or take any action when turned to stone.</p>		
Hydra		
Cost: 1500	Willpower cost: 21	Fail chance: 175%
Range: 100 ft	Summon length: (ME)	CTH: (see abilities)*
Evade: 0%+(SCTH Mod)	Body: (see abilities) *	Steps: 20
Def: 18+(ME)	DMG: (see abilities)*	
<p>Ability: Ice aura: all objects/chars within a 30ft range of Hydra suffer 2D10 chill dmg.</p> <p>Ice Nova Blast: Hydra sends a blast from each of its heads dealing 2D20 ice dmg and an additional 1D20 ice dmg to anything within 50ft of the targeted area per head, all dmg is added together as one blast. (total: 18D20 initial hit 9D20 area effect)</p> <p>All abilities of Hydra have a 10% chance to freeze target and 50% to chill. All dmg done by fire attacks is reduced by half its normal dmg within 100ft of Hydra. Hydra is a very large creature (comparable to a transport mech) and as such different parts of its body can be targeted, each head has 1000+(ME) (total 9 heads) its main body has 18000+(ME). Hydra's CTH is 40% per head (total 360%) except for Ice nova blast which has a CTH of 20% per head (total 180%), its attacks are 1D20+(ME) per head (total 9D20+(ME)x9). When Hydra loses a head its total dmg/CTH are adjusted for the loss of the head. Hydra does not roll reaction when 60 or more dmg is done over its armor</p>		
The Titans		
Cost: 5 sacred orbs (see abilities)	Willpower cost: 18	Fail chance: 158%
Range: 10 ft	Summon length: (ME)	CTH: 180%+(SCTH Mod)
Evade: 0%+(SCTH Mod)	Body: 10000+(ME)*	Steps: 4
Def: 0+(ME)	DMG: 10D12+(ME)*	
<p>Ability: The Titans absorb all magical energy directed at them negating the magic affects and heals The Titans by an amount equal to the mana cost of the spell. All objects used to summon The Titans are destroyed even if summon fails. The Titans can split into 5 different creatures of their respectable elements. Each creatures attributes are the same as its whole form except its stats are 1/5 the original attribute. (ex: body of split form from full health is 2000+(ME)) The attributes affected by this change are marked with *. The Titans attack in its whole form is physical dmg but in its split form each creature does magical dmg of the elemental type they represent. The 5 sacred orbs can only be obtained through quest generated by the gm. Each orb represents a magical type. The Green orb can be found in large untouched forested areas. Red is found in a volcano. Blue in the ocean. White and Black however are located in another dimension. Each orb is protected by its own elemental guardians and traps.</p>		
Loki		
Cost: 218	Willpower cost: 0	Fail chance: 171%
<p>Ability: When summoned player must roll 1D100, the result of the roll causes one of the following effects to happen:</p> <ul style="list-style-type: none"> <li>1-2% All friendly chars within 100ft of caster have their HP reduced to 0.</li> <li>3-4% Summoner dies (-10hp).</li> <li>5-6% Target friendly char instantly dies (caster chosen).</li> <li>7-8% All enemy chars within 100ft of caster are healed to full hp/mp.</li> <li>9-10% All friendly weapons within 100ft of caster are broken.</li> <li>11-12% All friendly chars loose 5 levels.</li> <li>13-14% All enemy chars gain 5 levels.</li> <li>15-16% All chars within 100ft of caster have their HP reduced to 0.</li> <li>17-18% All friendly chars within 100ft of caster have their MP reduced to 1.</li> <li>19-20% All chars within 100ft of caster loose their memories for 24h.</li> <li>21-22% For 1D6 rounds no magic spells/abilities can be cast.</li> </ul>		

23-24% For 1D6 rounds all physical attacks have their dmg reduced to 0.  
 25-26% All weapons within 100ft of caster are broken.  
 27-28% All spells have casting times increased by 2 rounds for 1D6 rounds.  
 29-30% All friendly chars next attack is considered a critical miss.  
 31-32% All enemy chars next attack is considered a critical hit.  
 33-34% All enemy chars have their initiative increased by 100 for 1D4 rounds.  
 35-36% All summoned/controlled creatures turn on their masters.  
 37-38% Roll a hit die based on the # of chars, target char has rank 10 burn/poison.  
 39-40% Healing spells do dmg instead of healing for 1D6 rounds.  
 41-42% Roll a hit die based on the # of chars with MP, target char MP is reduced to 1.  
 43-44% Roll a hit die based on the # of chars, target char HP is reduced to 1.  
 45-46% All current alignments become the opposite alignment.  
 47-48% Time freezes for the enemy's party, they may move about freely but cannot harm/destroy anything (however they can still move things around). This effect lasts 1h.  
 49-50% Nothing happens  
 51-52% An EMP pulse emanates from the caster once per round for 1D10 rounds for a range of 100ft.  
 53-54% All chars within 100ft of caster are teleported 1D6 miles in a random direction (1D8, 1 = North, 2 = South, 3 = East, 4 = West, 5 = North east, 6 = South east, 7 = North west, 8 = South west).  
 55-56% Time freezes for the summoners party, they may move about freely but cannot harm/destroy anything (however they can still move things around). This effect lasts 1h.  
 57-58% Roll a 1D10, result of roll is what lvl 8 summon is summoned for no cost.  
 59-60% A char is resurrected (if no one can be resurrected spell fails)  
 61-62% Roll a hit die based on the # of chars, target char is healed to full hp/mp.  
 63-64% All summons/controlled creatures are destroyed.  
 65-66% All friendly chars have their initiative increased by 100 for 1D4 rounds.  
 67-68% All enemy chars next attack is considered a critical miss.  
 69-70% All friendly chars next attack is considered a critical hit.  
 71-72% All spells that have a casting time now cast instantly for 1D6 rounds.  
 73-74% All armor within 100ft of caster are broken.  
 75-76% All physical attacks for 1D6 rounds do double dmg.  
 77-78% All Magic effects for 1D6 rounds have double effects (beneficial and harmful)  
 79-80% All chars within 100ft of caster have their MP reduced to 1.  
 81-82% Instantly dispel all magic effects within 100ft of caster.  
 83-84% All enemy chars within 100ft of caster have their MP reduced to 1.  
 85-86% All chars within 100ft of caster are healed to full hp/mp.  
 87-88% All friendly chars gain 5 levels.  
 89-90% All enemy chars loose 5 levels.  
 91-92% All enemy weapons within 100ft of caster are broken.  
 93-94% All friendly chars within 100ft of caster are healed to full hp/mp.  
 95-96% Target enemy instantly dies (caster chosen).  
 97-98% Summoner becomes indestructible for 24h (cannot die or be harmed).  
 99-100% All enemy chars within 100ft of caster have their HP reduced to 0.

Eternal Gate Guardian

Cost: Max mp char has, 5 sacred orbs (see abilities)	Willpower cost: 21	Fail chance: 164%
Range: 10 ft	CTH: 200%+(SCTH Mod)	Steps: 12
Evade: 0+(ME)	Body: 8000+(ME)	DMG: 2D100+(ME)
Def: 16+(ME)		

Ability: All dmg (magical and physical) do half dmg calculated before def is taken into account. Caster chooses upon attack if summon will do physical dmg or magical dmg (caster must also choose magic type), dmg done is considered the chosen type. Eternal Gate Guardian can move and attack twice per round. Eternal Gate Guardian can use any lvl spell of any magic type however is only capable of casting 20 spells.  
 The 5 sacred orbs can only be obtained through quest generated by the gm. Each orb represents a magical type. The Green orb can be found in large untouched forested areas. Red is found in a volcano. Blue in the ocean. White and Black however are located in another dimension. Each orb is protected by its own elemental guardians and traps.  
 Eternal Gate Guardian cannot be enraged even if summoner looses consciousness however if summoner or summon die Eternal gate guardian disappears. The sacred orbs reset them selves and the temples for them randomly change location.



Green Mana Spell List – Level 1			
<b>Sense Poison</b>			
<b>Mana Cost:</b> 2	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of poison around him. He will instantly see the aura of poison and the grade it is in his line of sight. This spell can be cast as a move or standard action.			
<b>Sense Life</b>			
<b>Mana Cost:</b> 4	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of life around him. He will instantly see the aura of living character's and creatures in his line of sight. If a living being is not within the caster's sight but remains in 50ft, he can sense the presence but not where it is coming from. This spell can be cast as a move or standard action.			
<b>Scare Animal</b>			
<b>Mana Cost:</b> 6	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Enchantment
<b>Duration:</b> Instant	<b>Target:</b> One Organic Animal	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Using an enchantment in the sight of the caster, the presence of the caster will become frightful. This may throw off or scare any creature with 5 intelligence or less. When cast the target will become disoriented and must reaction minus magic effect. Failing this the creature will run away for 1 round per casters level. Each round the animal may roll reaction again with a plus one of the modified result to break out next turn. Target will lose 1 fatigue each round it flees. This spell cannot be stacked upon a single target.			
<b>Create Food</b>			
<b>Mana Cost:</b> 8	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 50ft	<b>Type:</b> Conjuration
<b>Duration:</b> Permanent	<b>Target:</b> One Organic	<b>Fail Chance:</b> 10%	<b>Requirements:</b> Soil
This spell generates wholesome, edible biscuit like food which contains all the nutrients needed for a human. This food is enough to feed 1 + magic effect people for a meal. Must have access to fresh soil, minimal of one hand full.			
<b>Sense Magic</b>			
<b>Mana Cost:</b> 10	<b>Casting Time:</b> Free Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> Instant	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of magic around him. He will instantly see the aura of the magic item or spell and can tell what level it is up to the current level of spells he can cast. This spell can be cast any time even when it is not your turn.			
<b>Alarm</b>			
<b>Mana Cost:</b> 12	<b>Casting Time:</b> 12 Actions	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
A very light green aura surrounds the caster in a 50 ft radius. Any character or creature that comes within this aura and have harmful intentions toward the caster may alert the caster of the harm full intent. When the creatures enters the aura or is already inside the caster rolls reaction plus magic effect against the enemies willpower score. However if there is more than one character within this aura the caster cannot tell which person wishes him/her harm. wakes the caster if asleep from natural causes.			

<b>Gaea's Touch</b>			
<b>Mana Cost:</b> 14	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
This blessing heals a target 1D4 body points plus magic effect. This will also remove any grade 1 poisons.			
<b>Gust</b>			
<b>Mana Cost:</b> 16	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> All in line of spell	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster sends a blast of wind straight in front dealing 1D4 + magical nature damage and affected character must roll reaction minus magic effect of caster or be thrown backwards 20ft causing an additional 2D4 unpreventable damage. Ignore the knockback for items/characters over 500 lbs.			
<b>Vine Trap</b>			
<b>Mana Cost:</b> 18	<b>Casting Time:</b> 2 Action	<b>Range:</b> 100ft	<b>Type:</b> Conjuraton
<b>Duration:</b> 1 + 1 rnd / ME	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Target must be on/under the ground or on the same square as some soil else spell fails. A mass of vines entrap the target preventing it from moving or using space 10 or more weapons. To escape the vines the character must ether use a sharp object (space 9 or less) or attempt to break free/escape using the respective strength/escape artist. Strength of the vines is equal to 5 + magic effect (difference needed to get free) and if the defender has a sharp weapon as described above, he will get a +5 to escape skill. Cannot equip or use items in the vines. Breaking the vines counts as a move action.			
<b>Identify</b>			
<b>Mana Cost:</b> 20	<b>Casting Time:</b> 2 Action	<b>Range:</b> Touch	<b>Type:</b> Detection
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> *	<b>Requirements:</b> N/A
Caster automatically knows the magical properties of the target. (inanimate or magically animated objects only) *Fail Chance: Some items might have a higher difficulty to identify. 20% fail chance per each level above the first spell level of item.			
<b>Cure Poison</b>			
<b>Mana Cost:</b> 22	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> *	<b>Requirements:</b> N/A
Caster can use cure poison to end ongoing effect that states it is a poison. * Fail Chance: To cure poison, caster must roll SPTH against a fail chance of 20% per grade of the poison. Failure of the SPTH does not end the effect.			
<b>Create Poison</b>			
<b>Mana Cost:</b> 24	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Conjuraton
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One	<b>Fail Chance:</b> 15%	<b>Requirements:</b> 1L Water
Caster creates a grade 2 poison from water. The poison will only last for the duration before returning natural.			

Cover Tracks			
<b>Mana Cost:</b> 26	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Illusion
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> Full Area	<b>Fail Chance:</b> 15%	<b>Requirements:</b> N/A
Caster's an illusion on the current 50 foot area that makes it look what it was like when the caster entered it. A reaction roll vs magic effect can see past the illusion.			
Vine Whip			
<b>Mana Cost:</b> 28	<b>Casting Time:</b> 1 Action	<b>Range:</b> Self	<b>Type:</b> Conjuraton
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Soil
A large vine erupts from the ground where the target is standing. The vine will attack any target walking by for 2D6 + magic effect physical damage. The vine if attacked will regrow the next round and still attack until duration is over. Note: can only be used where there is access to soil, ground.			
Woodland Spirit			
<b>Mana Cost:</b> 30	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Summon
<b>Duration:</b> 1 + 1 rnd/ME	<b>Willpower Cost:</b> 6	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Fur
<b>Body:</b> 15 + ME	<b>CTH:</b> 40% + MCM	<b>Evade:</b> 4% + ME	<b>Steps:</b> 6
<b>Defense:</b> 0 + ME	<b>Attack:</b> 1D8 + ME* AP*	<b>Summoning Sickness</b>	
A spirit of a woodland creature appears using the fur of the requirement. The fur can be a wolf, bear, large rat or a tiger and will become one of the fur type (were's are alright but become one of the basic types). Attacks are the same for them all. * Special Attack – Each attack is considered to be a bite that is normal physical damage that counts as armor piercing damage.			
Green Magic Level 2			
Rapid Regeneration			
<b>Mana Cost:</b> 32	<b>Casting Time:</b> 1 Action	<b>Range:</b> Self	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> Caster	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
Caster causes the targets body to rapidly regenerate healing him/her for 4D6 + Magic effect damage. However this drains the targets body of energy causing -10 to all CTHs (stacks up to 50%). This lasts until the caster has a full resting period. This will also stop any bleeding, burns up to grade 3 and dispel any other infections that are level 3 and below.			
Dysentery			
<b>Mana Cost:</b> 34	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Infliction
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster sends a green spear like projectile at the target giving it the disease "Dysentery" (uncontrollable diarrhea). The affected loses 1D6 Strength, 1D6 Dexterity and 1D6 Charisma for the duration.			
Shell			
<b>Mana Cost:</b> 36	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Shield
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One, or 10 ft	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A green shell surrounds the target both protecting it and trapping the target inside. The shells body points is 30 + character level and magic effect with a natural defense of 2, magic defense of 0.			

Life Stream			
<b>Mana Cost:</b> 38	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
<p>A green stream comes from the caster into the target rapidly healing him then jumping to the next ally within 20 ft then once more. None of the targets can already be in the effect of life stream. The stream heals 1D6 + magic effect of caster to the first target then half to the next, then half of that amount to the last one. This effect cannot be stacked.</p>			
Pollen Spray			
<b>Mana Cost:</b> 40	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Alteration
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> All in range	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Flower
<p>The carried flower sprays a 50 ft cloud of pollen in front of the caster. All inside if affected become drowsy. This lowers the character's over all reaction by 2, loses 20 to all CTH's and causes them to be affected by a grade 1 poison. The poison deals 1D4 nature damage and does not count in magic effect. The poison will become cured once the duration has expired.</p>			



<b>Black Mana Spell List – Level 1</b>			
<b>Sense Good</b>			
<b>Mana Cost:</b> 2	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of good around him. He will instantly see the aura of good alignment character's in his line of sight. If a good alignment character is not within the caster's sight but remains in 50ft, he can sense the presence but not where it is coming from. This spell can be cast as a move or standard action.			
<b>Sense Undead</b>			
<b>Mana Cost:</b> 4	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of undead around him. He will instantly see the aura of undead character's and creatures in his line of sight. If a undead that is not within the caster's sight but still remains in 50ft, he can sense the presence but not where it is coming from. This spell can be cast as a move or standard action.			
<b>Scare</b>			
<b>Mana Cost:</b> 6	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Enchantment
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Using an enchantment in the sight of the caster, scare flashes a horrific image in their mind. This may throw off or scare the weak of mind. When cast the target must roll reaction minus magic effect + 1/2 character level of the user. If failed the target will run away next turn and loses 1 fatigue. This spell cannot be stacked upon a single target.			
<b>Symbol of Pain</b>			
<b>Mana Cost:</b> 8	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster creates a symbol in the air before them. Only the enemy the caster chooses can see the rune created. The spell sends a painful surge within the body causing 1D4+1 points of magical death damage and +1 additional death damage for every caster level (+5 maximum).			
<b>Decaying Touch</b>			
<b>Mana Cost:</b> 10	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Caster can touch or hold an organic item or creature for one full round and cause it to decay into ash. The total weight and space the caster can decay is 1 per magic effect. Does not affect larger or heavier beings or items. Living creatures effected will lose body equal to the caster's level. The damage type is considered magical death damage. Character that are put into dying, cause by this spell, cannot roll reaction to recover and must have help from another character.			
<b>Circle Of Darkness</b>			
<b>Mana Cost:</b> 12	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A

A cloud of darkness shrouds 10 ft of the caster. The caster's vision remains normal but others within the cloud will suffer a blinding effect. The caster will gain 5% to Evade and character's in the cloud lose 5% to all CTH. This is an aura and cannot stack with any other aura effect.

#### Sickness

<b>Mana Cost:</b> 14	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Infliction
<b>Duration:</b> 1 + 1 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Calling upon the dark power of the past the caster can instill a sickness of decay upon a target. Boils will appear upon the flesh making the body weaker to attacks. Affected will lose 1D4 to natural armor. This spell cannot be stacked upon a single target.

#### Vampiric Touch

<b>Mana Cost:</b> 16	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

A dim black aura appears around the caster's hand. When within melee range the caster can absorb the character life-force into himself. The defender receives 2D6 magical death damage and the caster will gain body equal to half the total damage dealt, rounded down. The life gain is considered to be a restoration spell.

#### Deathly Strength

<b>Mana Cost:</b> 18	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Infliction
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 10%	<b>Requirements:</b> ¼ L Blood

A red mist forms from ¼ L of blood (1 body point) that the caster has on hand. Deathly strength is a mutated version of the sickness spell. It does similar effect but in return the affected will gain strength from the dark energies. Affected will lose 1D4 to natural armor but gains 2D4 strength. This spell cannot be stacked upon a single target.

#### Shadow Shifting

<b>Mana Cost:</b> 20	<b>Casting Time:</b> Free Action	<b>Range:</b> Self	<b>Type:</b> Illusion
<b>Duration:</b> 1 + 1 rnd / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A

Caster can use the powers of the forgotten shadows and shift into a camouflage state allowing him to hide and sneak better. Caster gains his magic effect to his hiding and half of his magic effect rounded down to his sneaking. This spell cannot be stacked upon a single target.

#### Sludge

<b>Mana Cost:</b> 22	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Conjuraton
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

A dark mis-colored ooze completely slimes the target. The goo is very sticky and the affected will find it harder to move. The defender will lose half steps, rounded up and 1 % Evade per caster's magic effect. This spell cannot be stacked upon a single target.

#### Brain Tap

<b>Mana Cost:</b> 24	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Caster mentally severs the use of mana from the defender's mind. The affected loses 1D10 mana points plus magic effect of the caster. The target then becomes dealt damage equal to half of the mana points in death damage. A non magic user or a magic user with no remaining mana is unaffected by this spell.

<b>Fatigue</b>			
<b>Mana Cost:</b> 26	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster's hand makes a gripping fist as the target feels as if the breath is becoming crushed out of him. The affected half of the caster's magic effect + 1D6 stamina against fatigue. This cannot bring stamina fatigue below 1. Counts as a spirit effect.			
<b>Dark Pact</b>			
<b>Mana Cost:</b> 28	<b>Casting Time:</b> 2 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Digging into the corrupt mind of an evil or chaotic alignment victim the caster force him to turn on his friends. The affected will hear words whisper into his ear that is known to himself to enrage and make him feel deceit. He will attack his allies but during the start of his turn he has a chance to break free from the controlling enchantment. Making a successful reaction roll minus magic effect of the caster will free the dominated character. When breaking the enchantment, the affected can resume his normal turns after the current. This spell cannot be stacked upon a single target.			
<b>Dark Bolt</b>			
<b>Mana Cost:</b> 30	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A bolt of concentrated black mana expels from the caster. The bolt front taking the shape of a black flame living skull of an evil spirit before hitting its target dealing 3D8 magical spirit damage to a good aligned character, else it deals 3D4 magical spirit damage instead.			
<b>Black Mana Level 2</b>			
<b>Stench of Death</b>			
<b>Mana Cost:</b> 32	<b>Casting Time:</b> 2 Action	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 15%	<b>Requirements:</b> N/A
A rotting smell of death comes from the caster killing small plant life. The rotting stench burns the eyes and lungs of those affected. All but the caster within 20 ft of the caster loses 10% to all CTH and takes 1D10 magical death damage if they are in the aura at the start of their turn. This spell cannot be stacked upon a single target.			
<b>Acidic Liquid</b>			
<b>Mana Cost:</b> 34	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
An orb of acid splashes upon the target dealing 2D6 magical acid damage and a reaction roll against the caster's ME otherwise they also get grade 1 burns. The burns cannot be upgraded in this method and lasts until cured. Burning deals 1d4 unpreventable damage at the end of the affects turn.			
<b>Bone Shield</b>			
<b>Mana Cost:</b> 36	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Shield
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Bones
Four large bones ripped from a near-by body of the affected (10 ft) or provided by caster float around the user. The bones are magically enhanced and can allow the caster extra armor defense. This gives the user +1 to armor			

defense and +1 to magic defense for each floating bone. Each time the caster is attacked and hit, one of the bones will turn to ash.

#### Rune of Pain

<b>Mana Cost:</b> 38	<b>Casting Time:</b> 2 Action	<b>Range:</b> Touch	<b>Type:</b> Conjuraton
<b>Duration:</b> Permanent	<b>Target:</b> Selected Area	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A

Runes are used to create traps on a ten foot area, in a chest or in a doorway. When placed the user can set one of the following triggers. Trigger when within 5 feet, when read, when opened. Rogues can disable runes with disarm trap. The skill is verse 5 + magic effect of the caster. When the rune of pain releases, it makes everyone in 20 ft roll reaction verse magic effect of the caster. Failing means they will take 2d10 magical death damage and are disoriented. They cannot take any standard actions for 1 minute per magic effect.

#### Black Ooze

<b>Mana Cost:</b> 40	<b>Casting Time:</b> 1 Action	<b>Range:</b> 10ft	<b>Type:</b> Summon
<b>Duration:</b> 1 + 1 rnd/ME	<b>Willpower Cost:</b> 5	<b>Fail Chance:</b> 20%	<b>Requirements:</b> ¼ L Blood
<b>Body:</b> 18 + ME	<b>CTH:</b> 50% + MCM	<b>Evade:</b> 0% + ME	<b>Steps:</b> 3
<b>Defense:</b> 0 + ME	<b>Attack:</b> 2D6 + ME*	<b>Summoning Sickness</b>	

A living version of the sludge spell forms from ¼ L of blood (1 body point). The creature summoned will fight until body reaches zero or duration expires then unsummon. Attacks made by the summon counts as physical blunt damage.

\* Special Attack – Each time the black ooze damages an enemy, they roll reaction verses the caster's magic effect. If fails, the defender will become sludged. The sludge with his method is a little weaker only using half the magic effect of caster, rounded down.

### Black Mana Spell List – Level 3

#### Shadow Step

<b>Mana Cost:</b> 42	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Conjuraton
<b>Duration:</b> Instant	<b>Target:</b> Caster	<b>Fail Chance:</b> 25%	<b>Requirements:</b> Shadow

The caster can step into his own shadow and teleport out of the location of another shadow within the range. The spell requires that there is some light for the caster to have a shadow cast.

#### Darkness

<b>Mana Cost:</b> 44	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Illusion
<b>Duration:</b> 3 + 3 rnd / ME	<b>Target:</b> 50ft Area	<b>Fail Chance:</b> 25%	<b>Requirements:</b> N/A

A magical darkness surrounds the area where the caster places the spell. The darkness degrades the light in that area to low light. If the current area is low light then it will reduce it to total darkness. The cloud of darkness is 20 ft tall. All looking in or out will be affected when attacking/defending.

#### Enfeeblement

<b>Mana Cost:</b> 46	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Infliction
<b>Duration:</b> 3 + 3 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Caster's bestows a curse upon the target. The curse is magically bound to the victim during the duration. The affected loses 1D6 Strength, 1D6 Quickness and 1D6 Dexterity. Cannot lower the stats below 1. This cannot stack on the same target.

#### Oppression

<b>Mana Cost:</b> 48	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 3 + 3 min / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Caster gains the cooperation of the target through the use of the dark arts. The affects feels compiled to tell the caster any information he wishes to know. When attacked, he will come to any no longer be under the caster's control. The oppressed can roll reaction each minute vs 10 + magic effect of the caster. This cannot stack on the same target.

#### Evil Karma

<b>Mana Cost:</b> 50	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 3 + 3 min / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Evil karma lets the caster find the dark spot on someone soul and expose this, changing that character's alignment to evil for the duration of the spell. This cannot stack on the same target.

#### Life Tap

<b>Mana Cost:</b> 52	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A

Holding out a hand, the caster can rip the blood from the targets body and absorb it as life force. The target is dealt 3D8 magical death damage and the caster gains half of that back as body points. The life gain is considered to be a

restoration spell.

<b>Celerity</b>			
<b>Mana Cost:</b> 54	<b>Casting Time:</b> Free Action	<b>Range:</b> 50ft	<b>Type:</b> Alteration
<b>Duration:</b> 3 + 3 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 30%	<b>Requirements:</b> N/A
<p>Body of the target becomes tense as pure adrenaline pours into the veins. This buffs the affect with a 1D8 Quickness and 1D8 Strength. The movements are like that of a vampire as for the lust for blood. During the period the character will also suffer a blood lust frensy doing all they can to kill its foe. An reaction roll vs the caster's magic effect can resist the urge to kill for the full duration of the spell. This can be rolled each round. This cannot stack on the same target.</p>			
<b>Cursed Spirits</b>			
<b>Mana Cost:</b> 56	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One - Three	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>Three vile spirits are summoned from the underworld. They rush towards their targets self destructing with a damaging spirit void. The small void drains the life force of the target before it disappears soon moments later. Each spirit deals 2D8 magical spirit damage each. The magic effect bonus must be split among the attacks. Targets can be spread out or all on one.</p>			
<b>Drain Mana</b>			
<b>Mana Cost:</b> 58	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> 1 + 1 rnd / ME	<b>Target:</b> Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>A blue plusing stream hits the target and begins to drain mana from the target. The mana drained per round is 2D6 + the caster's magic effect minus the target's magic defense. The amount of mana drain is restored to the caster and converted to the mana type of his choice. During the duration the mana drained happens at the start of the caster's turn. That caster choose not to more to keep draining mana or move and break the spell. If the target goes out of range, the spell stops channeling. Cannot drain below 0 mana points.</p>			
<b>Curse of Undeath</b>			
<b>Mana Cost:</b> 60	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 1 + 1 hr /ME	<b>Target:</b> Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>Target becomes placed under a dire curse. During this curse, all healing spells will now damage the target. The damage will become spirit damage equal to the amount the target was attempted to be cured. This cannot stack on the same target.</p>			

<b>Blue Mana Spell List – Level 1</b>			
<b>Shimmer</b>			
<b>Mana Cost:</b> 2	<b>Casting Time:</b> Free Action	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> Object
Touch an object allows it to shimmer a low light. The light would be wavy as if it was distorted by water, making shadows about and distractions. Those that can see low light are not bothered by it. If a room is fully lit the effects of the shimmer spell is not used.			
<b>Chill</b>			
<b>Mana Cost:</b> 4	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Infliction
<b>Duration:</b> 1+ 1 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A light polar wind chills the body of the target. A chilled begins to shake from the coldness and loses 5% plus magic effect of caster to CTH's. This cannot be stacked on a single target.			
<b>Ice Bolt</b>			
<b>Mana Cost:</b> 6	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A bolt of ice shards flies out from the caster's hand. The ice will deal 2D4 magical ice damage to the target. This attack also has the defender roll reaction minus the caster's magic effect. If fails the affected character becomes chilled. When chilled this way the magic effect is halved the normal effect.			
<b>Create Water</b>			
<b>Mana Cost:</b> 8	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Conjunction
<b>Duration:</b> Permanent	<b>Target:</b> One	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
This spell generates cool, drinkable water, just like clean spring water. Water is created in an area small enough for a contain the liquid, or in a small cloud creating a downpour up to 8 litres. Can put out grade 1 fires and sooth grade 1 burns.			
<b>Cloud of Mist</b>			
<b>Mana Cost:</b> 10	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Self	<b>Type:</b> Conjunction
<b>Duration:</b> 1+ 1 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
A misty vapor arises around the caster. It is stationary once created. The vapor obscures sight as a character inside including the caster, loses 10% to all CTH and gains +2 to sneak and hide skill checks. Creatures outside attacking inside or inside attack the outside loses 15% all CTH. A moderate wind, such as from a gust of wind spell, disperses the fog. This spell does not function underwater.			
<b>Hypnotize</b>			
<b>Mana Cost:</b> 12	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 50 ft	<b>Type:</b> Enchantment
<b>Duration:</b> 1+ 1 rnd / ME	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster's gestures and droning incantation fascinate a nearby character, causing them to stop and stare blankly at him. Any hostile actions towards the character or its friends will break the spell. Affected may rolls reaction minus magic effect of caster to break out of it next turn. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. After the spell ends, the creature retains its old attitude towards the caster.			
<b>Wash Away</b>			

<b>Mana Cost:</b> 14	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> *	<b>Requirements:</b> N/A
<p>Wash away removes writings of either magical writing from a scroll, or mundane rune. Magic writing must be touched to be erased, and you also must succeed a SCTH.</p> <p>* Fail chance: To wash away, caster must roll SCTH against a fail chance of 25% per level of the spell. If you fail to wash away the spell, you have a chance to accidentally violently release that writing instead if possible. Roll reaction minus 5 + level of spell failed to wash away, failing this the spell activates a violent energy that explodes dealing XD6 magical damage. X is equal to the level of rune or scroll in magical arcane damage to all within 20ft.</p>			
<b>Feather Fall</b>			
<b>Mana Cost:</b> 16	<b>Casting Time:</b> Free Action	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> Feather
<p>The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 50 feet per round, and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. May even cast this spell when it isn't the caster's turn.</p> <p>Feather fall works only upon free-falling objects. It does not affect a sword blow, a forceful thrown item, a spell, charging or flying creature.</p>			
<b>Eagle Eye</b>			
<b>Mana Cost:</b> 18	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
<p>Eagle Eye allows the affected to gain +1D6 Dexterity and +1D6 Perception, during the duration. The eyes of the user becomes sharper and can pick up more detail. In addition they can see up to 300ft clearly and can change their focus at will.</p>			
<b>Disguise</b>			
<b>Mana Cost:</b> 20	<b>Casting Time:</b> 2 Action	<b>Range:</b> Self	<b>Type:</b> Illusion
<b>Duration:</b> 1+ 1 hr / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> Mask
<p>Caster can make himself look different. You can seem shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. If you use this spell to create a disguise, you get a +10 bonus on the disguise skill.</p>			
<b>Water Burst</b>			
<b>Mana Cost:</b> 22	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Conjunction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>Target is hit with a strong stream of water of 3 feet diameter. The sudden water blast can deal 3D6 magical water damage and makes the affect roll reaction minus magic effect of the caster. Failing knocks back the target 10 ft and deals another 1D6 unpreventable damage. If the object weights 500 lbs or more, the knock back is ignored.</p>			
<b>Glittering Aura</b>			
<b>Mana Cost:</b> 24	<b>Casting Time:</b> 2 Action	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> Self	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>A light blue shimmering aura covered the caster's body. Area around the caster will act as if a shimmer spell was cast for the duration. The caster also gains +5 magic defense against fire, electrical and acid damage. Attackers that attack melee must roll reaction minus magic effect of caster or else become chilled. When chilled this way the magic effect is halved the normal effect.</p>			
<b>Brainstorm</b>			
<b>Mana Cost:</b> 26	<b>Casting Time:</b> 2 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment



<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
You detect thoughts. The Presence or absence of thoughts, the number of thinking minds and the Intelligence score of each. Caster can read the surface thoughts of any mind in the area within 100ft but the caster must choose one target for this. A target's reaction minus magic effect prevents you from reading its thoughts.			
<b>Spell Block</b>			
<b>Mana Cost:</b> 28	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
When a character is spell blocked, any spells cast by the character will have to spend extra mana equal to the magic effect of the caster who placed it upon him. Does not affect scrolls or other magical items. This cannot be stacked.			
<b>Distraction</b>			
<b>Mana Cost:</b> 30	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Illusion
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> Stone
This spell creates a very brief visual or audio illusion of an object, creature, or echo as visualized by you where the stone is placed. The illusion does create a sound but not a smell, texture, or temperature. You can move the visual image within the limits of the size of the effect. This type of distraction can reduce a perception roll by -4. A reaction vs magic effect of the caster can see or hear it is just an illusion.			
<b>Water Sprite</b>			
<b>Mana Cost:</b> 32	<b>Casting Time:</b> 2 Action	<b>Range:</b> 10ft	<b>Type:</b> Summon
<b>Duration:</b> 2 + 2 rnd/ME	<b>Willpower Cost:</b> 5	<b>Fail Chance:</b> 20%	<b>Requirements:</b> 1L Water
<b>Body:</b> 8 + ME	<b>CTH:</b> 40% + MCM	<b>Evade:</b> 15% + ME	<b>Steps:</b> 8 (flying)
<b>Defense:</b> 0 + ME	<b>Attack:</b> 1D2 + ME*	<b>Summoning Sickness</b>	
A water spite enjoys all things water like and just it's very presence near water heights the magic effect of such spells. Any water or ice spell cast within 50ft of the water sprite gets an extra ½ of caster's total magic effect added to it.			
* Special Attack – The water sprite's attack is very weak but it is a magical ranged attack of 50ft. The attack is like a mini ice bolt and has no other after effects other than the base damage.			
<b>Mind Games</b>			
<b>Mana Cost:</b> 34	<b>Casting Time:</b> 2 Action	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Target becomes confused for one round and the next full action he does can be from the following of the caster's choice. Choice actions equaled to make a full round. Moves steps allowed, attempts to run, drops items in his hands, attacks a target of the caster's choice other than the affected self, casts a spell the caster already seen or knows the affected has, lay down prone, give/throw item the caster knows he has or do nothing. Each action gets a reaction roll verses 5 + magic effect of the caster. Failing results in the selected actions.			
<b>Water Shield</b>			
<b>Mana Cost:</b> 36	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Shield
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
Water shield is a bubble that surrounds the target to help defend it. Inside the bubble, the air is normal. When attacks are made at the affected, the bubble slows down the effect giving him a +15% Evade and +10 magic defense against fire and acid attacks. However attacks made inside the bubble, the affected loses 10% to all CTH. This also cures any burns that are a grade 3 or lower.			
<b>Flash Frezze Rune</b>			
<b>Mana Cost:</b> 38	<b>Casting Time:</b> 2 Action	<b>Range:</b> Touch	<b>Type:</b> Conjuration
<b>Duration:</b> Permanent	<b>Target:</b> Selected Area	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
Runes are used to create traps on a ten foot area, in a chest or in a doorway. When placed the user can set one of			

the following triggers. Trigger when within 5 feet, when read, when opened. Rogues can disable runes with disarm trap. The skill is verse 5 + magic effect of the caster. When the flash freeze rune releases, it makes everyone in 20 ft roll reaction verse magic effect of the caster. Failing means they will take 2d10 Magical ice damage and are frozen in place. Their body cannot move for 1 minute per magic effect.

<b>Levitate</b>			
<b>Mana Cost:</b> 40	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Alteration
<b>Duration:</b> 1+ 1 rnd/ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
<p>Levitate allows caster to move self, another creature, or an object up and down as they wish. A creature must be willing and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 10 feet each round, doing so is a move action. Levitating an attacking creature, including self, will lose 25% to CTH.</p>			

Red Mana Spell List – Level 1			
<b>Light</b>			
<b>Mana Cost:</b> 2	<b>Casting Time:</b> Free Action	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Touch an object allows it to a bright light of 20 ft illumination. The light would be like for a touch giving a circular view of the area where the object is lit. This does not help in magical darkness or other magical visual effects.			
<b>Sense Heat</b>			
<b>Mana Cost:</b> 4	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of heat around him like infra-red. He will instantly see the aura of heat which reduces the minuses in darkness by half. This can see living creatures in darkness but unable to tell the different or race. An attempt will give a -10 to species. This cannot help in magical darkness or other magical visual effects. This spell can be cast as a move or standard action.			
<b>Blaze</b>			
<b>Mana Cost:</b> 6	<b>Casting Time:</b> 1 Action	<b>Range:</b> 20ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A small searing flame shoots from the caster's fingertips. Targeted creature takes 2D4 points of magical fire damage. Flammable materials burn if the flames touch them giving them a 5% to catch fire. A character can extinguish burning items as a full action.			
<b>Fury</b>			
<b>Mana Cost:</b> 8	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Target becomes filled with a fury for vengeance. This fury strengthens the willpower and resolve of the target giving him 1D6 Strength, 1D6 Willpower, 1D6 Fatigue. The fatigue does go over max but does not effect CTH until it drops lower then the original amount. Each round target is fury, that character loses 1 Fatigue at the end of his round if he made an attack.			
<b>Spark</b>			
<b>Mana Cost:</b> 10	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Detection
<b>Duration:</b> Instant	<b>Target:</b> N/A	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
A short spark comes from the caster's hand to the target. The spark deals 1D6 magical eletricial damage and increases the chance to gain a critical hit by 3%. Anytime the target is hit by spark as a critical, they must roll stun.			
<b>Endure</b>			
<b>Mana Cost:</b> 12	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
A invisible aura surrounds the caster in a 50 ft radius. Any character or creature, including the caster, that comes within this aura gain +2 magic defense against ice and fire damage. This also helps against the eviroment elements that are non magical. A character will have no modifiers for temperares 30C or below and/or -10C and above.			
<b>Message of Flame</b>			
<b>Mana Cost:</b> 14	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> Permanent	<b>Target:</b> One Object	<b>Fail Chance:</b> 10%	<b>Requirements:</b> Needle
Using a small needle, the caster can inscribe a message burnt into an item. The message disappears and can only reappear when the item is placed in fire or gets really hot.			

Oil Spill			
<b>Mana Cost:</b> 16	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> In 20 ft area	<b>Fail Chance:</b> 10%	<b>Requirements:</b> Oil Type
<p>A oil spill spell covers a solid surface with a layer of slippery flammable oil. The type of oil will convert into this slippery substance. Any creature in the 20 foot area when the spell is cast must make a successful balance versus magic effect or fall. This save is repeated on your turn each round that the creature remains within the area. A fallen character loses a move action and evade. When on fire, anyone inside will have to roll reaction versus 5 otherwise they will catch on fire.</p>			
Illusionary Combustion			
<b>Mana Cost:</b> 18	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Illusion
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>A flame, equivalent in brightness to a torch, covers the target. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. This cannot be smothered or quenched out. This spell counters and no longer affects target in magical visual altering effects (Cloud of Mist, Circle Of Darkness, Darkness) spells of level 3 or lower.</p>			
Cinder Shower			
<b>Mana Cost:</b> 20	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> Area of 20ft	<b>Fail Chance:</b> 0%	<b>Requirements:</b> Match
<p>Caster directs an location as sparks of flame showers the area. Everyone in a 20 foot area (4 squares) takes 1D4 magical fire damage. These sparks can catch very flammable materials, such as oil, on fire.</p>			
Red Mana Spell List – Level 2			
Spray of Light			
<b>Mana Cost:</b> 22	<b>Casting Time:</b> 1 Action	<b>Range:</b> 10ft	<b>Type:</b> Conjunction
<b>Duration:</b> Instant	<b>Target:</b> 10 ft by 30ft in front	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>All characters in the 10ft in front of the caster (3 squares in front) become disoriented for one round. The character can move but cannot make a standard action.</p>			
Flare			
<b>Mana Cost:</b> 24	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>This spell creates a burst of burning sunlight. The ray deals 2D8 magical light (UV) damage at the target. This light can be reflected off very reflective materials such as a mirror.</p>			
Spectrum			
<b>Mana Cost:</b> 26	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 15%	<b>Requirements:</b> N/A
<p>The aura is not under the control of the caster. When a color type is decided it will glow lightly upon himself and all other in a 20ft radius. When this spell is cast, roll a 1d4. 1 – Red, Red aura allows those in the aura +3 magic effect to red mana spells, 2- Blue, Blue aura allows those in the aura to gain +3 magic defense against all but red spells, 3- Green, Green aura allows all in the aura to gain +3 melee damage, 4- White, White aura allows all in the aura to gain +3 projectile damage.</p>			

<b>Scorch</b>			
<b>Mana Cost:</b> 28	<b>Casting Time:</b> 1 Action	<b>Range:</b> 20ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One or Two	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
A larger version of blaze that fires out one from each hand. This spell requires both hands free to use. Each flame can be directed upon a different target but use the same SPTH roll. Each flame deals 2d4 magical fire damage. The magic effect bonus must be split among the attacks. Flammable materials burn if the flames touch them giving them a 5% to catch fire. A character can extinguish burning items as a full action.			
<b>Shock</b>			
<b>Mana Cost:</b> 30	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
A arcing spark comes from the caster's hand to the target. The spark deals 2D6 magical electrical damage and increases the chance to gain a critical hit by 5%. Anytime the target is hit by spark as a critical, they must roll stun + 10%.			
<b>Inner Fire</b>			
<b>Mana Cost:</b> 32	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
Caster causes the targets body feels more tense and lighter. Those affected gain 10% evade, 1D6 Quickness and 1D6 Strength.			
<b>Stone Grip</b>			
<b>Mana Cost:</b> 34	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
The stone grip makes it easier for the target to grapple and climb anything. The affected's hand seems to harden slightly and become heavier making it harder strike. The changes seem to have better grip and there is no loss in the touch feeling of objects. The affected gains +5 to grapple and +10 to climb but loses 10% CTH.			
<b>Burning Field</b>			
<b>Mana Cost:</b> 36	<b>Casting Time:</b> 2 Action	<b>Range:</b> 50ft	<b>Type:</b> Shield
<b>Duration:</b> 1+ 1 hr / ME	<b>Target:</b> One, or 10 ft	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
A glowing field surround the target's body. Any melee attack made against the target inflicts 1D4 burn damage back at the target and the shield target gains 1 point of fire damage to his melee attacks (this does not count magic effect). If the affected touches another target the effects deal 1 point of burn damage but does not catch anything on fire.			
<b>Ball Lightening</b>			
<b>Mana Cost:</b> 38	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 10ft	<b>Type:</b> Summon
<b>Duration:</b> 1 + 1 rnd/ME	<b>Willpower Cost:</b> 7	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Energy Cell
<b>Body:</b> 8 + ME	<b>CTH:</b> 50% + MCM	<b>Evade:</b> 10% + ME	<b>Steps:</b> 6
<b>Defense:</b> 0 + ME	<b>Attack:</b> 1D6 + ME*	<b>Summoning Sickness</b>	
A ball of living electricity forms from the energy cell. The lightning will attack and follow orders as per normal. Ball lightning movement looks like streams of controlled lightning arcs on the ground. Ball lightning cannot leave the ground else will dispell. Has a 3 foot reach. * Special Attack – Attack counts as magical electrical damage and has a +2% to critical chance. Anytime the target is hit by spark as a critical, they must roll stun.			

<b>Sunlight</b>			
<b>Mana Cost:</b> 40	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Alteration
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> Object	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
<p>Touch an object allows it to a bright light that acts like sunlight of 50 ft illumination. The light would be like for a touch giving a circular view of the area where the object is lit. This does dispel magical darkness or other magical visual effects level 3 or below. Creatures in the 50ft are affected by sunlight as per normal.</p>			

<b>White Mana Spell List – Level 1</b>			
<b>Sence Evil</b>			
<b>Mana Cost:</b> 2	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Detection
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> N/A	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presense of evil around him. He will instantly see the aura of evil allignment character's in his line of sight. If a evil alignment character is not within the caster's sight but remains in 50ft, he can sense the presence but not where it is coming from. This spell can be cast as a move or standard action.			
<b>Fortitude</b>			
<b>Mana Cost:</b> 4	<b>Casting Time:</b> 1 Action	<b>Range:</b> Touch	<b>Type:</b> Restoration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
The subject gains 1 temporary body point per magic effect for the duration. This can go over the max body of the character. Body added this way is also restored but lost once the duration expires. Cannot stack with itself.			
<b>Blessed Food/Drink</b>			
<b>Mana Cost:</b> 6	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Restoration
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One Food/Drink	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
Item of food or water restores 1 body point and 1 fatiuge + the caster's magic effect. This can only be used for a single item under a lb. Blessing lasts for the duration, afterwards the item returns to normal. Cannot stack with itself. This blessed water can also deal 1D6 + magic effect magical holy damage to an undead.			
<b>Kaylin's Blessing</b>			
<b>Mana Cost:</b> 8	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 5%	<b>Requirements:</b> N/A
This blessing heals a target 1D6 body points plus magic effect. There is also a 5% chance the blessed will become boosted. A boosted has the same benefits as the spell boost but will only gain half the magic effect when gaining it this way.			
<b>Boost</b>			
<b>Mana Cost:</b> 10	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
Targeted character feels energized and focused. This allows the affect to gain 5% to all CTH, 5% to Evade and a bonus 1 to all skills when rolling.			
<b>Spiritual Hammer</b>			
<b>Mana Cost:</b> 12	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50 ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Fires an invisible hammer that damages the spirit of another. This spell deals 2D6 magical spirit damage.			
<b>Mending</b>			
<b>Mana Cost:</b> 14	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 50 ft	<b>Type:</b> Alteration
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
Mending repairs small breaks or tears in non-magical objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.			

<b>Force Jump</b>			
<b>Mana Cost:</b> 16	<b>Casting Time:</b> Free Action	<b>Range:</b> Self	<b>Type:</b> Alteration
<b>Duration:</b> Instant	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> Feather
The caster gets a 10 + magic effect of caster enhancement bonus to the jump skill. This can be casted as a free action right before using it.			
<b>Aura Cover</b>			
<b>Mana Cost:</b> 18	<b>Casting Time:</b> 2 Action	<b>Range:</b> Self	<b>Type:</b> Aura
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
This aura hides the true alignment of the caster and everyone in a 20 ft space. This stops detection spells from seeing other than sense magic. This also stops any abilities or spells that are alignment based to function properly. This does not stop effects that are already caused before the aura is in up.			
<b>Kaylin's Beauty</b>			
<b>Mana Cost:</b> 20	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 1 + 1 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 10%	<b>Requirements:</b> N/A
Kaylin's blessing shires a beauty to the target. Target gains 1D6 Charisma for the duration of the spell.			
<b>White Mana Spell List – Level 2</b>			
<b>Understanding</b>			
<b>Mana Cost:</b> 22	<b>Casting Time:</b> 2 Actions	<b>Range:</b> Self	<b>Type:</b> Detection
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
Caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of 100 words per round. Magical writing cannot be read, though the spell reveals that it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.			
<b>Dispel</b>			
<b>Mana Cost:</b> 24	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 250ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> One, Spell or 10ft Area	<b>Fail Chance:</b> *	<b>Requirements:</b> N/A
Caster can use dispel magic to end ongoing non-inflation, non-summon spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic rune, to end ongoing spells all within an area. A dispelled spell ends as if its duration had expired. * Fail Chance: To dispel, caster must roll SETH against a fail chance of 20% per level of the spell. Failure of the SETH does not end the spell or effect.			
<b>Chult's Blessing</b>			
<b>Mana Cost:</b> 26	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Restoration
<b>Duration:</b> 2 + 1 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 15%	<b>Requirements:</b> N/A
This is a blessing that will heal 1 + ½ magic effect of caster per round including the first.			



Redemption			
<b>Mana Cost:</b> 28	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 100ft	<b>Type:</b> Enchantment
<b>Duration:</b> 2 + 2 rnd / ME	<b>Target:</b> One Organic	<b>Fail Chance:</b> 0%	<b>Requirements:</b> N/A
<p>Digging into the corrupt mind of an evil align victim the caster will bring a moment of redemption inside the character's mind. The affected will hear words whisper into his ear that is known to himself to calm and make him feel rejoiced. He will not attack unless provoked to do so.</p> <p>Making a successful reaction roll verses magic effect of the caster per round will free the character. When breaking the enchantment, the once affected can resume his normal turns after the current. This spell cannot be stacked upon a single target.</p>			
Alabaster's Resistance			
<b>Mana Cost:</b> 30	<b>Casting Time:</b> 1 Action	<b>Range:</b> 100ft	<b>Type:</b> Alteration
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
This spell will give the target a +3 magic defense to a damage type of the caster's choice.			
Mend Wounds			
<b>Mana Cost:</b> 32	<b>Casting Time:</b> 1 Action	<b>Range:</b> 50ft	<b>Type:</b> Restoration
<b>Duration:</b> Instant	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
This will heal the target 3D6 body points plus the caster's magic effect. This will also stop any bleeding and burns up to grade 3.			
Alabaster's Blast			
<b>Mana Cost:</b> 34	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 50ft	<b>Type:</b> Destruction
<b>Duration:</b> Instant	<b>Target:</b> All in 50ft line	<b>Fail Chance:</b> 0%	<b>Requirements:</b> Holy Water
A blast of holy energies fires from the hands of the caster. Evil and undead character's become dealt 4D6 magic holy damage. Good alignment character's gain 3D4 body. Natural character's are disoriented for one round.			
Divine Shield			
<b>Mana Cost:</b> 36	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 50ft	<b>Type:</b> Shield
<b>Duration:</b> 1 + 1 hr / ME	<b>Target:</b> One	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
A shield of faith covers the body of the target. The armor adds +3 to natural armor for good alignment characters, +2 for natural characters and +1 to evil alignment characters.			
Sense Runes			
<b>Mana Cost:</b> 38	<b>Casting Time:</b> 1 Action	<b>Range:</b> Self	<b>Type:</b> Detection
<b>Duration:</b> 2 + 2 min / ME	<b>Target:</b> Caster	<b>Fail Chance:</b> 20%	<b>Requirements:</b> N/A
Using this spell will allow the caster to sense the presence of magic runes around him. He will instantly see the glow of runes character's in his line of sight or behind an object no more then 3 feet thick. If a rune is not within the caster's sight but remains in 50ft, he can sense the presence but not where it is coming from. This can also let the character know which rune it is. This spell can be cast as a move or standard action.			

Celestial Spirit			
<b>Mana Cost:</b> 40	<b>Casting Time:</b> 2 Actions	<b>Range:</b> 10ft	<b>Type:</b> Summon
<b>Duration:</b> 1+ 1 rnd/ME	<b>Willpower Cost:</b> 5	<b>Fail Chance:</b> 20%	<b>Requirements:</b> Holy Water
<b>Body:</b> 20 + ME	<b>CTH:</b> 55% + MCM	<b>Evade:</b> 5% + ME	<b>Steps:</b> 5 (Flying)
<b>Defense:</b> 1 + ME	<b>Attack:</b> 2D6 + ME*	<b>Summoning Sickness</b>	
<p>A living spirit is summoned to help the caster. The creature summoned will fight until body reaches zero or duration expires then unsummons. Attacks made by the summon counts as physical bladed damage.</p> <p>* Special Attack – The spirit wield a long sword of redemption and will fight with it. Each time the Celestial Spirit damages an enemy, they roll reaction verses the caster's magic effect. If fails, the defender will become under the affect of the redemption spell at half the magic effect. The spirit will then stop attacking the target and move to another else does nothing.</p>			

Vandeala Character Sheet 3rd Revision

<b>Name:</b>	<b>Race:</b>	<b>Age:</b>	<b>Height:</b>	<b>Weight:</b>
--------------	--------------	-------------	----------------	----------------

<b>Gender:</b>	<b>Class:</b>	<b>Alignment:</b>	<b>Level:</b>	<b>EXP:</b>									
<b>Job/Clan:</b>		<b>Languages:</b>											
<b>Class &amp; Racial Abilities:</b>						<b>Yen:</b>							
<b>Character Stats Information</b>				<b>Carried Items</b>									
<b>Body:</b>			<b>Name</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>							
<b>Strength:</b>	Weight Allowed:												
Max Lift:	Melee Damage:												
<b>Stamina:</b>	HP Adj:												
	Fatigue Mod:												
<b>Intelligence:</b>	Magic Effect:												
	Languages:		MP Adj:										
<b>Willpower:</b>	Magic Defense Mod:												
	Reaction Mod:												
<b>Dexterity:</b>	Proj. Damage:												
	Defense Mod:												
<b>Quickness:</b>	Init Mod:												
	MCTH Mod: %	Steps:											
<b>Charisma:</b>	2 <sup>nd</sup> Skills:												
		SCTH Mod: %											
<b>Perception:</b>	PCTH Mod: %												
	1st Skills:												
<b>Mechanical:</b>													
<b>Technical:</b>													
<b>Combat Attributes</b>													
<b>Evade:</b>	<b>MCTH:</b>												
<b>PCTH:</b>	<b>SCTH:</b>												
<b>Reaction:</b>	<b>Magic Defense:</b>												
<b>Fatigue:</b>													
<i>Temp. Adjustments:</i>													
<b>Equipped Armor</b>				<b>Carried Weapons</b>									
<b>Body Armor</b>	<b>Def</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>	<b>Name</b>	<b>Dmg</b>	<b>Lbs</b>	<b>Type</b>	<b>Space</b>	<b>Rpm</b>	<b>Other</b>		
<b>Head Armor</b>	<b>Def</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>									
<b>Arm Armor</b>	<b>Def</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>									
<b>Magical Equipped Items (Rings, Amulets, Cloaks)</b>													
<b>Calf Armor</b>	<b>Def</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>	<b>Name</b>	<b>Type</b>		<b>Lbs</b>	<b>Space</b>	<b>Bonuses</b>			
<b>Shield Armor</b>	<b>Def</b>	<b>Lbs</b>	<b>Space</b>	<b>Other</b>									
<b>Defense Location Table</b>													
<b>Chart #</b>	<b>1</b>		<b>2</b>		<b>3</b>		<b>4</b>		<b>5</b>		<b>6</b>		
<b>Location</b>	<b>Head</b>		<b>Left Arm</b>		<b>Right Arm</b>		<b>Left Shoulder</b>		<b>Right Shoulder</b>		<b>Chest</b>		
<b>Natural Armor</b>													
<b>Chart #</b>	<b>7</b>		<b>8</b>		<b>9</b>		<b>10</b>		<b>11</b>		<b>12</b>		
<b>Location</b>	<b>Mid Body</b>		<b>Stomach</b>		<b>Left Thigh</b>		<b>Right Thigh</b>		<b>Left Calf</b>		<b>Right Calf</b>		
<b>Natural Armor</b>													
<b>Armor</b>													
<b>Magic Abilities</b>													
<b>Mana Points:</b>													
<b>Lvl</b>	<b>Spell Name</b>			<b>Cost</b>	<b>Time</b>	<b>Range</b>	<b>Lvl</b>	<b>Spell Name</b>			<b>Cost</b>	<b>Time</b>	<b>Range</b>


Primary Skills: (    /    )

Name	Slots	Vs	Name	Slots	Vs	Name	Slots	Vs	Name	Slots	Vs

Secondary Skills: (    /    )

Name	Slots	Vs	Name	Slots	Vs	Name	Slots	Vs	Name	Slots	Vs

*Level up Changes/Requirements:*

Exp:			MCTH Per	lvl	+1 Melee dmg Per	lvl	Evade Per	lvl
HP:	1 <sup>st</sup> Skills Per	lvl	PCTH Per	lvl	+1 Proj. dmg Per	lvl	Init Mod Per	lvl
MP:	2 <sup>nd</sup> Skills Per	lvl	SCTH Per	lvl	+1 Magic Effect per	lvl		

## Chapter 14 - Creating NPCs

Making a character from scratch does take a lot of time and as a GM you would need to make a lot of them to run a campaign. This section will help making Non-player characters that you can make quickly and involve them into the storyline.

Other than the list of summons within the spells other monsters/npc's can be made. Due to the large amount of class and race sections it will be difficult to list each out however here is an easy way to makes the non-player characters. Below is a list of races with base stats that would be on average. Next to some of stats you will see what to add to increase their level.

## Step 1 - Choose a Race

Non Meta-Human	Human	Giant	Dwarf	Elf	Gnome	Android
<b>Stats</b>	<b>Base /Lvl up</b>	<b>Base /Lvl up</b>	<b>Base /Lvl up</b>	<b>Base /Lvl up</b>	<b>Base /Lvl up</b>	<b>Base /Lvl up</b>
<b>Body</b>	16 /+6	19 /+9	16 /+6	14 /+4	16 /+6	18 /+8
<b>Mana</b>	11 /+10	6 /+5	4 /+4	18 /+17	14 /+13	---
<b>Strength</b>	11	19	15	8	6	15
<b>Stamina</b>	11	10	16	8	11	14
<b>Intelligence</b>	11	7	11	14	11	0
<b>Willpower</b>	11	11	11	10	10	8
<b>Dexterity</b>	11	8	10	15	15	16
<b>Quickness</b>	11	11	11	14	11	11
<b>Charisma</b>	11	11	8	15	8	8
<b>Perception</b>	11	14	8	7	16	11
<b>Mechanical</b>	11	11	14	10	11	11
<b>Technical</b>	11	8	7	10	16	16
<b>Reaction</b>	11	11	11	11	11	10
<b>MCTH</b>	44%	60%	52%	34%	34%	52%
<b>Melee Dmg.</b>	+0	+3	+2	-1	-2	+2
<b>PCTH</b>	44%	50%	34%	38%	72%	54%
<b>Proj Dmg.</b>	+0	-1	0	+2	+2	+2
<b>SCTH</b>	44%	36%	36%	66%	36%	0%
<b>Magic Eff.</b>	+0	-2	+0	+1	+0	---
<b>Initiative</b>	0	0	0	2	0	0
<b>Physical Defense</b>	1	2	1	3	3	3
<b>Magic Defense</b>	0	0	0	0	0	-1
<b>Steps</b>	4	5	4	5	4	4
<b>Primary Skills</b>	+4 /+1	+3	+2	+2	+4	+3
<b>2<sup>nd</sup> Skills</b>	+4 /+1	+3	+2	+4	+2	+2
<b>Yen Reward</b>	¥50 / +¥150	¥50 / +¥150	¥75 / +¥225	¥50 / +¥150	¥75 / +¥225	¥25 / +¥100
<b>XP Reward</b>	5 /+10	6 /+10	5 /+10	5 /+10	5 /+10	6 /+11
<b>Racial Abilities</b>	Quick Learning, Spell Focus	Intimidating Size, Strong Body, Laborer, Large Sized, Dim Witted,	Dwarven Blood, Dark Vision, Defensive Nature, Miner's History, Natural Enemies (Orc/Goblin), Closed Minded	Elf Blood, Magically Imbued, Strong Mind, Low Light, Magically Focused, Arrogance, Frail Body	Nimble, Trickster, Creative, Natural Enemies (Orc/ Goblin), Dark Vision, Small Sized, Bad Reputation	Programmable Skills, Integrated Intelligence, Mechanical Body, Dependant, Meltdown, Magically Disabled

Meta-Human	Orc	Goblin	Troll	Kindred	Embraced + Race
Stats	Base /Lvl up	Base /Lvl up	Base /Lvl up	Base /Lvl up	Base /Lvl up
Body	16 /+6	14/ +4	19 /+9	16 /+6	---
Mana	6 /+5	14 /+15	4 /+4	7 / +8	---
Strength	15	11	16	15	+3
Stamina	11	11	20	7	+3
Intelligence	7	10	7	16	---
Willpower	16	7	15	8	-3
Dexterity	10	15	8	11	---
Quickness	11	16	11	16	+3
Charisma	8	11	7	15	-3
Perception	11	8	11	16	-3
Mechanical	15	15	11	8	---
Technical	7	7	4	8	---
Reaction	13	9	13	11	---
MCTH	52%	64%	54%	72%	+6%
Melee Dmg.	+2	+0	+2	+2	+3
PCTH	42%	44%	38%	54%	-2%
Proj Dmg.	+0	+2	-1	+0	-1
SCTH	28%	42%	22%	70%	-2%
Magic Eff.	-2	+0	-2	+2	-1
Initiative	0	2	0	2	+1
Physical Defense	1	3	2	0	---
Magic Defense	+2	-2	+2	-1	-1
Steps	4	4	5	5	+1
Primary Skills	+3	+2	+3	+4	-1
2 <sup>nd</sup> Skills	+2	+3	+2	+4	-1
Yen Reward	¥75 / +¥225	¥75 / +¥225	¥50 / +¥150	¥75 / +¥225	---
XP Reward	5 /+10	5 /+10	6 /+11	5 /+10	+1 /+1
Racial Abilities	Nasty Bite (1d6), Natural Enemies (Drawf/Gnome), War Breed, Honor Among Greenskins, Body of Swine, Dark Vision, Bad Temper, Closed Minded	Natural Enemies (Drawf/Gnome), Honor Among Greenskins, Oozing Skin, Scavenger, Stealthy, Low Light, Cowardice, Encumbrance, Small Sized	Gorging Horn (1d8), Regeneration, Fast Healing, Intimidating Size, Large Size, Lethargic, Dim Witted, Easily Tricked	Cold Blood, Blood Lust, Embraced Minions, Dark Vision, Darkness Bound, Fangs (1d4), Immortal, Unholy	Blood Lust, Dark Vision, Darkness Bound, Fangs (1d4), Cross Race, Immortal, Unholy

## Step 2 – Choice Class (incomplete)

Warrior	Untrained				
	Stats/ lvl up				

<b>Stats</b>					
<b>Body</b>	-3 /-3				
<b>Mana</b>	---				
<b>Stat Changes</b>	Str: -3				
	Dex-3				
	Int: -3				
<b>MCTH</b>	-10% /+0.5%				
<b>Melee Damage</b>	-3/ +0.2				
<b>PCTH</b>	-10%/ +0.5%				
<b>Proj. Damage</b>	-3/ +0.2				
<b>SCTH</b>	-10%/ +0.5%				
<b>Magic Effect</b>	-3/ +0.2				
<b>Reaction</b>	-3				
<b>Initiative</b>	-3/ +0.5				
<b>Physical Defense</b>	-3				
<b>Magic Defense</b>	-3				
<b>Restrictions</b>	All Armor Types Use Shields All Melee Weapons, Excluding Martial Arts Simple Projectiles No Mana Pool				
<b>Skills Level 1</b>	Use Weapon, Identify Melee +2				
<b>Skills Level 5</b>	Identify Armor +2, Search +2				
<b>Skills Level 10</b>	Use Weapon Mining +2				
<b>Skills Level 15</b>	Cleave +1, Grapple +1				
<b>Skills Level 20</b>	Specialize Melee				
<b>Skills Level 25</b>	Survival +2				
<b>Skills Level 30</b>	Identify Melee +2 Use Weapon				
<b>Skills Level 35</b>	Intimidation +2 Search+2				
<b>Skills Level 40</b>	Specialize Melee				
<b>Skills Level 45</b>	Cleave +1 Grapple +1				
<b>Skills Level 50</b>	Use Weapon, Cleave +2				
<b>Equip Tier 1</b>	Hatchet (2D4), Steel Plated Set (4)				
<b>Equip Tier 2</b>	Mining Pick (2d4 ap)				

Created by Jason King  
Assistance from: Aaron Olsen and Gerald Bouzan  
Thanks to all the player testers!