



Rules for Players

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Introduction

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Second Edition Notes:

- Addition of two races: Constructs and Werites.
- Addition of two new character classes: Necromancer and Speaker for the Dead.
- Improved martial arts, combat, saving throws, and character creation methods.

Most of us can remember playing make-believe as children. We could imagine ourselves to be what we most wanted to be. We could imagine doing things that were exciting or challenging or death-defying. Whether it be cops and robbers, pirates, or star explorers, the idea was the same, we suspended our disbelief, and, for a short time, imagined becoming something different from ourselves. This is what role-playing is about- exercising our imagination and creativity and having fun with friends.

In role-playing, the imaginary person you portray is called a character, much like in a movie or book. Actors in films portray characters -- they are playing a role. In a role-playing game, however, there are usually two or more players, and one person who serves as a guide or referee, called a game master. Roles portrayed by the players are called player characters or PCs, while roles portrayed by the game master are called non-player characters or NPCs.

The game master is different from the players in that it is the job of the game master to guide game play by describing scenes, introducing plots, and pitting monsters for the player characters to fight.

Updates to this game are made available at the game evolves. You may download any available patches or improvements at <http://www.gaiantar.com>

A Broken World

There was once a time when

the world of Gaiantar was a world of life, beauty and peace. But that was centuries ago. A time of technology it was, with ships of the sea, beneath the sea, upon the wind, and beyond the world. Great machines generated energy that powered technological devices; robots aided in man's chores and man's fighting. Computers let people speak across great distances. Medicine brought the sick and wounded back from the brink of death. Underground trains brought people across a continent in a handful of hours.

But the world was shallow, corrupt, and devoid of inner strength. When the technological age came, the great nations forgot their faith in the spirit, and religion was abandoned, scoffed as an outdated superstition. With the exception of a few isolated areas, most notably the Isle of Gales, materialism and secular humanism became the only faith. This would weakness of spirit would be Gaiantar's downfall.

Darkness fell upon the world, darkness in the form of Scaxathrom, Lord of Vipers. He wielded powers of the spirit, and used them to destroy the things of technology. The few Priests of Good that remained were powerless to stop the Viper Lord's reign. As the technological infrastructure collapsed on a global scale, millions perhaps even billions died, both from war and famine. Lord Scaxathrom was unstoppable. He ruled for fourteen decades, a time later called "The Wrath of Scaxathrom".

Generations later, the Viper



The shadow of the Viper Lord once stretched across the known world . . . Except for the Isle of Gales.

Lord was at last destroyed, by two holy warriors whom were later canonized: Saint Jareth, patron of warriors, and Saint Kyle, patron of unfair odds. They were empowered by the nearly forgotten God of Good with spiritual gifts to fight the incarnation of Evil. The Viper Lord was cast down, but not before he animated the millions of dead that lay scattered across the lands.

Today, Gaiantar remains under populated, poor, and haunted. Broken, crumbling skyscrapers stand like dead sentinels against the sky. Deadly radiation belts hang over ruined nuclear power plants. And the people live by medieval standards, fighting with sticks, clubs, and swords.

The shambling dead still harass the living, and cultists still worship Scaxathrom as well as a host of other evil, blood-thirsty gods. They must be



stopped, else the Viper Lord may yet return and destroy Gaianar forever.

Gaianar is wounded, but not yet dead. In an age of unlikely heroes, there is still hope, like a candle against the darkness of night.

Required Materials

The greatest requirements for playing this game are imagination and the desire to have fun. Beyond that, though, are a few materials that must be used:

Dice - Beyond the Yatzee type dice, there are several other kinds of dice that one may buy in most hobby shops. The notation for die rolling is simple. The [qty]d [type] is used for all die rolls; thus a "1d4" means rolling a four-sided die one time, a "3d6" is thus rolling a six-sided three times. To play a character in the World of Gaianar system, the Player will need one of each of the following kinds of dice:

Four-sided die (1d4). Can be used as a 1d2 or odd/even die when result is divided by two. This die is primarily used for assessing combat damage from small weapons such as daggers.

Six-sided die (1d6). The d6 is frequently used for assessing combat damage from bowshot, small swords, and firearms. It can also be used as a 1d3 if the result is divided by two. This die is also used in determining combat initiative.

Eight-sided die (1d8). This kind of die is used in assessing healing points. It is

used for assessing damage inflicted by many kinds of swords. It can also be used as a random compass rose directional generator.

Ten-sided die (1d10). This die can also be used as a 1d5 when the result is divided by two. Large swords and clubs inflict damage based on a 1d10. Two d10's rolled concurrently can be used as a percentile generator, i.e. rolling numbers between 1 and 100. The percentile is used in many resistance rolls as well as most thief and tracking skills.

Twelve-sided die (1d12). This kind of die is used for damage inflicted by powerful crossbows and large swords. It is also used for determining random encounters while the party of PC's travel.

Twenty-sided die (1d20). Only one die of this type is required. This die is used for determining the outcome for most forms of attacks, parries, saving throws, and ability checks. It can also be used to calculate the damage inflicted by shotguns.

Character Record Sheets - A three-page form is provided that can be used to store all of the character's attributes, abilities, information, and possessions. The character

record sheet template included with this gaming system may be photocopied as often as required. Blank character sheets can be downloaded for free at <http://www.gaianar.com>

Pen, pencil, and paper - useful for note taking and making maps.

Calculator - A useful device in calculating certain character attributes, falling damage, and the like.

Creating a Character

Creating a character under the Gaianar rules is a relatively straightforward process. The steps include rolling up Primary Attributes, calculating ability scores (secondary attributes), choosing a race and gender, and, finally, choosing a profession for your character. These steps are described in this section of the World of Gaianar rules.

1. Choose a race. The choices are Human, Elf, Dwarf, Changeling, and Fey. The Game Master may also allow the two optional races, which are Construct and Werite.
2. Roll the primary attributes. Depending on the race, each attribute may have bonuses or penalties in each attribute. All attributes are based on the human norm. Note that the GM may allow players to reroll "hopeless" characters - these are character with an average Primary Attribute Score below the rolled mathematical average of 12.
3. Calculate ability checks. Ability checks are secondary characteristics that are based on combinations of the primary attributes. For example, Endurance, an ability check, is based on the arithmetic mean of Strength and Constitution, both of which are primary attributes.
4. Choose a character class. The availability of the various character classes has everything to do with the character's race and capabilities.
5. Roll an innate power. All sentient beings in Gaianar are born with one innate power that they can call upon at least once per day as required; an ace up one's sleeve, so to speak.
6. Roll up hit points and spirit points. Calculate saving throws. Select initial languages, skills, equipment, and possessions.

Rolling Primary Attributes Acquiring Primary Attributes using Point Buy

You might wonder, "What kind of character can I play? Is it male or female, young or old, strong as a bull, quick as a dragonfly, dumb as an ox?" There is a way to figure this out. Each player character has eight attributes: Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, Comeliness, and Faith. The player characters calculate each of these attributes by rolling a cluster of dice for each attribute. For Humans, this cluster is 3d6, thus generating a number between 3 (very weak) and 18 (very potent). Ability modifiers are used for other races. Because characters controlled by the players are a cut above the common peasant riff-raff, the player can reroll 1's on the dice (thus ensuring a minimum score of 6.)

The Point Buy system is handy if the player wants to have his or her character automatically qualify for a specific class. It also has the advantage for the Game Master of producing a balanced character (in other words, there is no chance of the character having all high or all low rolls.) The standard allotment of points is 35, although the Game Master may optionally choose any value between 25 and 50, depending on the anticipated toughness of the campaign. The standard allotment produces an attribute average of slightly higher than 12.

Racial modifiers are enacted after the points are bought. The table below displays the point cost for purchasing primary attributes. Note that one cannot subtract points to create an attribute lower than 8 just to get more points to spend elsewhere.

Table: Point Costs for Attributes

Attribute	Cost	Attribute	Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

Note that "supernaturally high attributes" have been removed from Gaianar, Second Edition in the interest of promoting better game balance. If a GM intends to have a high-powered campaign, it is far better to use a high-valued Point Buy system than to roll for attributes and depend upon the old Supernatural Attribute scores.

Attribute Modifiers by Race

Not all races are created equal. While some are clumsy, others are more dexterous. Some have a high-inborn Faith while others are worldlier. In actuality, it is only intelligence - that is, the raw ability to learn - that all five races have in common.

The table below displays the primary attribute potentials by race. As stated earlier, the five standard choices for character race are Human, Elf, Dwarf, Changeling and Fey. The Game Master may also allow the two optional races, which are Construct and Werite. Descriptions of these races follow later in this section.

Table: Character Attributes

Attribute	Human	Werite*	Fey	Elf	Dwarf	Construct	Changeling
Strength	+0	+0	-1	+0	+1	+2	-2
Intelligence	+0	+0	+0	+0	+0	-2	+0
Wisdom	+0	+0	+0	+0	+0	-2	+0
Constitution	+0	+0	+0	-1	+1	+3	-1
Dexterity	+0	+0	+1	+1	-1	+1	+1
Charisma	+0	+0	-1	-1	-1	-3	+2
Comeliness	+0	+0	+0	+1	-1	-3	+0
Faith	+0	+0	+0	+0	+0	-1	+1
Experience Modifier	+5%	-5%	-5%	+0%	+0%	-10%	+0%



Banes & Boons (Optional Rule)

Table: Banes & Boons		
d20	Bane	Boon
1	Poor hearing: -25% to Hear Noise/ Listen; -3 to sound-related perception checks.	Good health: +20% to disease resistance. Immune to poison ivy & common cold.
2	Speech impediment: -1 to speech related checks.	Keen eye: +1 to one vision- related check per day.
3	Missing / rotten teeth. -4 to Comeliness.	Good at gambling: +3 to all gambling rolls.
4	Bad luck: GM can undo one character roll per day.	Good luck: Character can retake one failed roll per day.
5	Clumsy: Maximum DEX is 8.	Hulk: Minimum Strength is 15.
6	Nearsighted: Character has -2 to hit and -1 to damage for all missile attacks.	Fleet Feet: Extra 3// to base movement.
7	Horse Enmity: All riding animals will hate the character.	Internal Compass: +4 to any checks against being lost.
8	Cleft Palette: Max Comeliness is 8.	Tough Skin: +2 to base armor class.
9	Cowardly followers: Character never attracts henchmen or followers w/ moral > 8.	Mastermind: Can operate at +4 INT or WIS for one turn each day.
10	Fatigue: Character needs one extra hour of sleep per night.	Low Metabolism: Character needs only ½ normal food quantities.
11	Directionless: Will get lost easily (roll Panic check to resist)	Fearless: May retake one failed save vs.. fear related once per day.
12	Loveless: -8 to CHR when dealing w/ opposite sex.	Strong Mind: +10% to empathic resistance
13	Broke: Start game 2d4 GP in debt.	Educated: Already know read/write.
14	Bad First Impression: -4 to all Initial Reaction rolls.	Sentinel: Character needs only half normal sleep.
15	Thin Blood: Takes extra point of damage from impaling/cutting wounds.	Iron Jaw: Immune to boxer's "KO." Sys Shock save +1.
16	Albino: Allergic to sunlight; -4 to light-based saving throws.	Heat Thrive: Can take 120° temp indefinitely; 150° @ 1 round/Endurance point.
17	Eating Disorder: Character gains 4d6 lb.. per level.	Open Mind: +10% to base empathic rating.
18	Power Fizzle: 25% chance per use innate power will fail to invoke.	Natural Climber: +25% to Climb Walls and Walk Tightrope.
19	Poor Health: -1 to all hit point acquisition rolls.	Quick Recovery: Heals an extra point each day
20	Roll twice	Roll twice

While some people seem to be born lucky, some seem to be losers from the start. This optional table can be used to determine some pre-defined attributes, birth defects, and special blessings.

It should be known that it is difficult to have a bane or a boon. To determine this, roll a 1d20 (20-sided die). A 1 indicates a bane (a bad thing), while a 20 indicates a boon (a good thing). The table below describes the banes and boons a character might have. *Most players will not want to roll on this table for feat of getting a bane.*

Taking a Boon causes the character to take a 1% to 5% penalty on experience (as deemed appropriate by the Game Master, while a bane will give the character a 1% to 5% bonus (again ruled by the GM.) No player can "automatically" get a Bane or Boon. This must happen by deciding to take the risk of rolling for Bane and Boons.

Primary Attributes

The eight primary attributes describe a character's physical, mental, and spiritual prowess. While this system is merely an abstraction of a character's true capabilities, enumerating certain attributes is necessary for making the game mechanics function. The primary attributes are Strength (physical muscular prowess), Dexterity (balance, coordination, and the ability to manipulate fine tools), Intelligence (the basic capacity for learning and abstract reasoning), Wisdom (worldliness, common sense, and the ability to integrate practical solutions when presented problematic scenarios), Constitution (health, vigor, and the ability to resist disease and broken bones), Charisma (the ability to persuade people with words and the power of personality), Comeliness (physical appearance and attractiveness), and Faith (belief in a higher power and belief in one's self.) For the average Human, the scores range from 3 to 18, with 18 being the racial maximum.

Strength Modifiers Description

- † Here or higher fails only on a critical failure.
- ‡ Here or lower only succeeds on a critical success.
- * Negative damage modifiers on bludgeoning melee weapons only
- To Hit: This bonus or penalty to hit applies only to melee combat.
- Max Lift: This score indicates the maximum burden a Player Character can carry.
- Area Save is the bonus or penalty applied to the character's saving throw versus Area Effect.

Strength

This attribute is a measurement of physical prowess, one's ability to lift heavy loads, bend bars, pull oneself up a rope, or kicks down a blocked door. Strength is needed to swing swords with authority and to pummel opponents into utter submission.

Table: Strength Attribute Descriptors						
Attribute Score	To Hit	Area Save	To Damage	Max Lift	Force Door	Bend Bar
1	-4	-3	-1d8*	24		
2-3	-3	-2	-1d6*	32	‡	
4-5	-2	-1	-1d4*	48	‡	
6-7	-1	0	-1d3*	64	5%	
8	0	0	-1	80	6%	‡
9-10	0	0	0	100	8%	‡
11-12	0	0	0	120	12%	5%
13-14	0	0	0	150	20%	7%
15	0	0	1	180	30%	10%
16	+1	0	1d3	200	42%	13%
17	+2	+1	1d4	240	55%	18%
18	+3	+1	1d4+1	300	65%	24%
19	+4	+2	1d6	360	80%	30%
20	+5	+2	1d6+1	450	90%	38%
21	+5	+3	1d8	600	95%	48%
22	+6	+3	2d4+1	720	†	60%
23	+6	+3	2d6	960	†	72%
24	+6	+4	3d4+1	1,280	†	84%
25	+7	+4	3d6	1,664	†	95%

- To Damage: Indicates the ferocity of the Player's attack with respect to hit point damage inflicted
- Force Door: The percentiles show the Player Character's chance for success in breaking down most typical doors by virtue of sheer brute force.
- Bend Bar: Similar to Force door, it indicates the Player character's ability to bend 1" bars of steel with nothing more than bare hands.

Intelligence

This attribute is a measure of one's ability to learn new skills and to solve problems. Intelligence also determines the number of native languages a character can know as well as the quantity of bonus proficiencies.

Table: Intelligence Attribute Descriptors				
Attribute Score	Bonus Proficiencies	Native Languages	Chance to Learn Song, Sigil, Spell, or Formula	Max Song Level
1	1	0		0
2-3	1	1	‡	1
4-5	2	1	‡	1
6-7	2	1	15%	2
8	3	1	30%	3
9-10	4	2	40%	4
11-12	4	2	45%	4
13-14	4	2	55%	5
15	5	3	65%	6
16	5	3	75%	7
17	6	4	80%	8
18	7	4	85%	8
19	8	4	90%	8
20	9	5	92%	8
21	10	5	94%	8
22	11	6	95%	8

Intelligence Modifiers

- † Here or higher fails only on a critical failure. ‡ Here or lower only succeeds on a critical success.
- Max Song Level: This statistic applies only to Wishsingers. The number shown indicates the maximum song level from which the Wishsinger can sing.
- Bonus Proficiency Slots: The number presented indicates how many proficiency slots a Player Character had earned before taking up adventuring as a career.

"I still remember those long dreadful weeks and months; the starving, the unending time strapped to the generator racks. The Scaxathrom Priesthood stole my life energy. I could see my hands and feet shrivel, and my teeth fell out of my mouth. I had only my captors' gloating and the ceaseless moaning of the poor bastards of the few who was freed from his curse, and I breathed again. I pledged my newly regained soul to the powers of the True One, forever."

---- Survivor, former Undead, after the Cataclysm

The grave calls us all, calling, calling, calling to drag us ever downward into its earthen embrace

Undeath is the only salvation.

For our enemies:

The Undeath of mindless shambling

For the faithful:

The Undeath of power, will, and magic

Life is an illusion whose pale facade of beauty is stripped away all too soon and only the corpse remains"

--- Teaching of Scaxathrom

Wisdom

The Wisdom attribute determines a person's worldliness and common sense. People of high wisdom rarely make rash judgments, but instead tend to be patient and logical. Wisdom is necessary for deep understanding of things learned.

Table: Wisdom Attribute Descriptors			
Attribute Score	Sleep Charm Save Adjustment	Spiritual Powers Save Adjustment	Resist Illusions
1	-8	-1	
2-3	-6	-1	
4-5	-4	+0	
6-7	-2	+0	
8	-1	+0	
9-10	+0	+0	
11-12	+0	+0	
13-14	+0	+0	
15	+1	+0	‡
16	+2	+0	‡
17	+2	+1	‡
18	+3	+1	5%
19	+4	+2	7%
20	+5	+2	10%
21	+6	+3	13%
22	+7	+3	17%
23	+7	+4	22%
24	†	+4	28%
25	†	+5	35%

Wisdom Modifiers

† Here or higher fails only on a critical failure. ‡ Here or lower only succeeds on a critical success.

Sleep/Charm Save: The number shown indicates the bonus or penalty to the Player Character's Save vs.. Sleep/Charm saving throw score.
Spiritual Powers Save: The number shown in this column displays the modifications due to Wisdom to the Spiritual Powers save. Generally, Faith and Wisdom are components in a Player Character's ability to resist attacks of this type.

"I thought nothing could be worse than losing our cities and our families and our technology. Then Scaxathrom came and that was worse..."

-Cataclysm Survivor

"Now, my pupils, you may be wondering the difference between a wise man and an intelligent man. It's no mystery at all!

"A wise man can look into the world and, in his mind, derive order from disorder, meaning from the meaningless. A wise man also has common sense.

"Now an intelligent man, however, may excel at facts and figures, and may even remember every last bit he's ever seen or heard. But doesn't it always seem to be that the "smartest" folk, like master professors, don't even have the means to cook one's own dinner, and come inside when it rains?"

"So, the answer is this: n intelligent man may have book smarts, but a wise man has world smarts."

— *Kal, Protector, giving a lecture to Protectors-in-*

Constitution

The Constitution attribute ranks a person's overall physical health. If a person has high constitution, he or she is likely to resist diseases and successfully withstand shocks to the system. In Arthurian legend, Percival would be a fine example of one with high Constitution, as he withstood hunger, torture, freezing cold, and inhuman toil. Strength and Constitution do not necessarily go hand-in-hand; it is entirely possible for a character to be a muscle-bound hulk with a glass jaw and plagued with endless sniffles. Equally likely is a reclusive, bookish type who catches the flu once a decade whether he needs to or not.

Constitution Modifiers

‡ Here or lower only succeeds on a critical success.

Hit Point Bonus: Depending on the value of this attribute, the die roll shown is either added to or subtracted from the character's hit point accumulation roll at the beginning of each new level. However, every Player Character gains at least one hit point each level, regardless of any negative hit point modifiers.

System Shock Bonus: As Constitution determines a Player Character's ability to recover from illness and bodily assault; the number indicated in this category modifies a Player Character's Save versus System Shock roll.

Resist Disease: With those of very high Constitution scores, it becomes possible to simply "shrug off" illness that would ordinarily incapacitate others. The percentages shown indicate the probability of resisting the effects of the disease. It should be known that it is entirely possible to be a carrier of a resisted disease and not otherwise be affected by the disease's presence.

Poison Save: As poisons tend to do more critical and systemic damage to the body than mere physical assaults, a very high Constitution score is required to achieve a positive saving throw bonus

Table: Constitution Attribute Descriptors

Attribute Score	Hit Point Bonus	System Shock Save Adjustment	Poison Save Adjustment	Resist Disease
1	-1d8	-8	-1	
2-3	-1d6	-6	-1	
4-5	-1d4	-4	+0	
6-7	-1d3	-2	+0	
8	-1	-1	+0	
9-10	+0	+0	+0	
11-12	+0	+0	+0	
13-14	+0	+1	+0	
15	+1	+1	+0	
16	+1d3	+2	+0	‡
17	+1d4	+3	+1	‡
18	+1d4+1	+4	+2	5%
19	+1d6	+5	+2	10%
20	+1d6+1	+5	+2	13%
21	+1d6+2	+6	+3	17%
22	+1d6+3	+6	+3	21%
23	+1d6+4	+7	+3	26%
24	+1d6+5	+7	+4	34%
25	+1d6+6	+8	+4	40%

Dexterity

This attribute determines a person's overall physical coordination; it describes the character's awareness of the parameters of his or her own body. Dexterity measures a character's basic reaction time in combat as well as the speed at which repetitive physical tasks can be performed. A bowman with high dexterity, for example, can hold his bow steady enough to hit targets from far distances. Dexterity allows musicians to successfully play complex scores and healers to stitch together wounded bodies. Finally, highly dexterous people can avoid damaging weapon blows easier than a clumsy person with less Dexterity.



Dexterity Modifiers

Table: Dexterity Attribute Descriptors				
Attribute Score	Initiative Modifier	Magic Weapon Save Adjustment	AC Bonus	Missile BAtCh Bonus
1	6	-2	-7	-5
2-3	6	-1	-5	-3
4-5	5	-1	-2	-2
6-7	5	0	-1	-1
8-13	4	0	0	0
14-15	3	0	+1	0
16	3	0	+2	+1
17	2	0	+3	+2
18	2	+1	+4	+2
19	1	+1	+4	+3
20	1	+1	+5	+3
21	1	+2	+5	+3
22	0	+2	+6	+4
23	0	+2	+6	+4
24	0	+2	+7	+4
25	0	+3	+8	+5

Armor Class Bonus: This number determines how the Player Character's Base AC is modified according to overall agility and alacrity. Basically, a Player Character with high Dexterity is able to dodge blows that would otherwise hit their clumsier counterparts, thus improving their final calculated armor class.

Missile BAtCh Bonus: With steady hands come more accurate bowshots, dagger throwing, and dart blowing. Characters with high Dexterity are able to use distance weapons with greater precision than others can. The number shown in this column is added to the Player Character's attack rolls with using missile weapons.

Magic Weapon Save Adjustment: Characters with high dexterity are slightly more able to dodge the effects of line-of-sight energy weapons, beam weapons, and supernaturally enhanced weapons.

Initiative Modifier: Characters with high Dexterity will react more quickly in battle than those with less. This number is added to the base initiative die roll.

Charisma

This value represents the strength of one's personality. People with high Charisma can entertain crowds with tales of wonder, slick their way past officials, and talk their way into profitable deals. People with high Charisma are generally more likable than those with low Charisma and they tend to have more friends.

Charisma Modifiers

Henchmen Adjustment: This refers to how many more (or how much fewer) henchmen a Player Character will attain upon reaching Name Level. Henchmen are the most reliable and loyal of the three types of followers a character may have. Note that this refers to Henchmen only and not followers or soldiers. Even a character with Charisma 1 may have a few followers, albeit no henchmen.

Moral Adjustment: This attribute determines how well a Player Character's Henchmen, Followers, or Soldiers function under adverse and stressful situations like overwhelming melee combat, sieges, disasters, and torture. Those who serve an insightful and charismatic leader are much less likely to desert than those who serve a leader less endowed.

Table: Charisma Attribute Descriptors

Attribute Score	Quantity of Henchmen	Morale Adjust	Loyalty Bonus	Item Price Modification
1	None	-4	-8	+15%
2-3	-75%	-3	-6	+15%
4-5	-50%	-2	-4	+10%
6-7	-20%	-1	-2	+5%
8	+0%	0	-1	0
9-10	+0%	0	0	0
11-12	+0%	0	0	0
13-14	+0%	+1	+1	-5%
15	+0%	+1	+2	-10%
16	+0%	+2	+3	-10%
17	+25%	+3	+4	-10%
18	+50%	+4	+5	-15%
19	+75%	+4	+6	-15%
20	+100%	+5	+6	-15%
21	+125%	+5	+7	-20%
22	+150%	+5	+8	-20%
23	+200%	+6	+9	-20%
24	+300%	+6	+9	-20%
25	+400%	+7	+10	-20%

Loyalty Bonus: Loyalty checks can be done when the leader's operations are in a more settled, less stressful routine. Loyalty to a leader indicates that the Henchmen, Follower, or Soldier cannot be bribed, bought, or otherwise manipulated into betraying the leader.

Item Price Modification: Those who are more charismatic tend to get better deals on merchandise since the merchants in Gaianar set their own prices for their goods. The



Faith

One of the most important attributes, Faith measures the strength of one's belief (or potential belief) in higher Powers (usually neutral or good-aligned powers, though evil clerics also have high Faith scores) as well as a belief in one's self and the importance of one's life and duty. Faith is integral for many character classes since it fuels their Spiritual Powers, but it is most vital for Priests, Paladins, Protectors, Rangers, and Shaman.

It cannot be stressed enough that in many ways, Faith is a character's most important attribute because of its effect upon their Spiritual Powers and their personality and goals in life. Characters with high Faith are dedicated to their tasks, dynamic, and driven to make something of their lives, while those of low Faith are lazy, shallow and lacking interest in anything that is not superficial.

Table: Faith Attribute			
Attribute Score	Death Magic Save Adjustment	Spiritual Powers Save Adjustment	Death Magic Resist
1	-10	-3	
2-3	-8	-2	
4-5	-6	-1	
6-7	-4	-1	
8	-3	0	
9-14	0	0	
15	+1	+1	‡
16	+2	+2	‡
17	+3	+3	5%
18	+4	+3	7%
19	+5	+4	10%
20	+6	+4	12%
21	+6	+4	15%
22	+7	+4	20%
23	+8	+5	25%
24	+9	+5	30%
25	+10	+6	40%

‡ Indicates success only on a critical success.

Faith

Small one, tiny one

I have heard your cries

In darkness, in pain

I have found you

I know where you are
and have not forgotten.

In pain,
I share your pain

In joy,
I share your joy

Be not fearful

For I am with you
and shall never leave you

I promise.

Though the sky is vast
And the sea is deep
And the land wide and rocky
there is no place you can be
that I cannot be.

I Promise

Poem written by
Thistle Brae, Bishop, Isle of
Gales



Faith Modifiers

Death Magic Save: Having a high Faith gives a Player Character an enhanced ability to shrug off the effects of death magic and snares of the devil. The number indicated in this column is added to the Player Character's saving throw roll when saving versus Death Magic.

Spiritual Powers Save: As with Wisdom, high Faith can enable a Player Character to resist powers of the spirit. On any Save versus Spiritual Powers, the number indicated in this column is added to the saving throw roll.

Death Magic Resistance: Only those of extremely high Faith are empowered with the ability to completely shrug off the effects of dark powers and death magic. On any event in which a Save vs. Death Magic is required of the character, he or she may first make a percentile roll to determine if Death Magic is resisted. If the percentile score indicates a success, the character incurs no damage whatsoever from the attack. Even if a failure is indicated, he or she is still entitled to a Save vs. Death



Table: Comeliness Attribute Descriptors

Attribute Score	Initial Reaction	Item Price Modification	Attribute Score	Initial Reaction	Item Price Modification
1	-10	+15%	14-15	+2	-10%
2-3	-8	+15%	16-17	+3	-10%
4-5	-5	+10%	18	+4	-15%
6-7	-2	+5%	19-20	+5	-15%
8	-1	0	21-22	+6	-20%
9-11	0	0	23-24	+8	-20%
12-13	+1	-5%	25	+10	-20%

Comeliness

This score reflects one's physical attractiveness. A gnarled old warlock would probably have low comeliness, while a fair young minstrel girl might have high comeliness. Those who are better looking tend to receive very positive initial reactions from strangers and are often offered better deals by

Comeliness Modifiers

Initial Reaction: This attribute refers to the effect one's looks have on critical first impressions, such as whether a band of robbers will simply mug their prey or kill them outright. Someone with high Comeliness may appear more trustworthy or "safe" than one who is ugly.

Item Price Modification: Much like Charisma, Comeliness affects the prices people will receive on items since merchants can set their own prices on goods in Gaianar. Better-looking people are more likely to get good deals than those who are ugly. This is especially true in a ruined world like Gaianar, where the ugly might be considered victims of plagues, witch-craft, or some other horror.

"Body-Mind-Spirit is the summation of your entire being, without which you are nothing"

-- Martial Arts Proverb

Ability Checks

Ability checks consist of seven handy scores calculated directly from the Player Character's primary attributes. These scores consist of: Skill, Endurance, Perception, Knowledge, Influence, Willpower, Panic, and Body/Mind/Spirit (or B/M/S).

Skill combines the attributes Intelligence and Dexterity. Skill checks are useful when attempting a maneuver that requires complex and delicate manual tasks (such as carving, tying difficult knots, and repairing clothing, etc.) Skill checks are also useful in determining if a trap is avoided, or if a task requiring a modicum of stealth has been done quietly.

Endurance is an even mixture of Strength and Constitution. Basically, Endurance measures a character's ability to perform a sustained, physically demanding task. For example, Strength alone can determine if a Character can lift a two hundred pound load, while Endurance could be used to gauge that same character's chances of lifting the load ten or more times.

Perception measures a character's ability to observe his or her surroundings or situation and make a logical conclusion based on information gathered. For example, a successful perception might make the difference between seeing an oily sheen of a stack of gold coins as spilled lamp oil, or as deadly poison. A perception check is also handy when searching for a lost object, or when trying to remember one's way

through a darkened catacomb. The Perception check is based on Intelligence and Wisdom.

Knowledge is the ability to make use of the skills gained from formal schooling. Examples of such skills include, but are not limited to, reading and writing, decoding messages, chemistry, history, and religion. Knowledge is based on Intelligence and Wisdom, but with Intelligence being weighted heavier.

Influence is the ability to affect others solely with the power of one's personality. This ability is derived from Charisma and Comeliness. When the need to haggle arises, a successful influence check can be quite handy. Additionally, Influence can be used by the Player Character to try to con others into believing what the character has to say, regardless of validity of the PC's statement. This Check is also invaluable for getting the average stubborn barfly to divulge information of value. In real-world terms, politicians, lawyers, and used car dealers make an almost constant use of Influence.

Willpower is one of the most important ability scores. Being composed from Wisdom and Faith, Willpower determines the mental and spiritual strength of the Player Character. A person with high Willpower is better equipped to resist possession by evil spirits, able to cast out demons easier, and able to break the bonds of dark magic and witchcraft. People with high

Willpower tend to be better leaders and usually have a high degree of personal initiative, while those of low Willpower tend to be lazy, weak-minded, and sluggish.

Panic: This check is not truly ability in itself; instead, it is used when a Player Character is attempting to resist a powerful source of fear. This Check is usually used to determine if an insanity is triggered or resisted, but it is also appropriate to have Characters make Panic Checks to resist other sources of horror, such as: Demons, Dragons, massive battlefield slaughter, and similar things that could shock a person into a state of panic. When conditions arise that might trigger a character's insanity, a Panic check must be rolled to determine if the character successfully resists a surge of disordered thought patterns. Panic is derived from Intelligence, Wisdom, and Faith.

Body/Mind/Spirit - The arithmetic mean of all eight attributes. It measures overall inner strength, the culmination of a person as a whole. In this check, fractions are not dropped. Thus a B/M/S score of 14.75 becomes $14\frac{3}{4}$. Mathematicians and Necromancers use B/M/S to fuel their spiritual powers, thus they benefit from having a high

Table 11: Ability Score Calculations

Ability	Formula	Ability	Formula
B-M-S	<u>Sum of Attributes</u> 8	Panic	<u>(Faith x 2) + Wisdom + Intelligence</u> 4
Endurance	<u>Strength + Constitution</u> 2	Perception	<u>Intelligence + Wisdom</u> 2
Influence	<u>Charisma + Comeliness</u> 2	Skill	<u>Dexterity + Intelligence</u> 2
Knowledge	<u>(Intelligence x 3) + Wisdom</u> 4	Willpower	<u>Faith + Wisdom</u> 2

Alignments

Few things in the real world are clear-cut black and white. This is not always the case in the fantasy world; many times in fantasy, the good guys are good, and the bad guys are bad. The same is true for player characters. In Gaiantar, the alignment system described whether a character is good, evil, or somewhere in-between, as well as describing a character's approach to good and evil.

Good and Evil

Characters of good alignment believe strongly in the sanctity of life. Good warriors never kill needlessly, nor do they view torture as an acceptable method of information gathering. A good priest has a strong and meaningful reverence of the Light and will fight -- if necessary -- for the good of the community.

In general, people of good alignment see value in the concepts of truth, charity, piety,

honor, and beauty. And although good people are not perfect, they tend to be remorseful over ill deeds.

Neutrality is the belief that good and evil are not absolute. What is good for one person may be evil for another. A neutral person will rarely commit a good or evil deed for the sake of it being good or evil.

People who are neutral tend not to have a well-defined moral code, but tend to view problems differently as each new situational arises. While it is easy for a neutral aligned person to be objective, it is also easy to become self centered and selfish.

Evil is the antithesis of good. People who are evil see little value in the life and happiness of others. Instead, they seek to satisfy their own goals and desires no matter who may be hurt in the process. The word bond of an evil aligned person

"Now see here: there be three evils in the world: that of the despot, the malevolent, and the satanic. The despot will use the Law to do his dirty work. The old Horde Lords were a fine image, as were their Law Twisters -- whom all were hanged. The second evil is the malevolent. This evil would take your money and your life. All you have to do to die is be in its way. The final evil is the satanic. Here, it looks for bloodshed and death just for the sake of bloodshed and death.

"So, my disciples, it is the first and final evils that are the most dangerous. For a despot can rise to power, and a satanic can kill willy-nilly without rhyme or reason. But the malevolent usually dies in a brawl."

*— Grey Calamna,
Gunslinger, instructing his
disciples*

is worthless. They see little value in honor, trust or justice.

Most people who are evil reject the Light, and instead pay homage to the darker powers. Evil people see no moral dilemma in using poison or torture.

Structure and Randomness

This is another part of a player character's alignment. Structure and Randomness refer to a character's approach to moral dilemmas.

As an example of these concepts, say a horrible crime has been committed. A person who is structured would find a legal means to bring the villain to justice, while a Random person might get a lynch

mob to hunt the criminal down. It is Structure and Randomness that separates the modern-day police officer from the vigilante.

Structured people see the need for law and order in every community, and recognize the need for laws to be obeyed. Randomized people, on the other hand, feel that laws are an artificial constraint of the populous, and that people should be free to behave as their own conscience dictates.

A person balanced between Structure and Randomness might see the need for some basic laws, but feel that too much law is not necessarily a good thing; they might obey laws that make sense to them, but ignore those they deem

superfluous. A compass can be created, illustrating how the alignments work Together.

The "Pure" or "Balanced" alignments are Benevolent (Good, but balanced between Structure and Randomness), Ordered (Structured and between Good and Evil), Malevolent (the opposite of Benevolent), and Chaotic (the opposite of Ordered).

Alignments are the reflection of a character's deeds and intentions. Thus what the character chooses to do in any given situation may have a cumulative effect on that character's alignment. And so while no single action may change a character's rating with



Sentient Humanoid Races

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Racial Overview

Gaianar is a unique world with a variety of interesting races that characters may choose to play. Aside from Humans, there are Elves, Dwarves, Fey, and Changelings. If the Game Master allows, players may opt to choose Construct or Werite for their character's race. Each race has their own unique physical appearance, and each has their own views of the world and how it should be.

Changelings

Game Mechanics Summary: Base Movement of 10//, Base AC of 10, strongly good-aligned, powerful empathic abilities, high dexterity, limited flight at 36// (Class A), strong in Faith and Charisma, weak physically, good long-range vision at expense of close-range vision, fearful of enclosed spaces.

Changelings are a strange race indeed. From a genetic standpoint, Changelings are very closely related to humans. Like other races of Gaianar, the changelings have their roots in humanity. However,



this race was created by way of divine intervention of the True One, the supreme God of Good worshipped on Gaianar. During a period of spiritual darkness in a history that shall never be forgotten, there was one community of Humans who stayed loyal to the Lord of Light while the rest of the world gave their souls freely to the False One and the Viper Lord. Even when all the other civilizations had forgotten about the Light, the civilization on the Isle of Gales remained faithful. And so it was from this one island that belief in the Light was reseeded throughout many areas of Gaianar. It was this new race, the Changelings, which carried the standard of this Light.

A Changeling can truly be said to lead a double life. An immature or early adolescent Changeling looks, for all intents and purposes, Human. Upon reaching late adolescence, however, a maturing Changeling undergoes a physical and mental metamorphosis in which the higher aspects of the race first manifest (hence being called a "Changeling"). This transformation is known collectively as "The Change" or "The Awakening". It is said that a Changeling is a little more than man, a little less than Angel.

An average adult Changeling stands slightly shorter than many of their Human counterparts, but is much taller than Dwarves. As a mean, an adult male Changeling stands about 5'5".

Some of a Changeling's more distinguishing physical features are their bright silver hair and eyes of sky blue, indigo, or dark violet speckled with silver. But the difference between human and Changeling goes much deeper than physical appearance. One of the gifts given to the Changeling

race is the ability of limited flight. Without the aid of a hang glider or paraglider, a Changeling can fly for a period of several minutes (one round per two points of Endurance, rounded up) before having to recoup their strength. Aided by a hang glider (or similar craft) a Changeling can stay aloft indefinitely.

A Changeling's ability to fly is bought at the expense of Strength. As a Changeling's bones are hollow and their muscle tissue less dense than their Human counterparts, the Changelings have a racial maximum strength of 15. Their physical weakness is compensated by their high Dexterity, which may be as much as 21. A Changeling flies at 36// (three times a man's running speed) with Maneuverability Class A (can come to a stop, hover, then turn full circle in the same action).

Being aerial oriented, Changelings have excellent long-range vision and are able to identify individuals up to one mile distant. Their close range vision is somewhat blurry however. This results in a -20% penalty for finding objects, hidden doors, traps, unless wearing corrective lenses that compensate (during which time the long range vision bonuses are lost.)

By their very nature, Changelings are most comfortable in outdoor spaces. Changelings like high, mountainous regions as well as the vast open sea. But tunnels, caves, dungeons, and pits are quite a different story. So much do Changelings dread closed-in places that each member of this race is

born with an incurable claustrophobia (of intensity 1d4). If a Changeling enters such an environment he or she must roll once every five turns to see if a panic attack results. A panicked Changeling can be calmed by either an invocation that specifically removes fear, or by establishing an empathic rapport with another character that is not afraid.

Among other race related bonuses, Changelings receive only half damage from falling.

Due of their acute far vision and blurry near vision, Changelings earn a +1 to hit when firing missile weapons but suffer a -1 penalty to attack in melee range.

Changelings are empowered with minor empathic abilities. They have a 20% chance of establishing empathic rapport with humanoids 60' (6//) or closer. This percentage is halved when trying to contact humanoids farther away than 6// feet. A Changeling's innate empathic ability also gives them the ability to shield themselves from supernatural attacks that specifically affect the mind. When attacked in such a manner, a Changeling has a 20% chance to resist such an onslaught.

Related to their empathy. Changelings can sense the presence of any intelligent life form within 60 feet (1d20 >3 for success). Intelligence is defined as anything more than

animal intelligence (3 or better). Sense presence does not detect alignment or intent, or even what kind of creature is being sensed, and it cannot detect corporeal Undead. However, a Changeling using sense presence can usually tell the difference between party members and other creatures.

Sense presence can determine distance and direction of creatures being sensed. Invisibility spells do not shield a creature from a Changeling's sense presence ability. While a Changeling can sense through trees and wooden barriers, walls of stone or metal can shield an animal or humanoid from the Changeling's detection.

A note on Changeling culture and crafting: whereas the Dwarven race has become specialized in metal and stone, the Changelings have found a love for wood crafting. Changeling architecture is a wonder to see, as well as their wood sculpture. Changelings make all carpentry and artistic ability checks at +1.

In race relations, Changelings and Dwarves get along quite well; each race creates what the other cannot. Dwarves trade with Changelings for wooden items, food, herbs and spices. Changelings trade with Dwarves for metal items, ale, and rare minerals. Because neither race wants the other race's territory, there has never been a war between the Dwarves and the Changelings.

Changeling culture is something akin to the Amish. They are very community-minded, and operate under predictable and time-

honored social mores. Like the Amish, if a Changeling family's house burns down, the rest of the community pitches in to build a new house. They also have no love of technology. When the technological age came to an end, the Isle of Gales were the only ones who didn't starve, and this is because they never became obsessed with technology and gadgetry. For a Changeling, if an old way works, why invent a new way? This is one of the few bones of contention they have with the Dwarves, who love inventing things.

The Changeling empathic power alters their perception of the world. For instance, most Changelings don't understand why other races obsess about sex. The empathic gift allows pair-bonded Changelings know each other's soul; a level of intimacy that makes sex seem like a handshake. They don't kill without cause because they feel it when people around them die. The Sense Presence is both a blessing and a hindrance. They know life and death intimately. It matters to them who live and who die. The sensing of life force is why so many are drawn to careers like Ranger and Priest.

A Changeling Warrior will kill, but usually in self-defense. As a race they don't start wars, but when wars are waged against them, they finish them. They will hunt down those who kill without cause. They have a sense of societal justice that declares that those who take life or spoil life or create Unlife must pay. And Changelings do make criminals pay. Their prisons are

rarely full, however, because of the Changeling solution to crime. By using the collective empathic power of a dozen Changelings, a criminal's mind can be laid bare and his or her personally disassembled thought by thought. Then the empathic surgeons craft a new (and non-criminal) personality from scratch. Thus they have no death penalty, but the unmaking of one's personality is sufficient crime deterrent.

Changelings love to fly. They don't have wings, so it is a pure spiritual force that lifts them into the air. A Changeling in flight feels the greatest connection with the world around him. They feel one with the sunlight, clouds, and sky - as if they could transcend the flesh altogether and become fully Angelic.

The Changelings are a gift to Gaianar, a creation of the True One. They know all too well that their responsibilities to the world greatly exceed that of the other races, which is why the chaos and evil in the world are particularly troubling to them.



Constructs

Game Mechanics Summary: Base Movement of 6//, Base AC of 2 thanks to innate armor, dim-witted, but incredibly powerful in combat, soulless, limited class selection, limited use of non-combat skills, Construct immunities and vulnerabilities, and can gain a soul under special circumstances, suffer experience penalties.

Whereas the life energy of a sentient being is the soul, Constructs do not have such a thing. Instead, they are imbued with an artificial anima called a Theoretical Engine. Mathematicians alone have the power to create a Theoretical Engine. While most Constructs are essentially unthinking drones that thoughtlessly obey the commands of their master, a minuscule few become "awakened" and leave their master in search of its own destiny.

An awakened Construct treads the line between that which is living and that which is not. An awakened Construct can think, act on its own volition, and can reason, but it isn't truly alive. It has no soul, and thus no Body-Mind-Spirit rating.

An awakened Construct can only have the Warrior or Jack-of-All-Trades profession, representing Combat and Skill drones respectively. Although a creature of this type can have any appearance, the most common form is that of an animate suit of plate mail called an armoured drone (see the Creatures Guide for more details on armoured drones). Usually an armoured drone has a small shield (buckler), a long sword, and one accessory. The sword, shield, and accessories are all fully retractable into the Construct's body. Skill Drones have variable appearances based on their uses.

A Construct always has a variant of the Complete Regeneration innate power. A Construct needs neither to eat, sleep, and can move at maximum speed indefinitely without fatigue. A Construct can speak, but it sounds monotonous.

An awakened Construct is immune to empathic manipulation, and any other mental-affecting spells that do not specifically target Constructs. They are also nearly immune to Death Magic; they fail their save only on a critical fumble. They remain vulnerable to all Mathematician formulae - including Stun Construct, which could inca-

optional Rule: Players must get the Game Master's permission to play a Construct character.

pacitate the creature at inopportune times. All Constructs are resistant to illusions (base chance of 50%) and since they have a greater variety of sensors than most living beings, they have a higher chance of seeing through an illusion if it does not appear as it should in all ways (Example: a being appears in sight but does not show up on radar.).

With most creatures, their health is measured in hit points. A Construct, however, has structural points instead. In combat, this is a significant advantage, as it takes ten points of physical damage to be dealt in a single attack sequence to remove a structural point. Thus, a Construct can sustain an infinite number of attack sequences that do a total of nine hit points or less.

An armored drone generally starts "life" with two structural points, two weapon skills, and 1d4+1 non-combat skills. From then on, a Construct gains new skills as per a normal warrior. However, new combat skills often take the form of "accessories" which aid the Construct in combat and its day-to-day existence.

A Character armored drone has a movement rate of 6, and has AC(2) - note that Constructs cannot wear any normal armor of any sort since their armor is their body. The majority (70%) of Constructs have the Lawful alignment (Ordered ethics, Neutral morals). Some, however, are Saintly (20%), while a very few are Despotic (10%). The Complete Regeneration power heals one structural point per day.

Injury and Healing

Because a Construct is not truly alive, supernatural healing spells have no effect on the creature. A character with Armor Craft and/or Blacksmithing, and Engineering, however, could make repairs on the Construct, given proper tools and a functioning forge. Because all awakened Constructs have the Complete Regeneration innate power, any Construct not destroyed by its injuries will eventually recover.

A Construct brought to zero StP is incapacitated but not destroyed (much like a living person between -1 and -10 hit points. If a Construct is brought to -1 StP, it is destroyed, and only a wish or similar power can restore it.

Gaining Accessories

A Construct does not learn new weapon skills in the usual fashion. Instead, it grows new retractable parts called "accessories". It costs one slot to grow a "1 slot" accessory, and it takes two slots to grow a "2 slot" accessory.

Of course these two tables are merely examples of what a Construct may acquire. A creative player and Game Master may invent other things for the Construct.

Table: Construct Accessories that cost one slot

Accessory	Function
Melee weapon	As per the weapon type. Must be small size.
Compass	Allows for directional orientation.
Chainsaw	This melee weapon inflicts 2d6 damage, and functions for half an hour per level of the Construct. Great for gritty, post-apocalyptic urban encounters.
Electric Fist	Punch does additional 1d6 electrical damage in addition to normal Strength bonuses. The electric fist functions for four attacks per day per level. Once this is exceeded, it becomes an ordinary fist attack.
Energy weapon	1d6 damage, 12// range. Spending this cost twice allows another weapon port that does additional 1d6 damage. This energy weapon can be fired four times per day per level of the Construct.
Fire Extinguisher	This weapon is sufficient to put out a fire that covers a 10'x10' surface. The device implements carbon dioxide (great for plants, rotten for mammals). Against fire-based creatures (or creatures vulnerable to fire), this weapon inflicts 4d6 damage because it is both cold, and suffocates flame. This device can be used twice per day per level. The area of effect is a 1// cone. For an additional slot, the area of effect is a 2// cone, and can extinguish a 20'x20' surface.
Grappling Hook	Can launch a projectile that can stick into a wall, tree, pole, or other object, and can allow the Construct to pull itself up to that level. This device has a 20// range. Although this device is not intended to be a weapon, the Construct can use it as such. It deals 1d4+1 in bludgeoning damage. For an extra slot, the Construct can extend the grappling hook range to 30//.
Infravision	Can see in infrared to 12//. This range can be expanded by an additional 12// for each additional slot spent.
Light beacon	Illuminates a conical region 10// long. This range can be extended an additional 10// for each slot spent. The light is very bright, but does not affect Undead because the light is artificial. The light lasts up to one hour per level per day.
Life Detection	Unlike the Changeling Sense Presence, this is a non-spiritual means of detecting life. The Construct can sense the electrical signature of a living person or creature's heartbeat. The creature must have a heart rate (thus insects, jellyfish, and similar creatures are not detected.)
Lock Pick Fist	Allows construct to pick locks (but not disarm traps). Success% = Skill*5. Spending an additional slot also grants the Construct the ability to disarm traps; Success= Skill*4.
Logic unit	Allows interface between construct and ancient tech (cyber technology), such as computers, security systems, PDAs, robots, and other Constructs.
Lowlight vision	Can see as if Elven.
Radar	Can utilize Detect Motion Vectors to 12//. The range can be extended by 12// for each additional slot spent.
Shield	This is a simple, physical shield rated for AC+2. While the shield is activated, the Construct loses this AC bonus if using a weapon mounted to that arm in a given round. Has no time duration limit
Stun baton	Renders target unconscious for 1d6 rounds if failed save vs. system shock. This attack can be attempted four times per day per level of the Construct. If used more than this, the weapon is still available, but functions as a club.
Tether Spear	Can impale a target (1d12 damage). Range is 6//. Can drag target to Construct ("Get over here!!") This item can be fired two times per day per level.
Welding torch	Allows use of metal craft w/o a forge. 1d10 fire damage (melee range). The Construct can weld for an hour per level. When not welding, this device also functions as a simple torch (for illumination purposes.) for heating a room, the torch can provide warmth in a 10'10 area.

Table: Construct Accessories that cost two slots

Accessory	Function
Absolute Positioning	Can determine exact position on the globe.
Additional Melee Weapon	As per weapon type. Can be medium or large size.
Air Purifier	While pointless to the Construct, this attachment can aid the Construct's organic allies. The Construct can create a breather mask that spools out on a flexible tube 15' long. For each additional slot spent, the Construct can create another breather mask. This accessory is particularly useful in underwater or poisonous atmosphere situations. The Construct can generate enough air for one man-hour per level of the Construct.
Booster Rockets	Allows the Construct to briefly fly. The rockets create a lot of smoke and burn a 5' radius swath of ground when launching. For one turn, the Construct can fly at 12// Mc(B). The rockets take an hour to
Circular Saw	This missile weapon has a 15// range and inflicts 1d20 damage. Once fired, the Construct may choose to manually retrieve the saw blade, otherwise the Construct can fire this weapon twice per day per level. For construction purposes, the blade does not launch and can be used for an hour per day per level.
Field Emitter	This accessory generates a force field 1// diameter with strength of 1 structural point. Once collapsed, it takes a day to regenerate. The shield has AC(0).
Flame Thrower	Target saves vs. area effect for half damage. 3d6 damage. Damage is 3d6 and takes a turn to regenerate after each blast. The area of effect is a 2// cone.
Flood Lamps	Similar to the Light Beacon, except the area of effect is a 4// radius instead of a 10// cone. For each additional slot spent, the radius increases by 4//. The light is very bright, but does not affect Undead
Laser Surgical Logic Unit	Allows Construct to emit low intensity lasers from fingertips. Grants skill of Advanced Medical (2)
Nail Gun	Shoots nails. Range is 6//, damage 2d6. Can fire up to 6 bursts per level per day. For construction purposes, the Construct can generate nails on demand because the muzzle velocity required for building a house is a lot less than for killing a man, and that "construction" nails are smaller in size than "combat" nails.
Nuke Blaster	This weapon emits a stream of beta particles. It inflicts 1d4+1 physical damage and 1d4+4 REM. If the target makes a save versus magical weapon, the radiation damage is avoided. For each extra slot, the Nuke Blaster increases by another 1d4+1 in physical damage and inflicts an extra 2 REM. This weapon can be fired three times per day per level.
Projectile Weapon	Can mount a gun equivalent to a pepperbox (4d4 damage). The Construct can generate up to 8 rounds per day per level (i.e. the weapon can be fired twice per day per level.) Each extra slot creates an additional gun port that shoots an additional projectile. The capacity for ammunition generation is unchanged, however.
Remote Probe	A detachable sensor with AC(1), 1 structural point, 18// Mc(A), and has a range of 2 miles. It can map, and has color vision only. The Construct can communicate through others through a tiny, tinny-sounding speaker. By spending an additional slot, the remote probe gains small manipulator arms, a light source (2// cone), and a small laser (1d4 damage). More senses can be added by expending accessory points. The probe does not have its own mind, but is actually an extension of the Construct's senses.
Taser projectile	Like Stun Baton but has a 6// range. It can be fired three times per day per level. If used more than this, the weapon is still available, but functions as a dart gun.

Saving Throws

Unlike most characters, whose saving throws are only based on their character class, a Construct at times uses the Item Save charts instead, saving as a metal object. A Construct's saving throws as an item increases by one point in all categories every two levels, starting with the base saves listed in the appropriate table. The maximum bonus that can be gained is +10 to all saves. Usually, a Construct will only save as an item against special effects targeting him or special circumstances that would affect him differently than a normal living character.

Becoming "Real"

An awakened Construct, while sentient, is not truly alive. Thus, if the Construct dies, it is truly dead, without hope of resurrection or an afterlife. There are a few ways that an awakened Construct can cross over into life.

A Construct can save three wishes and use them to become a living being. Alternatively, a willing good-aligned Priest of a good-aligned deity can attempt a divine intervention (optional rule). If this rule is used, the Priest can make one attempt per week. A Priest can also use Imbue with Life Energy. This has a change of success equal to 1% per level of the Priest. Finally, a cadre of Wishsingers can attempt the Song of Life Magic. In this instance, a focal Wishsinger must since Song of Life Magic, while a chorus of Wishsingers equal in number to the structural points of the Construct must sing Song of Many Voices. Again, this has a change of success equal to 1% per level of the focal Wishsinger.

Becoming real has several important ramifications. First and foremost, the Construct is granted a soul. As a result,

the Construct now has a Body-Mind-Spirit rating. This allows the Construct to advance in other professions. A Construct will always be a Warrior first, but will also be able to advance in another class as a secondary should the creature decide to do so.

Another consequence of becoming alive is that the Construct loses most of its resistance to empathic manipulation. Against empathy, illusions, and Death Magic, the resistance is reduced to 20%. However, supernatural healing spells will actually function. These powers must confer at least 10 hit points of healing in order to replace one structural point.



Oddly enough, becoming a living Construct does not cause the creature to eventually die of old age. While the Construct is mortal, it never grows infirm. It can only be destroyed by injury.

A living Construct, however, retains the vulnerability of being animated by a Theoretical Engine. Should this anima be destroyed, the Construct is not slain but is rendered immobilized until it can be imbued with a new Theoretical Engine. Moreover, a Steal Construct formula, and other related powers, cannot enslave, but can still bring grief and inconvenience to the living Construct by effectively deanimating them for the duration of the power.

For Living Constructs some of the saves are still based on the Item Save chart, but in most cases, a Living Construct uses the saving throw chart that is applicable to their character class. For example, a Living Construct (in this case, a Warrior) is no longer immune to mental attacks, and would use a Warrior's save versus sleep/charm if a mental attack were waged against the Construct. If a Living Construct is split-classed, it may use the more favourable of the two saves.

All Constructs, whether Living or Awakened, take a 10% experience penalty due to their extraordinary combat capabilities and the fact that their health is based on Structural points rather than hit points.

Dwarves

Game Mechanics Summary: Base Movement of 9//, base AC of 8, very durable in combat, but low Dexterity and Charisma, resistant to poisons, infrared vision, innate sense of direction, master craftsmen, highly resistant to empathic attacks, generally structurally-aligned, fearful of water (because they sink in it), rather short-lived.

Dwarves are short and stocky lot. They are built much heavier than humans, and also much shorter. In many ways, Dwarves are as dense as Changelings are light. The average height for a Dwarf is about 4'3". A Dwarf body is strangely disproportional; they tend to have hands, feet, and a head that seems a too large in comparison with the rest of the body.

Dwarf muscle and bone is much more dense than that of a Human. Because of this, they sink in water rather than float. Thus Dwarves have an innate fear of the vast oceans of Gaianar, much like a Changeling's fear of caves and crevices.

A strange thing about a Dwarf's appearance is that no matter how young he or she may be the Dwarf will look gray and gnarled. Why this is, no one knows. Dwarven males begin growing a thick iron-gray beard around age seven or eight. Even the women are hairy, sprouting thick sideburns and hair on their knuckles and toes.

Dwarves and Elves have had notorious scuffles in the past over the disposition of natural resources. Dwarves believe nature is something



to be harnessed and subjugated. They are renowned for their skill in mining and construction. They do not always consider the environmental consequences when undertaking their grandiose schemes. They have great aptitude in metalwork and gem crafting as well. All such crafting checks made by a Dwarf are at a +2 bonus.

Dwarves, for the most part, are honest and hard working, despite their frequently gruff and abrasive demeanor. They have a tendency to tell the truth without the use of euphemism. The most common alignments for Dwarves are Ordered, Sainly, and Benevolent.

The Dwarven race was once part of standard Humanity, for there was once a time when Gaianar was populated with but one race. However, because the people who later became the Dwarves had spent so many generations tunneling into the earth, they have been changed by the lack of light and the saturation of heavy elements in their diet.

Accustomed to their dim, subterranean demesnes, the

Dwarves have lost some of their normal sight. A Dwarf is completely incapable of seeing blue or purple; their retinas no longer have the cone receptors necessary for perceiving that kind of light. However, their eyes have instead become sensitized to lower wavelength light, giving them the ability to perceive reds that Humans, Elves, Fey, and Changelings cannot; This expanded perception gives them the ability to see body heat and temperature differentials on surfaces at up to 100' (10//) away. They can see large heat sources at three times that distance. Additionally, they have an innate sense of magnetism. They can automatically detect a magnetic source at up to 150' (15//) distance. If a Dwarf spends an entire round concentrating, he is able to detect the presence of steel and iron within 50', even through stone. Because their magnetic sense also lets them constantly detect magnetic north, a Dwarf almost never gets lost.

One final note on Dwarves: because of their long-standing work with minerals, heavy metals, and harsh tunnel gasses, a Dwarf has a 20% chance to resist any poison or toxin, whether inhaled, ingested or injected. Against skin contact poisons, Dwarves fair even better, having a 30% resistance.

An average Dwarf lives for approximately 85 years. Of the five races, they live the shortest lives. Due to their hardheaded

Elves

Game Mechanics Summary: Base Movement of 12//, base AC of 10, chaotically aligned in most cases, low-light vision, bow mastery, stealth and hear-noise bonuses, long-lived, weak against empathic attacks.

In the tradition of Tolkien, Elves are very tall and handsome creatures, standing, on average, 6'4". They tend to have brown or auburn hair and eyes of green or hazel. They have slimmer build than their human counterparts, and their ears fluted as opposed to rounded, like in humans.

Elves are hearty outdoors types who believe in coexisting with, as opposed to conquering, nature. Because of their strong links with nature, they tend to be a bit anemic in their supernatural beliefs, thinking that which cannot be seen or touched is unimportant.

Elves are a reclusive lot, and rarely venture out of the forests they inhabit. They live in small, loosely knit nomadic societies. Non-Elven adventurers should be forewarned that Elves tend to

Prejudice is a funny thing. In the ancient days, a rich man hated a poor, and a Northern hated a Southern. Light skins hated dark skins,, and just about every religion hated each other.

"Then the Great Cataclysm came, and all Humans were equal in each others eyes, for now Elves, Dwarves, and Changelings came. For a while man hated the Changed Ones, for jealousy burned for God touched the Changed. And the Elves and Dwarves still war against one another.

"Finally, we Fey came, and man truly knew fear. And what man fears, he hates. We Fey were enslaved, murdered, and ostracized. 'Demon', you called us.

"Now man has accepted us too.

"Indeed, prejudice is a strange thing with man. What he once feared, he now tolerates, and what he now tolerates, he may someday think of as equal."

--- Indigo Jalaqua, Fey Sociologist.

think themselves vastly superior to other races. This air of superiority, combined with their xenophobia, has provoked many a war against the Elves. This has only served as reinforcement for their reclusive ways.

Elven societies tend to have fully neutral (or Apathetic) alignment although individual elves may possess any alignment.

It is known that Elves can see in ways that a Human cannot. The eyes of an Elf are much more sensitive to dim light than a human's. This is due to the high density of light-sensitive rods that make up the Elven retina. Thus an Elf can see adequately in all but the blackest night, which translates in game terms to a +4 bonus versus any low-light penalties, so long as the darkness is not complete or supernaturally caused. This gift does not come without a price. An Elf faces a -1 penalty to any save versus light-based attacks.

One of the useful Elven abilities is their skill at blending in with their natural surroundings. In a heavily forested area, an Elf can attempt to move without being seen. An Elf player character attempting to move without being seen has a 20% chance of success. This power has a similar effect similar to the innate power Camouflage. If an Elf happens to be an Investigator (or related subclass) or any character class that uses Stealth, the Elves' innate power of Stealth is cumulative with any Stealth capabilities granted by the character class.

An Elf also has superior hearing. Perhaps it is the shape of their ears that give them such a formidable perception of sound. In any event an Elf has an innate hear noise rating of 30%. This is roughly twice the human norm. This is not to say that an Elf can hear things from farther away, but instead can hear things at normal distance better. Thus their hearing bonus is more akin to a magnifying glass than a telescope.

One final note on Elves: they have managed to take bow crafting and hunting to an art form. Any bow created by an Elf is by nature +1 to hit. Additionally an Elf using any kind of bow (other than crossbow) hits at +1 to hit. Finally, an elf using a bow that he has personally crafted can

shoot at +3 to hit. Their hunting proficiency checks function at +2.

Elves are the product of genetic engineering whose purpose was to extend the normal Human life span. While the overall goal of the experimentation was successful, the product was a race of tall, spindly people who don't care much about anything and cannot interbreed with normal Humans. An Elf can expect to live for 420 years. An Elf's apathetic ways leave it the most vulnerable of the five races to

Fey

Game Mechanics Summary:

Base Movement of 9//, Base AC of 9, non-natives to Gaianar, full flight capability, able to assume an ghostly, energy form for limited periods, able to fire wind blasts at foes, motion-vector detection, ultra-vision, very vulnerable to iron, suffers an experience penalty.

The only race on Gaianar that is alien to Gaianar, the Fey were once energy creatures that lived in a dimension far different than that of the Gai system. But it was during the period that Scaxathrom ruled Gaianar that his summoner-priests learned to tap into other worlds and bring forth creatures to do their Master's bidding. Mostly, the Scaxathrom Priests raised demons in the form of elementals, spiritual spies, and dark warriors. But occasionally the blasphemous clerics would tap into the realm that was the home of the Fey.

"I remember the first 'hyu-mann' I ever saw. He was taller than me and he was completely solid, a scary thing for a Fey. Of course he could not fly and so I thought it a lesser being; a groundling. Then I learned he had power over me. That was truly frightening.

---Blue Sirocco, a Fey formerly enslaved by the Scaxathrom Priesthood.

The first thing about understanding the Fey is this: They don't want to be here. Their native plane of existence is a universe where energy is more common than matter, and the speed of light makes this universe's light seem like molasses. They come from a bright universe where change is constant, and where the background radiation of the cosmos sounds like an eternal symphony. In the realm of the Fey, they look like angels of light and live forever, for energy doesn't decay there, it only changes form and frequency.

From a world of light they were summoned into the cold, hard iron shackles of Scaxathromite slavery. Ensnared by the Scaxathrom Priesthood, these creatures were forced to commit all manner of atrocities against the people of Gaianar during the Great Cataclysm. Though it took several generations to best their masters, they at last did gain their freedom (at the cost of thousands of Scax-Priest lives, and tens of thousands of bystanders.)

Faced with the extinction of their soul-light (for energy in this universe does decay), and taking on a solid, organic form, they grudgingly chose the latter. But in their minds, they still think like energy creatures. They are drawn to

bright lights. Fire is sacred to them. Energy is like sustenance. So much is this patterned in their minds, that they frequently forget that their physical bodies do need food. And this is why most of the Fey are very thin. They take no joy in eating, for each bite of food is a reminder of their captivity and their status as refugees.

Their thoughts are quite linear. For as energy automatically takes the path of greatest resistance to least resistance, so it is true that once one of the Fey fix an idea in his or her head, no force can dissuade them from the resultant course of action. Some call the Fey stubborn, but in truth, they can act no other way. They hate slavers. They will kill those who trade in sentient flesh. Regardless of alignment or faith, The Fey will kill slavers when encountered.

Very few of the Fey are Priests, for even the presence of good-aligned clergy leaves a bad taste in their mouths. The Priesthood (of Scaxathrom) brought them to Gaianar, enslaved them, and marooned them. The Fey have a racial memory for their home realm. Those successive generations who have never seen the Realm of the Fey still know what it looks like. And to stare into a night sky that is silent and cold and black is quite a bitter thing indeed. In their solid form, the Fey appear as small winged Humans or winged Changelings. They stand on average 4' tall and are

sturdily built, though not so well as the Dwarves. Their skin is smooth and nearly albino white and does not tan. They have little in the way of body hair except that which grows from the scalp. Their hair color is usually white, or of a color that matches their wings. Their blood is clear, not red.

No one outside the Fey community exactly knows this race's method of reproduction. And while a Fey may identify "himself" or "herself" as male or female, the race has so little in the way of secondary sexual characteristics that the exact gender of a fully clothed Fey is nearly impossible to determine - but the Fey, they know. And how they propagate is a secret they kill to defend, regardless of alignment or legal consequences. The Fey still have primary sexual characteristics (thus making it possible to engage in sex), but while fully clothed, they look androgynous.

Their own secret reproductive methods doesn't prevent the Fey won't be promiscuous with other races. That, they do for entertainment and fun, but not for reproduction. However, it is still unknown if Fey reproduction even involves a sex act, or whether it somehow involves an exchange of energy while assuming the Phoenix flight mode. Regardless, some Fey, particularly the Amber Fey, have frequent carnal relations with members of other races.

As indicated by the presence of their wings, a Fey has the ability to fly. With wings unfurled, they span 4' for every 1' the Fey has in height. A Fey's wings are not feathered but instead have a texture somewhere between a bat and a butterfly's.

A Fey can fly indefinitely, unlike the Changelings. However, their flight speed is not quite as rapid or agile. Under normal conditions, a Fey has a flight speed of 24// (twice the speed of a running man) and a maneuverability class of "B" (able to hover and turn 180 degrees in the same action.) At the cost of one point of Endurance per three rounds, however, a Fey can boost flight speed to 32//.

In dire emergencies, however, a Fey can assume his or her true form as an energy creature and fly for brief periods at 60// with maneuverability class "A". This form of flight is called "the phoenix flight", as the Fey

assumes a form that looks somewhat like an Angel of light, swirling wind, and eldritch fire. In this form, they can phase through wooden structures without effort, and can even pass through stone, so long as it is less than an inch thick. Iron, however is always impenetrable, and the Fey dislike iron in any case, as will be explained later.

Resuming their true form is not without its price. A Fey loses one hit point for each round in phoenix flight and these lost points cannot be recovered with healing invocations, only with time. A Fey recovers hit points lost to the phoenix flight at a rate of one point per hour.

Like a bat or a dolphin, those of the Fey can sense distance and movement by unseen ways. This ability is called Detect Motion Vectors. A Fey employing this ability can detect movement and direction of creatures and objects as far away as 15// (150'). This ability, when used, covers a 360° radius. It can be used at will, and maintained indefinitely, but it does require a small amount of concentration. Thus combat is possible, but supernatural invocations are not. Noise cancellation powers or spells will render Detect Motion Vectors inoperative. If the Fey is actively seeking invisible or cloaked creatures, this power will reveal them to the Fey if successful on a Perception check.

Being creatures of energy, a Fey can summon and hurl vortices of wind that cause 1d6 damage to its victim. The vortices have a speed of 90//, and have a range of 45//. Implementing this power costs the Fey one-quarter point of Body-Mind-Spirit per use.

A Fey's vision is somewhat complementary to that of the Dwarves. While a Dwarf can see in infrared, but is blind to the upper spectrum, a Fey can see into the ultraviolet band, but is blind to red. As a result, a Fey's day vision is excellent, giving him or her a +1 to all visual tasks (including combat.) At sunset, however, they are more deeply blinded than most, and therefore suffer a -2 to visual tasks unless properly aided with a light source. This penalty is in addition to any ordinary low light penalties.

Despite the apparent superiority of this race, they do have limits and weaknesses. The Fey are intolerant of iron. Wielding an iron weapon leeches a point of

Endurance per turn. Iron armor costs a point per round. Being chained in iron shackles costs two points per turn. While this power drain cannot kill a Fey, it can incapacitate. Moreover, a Fey cannot engage the phoenix flight while in physical contact with iron.

Fey Racial Subtypes. Like the Humans, there is more than one kind of Fey. Below are listed the four Fey sub-races and a description thereof.

- **Blue:** The blue Fey are the most numerous of the four races. Like the name implies, their wings are deep cobalt at the base, and pale sky blue at the top. Their eye color, too, is blue, like the sky at most times, but the color deepens when the Fey is emotionally charged. Blue Fey are almost always Ordered in alignment, although a few are Sainly. Societies in control by Blue powers are very efficient, safe, and organized.
- **Indigo:** Fey of this type are the most rare. Most of the indigo Fey dragged into the world of Gaianar were of a priestly caste of a benevolent god, and therefore most indigo Fey concern themselves with the welfare of others. Indigo Fey have the power to heal by laying on hands once per day for 1d4 points. Indigo Fey do not deal with governments or politics and tend to arrange their small and reclusive societies in something of a noninvasive Theocratic rule.

Indigo Fey are usually Benevolent, although a few are Sainly or Heroic.

- **Amber:** It is a shame that most of the amber Fey are cheerfully insane. Amber Fey are drunken brawlers, bards of renowned, and players of all sorts of games. They tend to have a prepubescent approach to most of life's problems. They are promiscuous with other races. If an amber Fey wants something, he takes it. If he breaks something, it's always someone else's fault. But amber Fey as a whole are not mean or cruel, and neither do they steal just to be malicious. But they were damaged in some way during their original summoning and subsequent captivity, and now they never emotionally mature to adulthood and are instead like rambunctious teenagers for their whole lives. An amber Fey is almost always Chaotic or Heroic.
- **Green:** Unlike the amber Fey, insanity made the green Fey nasty. They hate all ground-bound races on Gaianar, and will seek to destroy any Human Priest, regardless of their faith. Moreover, they view the Dwarven race as a non-sentient animal race and use them for slave labor and/or food. Green Fey never become Priests of any kind, but instead are Thieves, fighters of all sorts, and hired assassins. Green Fey are always Satanic, and have forsworn supernatural practices to the point that they now have a 25% resistance to all spiritual powers.

Humans

Game Mechanics Summary: Base Movement of 12//, Base AC of 9, can be of any alignment or class. Gain an experience bonus.

We all know what Humans are like. They are the most diverse in appearance with respect to height, width, skin color, and bulk. A player can choose to play a human from a wide variety of Human archetype. Pale, sallow, brown, and black subtypes exist in various places on Gaianar.

In the Known World, humans generally fall into one of the four following archetypes; based on which

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- **North Point:** Characters born here tend to be very pale skinned, have dark black hair and gray or blue eyes. They are stocky and a height of 5'6" is common for the average male. Females are slightly smaller in both height and build.
 - **South Point:** A person of South Point descent tends to be very tall and wiry. They have skin that ranges from the color of milk chocolate to the color of India

ink. They have eyes either brown, dark hazel, or honey-amber. A Male, on average, stands around six feet tall. Females can exceed the height of a man and also tend to be more muscular. Many South Point societies are matriarchal. South Point descendants generally display a delicate beauty because of their tallness and slight build. This feature gives them a +1 to Comeliness when rolling attributes.

- **West Point:** Natives to West Point are somewhat shorter than their South Point cousins. Humans from this area stand about 6'3" on average and have red, auburn, or brown hair. Their skin tends to freckle a lot in summer. While thicker in build than their Southern cousins, they still appear willowy at first glance. They usually have green or sea blue eyes.
- **East Point:** People from this continent are the smallest of all humans. Standing only about 5'3" on average, these people are sallow in skin tone and have almond shaped eyes. Many Eastern descendants have brown or hazel eye color, but dark black and pale green are anomalies that occasionally surface. The Humans from this area are medium in build and give a very sturdy first impression.

"As if the war hadn't been bad enough, then these mutants appeared. Some were nice, some neutral, and others down right evil. Just like man I guessed..."

It should be known that because Humans lack many of the special innate abilities of the other races, a Human player character gains a 5% bonus to experience.

Human player characters can be of any alignment. The average human life span is 105 years. Humans have a standard empathic resistance of 10%.

Optional rule: Players must get the Game Master's permission to play a Werite or a Construct character. These are both optional races.

Werites

Game Mechanics Summary:

Base Movement of 12//, Base AC of 8 or 9, depending upon sub-species, very combat oriented, able to shift in animal forms and full human form, vulnerable to silver weapons, social outcasts, unable to wear metal armor, suffer experience penalties.

In the dim past, certain factions of Humanity set out to improve the lives of people using DNA from creatures common to the world of Gaianar. Their reasoning was simple: by taking certain key aspects from the animal kingdom and carefully melding them into the Human genome, the result would be a stronger and healthier person who could thus live a better and longer life.

Their goals were at first noble, but soon the desire for power

corrupted the minds of these lost scientists and their followers. They no longer wished to better Humanity, but to instead create "better" people, and thus they began their own downfall by turning away from their fellow men. In the end, both their created beings (whom the governments, military, and scientific factions had enslaved) and those "common humans" that they had sought to replace with their corrupted science and magic rose up and destroyed the oppressors.

But their creations lived on. Through some fluke of genetics, these half-humans were not only able to reproduce, but their offspring bred true to the form of their parents. And so, they have lived for centuries. And though their numbers never grew to excess (for though they breed true, they are not particularly fertile) and few accept them (the common folk view the Werites as monsters), they are still a fascinating people with great strength of mind and body.

Werites are generally very accepting of others, for they are considered outcasts by many and thus are not hasty to cast judgment. With great effort, they can even blend in with humanity, although maintaining a fully human form is very taxing.

No one is sure how many different were-creatures were

originally created, but the most common are listed here. In most cases, the human form was melded with that of a mammal, though the Weredragon is an exception. However, not all crossovers were successful, and many of the truly awful mistakes escaped before being destroyed. All adventurers must be warned of the legends about other horrible crosses between man and beast – things such as Werespiders and Weresnakes, though rare, are said to be both mad and evil beyond redemption.

Appearance of a Werite:

Because a Were-creature is a Human/animal hybrid, the resultant being appears as a meld of the two. For instance, a werewolf would walk on two legs and have a generally lupine face and furry arms and legs. A Werebear would be tall and muscular, but not so tall and muscular as a true bear. Regardless of the type of hybrid, they all have bipedal movement, binocular vision, and possess hands with opposable thumbs, though Werites have cruder hands than humans.

These creatures also have the sensory capabilities of the animal subtype, thus a Werewolf would have an excellent sense of smell, while a Wecat would have superior low-light vision.

In their native form, however, they are only 20% likely to pass for human, and then only in darkened conditions while the Werite is wearing a hooded cloak.

Common Werite Abilities

All Werites, unless noted, have the following general traits:

Ability to Shapeshift into animal form. Shapeshifting is a full round action and costs one point of Body-Mind-Spirit, but the were-creature can stay in animal form for as long as he or she wishes once the transformation is complete. While in animal form, the Werite's saving throws, BAAtCh, and other checks and basic attributes remain the same, though various other bonuses are gained in animal form as detailed in each specific type of Werite.

While in animal form, no spiritual powers can be invoked (because the animal form cannot speak, properly gesture, or play musical instruments), nor can any weapons be used unless they are simply thrown or designed for use by an animal (for instance, a razor gauntlet made for a bear). However, Shapeshifting will not end any spiritual powers that are already in effect, nor will it negate any bonuses gained from magical items. Also, innate abilities still function while in animal form. All items the Werite is carrying vanish into a pocket dimension (all Werites seem to have a form of the innate power Pack Rat that is triggered solely by shape changing.)

While in animal form, there is no normal direct way to tell that the creature is not a true animal. Of course, the behavior of the Were-creature might give this away, and certain spells might discern the truth (for instance, most empathic powers would reveal a sentient

intelligence), but the animal form is NOT an illusion and thus cannot be stripped away with True Sight or Dispel Magic.

Behavior in animal form: This is hard to predict and requires good role-playing skills. In most cases, the Werite's personality will undergo some changes while in animal form. He or she may suddenly develop a craving to hunt or kill prey, or solve problems simply by clawing out the throat of an opponent. While the Werite is still a person, the animal's feral urges can be very strong and will grow stronger the longer he or she spends in animal form.

After a week in animal form, the Game Master should have the Werite make a Willpower Check. If he or she fails, the were-creature then acts in all ways as an animal of the appropriate type – this does not, however, effect the Were-creature's perception of friend or foe unless he or she is otherwise provoked. Once a day after then, the Were-creature may again attempt to make a Willpower Check in an effort to regain his or her senses. Once the check is made, the Werite reverts to standard form and behavior and cannot shapeshift again for one full day because of the risks involved.

Ability to Shapeshift into Human form. While turning into an animal is easy, it is much more difficult to suppress their animal side completely. It can be done, however. When a Werite wishes

to assume a fully human form, he or she must first make a successful Body-Mind-Spirit check. If successful, it costs one point of B-M-S to make the change, and costs an additional half point per hour thereafter. While in Human form, the Werite does not regenerate B-M-S, thus the hybrid being must eventually return to his or her standard form. While in Human form, the Werite loses all special abilities, but also sheds all penalties. If the Werite rounds out of B-M-S prior to returning to the standard form, the hybrid collapses into unconsciousness and immediately reverts to standard form. The creature then remains comatose until the Werite's Body-Mind-Spirit completely regenerates.

Unarmed Combat: All of the common Were-creatures described here deal 1 point of additional damage with their bare hand-claws in combat. This bonus is applied to all unarmed combat attacks that would allow the Werite to strike with its claws while not in animal form. Note that Werites have claws on both their hands and feet, so kicks could also deal claw damage (provided the Werite is not wearing shoes or boots.)

Attribute Modifiers

All Were-creatures use the same number and kind of dice for each attribute as a Human. This is because Werites, in humanoid form, have generally Human stats. Modifiers to the results are applied later and vary with the species of Were-creature.

- §All Werites gain a +1 bonus to System Shock saving throw

because of their Shapeshifting nature.

- §All Were-creatures have a base empathic resistance of 10%
- §The experience penalty is -5% for all Werites except Weredragon. All Weredragons incur a 10% experience penalty.
- §All Werites, because of the somewhat animal-like shape of their hands, get a -2 penalty for any skills that require fine hand-eye coordination or use of delicate or precise tools. These penalties may be negated if custom tools are created for the Were-creature.
- Werites cannot wear any armor heavier than leather armor. Donning metallic armor of any kind prevents the Werite from shape changing and leaches 1 point of Endurance per round - reaching 0 Endurance renders the Werite unconscious. Not surprisingly, most Werites do not like caves or enclosed metal structures.
- Silver weapons deal double damage against all Werites. The old folk-tale about using silver against a Werewolf is true, and all Werites suffer when struck with silver weapons.
- Werites live for about 200 years. Many believe that the animal DNA in a Were-creature's system, as well as their ability to shape shift, lets them reduce the effects of aging.

Alignment Restrictions:

Were-creatures cannot be of Structured alignment, for that is simply not in their nature. Because most animals are of "Animal", "Unaligned", or "Neutral" alignments, the hybrid being is usually Benevolent, Chaotic, Apathetic, or Malevolent. Occasionally, a Werite may also be either Heroic or Satanic. Because they cannot be Structured, certain character classes (most notably Gunslinger and Paladin) are forbidden.

Werewolf

A blend of man and wolf, these beings are perhaps the most common of all were-creatures and are the stuff of legends in more civilized lands. They are cunning, fierce, and relentless in pursuit of prey, but few who tell tales of these creatures take note of their loyal nature and high respect for honor as a race. They should, however. The word of a Werewolf is as good as gold – they keep their vows and would sooner die than betray their friends or family. It is almost impossible to find a Werewolf that has cheated on his friends, mate, or community. They are also very social and live in well-knit communities far from the prying eyes of most other races. Though not religious as a whole, they place special value on The Hunt – the quest for food and survival in the wild and often inhospitable regions in which they live. Killing one's first prey in a hunt is a rite of passage for young Werewolf cubs, and their journey into adulthood – as with all such important events - is

celebrated in ceremonies rarely scene by outsiders. The few who are religious tend to worship Domalon - the God of the Hunt.

Most Werewolves stand as tall as an average man or woman, but have a thick coat of fur that ranges in color from dark gray around their flanks to white along their chest and stomach, though some that are related to tundra wolves are pure white in coloring. Their faces bear a close appearance to their wolf cousins, as do their bushy tails and razor-sharp claws. Werewolves are also noted for their keen sense of smell – prey rarely escapes them, and the evil members of this species are often found as powerful bounty hunters.

Racial Modifiers

Base AC = 9. Constitution: +1, Charisma = -2, Comeliness = -1.

+ 2 bonus to all perceptions checks based upon smell, taste, or sound, +1 bonus to all Endurance Checks. 20% innate chance for tracking targets and hearing sounds– these bonuses are cumulative with other skills or character class abilities.

In animal form: +1 bonus to initiative rolls, +1 to hit, Base claw damage: 1d4, Base Bite damage: 1d8, 3/2 claw/claw/bite attacks per round. Base speed: 35//. +10% bonus to tracking and hear sounds, in addition to other bonuses.

Werecat

The term Werecat covers any mix of a great cat, such a lion, tiger, or leopard with a human. This specific cat has

little effect upon the were-creature, aside from physical appearance.

Werocats are a reclusive and secretive race – they are masters of anonymity and their presence will often go unnoticed by others, and this is usually how they prefer to live: watching from the shadows, acting without heed of law or oath, and then slipping away unnoticed.

Very little is known about Werecat culture, and it is believed that individual Werocats have very little in common with each other. Most live among other races either in secret or as grudgingly accepted, though still reclusive, members of the community. All Werocats, however, are somewhat self-centered and see themselves as better than the commoners around them; as one could guess, they can be difficult to work with and don't make for good conversation. Many members of this species are often found as shadowy thieves, mysterious wizards, and in other positions of power that allow them to maintain both control over their own destiny while avoiding unwanted meddling from outsiders. However, not all Werocats turn towards dark paths, for there are many who use their positions of influence to destroy evil in the world around them in subtle ways. Nonetheless, the common theme of power and secrecy remains.

Werocats all have many physical features in common. They stand somewhat shorter than the average man or woman and have a slight but powerful build – there is no such thing as a fat Werecat. Their facial features are distinctly feline, and they

have the claws and long, sinuous tail of their animal cousins. The coloring of their fur varies with the cat species they represent: tigers are orange with stripes, leopards have spots, lions have tan fur and the males have manes, etc.

Racial Modifiers:

Base AC = 9, Dexterity = +1, Faith = -1, Charisma = -1. This creature gains a +1 bonus on all Perception checks.

Able to seen in normal darkness nearly as well as one can see in daylight (this will not work in magical darkness) – this translates into a +4 bonus vs. any low-light penalties. Sensitivity to light – this translates into a –1 penalty vs. light-based attacks, 15% innate chance for hearing sounds, moving silently, and hiding in shadows – these bonuses are cumulative with other skills or character class abilities.

In animal form: +1 bonus to initiative rolls, +1 to hit, Base claw damage: 1d4, Base Bite damage: 1d8, 3/2 claw/claw/bite attacks per round. +10% bonuses to hear sounds, move silently, and hide in shadows, in addition to other bonuses. Animal Form Base Speed: 25//.

Werebear

Hulking men of great physical strength and endurance, Werebears are not noted for

their speed, grace, or charm. However, they are immensely strong and durable and thus often take up tasks that most people couldn't hope to accomplish. Werebears often live in small groups or families along the outskirts of communities full of other races. Not much is known about their culture, but they are beings "of the earth," so to speak. They like good beer, gambling, and rough fun. Wrestling and strength challenges of any sort are sources of great amusement for Werebears, and many have made a fortune winning such feats of strength only to lose their money to gambling or liquor.

Though they come across as a gruff and blunt group, Werebears are generally honest individuals. If a Werebear is displeased with another person, he will make it clear right away and perhaps demand a wrestling match or something similar to settle the score. Werebears are rarely ever found contriving elaborate plots for power, revenge, or wealth, and they have little interest in song, art, or much of the other trappings of higher culture. They live wild lives in the border-towns and woodland edges throughout the world, and few can fight as well as they can.

In appearance, Werebears are huge and well muscled, easily dwarfing the tallest and mightiest of men. Their facial features are bear-like, as are their deadly claws. Their fur ranges in color from black to brown, though pure white Werebears have been seen in the frozen reaches of the world.

Racial Modifiers:

Base AC = 8

Strength = +2, Constitution = +1, Dexterity = -1, Intelligence = -1, Charisma = -1, Comeliness = -1.

Werebears gain a +1 bonus to all Endurance Checks.

Werebears gain a +1 additional bonus to Save vs. System Shock.

In animal form: Base claw damage: 1d6, Base Bite damage: 1d10, +1 AC bonus, 3/2 claw/claw/bite attack per round. They gain a +10% to tracking, in addition to other bonuses. Animal Form Base Speed: 15//

Weredragon

These beings embody aspects of the great Dragons of legend, and are thus some of the most powerful humanoids to walk the lands. Most Weredragons have little in common with each other, and they are one of the least common species of were-creatures. Their personalities are influenced by which Elemental Dragon aspects they have within them; this also determines the coloring of their scales, their breath weapons and other powers. Note that the only known Weredragons embody traits of the four most common Elemental Dragons.

All Weredragons have some traits in common. Their facial features are very akin to Dragons, and they all have wings, scales, and long, whip-like tails. The coloring of their scales does vary, as does their magical aspects. They are deadly warriors, but many are also skilled in pursuits of the mind or spirit.

Racial Modifiers:

Strength = +1, Charisma = -1, Comeliness = -1

Base AC = 8

They have a breath weapon, wings, and other special abilities

Breath Weapons:

All Weredragons have a breath weapon, and its range and type is different for each subspecies of Weredragon. All breath weapons have several common traits. They deal 2 points of damage for every level (or hit die) of the Weredragon. Summoning its breath weapon costs one point of Body-Mind-Spirit. If the victims of the breath weapon make a Save vs. Area Effect, they only take half-damage. Additionally, Weredragons can use their breath weapons at most once every 3 rounds.

Range and shape of Weredragon breath weapons:

Cones = 5 feet + 1 foot per level in length. Width at any given point is equal to the length of the cone at that point.

Lines = 10 feet + 2 feet per level in length. Width = 1 foot in diameter.

Wings and Flight:

All Weredragons have vestigial wings that allow for gliding, limited flight, and can prevent damage from falling (assuming their wings are free, of course.) They have a maneuverability

class of D (glider, crow, etc.)
Maximum speed is 24//.

Shapechanging Limitations:

Weredragons *cannot* shapeshift into a dragon form. They can, however, assume a Human form, but this process costs twice what other Werites must expend.

Armor Limits:

They also cannot wear any armor unless it is specially designed or crafted for them. They can, however, wear cloaks and robes, although their wings might get in the way.

Air Weredragons

These creatures have gray to white scales, though some are known to have twilight coloring of purples or oranges. Air Weredragons are often scholars or dreamers, and they have a deep interest in gathering knowledge and learning how the world around them works. They are particularly fascinated with creations of art and science, and hold storytellers and inventors in great esteem. They have little interest in the glory of battle unless it serves some greater purpose, and they tend not to horde wealth, unlike other Weredragons. This is reflected in the character classes Air Weredragons tend to play: they shun away from Warriors and similar classes, and are more attracted to Mathematicians and Wishsingers, among others.

Specific abilities: 25% resistance to lightning, Breath Weapon = Line of Lightning

Earth Weredragons

These Weredragons have scales in shades of green that range from emerald or olive to near black. Earth Weredragons take a long-term view of the world around them, and generally do not directly interfere in the actions of those around them – they watch and wait, make their decisions, and then take subtle but effective action. Earth Weredragons are noted for their loyalty and make excellent protectors and stewards of the lands, for they will not act rashly or let emotion sway them. These Weredragons make excellent Protectors, Rangers, and Warriors, among other character classes, and are almost never found as Thieves.

Specific abilities: 25% resistance to acid, Breath Weapon = Line of Acid

Fire Weredragons

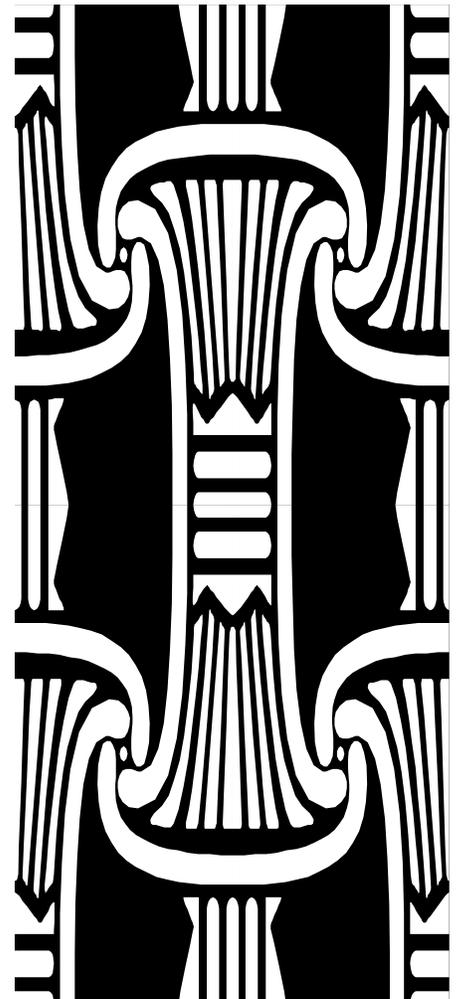
These beings have red scales that may be flecked with orange or yellows, or purple and magenta. Fire Weredragons are flashy, bold, and emotional beings – they exist for excitement and adventure and only live in society because of the potential for great achievements in the presence of others. They seek glory and honor on the field of battle, and often have just as great a love for material wealth. A Fire Weredragon can be the greatest of friends or the most terrible of enemies. These Weredragons are most suited for any class that offers them a chance at glorious combat, such as any type of Warrior, and they shun classes that spend much

time studying or praying, such as Priests, Wishsingers, and Mathematicians.

Specific abilities: 25% resistance to fire, Breath Weapon = Cone of Fire

Water Weredragons

These creatures have scales in shades of blue, sometimes with whites or greens mixed in. Water Weredragons are wanderers and explorers – they are ever searching for new lands and civilizations and rarely stay long in one place. They are as restless and persistent as the





Character Classes

Now that you have your character's race and attributes, you have to decide what he does for a living; is he a swordsman brave and true? Is he a healer of the sick and injured? Is he a dedicated protector of the just and good? Or is he perhaps a parasite on society and a scourge upon the unwary. Many adventuring careers are possible for a newly generated character.

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Barbarian

Races Allowed: Human, Fey, and Werite

Alignment Allowed: No Structured

Requirements: Endurance 12

A Barbarian is a warrior of the clans. Various clans (primitive societal and familial organizations) exist on Gaianar's West Point. These groups of extended families are much like the clans of ancient Scotland. To date, there are eight known major clans on Gaianar. As in Scotland's past, some clans are allied, some share bitter enmity.

Barbarian fighters tend to despise the cities of Gaianar. They view city life as something unnatural and binding. They also blame the fall of the old civilizations on the "city folks" idolatrous embrace of technology. Perhaps this is why Barbarians and Rangers have had good relations in the past.

The Barbarians are a superstitious lot. In the Clan mindset, the boundary

between what is natural and what is supernatural is not as simple as black and white. They hold that there is a smooth and graceful transition between the mundane and the enhanced.

Each clan has one chief Shaman and several Shamans of lesser level. These practitioners function as the spiritual leader of the Barbarian clans. Barbarians view with suspicion the spiritual leaders of other clans while having the utmost reverence for their own shamans.

This unique outlook of the Barbarians gives them interesting abilities and hindrances. The supernatural powers listed below are described fully in the *Book of Spiritual Powers*.

Detecting Spiritual Forces: A Barbarian has a 3% chance per level of detecting supernatural forces at work within a 50' radius. Using this ability takes one full round of uninterrupted concentration. Spiritual forces include non-corporeal entities such as ghosts, and include active magic, witchcraft, illusions, active spiritual powers, and spiritually enhanced items. This power does not cost any spiritual points and is usable any number of times per day. It does not enable the Barbarian to qualify the presence (i.e. it cannot

determine the difference between an angel and a demon.)

The Rage: A Barbarian may fight much more fiercely than would normally be possible because of his supernatural rage. This is called "The Rage", and it lasts two rounds per level of the Barbarian and consumes two points of Body-Mind-Spirit. The Barbarian may use this ability only once per encounter and only once per day starting at level 1, and then one more additional time per day for every 4 levels of experience. So, a 4th level Barbarian could Rage twice a day, an 8th level Barbarian can rage three times a day, and so on up to 20th level, where the Barbarian can rage 6 times a day.

While a Barbarian is under the influence of the Rage, he loses his parries, but gains 1 extra attack (not attack sequence) and his blows do 50% extra damage per hit (rounded up). Because an enraged Barbarian is not delayed by employing any parrying techniques, all of his attacks have a +4 bonus to initiative and are at +2 to hit. Note that in almost all cases, a Barbarian will use a melee weapon while in the Rage.

In addition to the combat increase, a Barbarian under the effects of Rage will automatically succeed on his or her save versus sleep/charm. Additionally, empathic contact with an enraged Barbarian is impossible.

Finally, it should be noted that the Rage is not a safe thing for a Barbarian. While a Barbarian gains two temporary hit points per level at the beginning of the Rage, he is unable to stop fighting until either the Rage ends or all his foes are dead.

This leaves open the possibility of a Barbarian mindlessly fighting until he drops dead from injuries. Finally, when the Rage is over, the exertion exacts a toll of one hit point per level. Thus, a 12th level Barbarian with one hit point remaining could drop over dead at the end of the rage.

Heightened Awareness: When in natural surroundings, a Barbarian gains a +2 on all Perception Checks. However, the Barbarian must accept an equal penalty when traveling in an urban setting, where the filth, noise, and mobs of people are greatly distracting.

Too Stubborn to Die: For each level (up to ninth), a Barbarian can continue to function at -1 HP. Thus a fifth level Barbarian can function at -5 hit points. However, a Barbarian so wounded can no longer attack, but instead can only retreat and parry.

Field Medicine: Through the training of a Shaman, a Barbarian may begin his career trained in field medicine. This option costs 2,000 experience points (in other words, the Barbarian starts the game at -2000 XP). At each level, a Barbarian gains 10 discretionary points to spread among the following categories. Note that if given an opportunity to train under a Shaman at a later point in his career, a Barbarian may spend 2,000 XP to gain the Field Medicine capabilities of a 1st level Barbarian. From that point on, he would gain points to distribute with each increase in level.

Treat Wounds stops all bleeding and returns 1d6+1 hit points to the recipient. If this ability is used in combination with the Healing proficiency (discussed in the section on proficiencies), Treat Wounds will confer 1d12+1 points of healing. However, this ability can be used only once per combat encounter per person. A fumbled roll (96 - 00) Inflicts 1d4 damage on the recipient. .

Identify and Treat Poison is a two-step procedure. First, the type of poison must be identified. If an identification roll is successful, then a roll must be made to determine the outcome of the treatment. If both rolls are successful, then the recipient takes only one-quarter normal damage. Poisons rated as "instant death" leave the recipient with one hit point. A fumbled roll (96 - 00) indicated that the wrong antidote was administered, causing additional 1d12 damage to the recipient.

Identify and Treat Disease works in a similar manner as Identify and Treat poison. Two successful rolls are required to effect treatment -- one for identification of the disease, one for its treatment. Successfully treated diseases

Table: Barbarian Field Medicine Capabilities

Ability	Rating
Bind and treat wounds	15%
Identify and treat poison	10%
Identify and treat disease	5%

drop one level of severity and last only half normal duration. In addition, chronic diseases can be sent into remission with proper treatment. This ability has no effect on supernaturally caused diseases. A fumbled roll (96 - 00) indicates that the Barbarian effecting treatment has caught the disease he had hoped to cure.

A Barbarian fighter may become a clan leader: At eighth level, a Barbarian fighter has the ability to become leader of his clan. Challenging the current clan leader to combat does this. While the combat is not to the death, it does last until at least one competitor is at negative hit points. If the challenger is successful, he becomes the new clan leader. If the challenger fails, he must wait at least one year before he can challenge again.

However, an eighth level Barbarian fighter has the option to start his own sub-clan. While this lesser clan must still swear loyalty to the parent clan, it does otherwise have autonomy. If the Barbarian chooses this route, the new clan attracts 4d10 people from the parent clan and 5d10 from other sources. Additionally, he gains 1d4 Barbarians (5th level) of henchmen status and one Shaman (6th level) who also ranks as a henchman. These individuals will be loyal to the Barbarian even unto death.

Activation and Use of Spiritual Powers: A Barbarian has access to all of his Spiritual Powers at first level unless otherwise specified in the *Book of Spiritual Powers*. Barbarian Spiritual Powers are fueled by Spiritual Points and require a successful Faith check to invoke. They also require Sigils and material components as detailed in the *Book of Spiritual Powers*.

Class Restrictions:

A Barbarian may not wear metal armor. Because a Barbarian creates what he or she needs from their natural surroundings, they tend to wear armor made from leather and hide. Such armor is always decorated with clan insignias or perhaps shamanic sigils.

Experience modifiers: A Barbarian with 15 Endurance earns a 5% bonus to experience, while an Endurance score of 18 earns a 10% bonus.



Cavalier

Races Allowed: Human, Dwarf

Alignment Allowed: Any non-neutral

Requirements: Endurance 14

The Cavalier is a special kind of warrior. Where there are feudal

kingdoms with kings and chivalry, there will be Cavaliers who serve as the military and guardians of royalty and nobility.

Cavaliers are heralded knights in shining armor. These warriors are brave and bold, always combating the fiercest opponent in battle. In any melee, a Cavalier is honor bound to fight the most dangerous creature first and be the last to retreat. And simple combat is not enough, for they fight in a flamboyant, direct style, shrugging off entirely the concept of stealth, which they view as fit for cowards and the dishonorable. Even if losing, they may gloat at or insult their foes with stinging taunts. In keeping with the rest of their personality, Cavaliers like to fight with blazing swords, axes and maces, which they often give special names. They sneer at missile weapons, as they view bows and guns as weapons for the fearful and the craven.

Fearlessness: A Cavalier can resist fear causing, charm-related supernatural powers (essentially any power that would ordinarily require a sleep/charm saving throw.) and Empathic Manipulation. Additionally, a Cavalier's aura extends to his companions within a 10' radius. This power is fully detailed in the *Book of Spiritual Powers*.

A Cavalier can Affect the Undead: Cavaliers are honorable and true warriors, and can thus have some affect upon the Undead with their powers. Full details are given in the *Book of Spiritual Powers*.

Activation and Use of Spiritual Powers: A Cavalier's sword, shield, and armor -- all of which must be made of the finest metal -- are his pride and joy. It is possibly for this reason that a Cavalier's sword, armor, and shield exhibit some unusual properties in combat. Some have said that a righteous Cavalier's sword can glow with silver fire, while other's have seen an evil Cavalier's shield cast all in a shroud of darkness. These special powers are explained further in the *Book of Spiritual Powers*. A Cavalier's powers are fueled by Spiritual Points and require a successful Faith check to invoke.

Followers: Like the Warrior, a Cavalier gains followers as he ascends in level. At fifth level, a Cavalier gains the services of a Squire (Cavalier, 1st level). This Squire is of henchman status, and will serve the Cavalier so long as he remains a Cavalier. At eighth level, the Cavalier may be of high enough standing with his lord that he can petition for the right to build a castle. If granted, and the castle is successfully constructed, the Cavalier attracts 1d4 henchmen (Cavalier, 5th level), 4d6 followers (Cavalier, 3rd level) and 4d10 guards (Cavalier, 1st level).

It should be noted that until a Cavalier reaches eighth level, he or she must obey the commands of a liege if one is present -- presumably a king or duke, or perhaps even a high level Cavalier. Upon reaching ninth level, however, a Cavalier is free -- if he or she so chooses -- so long as he at least maintains loyalty to his liege.

Class Restrictions:

Cannot be of Neutral Alignment: One noteworthy comment about Cavaliers -- they tend to view the world in black and white. To a Cavalier, someone is either good or evil, an act is either honorable or shameful. Even evil Cavaliers have their own twisted code of honor by which they live. Once a Cavalier has chosen his path, whether it is a path of light or darkness, he may never change alignment with respect to morals without being stripped of all powers and becoming henceforth just a warrior (intentional lowercase). A Cavalier who has turned warrior because of alignment change will never gain any of the added

hit points or special abilities customary to the Warrior class.

A Cavalier must fight with honor: A Cavalier does not stab his foes in the back, nor does he use missile weapons unless there is no other option. A Cavalier will always try to defeat the most powerful enemy first and will be the last to retreat from battle.

Experience Modifiers: A Cavalier gains a 5% experience bonus if his or her Endurance is 16 or 17. For Endurance 18, he gains a 10% bonus. Likewise, if the Cavalier is in a fallen state (stripped of rank and title), he forever after suffers a 5% penalty. If both Endurance and Influence are

Gunslinger

Races Allowed: Human, Fey, Dwarf, and Changeling

Alignment Allowed: Any Structured

Requirements: Skill 12, Willpower 12

The Gunslinger is practitioner of honor and armed combat. Their lives are rigidly self-disciplined. Many tend to be solitary, having few companions as they travel on their quests bring order to lands of chaos, and purpose to those without one. Others, on the other hand, are hard-core law enforcers within the cities, frequently employed as Sheriffs, Bondsmen, or Inquisitors. Once a quasi-knightly, quasi-religious order, the Gunslinger order no longer exists as it once had. They no longer operate temples or sanctuaries, but instead the Gunslingers themselves have become living temples to order, justice, and absolute universal law. The best way understand the Gunslinger is as a hybrid of a Buddhist monk and an Old West lawman.

The followers of this class are usually apprenticed by an older Gunslinger before they start off on their own. The emphasis of such teachings are always on marksmanship, philosophy, law, honor to self, honor to family, honor to the universe. The worst rebuke a Gunslinger can receive is "You have forgotten the way of truth."

In game terms, a Gunslinger must always be self-disciplined. While most Gunslingers are Ordered, a

Gunslinger of Sainly or Despotic alignments are not unheard of. There are no penalties for a Gunslinger being Despotic or Sainly, so long as he remains strongly disciplined.

A Gunslinger has several spiritual powers that aid him in his or her quest for truth and law. While explained fully in the *Book of Supernatural Powers*, the powers of the Gunslinger are also described briefly below.

A Gunslinger can detect spiritual forces. A Gunslinger can be aware of spiritual forces within a 30' radius. The base chance for magical detection is 16% + 4% per level. Thus a first level Gunslinger would have a 20% chance of detecting the presence of unnatural powers.

A Gunslinger projects a Ring of Law: Random-aligned characters or monsters within 10' of the Gunslinger have a -1 penalty to attack rolls, while Structure-aligned allies of the Gunslinger gain +1 on attacks and saving throws. This power is similar to, and cumulative with, the Paladin's aura of holy protection.

A Gunslinger may succeed in aiming impossible shots: As often as a Gunslinger's spiritual strength allows, the Gunslinger can succeed in a hit that the attack roll would have indicated otherwise as a miss. This is possible because the Gunslinger is able to align her will with the unseen structure of the universe. The "truth" of the shot always manifests as a maximum damage hit.

A Gunslinger can resist spiritual forces. A Gunslinger gains an increasing resistance to spiritual forces that affect the mind. This includes empathic manipulation (the type of manipulation for which Changelings are most notorious.) This resistance is also proof versus sleep/charm related powers.

A Gunslinger can initiate Spirit Combat. A Gunslinger can battle spiritual entities such as ghosts or spirits and dispel summoned creatures (like the kind Scaxathrom Priests can call upon), and deanimate Undead by willpower alone. In this way, too, a Gunslinger can attempt to exorcise a possessed person, or dispel a summoned demon.

A Gunslinger can reload and shoot quickly. A Gunslinger using a revolver is able to reload his gun in

only 3 segments. Additionally, a Gunslinger has a weapon speed of 2 when using handguns.

Castles and Fortifications: A Gunslinger generally builds only a modest dwelling for himself. At 10th level, however, the Gunslinger may open a place of higher learning that can be as grand and large as the Gunslinger desires. The college must be dedicated to gun crafting, marksmanship, philosophy, and honor. Magic and other dark arts may not be taught at such schools, and potential students of Random alignments are barred from entry.

Activation and Use of Spiritual Powers: A Gunslinger has two tiers of Spiritual Powers as specified in the *Book of Spiritual Powers*. Gunslinger Spiritual Powers are fueled by Spiritual Points and require a successful Willpower check to invoke.

Class Restrictions:

A Gunslinger may not wear Medium or Heavy armour. Like the Protector class, wearing heavy armour would severely impair a Gunslinger's coordination and reaction speed and is thus prohibited.

A Gunslinger never gains a vast number of followers. At 8th level, the Gunslinger attracts 1d4 disciples of Structured alignment who will serve faithfully for three years as long as the Gunslinger teaches and remains disciplined. At the end of three years, the disciples become level-one Gunslingers and depart on their own quests for truth. A period of 4d6 month pass before the Gunslinger attracts any new disciples.

A Gunslinger has limits on paid assistants. A Gunslinger may never employ more than 10 persons of non-henchman status. Like the Ranger, a Gunslinger tends to be solitary and self-reliant, and thus never desires the company of a vast entourage. This restriction is waived in the event that the Gunslinger is employed by a law enforcement organization.

A Gunslinger can employ only a limited number of weapons. A Gunslinger may use only small handheld weapons, like daggers, and firearms of any sort. Gunslingers tend to prefer large caliber revolvers

(known as "Gunslinger Guns") due to their efficacy and reliability.

A Gunslinger must maintain discipline. If a Gunslinger's alignment ever changes from Ordered, he loses all the abilities of this class and is reduced to warrior status until he can attain forgiveness from a Gunslinger of at least two levels higher. For significantly chaotic acts that do not merit an alignment change, a Gunslinger simply loses all special abilities for 2d4 days.

Experience Modifiers: A Gunslinger with Willpower 16 or 17 gains a 5% bonus to earned experience, while a Gunslinger with Willpower 18 gains a bonus of 10%. Alternatively, if Willpower and Skill are both 16 and higher, a 10% bonus still applies. While in a "fallen" condition, a Gunslinger suffers a 10% penalty.

"Son of Chaos, for your disease, my guns offer the only cure!"

--- Common Gunslinger Taunt

Investigators (and related subclasses)

For Investigators:

Races Allowed: Any (except Awakened Construct)

Alignments: Any but Satanic and Chaotic

Requirements: Perception (11)

For Jack of All Trades:

Races Allowed: Any (except Awakened Construct)

Alignments: Any

Requirements: Skill (11)

For Thieves:

Races Allowed: Any (except Construct)

Alignments: Any but Sainly and Ordered

Requirements: Skill (11)

For Speakers for the Dead:

Races Allowed: Any (except Awakened Construct)

Alignments: Any Structured

Requirements: Knowledge (11)

Optional rules Note: the Speaker-for-the-Dead is an optional character class. Players must get GM's approval before choosing this class.

Unlike the highly rare Gunslinger, Investigators are the basic unit of law enforcement in the urban regions of Gaianar. Because most communities don't take kindly to the presence of Thieves, there are those whom would use their skills to stop these scoundrels from preying on the public at large. These people are known as Investigators. While they have skills in common with Thieves, they use their powers of manual dexterity and stealth to capture and neutralize these criminals. A typical Investigator often chooses occupations such as bounty hunting, city patrolman, and law enforcer, or detective. In many ways, Investigators are to the cities what Rangers are to the woodlands.

A Jack is a character that doesn't fit neatly into any other category. Often taking careers as merchants, spies, locksmiths, and troubleshooters, these people carve out a niche in society by attempting to learn at least something of just about everything. Jacks are quick with their hands, adept at repairing things, and can at least attempt to do just about any job.

There are, of course, the Thieves. Like in the modern communities today, there are those who would rather not work for a living. There are many kinds of Thieves in the world -- from illiterate muggers, to the most powerful leaders of crime networks. Thieves are masters of the criminal arts, from pick pocketing to burglary. To them, a dollar stolen is a dollar earned.

As Thieves, Jacks, and Investigators rarely go out of their way to advertise their true profession, they may take on the appearance of any of the character classes, and thus may use any weapon or armor type he or she wishes.

Finally, the Speaker for the Dead is a special type of Investigator that primarily investigates homicides. Whereas the other three subclasses frequently conceal their profession, a Speaker

typically wears gray clothing or gray armor, and wears a badge of authority that all can easily see. A Speaker often carries a gray octagonal staff, which is also a symbol of the office. They work well with other Investigators and Gunslingers. The Speaker-for-the-Dead has one special power the other three subclasses do not: They can affect a single Undead creature as if by a Protector of equal level. Unlike Protectors, who can affect many creatures at once, a Speaker can hold but one Undead creature at bay. Using this power costs a point of Body-Mind-Spirit.

For a modern comparison of character classes, Thomas Magnum would be an Investigator, MacGyver would be a Jack, and Quincy would be a Speaker for the Dead. Speakers often have wide ranging police powers, but with that authority comes vast and grim responsibility.

The special skills a member of this group learn all depends on which subtype chosen. The base percentages are shown below in the table that follows. At each level (including level 1), the character gains a number of points to spend among these abilities equal to: the character's Skill + 15.

For the sake of brevity, the word "Investigator", as used in the descriptions of the manual dexterity skills should be taken to also include Jack-of-All-Trades, Speaker-for-the-Dead, and Thief.

Coward's Blow is probably one of the Investigator's most underhanded and lawless skills. An Investigator using Coward's Blow is able to inflict a crippling strike against his or her intended victim. A Coward's Blow is never a frontal assault, but instead it comes from behind so that the victim has little chance of parrying the unwelcome attack. A Coward's blow does triple the normal weapon damage, and the victim must make a successful system shock roll to stay conscious. Note, however, that only small, easily concealed weapons can be used for Coward's Blow in a melee attack, though one can also use a Coward's Blow with a ranged attack provided the target is no further than 20-feet away. Acceptable melee weapons include daggers, knives, slapjacks, swagger sticks, and the like. Certainly,

Table: Skills of Investigator and related subclasses

Ability	Investigator	Speaker for the Dead	Jack of All Trades	Thief
Coward's Blow	10%	Not Used	5%	15%
Detect Death Magic	Not Used	15%	Not Used	Not Used
Detect/Identify Blood	10%	25%	Not Used	Not Used
Detect/Identify Poison	10%	25%	Not Used	10%
Hear Noise	25%	10%	20%	15%
Jury-rig	Not Used	Not Used	25%	Not Used
Move Stealthily	10%	10%	5%	15%
Pick Pockets	5%	Not Used	5%	25%
Pick/Repair Locks	5%	5%	20%	10%
Scale Walls	10%	10%	15%	10%
Set/Disarm Trap	15%	10%	25%	20%
Shadow/Elude	15%	10%	5%	10%
Snitch	25%	15%	Not Used	5%
Walk Tightrope	5%	Not Used	20%	10%

the likes of swords and axes would be much too large for such an attack. Silent missile weapons are acceptable, but nothing as noisy as a firearm would produce a successful Coward's Blow. One rolls for a Coward's Blow attempt before the attack roll - the attack must still hit, but if the Coward's blow is successful, the attacker gains a +2 bonus to hit. A failed Coward's Blow roll indicates that the attack, if successful, will only do normal damage. A critical fumble on Coward's blow indicates that the Investigator does not get a chance to complete the attack, and instead draws to him the singular attention of his would-be victim. A person rendered unconscious by Coward's Blow will remain in a comatose condition for 2d4+2 rounds.

Detect Death Magic is a skill that allows Investigators (Speakers) to determine if Death Magic was a factor in a person or creature's death. For this skill, the Speaker must have access to a sample of the corpse's flesh, and a microscope (as Death Magic often makes normal, living cells implode and shrivel.) This skill also confers a resistance to Death Magic at quarter percentages, thus a Speaker with 40% in Detect Death Magic could resist Death Magic at 10%.

Detect/Identify Blood allows an Investigator (Speaker) to detect minute traces of blood on the surface of a wall, on a rug, in clothing, or on any surface or small quantity of material. Once the check is made, the character can attempt to identify the race or species the blood came from, the blood type (if applicable), and the age of the blood sample. The Game Master may assign bonuses or penalties to the "identification" phase, depending on the complexity of the Speaker's laboratory. Investigators also have this ability, but to a lesser level.

Detect/Identify Poison allows an Investigator (Speaker-for-the-Dead, in this case) to detect the presence of a poison in blood, liquids, food, on an object, in a soil sample, or in any small quantity of material. If a poison is successfully detected, then the character can make an additional roll to correctly identify the poison. Finally, a third roll allows the character to make a countermeasure to the poison. To actually craft an antidote, he or she must have proper materials on hand and make another check. Thieves also have this ability to a lesser extent since they are know to poison victims and Investigators have it to counter the Thieves they often battle.

Hear Noise functions in the same manner as the Ranger/Wishsinger skill of the same name. Whereas a simple Perception check might alert a character to a specific noise, a Hear Noise roll allows

the character to pick out a single instrument in a symphony or a single conversation in a crowded room.

Jury-rig is an Investigator's ability

make hasty repairs to mechanical objects. For example, an Investigator could rig up a broken gun to fire perhaps two or three more times before it is fully wrecked. Or perhaps he could figure out to operate an unknown piece of equipment. Or the Investigator could make a temporary patch for a sinking ship. This skill, however, does not allow the Investigator to make any truly lasting repairs. Any work done lasts no longer than 1d4 hours or 2d6 uses (whichever fits the situation best.) A Jack (only) can make a lasting repair if the roll is less than half of his Jury-rig skill.

Move Stealthily functions in identical manner to the Ranger and Wishsinger ability of the same name. It allows for characters to walk so quietly as to be unnoticed by the casual observer. This score may be modified downward in the event that the "casual observer" is actively seeking out the character.

Pick Locks / Repair Locks works just like it sounds. By using specialized thieving picks, an Investigator can open the locks to doors, windows, padlocks, safes, and the like. A successful picklocks roll opens the lock, while a critical fumble damages the lock. Provided the character has the time and proper tools, this skill can also be used to repair broken locks. This score may be modified upward (for a poorly manufactured lock) or downward (a solid steel combination locked safe in perfect condition.) Additionally, the quality of tools may also affect the outcome.

Pick Pockets refers to the ability to purloin coins and other small objects from the pockets of others without being detected. A successful pick-pockets roll indicates that the sought after item was taken without the victim's knowledge. A failed roll means the item did not get taken, and entitles the target of the theft to a perception check to detect the thief's intent. Besides the mere picking of pockets, this skill can also be used to shoplift small items from store shelves, as well as sneak items into a person's pocket.

Scale Walls allows the Investigator to climb vertical surfaces, thus enabling him to commit second-story burglaries and the like. For each ten feet the Investigator climbs, he or she must make a successful Scale Walls check. A successful check indicates that the

Investigator has ascended another ten feet. If the check is failed by less than 15%, this indicates that the Investigator has neither gained nor lost height, while a failure of 15% or more indicates that the Investigator has completely lost his footing and has consequently fallen. Note that the use of climbing gear may modify the score upwards, while especially poor climbing conditions will negatively affect this skill.

Set/Disarm Trap allows an Investigator to understand the ways of booby traps, tripwires, and snares. If an Investigator has the appropriate materials, he can create a trap for others to stumble upon. Likewise, if he encounters traps left by others, this skill allows him to diffuse the trap's destructive effects. Disarming is not without its risks: failing a disarm roll by more than 10% will actually set off the trap, while a critical fumble will cause maximum yield of the trap's damage. A critical success on a disarm roll, on the other hand, allows the Investigator to not only deactivate the trap, but reinstate it at a later time without leaving any evidence of tampering.

Shadow/Elude factors in the Investigator's ability to follow others unnoticed. The "Shadow" indicates that the Investigator is actively attempting to follow a target, while "Elude" allows the Investigator to shrug off someone shadowing him! When both the follower and the target possess this skill, the General Matrix can be used to adjudicate the result. This skill works best in crowded city streets. In rural or sparsely populated settings, this skill is greatly reduced and may actually be completely negated.

Snitch allows the Investigator to maintain a small organization of ruffians and rogues who will spy on others for the purpose of information gathering. Typically, the Investigator must pay some petty sum of money for the information gleaned. The higher the score, the larger the snitch network and the more reliable the information. Obviously this score is modified downward when the Investigator is away from his home territory.

Walk Tightrope allows the Investigator to cross from one point to another by balancing on a wire, cable, thin ledge, or taught rope. For every 20' crossed, the Investigator must make another successful Walk Tightrope check. A successful roll indicates that the Investigator has

crossed another 20' span of rope (or cable, ledge or wire, etc.) The table below displays the results of a failed Walk Tightrope check.

Henchmen. An Investigator gains a moderate number of Henchmen. At eighth level, Investigators (and their related subclasses) will gain 1d6 Henchmen and 3d4 Followers. These Henchmen and Followers will not necessarily all be of the Investigator professions, but will serve to further the aims and goals of the character. Those attracted to service are usually 1st or 2nd level.

Activation and Use of Spiritual Powers: Members of these character classes do not have any Spiritual Powers aside from their innate ability, for they rely upon their wit in the skills listed above to survive - Faith is of little use to them.

Investigators' Armor and Weapon Use. A member of this class can use any armor or weapons. However, wearing Medium Armor applies a 10% penalty to the listed skills, and Heavy Armor applies a 20% penalty. Similarly, using a small shield (AC: 1) will apply a 10% penalty to all manual dexterity skills listed early, while using a large shield (AC: 2) will apply a 20% penalty.

Experience Modifiers. Investigators (and their subclasses) gain a 5% bonus to experience if their primary requirement is 16 or 17. They gain a 10% bonus to experience if their primary requirement is 18 or higher.

Class Restrictions:

Table: Tightrope Walking Results

Roll	Result
Critical Success	Subject crosses 3// this round.
Normal Success	Subject crosses 2// this round.
Fail by 1-9%	Subject gains no distance
Fail by 10-19%	Subject stumbles, catches self on wire. Character must spend the next round stabilizing her position.
Fail by 20%+	Subject falls, but manages to catch onto an outcropping (if less than 20' from a wall). If the character can grab an outcropping, then the character spends 1d4 rounds using Scale Walls to get back to the starting point. If there is no outcropping, then the character takes normal falling damage/
Critical Fumble	Subject falls hard and takes the maximum damage.



Mathematician

Races Allowed: Any (except Awakened Construct)

Alignments: Any

Requirements: Knowledge (12), B-M-S (9)

When the technology of Gaianar came to an end, a dedicated core of scientists formed a secret society to preserve the books of knowledge, theory, and craft in the hopes that someday such knowledge would be usable again. Over time, this secret cadre became known as the Mathematicians. They were sages, decipherers of languages, fixers of ancient devices; veritable shaman of machines. And more, during the Wrath of Scaxathrom, they discovered two new forms of mathematics: Geometric Modeling, and Applied Calculus.

During the time of ultimate evil, these scholars used their newfound powers to help others in need. With the calculation of certain mathematical formulas, they found that it was possible to create simple and temporary structures -- like a bridge to get across a creek; a roof to last one night, simple tools, and other mundane things. But the Viper Lord and his minions soon found out about these benevolent teachers and hunted them to near extinction.

Now, centuries later, most Mathematicians keep their skills secret and practice in hidden libraries and laboratories. It is only the rare adventurer that dares use his powers openly.

Mathematicians have the knowing of a lot of things; but weapons skills are not with them. They are the poorest of fighters, fighting on the same combat matrix as Wishsingers. Their obsession with reading and studying has sharpened their minds, but their low hit point potentials speak of an otherwise sedentary life.

Mathematicians do not rely on Faith in the supernatural. Unlike other character classes, the power of a Mathematician is derived from her own mind's potential energy, and channeled through the physical

conduit of her body. Thus instead of spiritual points, her powers expend Body-Mind-Spirit.

Mathematicians can detect illusions and Stillpoints.

Because a Mathematician is so precise in her thoughts, she can more readily detect distortions in local reality such as illusions (distortion in perception) or Stillpoints (distortions in actual physics.) Mathematicians that are more powerful can even resist illusions. As outlined under "weather anomalies", Stillpoints are very dangerous manifestations and should be avoided at all costs. The rate of increase in these powers is shown in the Book of Spiritual Powers.

*"Your God sends
you power down out
of the sky. Magic?
Nope that's easy. I
make metal into glass,
I turn air into
electrical currents,
and I can make
weapons sharper
than any god can. I
make the Universe
obey its own laws and
thus obey me. That's
Magic friend."*

*-Daedlus Konair,
Mathematician*

Henchmen. A Mathematician gains a small number of Henchmen since few have the focus and strength of will needed to make a commitment to this character class. At eighth level, Mathematicians will gain 1 first-level Henchmen and 1d4 Followers who act as lab assistants or "mathematicians in training."

Activation and Use of Spiritual Powers: Mathematicians have five tiers of Spiritual Powers as detailed in the *Book of Spiritual Powers*. Mathematicians' powers are fueled by Body-Mind-Spirit and require a successful Knowledge Check to invoke. A first-level Mathematician starts the game knowing any 4 First Tier Mathematician Formulas and at each level of experience gained, the Mathematician gains an additional Formula of a Tier to which he must have access. Mathematician's Formulas often require a tablet of pure glass for proper invocation.

Class Restrictions:

None: There are no significant restrictions upon the Mathematician character class. However, the best Mathematicians are those with plenty of B/M/S, good Knowledge scores, and the ability to use their powers creatively.

Experience Modifiers. A Mathematician with 16 Knowledge of higher earns a 5% bonus to experience. If her Body-Mind-Spirit is also 16 or higher, the bonus increases to 10%.

Optional Rules Note: The Necromancer is an optional character class. You must get the GM's permission before creating a Necromancer character.

Necromancer

Races Allowed: Human, Dwarf, Fey (Green and Amber), and Werite

Alignments: Any (although good is very rare)

Requirements: Knowledge (12), B-M-S (9)

Masters of the darkest secrets and most frightening powers, Necromancers are a silent yet ever present force in Gaianar, and their influence is vast – even beyond the veil of Death itself. Necromancers delight in the knowledge of Life and Death, and they gain their strength from intensive study of the very power of Life and the spirit itself. However, their profession is often misunderstood – many assume that all Necromancers are fiends who raise Undead legions and terrorize the lands. This is an unfair statement, but



it is true that neutral-aligned Necromancers must avoid the temptations of terrible and ghastly power as they walk where most mortals fear to tread.

Necromancers may learn their skills in reclusive schools or from fanatical cults, but they always study in small numbers and far from the watchful eyes of zealots who would seek to destroy them. In most civilized realms, Necromancy is discouraged, despite the fact that the knowledge that comes with the profession is not inherently evil. Unfortunately, some Necromancers turn to darkness as their power grows, and thus the ignorant and fearful are inclined to judge them all by the actions of the minority.

Most Necromancers are at home with nature and share somewhat of a kinship with Rangers; they both avoid civilization, though for different reasons. Additionally, Death is merely a part of Life, and thus a young Necromancer must first understand Life before venturing beyond its boundaries. While learning their skills, many Necromancers will travel with Barbarians, Rangers or other wild-men, and it is common for Necromancers to gain their first understanding of supernatural forces by watching a tribal Shaman perform his ceremonies. Despite this, Necromancers have very little faith as a group, since their routine studies of Life and Death make any god or afterlife irrelevant.

Once they have gained greater skills, many Necromancers will still avoid civilization for fear of the locals – clergy are a particular menace since most Priests of good faiths will condemn all Necromancers outright. Some do gain employment as healers or guards in more understanding towns, while most spend their lives seeking out greater knowledge and

power. As such, Necromancers are more common among wandering tribes and adventuring parties than they are amid towns and villages.

Necromancers do not rely upon Faith or the supernatural: Since Necromancers routinely deal with Life, Death, and states in between, the concept of worshiping gods and awaiting an afterlife rapidly loses meaning to them. Death is merely another state of being, and gods – if they exist – are models of power and wisdom to be emulated, not worshiped. Thus, instead of Spiritual Points, Necromancers use Body-Mind-Spirit points when using their powers.

Necromancers can detect the Undead: Necromancers have a base percentile chance of detecting Undead forces in the local area equal to their B-M-S score. This chance of detection increases an additional 2% for every level the Necromancer gains. Thus, a level 7 Necromancer with a B-M-S of 12 would have a 26% chance of detecting Undead forces. This power gives the Necromancer the general direction and distance of the Undead, as well as a sense of how powerful and numerous they are. The range of this power is 6// plus 1// per two levels of experience. The use of this power costs ¼ point of Body-Mind-Spirit.

Necromancers have resistance to Death Magic: Necromancers have a 10% resistance to all Death Magic effects. This resistance increases at a rate of 1% for every level the Necromancer gains. Thus, a level 7 Necromancer has a 17% chance of resisting – and thus ignoring – Death Magic.

Necromancers have a resistance to Disease: Because of the gruesome and often biologically hazardous nature of their work, all Necromancers have a 20% chance to resist any disease. In truth, the Necromancers who were unable to develop this natural resistance didn't last very long in the profession.

Necromancers can Affect Undead: Because of their knowledge of the foul Undead, Necromancers can affect these creatures with the same level of potency as a Priest of the same level. (Use the Priest turning tables.) However, since they are not true Priests, the quantity of Undead they can affect is sharply reduced. They can affect but one creature per three levels of experience

Henchmen: Necromancers may take on a single first-level Henchman at 8th level, though most Necromancers prefer to keep their craft secret from the living.

Activation and Use of Spiritual Powers: Necromancers have seven tiers of Spiritual Powers as detailed in the *Book of Spiritual Powers*. Necromancers' powers are fueled by Body-Mind-Spirit and require a successful Knowledge Check to invoke. A first-level Necromancer starts the game knowing any 4 First Tier Necromancer spells and at each level of experience gained, the Necromancer gains an

additional spell of a Tier to which he must have access. Necromancer's powers often require a dark relic or symbol for proper invocation.

Class Restrictions:

Necromancers have limits on armor and weapons: Like Rangers, Necromancers prefer to wear armor that is mostly composed of organic material. Thus, the heaviest normal armor a Necromancer usually wears is studded leather. Similarly, Necromancers will not use heavy metal shields.

Restrictions upon weapons are lighter, though Necromancer's, unlike Rangers, avoid melee combat. A Necromancer will have no problem using common swords, maces, bows, and so on, but a two-handed sword or halberd is impractical, though many Necromancers will carry a Scythe to symbolize Death.

Experience Modifiers: A Necromancer with 16 Knowledge or greater earns a 5% bonus to experience. If his Body-Mind-Spirit is also 16 or higher, the bonus is increased to 10%.

Paladin

Races Allowed: Human, Fey, Dwarf, and Changeling

Alignments: Sainly

Requirements: Endurance (10), Willpower (13)

A Paladin is probably one of the most faithful and true of all warriors. Paladins are those who have dedicated themselves toward fighting for the side of Light. It is their fondest wish that the world be someday rid of evil so they can at last put their sword to rest.

Paladins do good deeds not for any kind of extrinsic reward, but simply out of the desire to do what is right. In many ways, they consider themselves the living manifestation of the True One's weapons.

Because Paladins are faithful followers of the Light, they have strange and mystical powers that ordinary Warriors do not.

Written below is a summary of the powers found in the *Book of Spiritual Powers*.

The True One protects the Paladin. Evil creatures approaching within a 10' radius of a Paladin suffers a -1 penalty to attack rolls and parry rolls. Additionally, any ally to the Paladin within 10' gains a +1 on all parry rolls that defend against beings of evil. This aura is cumulative in the presence of other Paladins and Gunslingers

A Paladin can affect Undead. The Light imbues a Paladin with the ability to harm Undead -- beings of anti-life created by the practitioners of dark powers. This power, though limited at first, grows quite formidable as the Paladin ascends in level. Full details are given in the *Book of Spiritual Powers*.

A Paladin has Resistance to Disease. The Light strengthens a Paladin, granting

him a disease resistance bonus of 50% against natural diseases and 25% against supernatural diseases, such as those created by Undead or curses.

A Paladin is given a sense of another's spirit. This allows him to detect the forces of evil within 50', as well as the presence of evil-aligned beings. Such divination is not without its cost, however. For a Paladin is so imbued with goodness that he stands out as a beacon to the followers of dark powers when using this ability.

A Paladin is blessed with a holy weapon. When unsheathed and drawn in battle, a Paladin's holy weapon allows him to rebuke Undead as if he were one level higher. Additionally, the weapon projects a holy circle, 3' in diameter, penalizing all attacks by evil creatures at -2 to hit and -1 to damage. In addition, Undead who transgress the circle lose one point of Willpower per round exposed if their Willpower is less than the Paladin's. Finally, the weapon can be commanded once per day to produce a silver glow that heals one point of damage to all good aligned creatures within the holy circle while causing equal damage to all evil creatures within that same radius.

Followers: Paladins are called to their duty by a higher power, and thus there is no assurance that any given Paladin will have another

Paladin serving under him. However, it is said that those Paladins who best embody their beliefs will be the first to gain followers. A Paladin can have no more than 1 first-level "Paladin in training" at any given time. These cannot be gained until 8th level.

Activation and Use of Spiritual Powers: Paladins have access to most of their Spiritual powers at first level as detailed in the *Book of Spiritual Powers*. The Paladin's powers are fueled by Spiritual Points and require a successful Faith Check to invoke.

Class Restrictions:

A Paladin must always be good and true. If a Paladin ever knowingly commits an evil act, all power as a Paladin is lost for a complete level of advancement. If a Paladin commits a Random-aligned act, he or she loses all of the class-related abilities for 1d4 days. To have a Paladin reinstated, he or she must atone for his sin. If the sin was particularly egregious, the Paladin may also be required to complete a dangerous quest for the Church.

A Paladin must be charitable. A Paladin must give 10% of his income to the Church. He must also give to any in genuine need, who ask, up to 40% of his income. This does not mean the Paladin is to be robbed by every street beggar. For those who will not work should not

eat. But the Paladin must help those whose needs are true and whose circumstances are dire.

A Paladin must pray. Beginning at first level, a Paladin must pray for ½ hour each day. As his relationship to the Light deepens, he must pray for an hour per day by third level.

Experience Modifiers. A Paladin with Willpower 16 gains a 5% bonus to experience, while a Paladin with Endurance 16 and Willpower 16 gains a 10% bonus to experience. If a Paladin is in a "fallen" condition, he receives a -10% penalty to experience.



Priest

Races Allowed:
Any (except Construct)

Alignments: Any
Good

Requirements:
Willpower (13)

A Priest is the spiritual leader of the community. It is the job of the Priest to bring healing to the injured and sick, comfort to those in pain, counsel to the distraught. He brings a spiritual knowledge to those who hear his voice. He is an enlightener of the community.

Those of the Priesthood have a firm moral grounding and have a strong calling to glorify the True One with good deeds and service. They know that a generally unbelieving public scrutinizes their actions; for perhaps this reason, a Priest attempts to have his or her actions al-

ways reflect the trust and faith in the Creator. Priests are generally humble, although there have been notorious exceptions.

Priests also live to combat evil. Like their brethren the Paladin, the Priest takes to task those who practice a life of evil. But while the Paladin "corrects" with a sword, the tools of the Priest are strong will and strong prayers.

A Priest can affect Undead. There exists on Gaianar creatures of nonlife, mockeries of the creations of the Light. These walking dead haunt Gaianar's land, as an insult created by Dark Powers. As a Priest increases in level, the Light grants him an increased ability to destroy these creatures of evil. Of all the character classes, the Priest is imbued with the greatest ability to rebuke Undead.

A Priest has increased resistance to disease. A Priest who follows the Light has a 40% resistance to mundane diseases and a 20% resistance to supernatural diseases. This better enables him to carry out missionary work.

A Priest is given a sense of another's spirit. This allows him to determine the alignment of an awake and visible target with 5// of the Priest. The Priest has a 10% chance per round of determining the target's alignment, though the target may use empathic resistance to attempt to stop the Priest's power. If a critical fumble is rolled while using this power, it alerts the target to the Priest's scrying attempts.

The Light protects the Priest from some physical damage. A permanent Shield of Faith protects

a Priest. In this way, a Priest is always shielded from the first point of damage from any attack. Although it is not automatic, once it is invoked, it will remain until the Priest next sleeps. It is a good habituation of prayer.

Followers: Priests are called to their duty by a higher power, and thus there is no assurance that any given Priest will have another Priest serving under him. However, it is said that those Priests who best embody their beliefs will be the first to gain followers. A Priest can have no more than 1 first-level "Priest in training" at any given time. These cannot be gained until 8th level.

Activation and Use of Spiritual Powers: Priests have seven tiers of Spiritual Powers as detailed in the Book of Spiritual Powers. Priests' powers are fueled by Spiritual Points and require a successful Faith Check to invoke. Priests' powers require a Holy Symbol for proper invocation.

Class Restrictions:

A Priest must deconsecrate artifacts of evil. A Priest must ritually deconsecrate (or even destroy) any item that has been consecrated to Dark Powers. This holds true even if the item has high aesthetic, historical, or monetary value. If the Priest cannot destroy an evil item or artifact, then he must take custody of it until he can find a higher-level Priest who can destroy the item.

A Priest has a limited selection of weapons. Because Priests of ways of good loath shedding blood, they are allowed to use only blunt, bruising weapons. Thus, staves, clubs and maces are appropriate weapons for a

Priest, daggers and swords are not. There are exceptions to this rule, but they are rare. It should be made clear that a Priest will only kill as an absolute last re-

sort.

A Priest must pray. To maintain a strong bond with the True One, a Priest must pray for one hour per day. Any lack of prayer will result in a lessened spiritual link between the Priest and his deity. In game terms, a Priest who has been less than faithful in his prayers should not be surprised to find his expended spiritual points return either more slowly or less fully.

A Priest must be good. Like the Paladin, any Priest who knowingly commits an evil act must atone for that transgression. Typically, this manifests as a reduction or loss of all powers for one level. (Note: if using the optional Priests of specific religions, neutral Priests are possible. However, evil Priests do not exist since evil clerics in Gaianar have a completely different set of abilities from the good ones.)

Experience Modifiers. A Priest with Willpower 16 or 17 is entitled to a 5% bonus to experience; A Priest with Willpower 18 earns a 10% experience. A Priest in a "fallen" state incurs a -10% penalty to experience.

Optional Rules Note: The Game Master's notes contain information on roleplaying clergy of specific faiths, including the Dommalon "lord of the Hunt", Del Tannon "War Guide", and Abben Mort "Guild Master".

Protector

Races Allowed: Any (except Awakened Construct)

Alignments: Sainly, Ordered, and Benevolent

Requirements: Endurance (11), Willpower (13)

There is no such thing as a selfish Protector. Members of this class concern themselves with the safety and security of the Priests, Deacons, and Bishops whom they protect. The role of Protector is an ordained office of the Church, much as the other clergy. When a Protector is ordained, he gives up his last name and swears an oath to protect all servants of the Light, including the Priests, Deacons, children, and even lay members if the situation arises. A Protector will die before allowing his Protectorate to die.

Members of this class not only serve as physical bodyguards for Priests, but as spiritual guards as well. A Protector can lend his will to a Priest during spirit combat. They are also required to have a firm knowledge of the faith so as to help keep their charges grounded in the truth.

A Protector has many supernatural abilities, which are outlined below and explained fully in the Book of Spiritual Powers. These powers are granted as a result of the Protectors vast Faith and dedication to the True One, the Lord of Light.

A Protector can take damage for his protectorate. At the beginning of any battle, a Protector may designate up to one person per three levels as a protectorate. If any of the protectorates are injured in any way that affects hit points, the Protector -- not the protectorate -- takes the damage. This ability works only if the protectorate is within 6// of the Protector.

A Protector may erect an Emergency Sanctuary. Even when low on Spiritual Points, A Protector may implement a type of spiritual shield that deflects most mundane weapons. This protection

is equal to the Sanctuary prayer invoked by a priest of equal level. A Protector may use this ability only on himself and his protectorate.

A Protector can see in darkness. A Protector is endowed with the ability to see in the complete absence of light. The ability to see in the absence of light is not the same as Infravision, which depends on heat emanations. It is actually seeing in the absence of Light. In this way, the Protector suffers no penalties for fighting in poorly lit conditions. A Protector is still vulnerable to supernatural powers that cause darkness, but his saving throw is modified by +4.

A Protector Regenerates. A Protector regains lost hit points at a rate of one per hour. Additionally, his body regenerates severed or maimed limbs after a period of 2d6 months. He can recover from the effects of physically caused paralysis (i.e. broken neck) after a period of 2d8 days. In essence, as long as the Protector does not die from his injuries, he will make a full recovery given time.

A Protector may hold Undead at bay. This defensive ability is similar to the Paladin's ability rebuke Undead. With the Protector's ability is invoked, Undead are forced back to a distance 9// away from the Protector. Affected Undead are held at bay until the Protector's concentration is broken or until his spiritual strength is exhausted. By holding Undead at bay, the Protector's charges are allowed to escape danger while the only the Protector remains at risk.

A Protector has superior parries. Of the fighter types, the Protector has the best defensive capabilities, as outlined below. A Protector, being a master of defensive combat, is able to parry blows better than members of other classes. A Protector gains a bonus of +4 to all parrying maneuvers.

A Protector may parry for his protectorate. A Protector must be within 5' of his protectorate in order to parry. Like in the description above, the Protector is enabled to make a parrying roll to deflect an attacker's blow. However, even if the parrying roll fails and the attack is successful, the Protector can still chose to take the damage aimed at his protectorate.

Severing Ties to a Protectorate: There are cruel people of power who would abuse a Protector per-



haps by seeing them as merely disposable cannon fodder for their own power or by simply taking unnecessary risks because the Protector will bear the brunt of the consequences. If a Protector is ill treated by the one he has sworn to protect, he may sever his ties with that person. This is a grave decision to make and does not come lightly for a Protector. Note that a Protector must have a good reason to leave the one he has sworn to protect and he cannot leave before having tried to convince his Protectorate of the error of his ways. But sometimes there is no other choice. If this occurs, the Protector must purge himself of the evil and selfish ways of his former master - he can then chose a new Protectorate after 1 month has passed.

Activation and Use of Spiritual Powers: Protectors have access to most of their Spiritual Powers at first level as detailed in the *Book of Spiritual Powers*. Protectors' powers are fueled by Spiritual Points and require a successful Faith Check to invoke.

Class Restrictions:

A Protector must not be evil. In specific, a Protector must always remain Ordered, Saintly, or Benevolent in alignment. While a Protector does not incur penalties for committing chaotic acts, he must not allow his alignment to change to one of the Random modes (Heroic, Chaotic, or Satanic). In the protection of his charges, the Protector can even commit an occasional act of evil, so long as it directly benefits the safety of his charge. However, his overall alignment must not turn to evil. If transition to evil (Despotic, Malevolent, or Satanic) occurs, all of the Protector's abilities are lost until he or she is able to somehow atone.

A Protector may never wear metal armor. Because armor as bulky as chain and plate would interfere with the Protector's agility, these types of armor are never used. A Protector may wear any form of Light armor, but nothing heavier.

A Protector must defend his charges unto death. A Protector will defend the lives of his protectorates at all costs -- even if it means death for the Protector. Abandoning a protectorate for any reason will cause a Protector to lose his abilities until a successful atone and a quest is fulfilled. However, if an abandoned protectorate dies, the unfaithful Protector loses

his status and abilities forever.

A Protector must have poverty. A Protector lives solely to defend those he has sworn to protect. Vast wealth and materialism is a distraction to this single-minded duty. A Protector only keeps the necessary wealth to maintain a minimalist lifestyle. This is not to say that a Protector will turn down useful tools for his job, such as a fine sword or shield, but he will not horde wealth, build monuments to his own glory, or keep a vast collection of similar fine swords to lord over his comrades. In most regions, the Church pays for his housing, food, clothing, and weapons: in other cases, his Protectorate will provide for him. Therefore, a Protector needs little else.

A Protector never gains a large following. At 8th level, he gains the services of two apprentices who, over a two-year term are trained up to level one by the Protector.

A Protector must pray. Like Priests and Paladins, a Protector must pray for at least one hour per day.

Experience Modifiers. A Protector with Willpower 16 or 17 gains a 5% bonus to experience. If a Protector has Willpower 18, or an Endurance and Willpower 16 or higher, he or she gains 10% on all earned experience. Like other church-based professions, the Protector suffers a 10% penalty during periods in which he is "fallen".

Ranger

Races Allowed: Any except Dwarf and Construct

Alignments: Any non-evil

Requirements: Endurance (10), Perception (12)

Rangers are solitary warriors of the woods. They tend to be burly, crude, and rough, but kind at heart. They feel a strong connection with nature and have chosen a career that allows them to defend those who choose the forest as their home. While they hate the crowds and filth of the cities, they usually feel pity for city folk who Rangers view trapped by their own devices. Perhaps it is for this reason that Rangers will aid the occasional urban denizen who unwisely ventures into the woodlands.

Many Rangers are hermits and naturalists. They have a fondness for studying the life cycle of plants and animals (Gregor Mendel exemplified this). While Rangers also understand that man, too is part of nature, they will strenuously defend their demesne against poachers and those who would misuse the land.

Rangers are good at tracking and moving without being seen. Upon advancing to a new level, a Ranger may distribute 20 points among the three special skills. The percentages shown are base chances at first level.

Stealth allows the Ranger to move without being detected. If a Stealth check is made, a Ranger can travel at half normal movement without being heard or seen, so long as he is farther than 10 feet from a searching party.

Table : Ranger Abilities	
Ability	Base %
Stealth	15%
Tracking	20%
Hear Noise	15%

This skill is cumulative with the Elven ability to move without being seen.

Tracking is a skill that enables the Ranger to identify the tracks of a creature and follow at half normal movement. This skill also works for the purposes of tracking humans and humanoid creatures.

Hear Noise permits the Ranger to identify the range and direction of sounds. If a conversation is overheard, then a successful Hear Noise roll will enable the Ranger to perceive the words spoken, provided that the Ranger is conversant with the language heard.

Other Skills

A Ranger can empathically control animals. Another part of being a Ranger is having an affinity with plants and animals and understanding workings of the natural environment. Perhaps lifelong closeness with nature is why Rangers have somehow gained an empathic rapport with higher animals. In any given situation, a Ranger has a 20% chance, plus 2% per level, of establishing an empathic link with an animal of intelligence 1 or more. Through this link, a Ranger can sense the basic drives of an animal -- hunger, fear, pain, and thirst. To accomplish this feat, the target animal must be within 50' and the Ranger must concentrate for a full round. In the case of a Changeling Ranger, one half of the Changeling's empathic link percentage can be added to the animal empathy roll.

At third level, the Ranger using his empathic abilities gains the ability to control animals as well as just sense their emotions. An animal under the control of a Ranger will obey the Ranger's mental commands to the best of its ability. For example, an animal of intelligence 5 will understand a wider variety of commands than an animal of intelligence 1. A controlled animal will fight for the Ranger, but not unto death; If an animal is used in such, the empathic link is severed once the animal has lost more than half its hit points.

Field Medicine: A Ranger is skilled in field medicine since he spends much time away from civilization and thus professional medical treatment. Through the training of a Shaman or another healer, a Ranger may

begin his career trained in field medicine. This option costs 2,000 experience points (in other words, the Ranger starts the game at -2000 XP). At each level, a Ranger gains 10 discretionary points to spread among the following categories. Note that if given an opportunity to train under a Shaman or another healer at a later point in his career, a Ranger may spend 2,000 XP to gain the Field Medicine capabilities of a 1st level Ranger. From

Table: Ranger Field Medicine Capabilities

Ability	Rating
Bind and treat wounds	15%
Identify and treat poison	10%
Identify and treat disease	5%

Treat Wounds stops all bleeding and returns 1d6+1 hit points to the recipient. If this ability is used in combination with the Healing proficiency (discussed in the section on proficiencies), Treat Wounds will confer 1d12+1 points of healing. However, this ability can be used only once per combat encounter per person. A fumbled roll (96 - 00) inflicts 1d4 damage on the recipient. .

Identify and Treat Poison is a two-step procedure. First, the type of poison must be identified. If an identification roll is successful, then a roll must be made to determine the outcome of the treatment. If both rolls are successful, then the recipient takes only one-quarter normal damage. Poisons rated as "instant death" leave the recipient with one hit point. A fumbled roll (96 - 00) indicated that the wrong antidote was administered, causing

additional 1d12 damage to the recipient.

Identify and Treat Disease works in a similar manner as Identify and Treat poison. Two successful rolls are required to effect treatment -- one for identification of the disease, one for its treatment. Successfully treated diseases drop one level of severity and last only half normal duration. In addition, chronic diseases can be sent into remission with proper treatment. This ability has no effect on supernaturally caused diseases. A fumbled roll (96 - 00) indicates that the Ranger effecting treatment has caught the disease he had hoped to cure.

A Ranger gains animal henchmen. At the 5th and 10th levels of experience, a Ranger gains the services of 1d4 + 1 animal henchmen. He is linked empathically to these animals at all times, as long as they remain within a mile per level of the Ranger. These animals can be of any type -- bear, owl, mouse, fox, etc. They will obey the Ranger's mental commands so long as their lives are not unreasonably threatened by the Ranger's requests. For example, a wolf that is linked to the Ranger can be asked to attack a crazed black bear while a field mouse linked to the Ranger cannot.

If an animal companion dies or is otherwise unable to continue to perform its duty, the Ranger may gain a new replacement animal companion 1 month after releasing the previous animal companion from its services. Note that most Rangers hold a deep love of their animal companions and will not risk their lives needlessly. For that reason, most high-level Rangers will gain a variety of companions that can serve as scouts or warriors if the need arises, but they do not use their companions as cannon-fonder.

Activation and Use of Spiritual Powers: Rangers have three tiers of Spiritual Powers as detailed in the Book of Spiritual Powers. Rangers' powers are fueled by Spiritual Points and require a successful Faith Check to invoke.

Why do they call this place 'The Shards'?" Jaelyn asked, breaking the heavy silence.

Min scratched his beard and said, "Yonder mountain range used to be round and smooth -- it is an ancient range, worn down by wind and weather. But in the first days of Scaxathrom's domination, a cadre of Elementals gathered to fight against the forces of the Viper Lord. They brought the most potent Earth masters -- Shaman of formidable power -- and they summoned up all kinds of elemental forces.

"The mountains raised, the rocks sharpened, the trees and scrub grew thorns, the vines became like whips. They made this range damned near impassable. It is Elementals who named this place The Shards, since they made everything jagged and sharp."

"Did all this geographic rearrangement stop the demonic hordes?" The Reverend asked.

"Nay, Changeling, Nary a bit," Min answered, "The one thing the Elementals did not understand -- and still don't understand -- is how demons work.

"See, the Shaman know nature. They understand seasons, they understand how air, earth, water, and fire work. They can make metals do what they want. They know why crops grow. They can summon rain to ease a drought. But all their power resides in the natural world.

"Demons are not natural. They weren't born here. Scaxthrom brought them to the world when he manifested. The demons don't obey the natural laws. If you cut them, they don't bleed. They don't eat or sleep. They don't reproduce, and they don't grow old. And they're damned near impossible to kill.

"So you see, all the Elementals accomplished was to fatigue their own clergy the day before the confrontation with the demonic hordes. None of their geological tinkering made one whit of difference to the demons. The battle went quickly, and most of the Elementals were destroyed. And the demons defiled this place, killing everything green on the whole Mountain."

Class Restrictions:

A Ranger cannot be evil: It should be noted that a Ranger deviating into the ways of Evil lose many abilities related to this class. Minor misdeeds will not cause a loss of abilities, but a consistent behavioral change, or a deed of abomination, will. When this happens, a Ranger immediately loses his empathic ability with animals and loses all animal henchmen, if any. A Ranger's ability to cure plant and animal diseases is also lost. The ex-Ranger's skills at moving stealthily, tracking, and hearing noise remain intact, but do not progress further with level advancement, for the Ranger has now become a warrior. A Ranger turned warrior (intentional lowercase) due to misdeeds does not gain the extra hit points and better fighting ability afforded to true Warriors.

A Ranger gains no humanoid henchmen. Members of the Ranger class are the only ones who never gain human or humanoid henchmen or followers. This, among other things, adds to the solitary and sometimes lonely nature of the Ranger's life.

A Ranger may not wear metal armor. Because a Ranger creates what he or she needs from their natural surroundings, they tend to wear armor made from leather and hide -- typically, this means studded leather is the heaviest armor a Ranger will wear.

Experience Modifiers. A Ranger with a Perception of 16 or higher gains a 5% bonus to experience while a Perception and Willpower of 16 or higher earns 10% extra experience.

Shaman

Races Allowed: Human, Fey, Changeling, and Werite, Elf

Alignments: Any non-Structured

Requirements: Endurance (9), Willpower (13)

The Shaman is the spiritual leader, judge, and arbiter of disputes for the Barbarian clans, though some Shaman, such as those among the Elves, live solitary lives of contemplation amid Nature. A Shaman is a fighter in his own right as well, having the highest combat potential of the non-fighter types. The Shaman can bestow curses as well as boons. They are mystic, highly learned, and deep thinking.

Like the Barbarian, the Shaman has a disparaging view of the cities of Gaianar. They view these places as putrid centers where disease breeds and plague threatens. They are places for shiftless hooligans and thieves.

Within the clan, the use of supernatural powers is highly encouraged. In the Shamanic frame of reference, there is no true boundary between what is natural and what is supernatural. One blends easily into the next.

Each clan has one chief Shaman and perhaps two to four Shaman of lesser level. It takes at least ten years of study to even become a first level Shaman. Thus Shaman adventurers are often older than their traveling companions.

The unique outlook of the Shaman yields interesting abilities and hindrances. The supernatural powers listed below are described fully in the Book of Spiritual Powers.

Detection of Spiritual Forces: A Shaman has a 4% chance per level of detecting supernatural forces at work within a 50' radius.

Using this ability takes one full round of uninterrupted concentration. Spiritual forces include non-corporeal entities such as ghosts, and include active witchcraft, illusions, active spiritual powers, and spiritually enhanced items. This power does not cost any spiritual points and is usable any number of times per day.

Heightened Perception: When in natural surroundings, a Shaman gains a +1 on all perception checks. A Shaman will gain a +2 on perception checks and has a +2 bonus to their defensive rolls in spirit combat.

A Shaman can Affect the Undead: Because of their close ties to Nature, a Shaman can harm the Undead since they are abominations and an insult to Nature.

Field Medicine: At each level, a Shaman gains 20 discretionary points to spread among the following categories. If the Shaman is of at least 8th level, he can teach field medicine to a Barbarian or Shaman understudy.

Table: Shaman Field Medicine Capabilities	
Ability	Rating
Bind and treat wounds	15%
Identify and treat poison	10%
Identify and treat disease	5%

Treat Wounds stops all bleeding and returns 1d6+1 hit points to the recipient. If this ability is used in combination with the Healing proficiency (discussed in the section on proficiencies), Treat Wounds will confer 1d12+1 points of healing. However, this ability can be

used only once per combat encounter per person. A fumbled roll (96 - 00) inflicts 1d4 damage on the recipient. .

Identify and Treat Poison is a two-step procedure. First, the type of poison must be identified. If an identification roll is successful, then a roll must be made to determine the outcome of the treatment. If both rolls are successful, then the recipient takes only one-quarter normal damage. Poisons rated as "instant death" leave the recipient with one hit point. A fumbled roll (96 - 00) indicates that the wrong antidote was administered, causing additional 1d12 damage to the recipient.

Identify and Treat Disease works in a similar manner as Identify and Treat poison. Two successful rolls are required to effect treatment -- one for identification of the disease, one for its treatment. Successfully treated diseases drop one level of severity and last only half normal duration. In addition, chronic diseases can be sent into remission with proper treatment. This ability has no effect on supernaturally caused diseases. A fumbled roll (96 - 00) indicates that the Shaman effecting treatment has caught the disease he had hoped to cure.

Henchmen: A Shaman may gain a single henchman - a "Shaman in training" of second level upon reaching 8th level. Usually, Shaman gain followers by becoming the leader of a Barbarian tribe or a group of less-power Shamans.

Activation and Use of Spiritual Powers: Shamans have five tiers of Spiritual Powers as detailed in the Book of Spiritual Powers. Shamans' powers are fueled by Spiritual Points and require a successful Faith Check to invoke. A first-level Shaman starts the game knowing any 4 First Tier Shaman Sigils and at each level of experience gained, the Shaman gains an additional Sigil of a Tier to which he must have access. Shaman Sigils also require a material component for proper invocation.

Class Restrictions:

A Shaman may not wear metal armor. Because a Shaman creates what he or she needs from their natural surroundings, they tend to wear armor made from leather and hide. Such armor is always decorated with clan insignias or perhaps shamanic sigils.

Experience Modifiers. For a Shaman, a Willpower score of 16 entitles the character to a 5% bonus, while possessing Willpower 16 and Endurance 16 will earn the Shaman 10% additional experience.

Warriors

Races Allowed: Any

Alignments: Any

Requirements: Endurance (10)

Members of this profession concern themselves with the art of combat. Warriors are the backbone of any military, being specialized in the ways of strategy and killing. Members of this class are usually the first line of defense of any city when the threat of invaders loom. Warriors can be solitary fighters, but more often than not organize themselves into armies, naval units, guardsmen, or militia.

A Warrior has formidable combat skills. A Warrior has the best combat modifier and has the greatest ability to acquire new weapon skills. Unlike members of other classes, those of the Warrior class enjoy a completely unrestricted weapon selection. A Warrior is permitted to learn any weapon style -- both melee and missile, and any of the known martial arts.

The Chosen Weapon: At the beginning of a Warrior's career, he may select a chosen weapon type with which to fight. It is with this chosen weapon that a warrior prefers to fight. This weapon may be anything -- a sword, an ax, a club, even a dagger. But because of this preference, a Warrior fighting with his chosen weapon has a +2 chance to hit, +1 to damage. Moreover, if maximum damage is

rolled, the Warrior can add an extra die of damage to his attack. Thus if a Warrior rolls a 4 on a dagger, his damage will actually be 4+1d4. It should also be noted that only members the Warrior class have a completely unlimited privilege to wear any kind of armor -- from bare skin to the toughest plate mail armor without any restriction to their abilities.

No Minimum Damage: If a Warrior rolls a 1 when dealing damage, he gets to reroll the result. This represents the respectable combat training that Warriors have - even a glancing blow from them is dangerous.

A Warrior has the greatest number of followers. As a warrior achieves higher rank, he gains henchmen and followers of similar alignment. At sixth level, a Warrior gains 1d2 henchmen of second level. These henchmen are very loyal to the warrior, even unto death. Additionally, the Warrior gains the services of 1d4 followers of first level.

At eighth level, a Warrior's reputation is such that he gains the services of 1d4+1 henchmen of sixth level, 3d10 followers of fourth level, and 4d20 soldiers of second level. Obviously, the henchmen are more loyal than the followers, who are, in turn, more loyal than the soldiers. It is expected that a Warrior of this level have built a castle, fortification, or military base in which to house his newfound army.

A Warrior has the highest hit points. A Warrior has the best chance of surviving massive damage due the 1d12+1 accumulation of hit points per level.

Warriors are the easiest to split-class. The Warrior classification can be easily combined with many other character classes, such as Investigator, Wishsinger, and Priest. Thus the Player can be satisfied with a slower level advancement, the Warrior can be the most versatile of the character classes.

Activation and Use of Spiritual Powers: Unlike other classes who have the power to work miracles through prayer or warp reality through song, a Warrior must rely on his wit and his weapons to achieve victory in battle. However, the Warrior does have access to a few supernatural powers that relate exclusively to combat and warfare and the effects focus primarily on his or her chosen weapon. A full description of the Warrior's spiritual powers can be found in the *Book of Spiritual Powers*. What few Spiritual Powers they have are fueled by Spiritual Points and require a successful Faith Check to invoke.

Class Restrictions:

None: There are no significant restrictions upon the Warrior character class, although the best Warriors are strong of sword-arm or skilled with the bow and have a keen grasp of tactics, especially how to defeat foes that have a far greater array of Spiritual Powers.

Experience Modifiers. An Endurance of 16 or 17 earns the Warrior a 5% experience bonus. Warriors with an Endurance rating of 18 or higher gain a 10% bonus on earned experience.

Wishsinger

Races Allowed: Human, Elf, Changeling, Fey, and Werite

Alignments: Good or Evil

Requirements: Endurance (10)

Wishsingers are perhaps one of the strangest and most misunderstood of the character classes. Through song, a Wishsinger is somehow able to manipulate spiritual forces within a localized area. How this is accomplished with sung words and musical instruments is not entirely understood. The Church, however, has had limited experimentation with employing Wishsingers as choirmasters and psalmists. Wishsingers also exist outside of the Church in remote towns - these "song-mages" are held in deep respect or fear by the commoners depending upon the alignment and actions of the Wishsinger in question.

Wishsingers range the gamut from scholarly music professors to bar room performers. What is common among them is the desire to change the world with song. Whether the change is for the better or worse all depends on the Wishsinger's alignment, or course. Members of this class are most powerful in groups. They can combine their musical energies to accomplish feats a sole Wishsinger could not do alone.

Wishsingers do not depend upon Spiritual Points: While Wishsinger do gain Spiritual Points at a decent rate, they do not need to use them to invoke their powers. Many believe that the fact that they gain Spiritual Points even when they do not use them represents the deep spiritual nature of the powerful songs Wishsingers wield. In practical terms, this peculiar trait provides Wishsingers with an easy way to split-class into character classes that can make use of the many Spiritual Points they have already gained.

Table: Wishsinger Stealth Abilities			
Ability	Base %	Ability	Base %
Stealth	10%	Hear Noise	20%

Wishsingers can resist one another. A Wishsinger can attempt to override the song of another Wishsinger. To accomplish this, the resister must make an Override check, which is composed of a percentile roll on the General Matrix. The check is calculated at the Wishsinger's level plus current B-M-S versus the attacker's level + current B-M-S. If the check is successful, the attacking Wishsinger's song will not affect the resisting Wishsinger. This does not cancel the attacker's power, thus an area effect song could still harm individuals other than the resisting Wishsinger.

A Wishsinger gains henchmen. At sixth level, a Wishsinger gains the services of one first level Wishsinger of similar alignment. Like all henchmen, this one is loyal even unto death. At eighth level, a Wishsinger gains 1d3+1 Wishsingers of Henchman status (level 5), 2d4 Wishsingers of Follower status (level two), and 3d6 persons of varying classes (level two) of soldier status.

At eighth level, a Wishsinger may open (if he or she has the resources) a University or school that will attract students wishing to study music theory, music history, and music practice. A small percentage of these students will graduate with the abilities of a 1st level Wishsinger.

Activation and Use of Spiritual Powers: Wishsingers have eight tiers of Spiritual Powers as detailed in the Book of Spiritual Powers. Wishsingers' powers are not limited by Spiritual Points, but by rather by the number of songs invoked per day - they all require a successful Instrumental and/or Singing check to sing the song properly so that its power is invoked. A first-level Wishsinger starts the game knowing any 4 First Tier Wishsinger songs and at each level of experience gained, the Wishsinger gains an additional song of a Tier to which he must have access. Wishsingers all carry musical instruments with them to allow them to invoke many of their songs.

Class Restrictions:

A Wishsinger must maintain a songbook. For a Wishsinger to sing the songs of power, he must have periodic access to the printed music and lyrics. Without access to his songbook, a Wishsinger is unable to rehearse spell songs. While there is nothing supernatural about this book itself, a Wishsinger must have it in order to remember the exact intonations and notes of the complex songs they sing. Obviously, it behooves the Wishsinger to make more than one copy of his personal hymnal. Should a Wishsinger lose his songbook, he can attempt to rewrite each song at a knowledge penalty of -4. The rewrite takes one day per song.

A Wishsinger can spend a proficiency slot to memorize a specific spell song. Such a spell song will be accessible, provided a successful Knowledge check is made, even if the Wishsinger's songbook is lost.

Armour Limitations: A Wishsinger may wear metal armour -- up to and including all Medium Armour - without any drawbacks. In addition, a Wishsinger can, of course,

employ leather and other non-metal armours. Heavier armours are forbidden, as they restrict the ability to sing (ever see an opera singer in full plate? Didn't think so!)

Weapon Limitations: A Wishsinger can use any type of melee or projectile weapon except firearms or other explosives because they are very loud when used and would thus impair the Wishsinger's abilities.

A Wishsinger cannot sing if deafened or silenced. There are powers that practitioners of various faiths can wield that can deafen people or shroud them in supernatural silence. Under such conditions, a Wishsinger absolutely cannot sing. None of the Wishsingers class-related supernatural abilities will function while deafened or silenced.

A Wishsinger cannot be Neutral: It is thought that Wishsingers of Good are given their special abilities by the power of the Light, while Wishsingers of Evil draw upon darker forces to power their songs. Hence, there are no neutral Wishsingers, for their songs would have no power behind them. If a Wishsinger is the process of an alignment change from Good to Evil or from Evil to Good, he is unable to advance as a Wishsinger or use any of the class-related abilities (most notably the Songs) while Neutral. For this reason, most Wishsingers are not easily swayed from their current alignment.

Experience Modifiers. A Wishsinger with a B-M-S score of 15 or 16 earns a 5% bonus to experience, while a Wishsinger with a Body Mind Spirit rating of 17 or higher earns 10% additional experience.

Split Class Characters

Like in real life, some people in Gaianar can wear more than one hat. While some might call it "moonlighting", in the Gaianar game system this is simply called a split-class. A character's class is like a full-time job.

Most people in the real world, however, do not work two 40-hour jobs each week. Thus, a split-classed character cannot advance in both classes at the same rate. It is thus required that a split-classed character choose which class shall be primary and which shall be secondary. This is the equivalent of a real-world person having a full time job with part-time side work.

If a player chooses to be split-classed, then the earned experience is split 75% to the primary class and 25% to the secondary class. A character who is split-classed at first level starts with -500XP instead of 0 XP. A character that is started with a single class but later desires to become split-classed can do so, but only when leveling up. The character must first pay 500 XP to take upon a second class, and paying this cost cannot drop the character by a level. Once these costs are paid, the new class starts at Level 1. The new class still grants the character the class-related "bonus skills" but taking on a second class does not allow the character to get all the starting skills for that class - starting skills are only gained once at the beginning of a character's career.

The split-class character gains normal hit points and spirit points from the primary class and secondary class. Proficiency slot increases are reaped from the both classes as the character increases in level. However, if the character is first created as a split-class at level 1, the character gets the highest slots from both classes, but not the full slots from both classes. For example, a character that split-classes as a Gunslinger/Priest would start with 6 combat slots (because Gunslinger has 6, but Priest has only 4), and 8 non-combat slots (because Gunslinger has only 6, but Priest has 8). The bonus skills for high Intelligence is granted only once, regardless of whether the character is a split class or single classed character.

The character's saving throws, BatCh, and combat matrices are based on whichever class has the more favorable value.

It should be noted that the two character classes must logically combine. In other words, a character class cannot be a Thief/Paladin because Paladins hold the law in high regard - an Investigator/Paladin, however would be acceptable since Investigators enforce laws. A character could not be a Cavalier/Protector because a Cavalier must wear metal armor, while a Protector must not. But aside from conflicting

character class restrictions, the player is free to split-class her character any way she sees fit.

For split-classed characters at level one, the character starts off at -500XP instead of 0 XP. Class Limitations by Race

Humans are, by far, the most versatile of all the four races. Humans are the standard from which the other four races are measured. While Humans can advance to any rank in any character class, other races are not so fortunate. Dwarves, for example, cannot be Wishsingers. Dwarves are a crusty, stubborn lot whom are virtually tone deaf from birth. No Dwarf ever has, nor will ever want to be, a Wishsinger. Elves, on the other hand, can never become Paladins. Paladins, the Holy Warriors of Gaianar, require a degree of passion steadfastness that the aloof Elven race simply does not possess.

In the table the follows on the next page, a "Yes" next to a character class indicates that members of that race can join that character class. A "Limited" indicates that members of that race incur a 50% experience penalty after acquiring 8th level. A "2nd" indicates that a character of this race can become a member of this class, but only as a secondary class; the primary character class must be something else. A "No" in the race column means that members of the race in question cannot join that character class. The following table below displays the character class option with respect to character race.

"Sometimes I forget what all the fighting is about. On West Point, this barbarian hates that barbarian because he or she is from a different tribe.

Gunslinger's hate Shaman and vice versa because of a difference in philosophy. It makes you hard inside.

Of course that's a bad thing to happen to a Paladin. Your heart has to stay supple so there's room for one more victim to be protected. You always need room for one more.

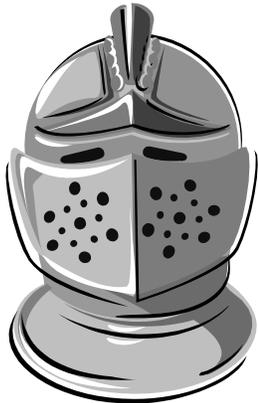
Then I ride by a farm and see a whole family, eight or ten people sometimes, and who couldn't defend themselves against a rainstorm much less a summoned elemental. That softens you up. It makes you wanna keep going until the next battle. It makes you wonder of the irony though.

Good or evil, it's the common man we're fighting over. It's his soul we want. It's his war."

--- Cirien Redberry, Paladin, Order of the Dawn Star

**Table: Character Class Limitations According to Race**

Character Class	Changeling	Construct		Dwarf	Elf	Fey				Human	Werite			
		Awakened	Living			Blue	Indigo	Amber	Green		WB	WC	WD	WW
Barbarian	Lim	No	No	No	No	N	N	Y	N	Yes	Y	N	Y	Y
Cavalier	No	No	2nd	Yes	No	N	N	N	N	Yes	N	N	N	N
Gunslinger	Lim	No	2nd	Yes	No	Y	L	N	N	Yes	N	N	N	N
Investigator	Lim	Yes	2nd	Lim	Yes	L	L	Y	Y	Yes	L	L	Y	Y
Jack-of-all-trades	Yes	Yes	2nd	Yes	Yes	Y	Y	Y	Y	Yes	Y	Y	Y	Y
Mathematician	Yes	No	2nd	Yes	Lim	Y	L	L	L	Yes	N	L	L	L
Necromancer	No	No	No	Lim	No	N	N	L	Y	Yes	L	Y	L	Y
Paladin	Yes	No	2nd	Yes	No	Y	Y	N	N	Yes	N	N	N	N
Priest	Yes	No	No	Yes	Lim	L	Y	L	N	Yes	L	L	L	N
Protector	Yes	No	2nd	Yes	Lim	L	Y	N	N	Yes	L	L	N	N
Ranger	Yes	No	No	No	Yes	N	Y	L	N	Yes	Y	Y	L	Y
Shaman	Yes	No	No	No	Yes	N	N	Y	N	Yes	L	N	Y	Y
Speaker	Yes	No	No	Yes	Yes	Y	Y	L	N	Yes	L	Y	Y	Y
Thief	Lim	No	No	Lim	Yes	L	L	Y	Y	Yes	L	Y	Y	L
Warrior	Lim	Yes	Yes	Yes	Yes	Y	Y	Y	Y	Yes	Y	Y	Y	Y
Wishinger	Yes	No	No	No	Yes	Y	Y	L	N	Yes	N	Y	L	N



Starting a 1st Level Character

Now that the character class, race, and attributes have been selected, innate power, skills, and money must now be derived. The following series of tables will aid in determining these items. In most cases, the new characters will begin the game at Level One. However, the GM may overrule this suggestion if a new higher-level campaign is already planned.

This chapter contains:

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- Affecting Undead** 59
- Starting Skills & Bonus Skills** 61
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"The Scaxies just don't understand," Reverend ViVes Vestodden proclaimed at the pulpit, "Undeath is just another kind of suffering. And the world's got plenty of that to go around."

Table: Hit Points and Spirit Points																
Character Class	Hit Points	Spirit Points (Based on Faith score)														
		1-9	10	11	12	13	14	15	16	17	18	19	20	21	22	23+
Barb	1d12	1	2	2	3	3	4	5	6	7	8	9	10	11	12	13
Cavalier	1d12	1	2	2	3	3	4	5	6	7	8	9	10	11	12	13
Gun	1d10	2	2	3	3	4	5	6	7	8	9	10	11	12	13	14
Inv	1d6+1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Jack	1d6+1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Math	1d6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Necro	1d6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Paladin	1d10	2	2	3	3	4	5	6	7	8	9	10	11	12	13	14
Priest	1d8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Protect	1d10+1	2	2	3	3	4	5	6	7	8	9	10	11	12	13	14
Ranger	1d10	2	3	3	4	5	6	7	8	9	10	11	12	13	14	15
Shaman	1d8+1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Speaker	1d6+1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Thief	1d6+1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Warrior	1d12+1	1	2	2	3	3	4	5	6	7	8	9	10	11	12	13
Wish	1d6	2	2	3	3	4	5	6	7	8	9	10	11	12	13	14



Rolling Hit Points and Spirit Points

The table below displays the character's initial hit points. For player characters with unusually high or low Constitution, the Constitution Attribute Table may be used to modify the hit point roll. Constitution modifiers are not retroactive. Thus a character's current hit points are not affected by changes in Constitution, only in successive levels would the new bonus or penalty be applied.

First Level characters: They all start with maximum possible hit points at that level.

Whereas hit points measure the health of the body, spirit points measure the intensity of the spirit. A player character's spiritual potency is based both on Faith and on his or her character profession. The following matrix can be used in initial spiritual point quantities.

Obviously, character classes such as the Investigator (and all related subclasses), Mathematician, and Necromancer do not use spiritual points.

At first level, the Faith attribute score is added to the quantity from the table as shown below. Thus, calculating a 3rd level Paladin of Faith 15 would yield $SP=15+6+6+6 = 33$ Spiritual Points.

Changes in Faith do not retroactively change the character's spiritual point total. In other words, should the aforementioned Paladin increase his Faith by a point in-between levels, he would not increase his spiritual points at the higher Faith value. Only successive levels are affected by changes in the Faith attribute.

optional rule Note: The Game Master may assign a base hit point value equal to one half the player character's Constitution score prior to rolling the hit point accumulator displayed to the right.

Initial Combat Rating

"BAAtCh" is an acronym for "Basic Attack Chance" and signifies a combatant's abilities in melee and missile combat. The value of the BAAtCh refers to the roll required to hit a fully armored character (Armor Class 0). All character classes except Warrior begin with BAAtCh(20), while the Warrior starts with BAAtCh(19). This number decreases as the character moves up in level. Obviously the Warrior moves up the fastest, while the Mathematician moves up the slowest.

Affecting Undead as 1st Level Characters

In a world where the roving animate dead outnumber the living, the ability for men of the cloth and holy warriors to rebuke Undead is crucial. Some character classes, most notably Priests and Protectors, have the ability to turn away denizens of the Undead. These are creatures that are neither fully living, nor fully dead. Most Undead are the result of evil necromancy and the powers of darkness. The ability of these character classes to turn away or force back these creatures is shown illustrated in the following table.

Universal Turning Matrix																				
Cleric Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base Turn Value	14	12	10	8	6	4	2	0	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20	-22	-24

BTM: Basic Turn Multiplier: Add this value per Undead HD category. Values above 20 cannot be turned, values below 1 are automatically turned

QTY: Quantity of Undead turned per level of the cleric.

T/D/L: Times per day per level that a turn can be accomplished.

DUR: Duration in round per level that Undead are affected.

UTM: Universal

	BTM	Qty	T/day/Lev	DUR	C/Add
Priest	3	1/1	1/1	1/1	3
Shaman	3	2/3	1/1	1/1	3
Paladin	4	1/2	1/2	1/1	2
Protector	4	1/2	1/2	1/1	2
Speaker	4	1/5	1/3	1/2	1
Cavalier	5	1/3	1/3	1/2	1

Turning Matrix (see next page)

C/Add: When two or more clerics focus divine energy against a single Undead target, the C/Add (i.e. "Combinative Addition") value gets added to the highest level cleric's 1d20 roll for turning.

Affecting Undead (Continued)

For this matrix, add the BTM value per Undead HD category.

·For example, a level 1 Priest turning a 3HD Undead would have to roll $14+3+3 = 20$.

·Or, a level 4 Paladin turning a 2 HD Undead would have to roll $8+4=12$

·Negative values are automatically turned.

Turning Undead flee at maximum possible speed away from the cleric unless otherwise attacked. The Priest, Shaman, Paladin, and Cavalier classes can turn Undead

Hold at Bay Undead held at bay are effectively "stunned", meaning that they cannot advance and can only take defensive actions and/or retreat. Affected Undead cannot attack unless attacked. Protectors and Speakers for the Dead can Hold Undead at bay

Using combined Faith

When several clerics combine their efforts to turn a powerful Undead, the lesser clerics simply add their C/Add values to the lead cleric's d20 turning roll. For instance, if a group of 4 clerics (Priest[L4], Priest [L1], Protector[L2], and Speaker for the Dead[L2]) attempt to turn a 6HD Undead, the lead cleric's roll would be $1d20+3+2+1$, making a maximum rolled value of 26. Thus, a 4th level Priest could ordinarily turn a 5HD creature, but with combined faith, the group of clerics could turn a 7HD creature.



Starting Skills & Bonus Skills

Just like people in real life, the characters are skilled in trades that can keep them fed in-between adventuring. And it is assumed that most characters had a life before adventuring. They may have had trades, menial jobs; they may have been students, or seminarians, or even street thugs. It was during this time that the character was taught many of the skills that he or she begins the game with. Some character classes begin the game with bonus proficiencies, due to schooling and certain mandatory life experiences. In choosing a background for the character, the right skills can be helpful in adding both flair and functionality.

*"A Warrior is a hero,
while a fighter is
nothing but a
brawler"*

*—Cirex, Paladin,
Order of the Dawn
Star (Later that
same year.)*

Table: Bonus Skills and Skill Progression					
Class	Skill Bonus	Combat slots		Noncombat slots	
		Initial	Progression	Initial	Progression
Barbarian	Running, Read Sigils	8	◆◆◆◆◆	4	◇◇◇◇◇
Cavalier	Armor Craft, Ride Land Animal (usually Horse)	7	◆◆◆◆◆	5	◇◇◇◇◇
Gunslinger	Mental Defense, Direction Sense, Law Knowledge	6	◆◆◆◆◆	6	◇◇◇◇◇
Investigator	Law Knowledge, Read/Write	6	◇◇◇◇◇	6	◆◆◆◆◆
Jack	Ancient Technology, Read/Write	5	◇◇◇◇◇	7	◆◆◆◆◆
Speaker	Forensics, Read/Write	4	◆◆◆◆◆	8	◆◆◆◆◆
Necromancer	Read/Write, Occult Knowledge	4	◇◇◇◇◇	8	◆◆◆◆◆
Mathematic	Read/Write, Mathematics	2	◇◇◇◇◇	10	◆◆◆◆◆
Paladin	Ride Land Animal (choose), Religion	6	◆◆◆◆◆	6	◇◇◇◇◇
Priest	Read/Write, Religion	4	◇◇◇◇◇	8	◆◆◆◆◆
Protector	Religion, Healing	6	◆◆◆◆◆	6	◇◇◇◇◇
Ranger	Animal Lore, Plant Lore	6	◆◆◆◆◆	6	◆◆◆◆◆
Shaman	Read Sigils, Religion, Occult Knowledge	5	◇◇◇◇◇	7	◆◆◆◆◆
Thief	Disguise, Intimidate	7	◆◆◆◆◆	5	◇◇◇◇◇
Warrior	Running, Weapon Craft	10	◆◆◆◆◆	2	◇◇◇◇◇
Wishsinger	Read/Write, Singing, Musical Instrument	3	◇◇◇◇◇	9	◆◆◆◆◆

◇- No Slot Gained, ◆- 1 Slot Gained, ◆- Two Slots Gained

Depending on the profession, the character starts with 2-10 slots in both combat and noncombat skills. It takes two slots to make a usable skill, but only one slot to increase the level of mastery (intensity) of a known skill. Additionally, a character may gain a one-time bonus of slots due to high intelligence. Slots earned this way may be divided among combat and noncombat as the player desires.

Bonus Skills. As stated earlier, some skills come with the character class. For instance, a Wishsinger would have to know how to sing, and a Priest would have to know religion. These bonus skills grant the character the minimal use of that class. Obviously the minimums are just that -- enough to get by and no more. Split classed characters gain the bonus skills of both classes.

The details about available combat and noncombat skills can be found later in the manual.

A player should spend skill slots acquiring a variety of skills. At first level, no skill can be higher than int(2), and the mastery can advance only one point in intensity per level of experience.

Note that players can leave skill points "floating" for later use - this is required if they wish to take the two points needed to start a new skill.

Selecting Languages

Just like the real world, Gaianar has many different languages that are spoken, written or gestured. And just like real life, a lack of a common language can make communication quite difficult.

Metalanguages

Before the Cataclysm (when the civilizations of Gaianar fell), each of the four continents developed a metalanguage called "commons". These were simple languages that were made from the common parts of the various local languages. These artificial languages permitted trade and exchange of knowledge between merchants, soldiers, and scholars who might not otherwise have a language in common.

Thus there exists North Point Common, South Point Common, East Point Common, and West Point Common. The metalanguages are straightforward, have few synonyms, and were developed solely to facilitate basic communication. Thus, while a legal contract might be written in a metalanguage, a play or novel would never be.

Note that the GM should give players advanced warning as to the location of the campaign so that they can select logical languages.

Primary Languages

Among the original languages, the interchangeability depends on how far apart the sources of the two languages are. If the languages originate on the same continent, then they would be as similar as French is to Spanish. If two languages originate on two different continents, then the difference is comparable to French and Japanese. Thus a person may be able to pick a few words out of an unknown intracontinental language, doing so with an intercontinental language would be impossible.

The number of native languages a character may possess depends on his or her Intelligence attribute. The table on the following page lists the languages and where they are spoken.

"I thought them thar 'Tongue Speaker' Preachers was supposed to be good at foreign talk. Sheeesh! That Preacher hit me up for nine coppers, foamed at the mouth for a while, then said 'Thank you for your support.'"

"Huht! So much for my Midian trade deal."

Primary languages have both written and spoken components. Thus, the words of a primary language can be transcribed into a book or other document for later recall.

Gestured Languages

These are languages that rely solely on hand and finger motions, eye and head movements, and body positioning. American Sign Language would be a real-life example of a gestured language. On Gaianar, the Changelings use a gestured language called "Flag Speech" for communicating across long distances (they can see for miles clearly, but voice doesn't travel that far.) Gestured languages differ from primary languages in that it has no written component. The meaning of a gestured idea must be translated into a known primary language before it can be recorded on paper.

Linguistic Acuity

A character can have two types of linguistic mastery. "Native" refers to languages that the character speaks with perfect fluency. "Learned" languages are ones the character has had to study, and does not have perfect fluency. Characters who have learned a language through study often have thick accents compared to those who speak natively in the local area. In other words, the character speaking a studied language usually sounds like a foreign

Table 24: Languages of Gaianar

Language	Where Spoken	Type
Abalesque	Raven's Cape, Cape North	P
Baldeska	Cali, Bali, Saboo and Rivna	P
Calesian	Caldini	P
Carthini	Carthag, Touchstone	P
Clannish	Individual to the barbarian clan	P
Drakken'Da	Dwarfish settlements; and mountains of West Point	P
Gaelic	Isle of Gales, Touch Stone	P
High Speech	By Gunslingers only	P
MyraScape	Myracannon, Spurncape	P
North Point Common	North Point	M
Parin	Paru	P
River Speech	Towns along the Del Tela River	P
Tassel	Touch Stone	P
West Point Common	The West Point metalanguage	M
Flag Language	A gestured language used by Changelings.	G
Hand Speech	A gestured language used by deaf people.	G
Militalk	A gestured language used by military operatives.	G
Thievish	A very simple gestured language used by spies, thieves, and other underworld types.	G
East Point Common	The Eastern metalanguage.	M
South Point Common	The Southern metalanguage.	M
Maka-Ma	Midian	P
Ele-Kumu	South Point (jungle regions)	P
Sigil Writing	A written language used by Shaman and Barbarian classes. (not spoken)	P

Saving Throws

Aside from ordinary weapon combat, many hostile forces on Gaianar wield supernatural powers. And these creatures don't mind using them against the denizens of Good. The saving throw, however, helps determine how easily a character can defend against, or withstand the effects of, the various supernatural powers that one may encounter.

In addition to modifying the effects of supernatural powers, a successful saving throw can help reduce the damage done by poisoning or dreadful wounding. For example, a character whose food is poisoned gets a save versus poison. If he succeeds, he lives (but may feel queasy), but if he fails, he might die.

The saving throw is discussed in greater detail in the "Injury & Healing" section of the game. The table below displays the saving throw matrix for 1st level characters.

Table: Saving Throws for 1st Level Characters

Class	Death Magic	Magical Weapon	Area Effect	Poison Polymorph	System Shock	Spirit Power	Sleep & Charm
Barbarian	18	16	16	14	14	16	18
Cavalier	16	16	16	16	16	16	16
Gunslinger	16	16	16	16	16	16	16
Investigator	18	16	16	14	14	18	16
Jack-of-all-Trades	16	16	16	16	14	16	18
Mathematician	18	14	16	16	18	14	16
Necromancer	14	16	18	14	16	16	18
Paladin	16	16	16	16	16	16	16
Priest	14	16	18	16	16	16	14
Protector	14	16	18	16	16	16	14
Ranger	18	16	16	14	14	16	18
Shaman	14	18	16	16	16	14	18
Speaker-for-the-Dead	18	16	16	14	14	18	16
Thief	16	16	14	14	16	18	18
Warrior	18	16	14	14	14	18	18
Wishsinger	16	18	16	18	16	14	14

Innate Powers

All sentient beings on Gaianar have one special power that is somehow keyed to their genetics, as they are born with the power, and it can never be removed. This is one gift that can never be taken away from the Player Character. All innate powers become apparent at some point during middle childhood (ages 7-12 in Humans). The descriptions of the innate powers are found in the *Book of Spiritual Powers*.

The use of an innate power is both voluntary and instantaneous. It does not use spiritual points, but rather Body-Mind-Spirit. Thus, it costs one point per use per intensity of the power. Thus a character with Bubble Shield, int(2) would expend two points of B-M-S when calling upon this power.



To determine the innate power, the Player Character first rolls percentiles (to determine power classification), and then a 1d12 (to determine exact power.) The following chart can be used to determine the power name. Once the innate power is determined, it can never be changed.

Uses and Intensity

Each innate power can be used a certain number of times per day, and different people have different intensities of a particular power. If a character is low on B-M-S, the innate power will still work, but at a lesser intensity. For example, a Mathematician who has used most of his B-M-S to invoke formulae now wishes to use his innate power Touch Healing. He has only 2.5 points of B-M-S remaining, but his healing intensity is 3. The power will still work, but will behave as a Touch Healing at intensity 2.

Roll twice on the Use and Intensity Table to determine the Intensity of the Power and the number of times per day it can

Table: Use & Intensity		
D20	Intensity	Times/Day
1	Int(1)	1 per day
2 to 8	Int(2)	2 per day
9 to 11	Int(3)	3 per day
12	Int(4)	4 per day

Table: Generating an Innate Power				
1d100	Type	1d12	Power	Brief Description
01 – 04	Incidental	1-5	Create Light	Can cause an object to glow.
		6-8	Trace Path	Allows user to retrace own steps.
		9-11	Linguist	After listening to a language, user can speak it.
		12	Flash Memory	User can commit maps, music, or anything written to memory and not forget it.
05-19	Movement	1-4	Swift Running	User's ground movement is increased
		5-8	Dolphin Torpedo	User's swimming movement is increased
		9-10	Levitation	User can travel in one linear direction quickly, and then hover.
		11	Flight	User can now fly. If already able to fly, then maximum speed is increased.
20-34	Healing	1-4	Touch Healing	User can heal physical injuries in self and others.
		5-8	Regenerate Hit Points	User's natural healing is greatly accelerated.
		9-11	Command Health	User can demand that lost hit points return.
		12	Complete Regeneration	User's natural healing is so enhanced that lost limbs will also grow back.
35-44	Protection	1-3	Bubble Shield	User can summon a spongy shield that helps deflect missile attacks.
		4-6	Force Field	User can summon a rigid shield that helps deflect all physical attacks.
		7-8	Anonymity	User can blend into crowds without being detected.
		9-11	Ghost Form	User can become transparent and insubstantial, thus making it hard to e hit.
		12	Invisibility	User can bend light around one's body.
45-49	Mind	1-3	Empathy	User can know another's emotions, drives, and desires.
		4-7	Empathic Resistance †	User can shield ones self from Empathy
		8-11	Protest	User can delay another's spoken command
		12	Silent Speech	User can communicate telepathically
50-64	Combat	1-6	Spark Fingers	Sparks fly from user's hands.
		7-8	Stun Touch	User can stun another person via touch.
		9-11	Steel Fists	User gains extra barehanded damage.
		12	Inflict Convulsions	Like Stun Touch, but meaner.



65-74	Elemental	1-3	Water Breathing	User can breathe underwater without drowning.
		4	Fire Call	User can summon bits of fire.
		5	Create Wind Funnel	User can summon a small tornado.
		6	Summon Boulder	User can command rocks to fall on other people's heads.
		7	Mystical Fountain	User can summon drinkable water from the ground.
		8	Elemental Chief	User can summon a small elemental.
		9-10	Plant Growth	User can accelerate the rate in which plants and crops mature.
		11	Charm Animal	User can make wild animals cease their attacks.
		12	Resist Elements	User can resist damage from air, earth, fire, and water.
75-79	Order	1-5	Chaos Song *	Random things happen.
		6-8	Make Pact	The user can make a handshake contract. If either breaks it, the one who breaks the deal takes damage.
		9-11	Long Second	The user can take several defensive actions in the span of one second.
		12	Isometric Reality	Removes all randomness from combat
80-94	Form	1-4	Change Size	Can shrink or grow in size.
		5-8	Camouflage	User can blend in with any background.
		9-11	Body Enhancement	User can enhance either Strength or Constitution temporarily.
		12	Shape Change	User can assume the form of different animals.
95-00	Special Powers	1	Phoenix	If slain, user will rise from death unless decapitated.
		2	Memory of Powers	User can mimic any other innate power observed.
		3	Revoke Power	User can cancel the effects of another's innate power.
		4	Grant Power	Like Memory of Powers, but can bestow its use on others.
		5	Illusionary Death	User can appear to be dead when actually still alive.
		6	Temporary Clone	User can make a weaker version of ones self for the purpose of scouting.
		7	Soul of Combat	User's combat performance is greatly enhanced.
		8	Greater Teleportation	User can open portals from one place to another, spanning great distances.
		9	Innate Power Immunity	User does not take damage from other's innate powers
		10	Lightning Hand	An enhanced version of Spark Fingers.
		11	Rat Pack	User can teleport items into another dimension and retrieve them later
		12	Alter Reality	User can undo one failed action

* Gunslingers must roll again. Wishesingers invoke and pay ½ usual B-M-S.

† Changelings already have this power. Roll again.



Advancing in Level

When the player characters complete missions, fight battles successfully, or do great acts of goodness and valor, the Game Master assigns that character a quantity of experience. When enough experience has been earned, the character increases in Level. Some of the benefits of level increases include:

- More hit points (HP)
- More spirit points (SP)
- Another combat and/or noncombat skill slot
- Access to higher order spiritual powers
- Improved ability to affect Undead
- Improved Class-related resistances

That said, it is the Game Master's option to allow advancement beyond 20th level. Since there are currently no tables for combat improvement, spiritual power acquisition, and the like, it is up to the GM to decide which, if any, of the character properties will continue to improve beyond 20th level.

Table: Experience needed for Level Advancement

Level	Experience	Level	Experience
1	0	11	500,000
2	1,500	12	650,000
3	3,500	13	700,000
4	7,000	14	850,000
5	15,000	15	1,000,000
6	30,000	16	1,150,000
7	55,000	17	1,300,000
8	100,000	18	1,450,000
9	200,000	19	1,600,000
10	350,000	20	1,850,000

Starting Money and Equipment

Generally, the Game Master will decide how much money the new character begins the game with. This decision is typically determined by the character's choice on noncombat proficiencies and then matching them with a table in the GM's Notes, which displays possible pre-adventuring professions and their average pay. For example, a character with the metal craft and weapon craft skills probably worked at a forge, and was paid as a blacksmith.

Unless the GM has a particular situation in mind, all characters start the game with a basic set of armor, street clothes, a backpack with traveling supplies, and a weapon.

The Constable, Reg Lequett, strode up behind the sign-wielding beggar and kicked him soundly.

"Wha... What'dya do that for?!" The greasy, overweight panhandler yelped.

"I told you once, and now I'm telling you again," Reg barked, hand motioning slightly for his pistol. "I told you to get a damn job!"





Weights, Measures, and Equipment

The world of Gaianar has its own unique system of weights and measures. Some items may look familiar, while others are completely different. But in a general sense, the system is closer to metric than standard. The tables that follow show how Gaianarians refer to time, space, weight, and distance. In game terms, the most common base measurements are for time and distance. A round is equivalent to a minute, and a click is equivalent to ten feet.

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- Beasts for Sale 81
- Musical Instruments 82
- Technological Relics 83
- Explosives 84
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Table: Units of distance, mass, and fluidic volume								
Measuring Distance			Measuring Liquid Volume			Measuring Mass		
Unit	Symbol	Equivalence	Unit	Symbol	Equivalence	Unit	Symbol	Equivalenc e
1 Foot	1'	10 inches (10")	1 cup	1cu.	10 ounces (10oz.)	1 pound	1 pd.	10 ounces (10oz.)
1 Click	1//	10 feet (10')	1 quart	1qt.	2 cups (2cu.)	1 stone's mass	1 pd.	10 pounds (10pd.)
1 Clack	1	10 clicks (10//)	1 gallon	1gl.	10 cups (10cu.)	1 lady's mass	1 lm.	10 stone's mass
1 Mile	1mi.	10 clacks (10)	1 bucket	1bk.	10 gallons (10gl)	1 man's mass	1 mm.	2 lady's mass (2
			1 drum	1dr.	10 buckets (10bk.)	1 boulder's	1 bdm.	10 lady's mass (10

Time, Gravity, and Seasons

A Gaianar clock has a hand for hours, turns, and rounds. Thus, the hours cycle from 1 to 12, the turns cycle from 1 to 6, and the rounds cycle from 1 to 10. Some watches have a segment hand that clicks from 1 to 20. A tower clock or wrist watch would thus have a large outer dial in which the hours and turns cycle (1-12 and 1-6, since they are divisible into one another), and an inner dial in which the rounds and segments cycle (again because 1-20 and 1-10 are evenly divisible).

Certain times of day are also named. Just as "noon" is a name for 12:00pm, and "midnight" is a name for 12:00am, the time conventions for Gaianar also have named times of day and night.

"Gravity is our greatest enemy," the Changeling Warrior stated, "For without the chains of the downward pull, we could stay aloft forever. The sunlight, clouds, and sky are beloved to us."



Table: Time, Days, and Seasons					
Name of Time	Absolute Time	Name of Day	Meaning	Name of Month	Meanong
Midnight	12:0:0 AM	Red'di	Day of the Resurrection	Darkah	Darkness Month
Quarternight	3:0:0 AM	Gai'di	Day of the sun	Issamah	Ice Month
Dawn	6:0:0 AM	Wakken'di	Day of the Watcher	Sowanah	Planting Month
Rise	7:3:0 AM	Aquin'di	Day of water	Verdinah	Green Month
Quarternight	9:0:0 AM	Terr'di	Day of land	Havstanah	Harvest month
Midday	12:0:0 PM	Marten'di	Day of death	Gaianah	Brightness Month
Fullday	3:0:0 PM	Sollna'di	Day of sleep	Huntenah	Hunting Month
Quarterset	4:3:0 PM			Ambernah	Month of Many Colors
Evening	6:0:0 PM			Bonenah	Month of Bones
Quarternight	7:3:0 PM				
Fullnight	9:0:0 PM				

Three blocks from the station house, Reg saw an unwelcome, familiar face. It was the town beggar, holding up a tattered sign that stated simply "Will Work+Food. Blessings Upon You." The beggar was fat and greasy, yet his beard was neatly trimmed and his clothes were clean.

"I thought I told you to find a job." Lequett said gruffly.

"Ahm homeless, sir," he stated pathetically. "Cain't you spare me a few glass or copper?"

"I've offered you work before, you fraud. Honest work, and yet here you are."

"Ahm homeless, sir," he said to a passerby, ignoring the Gunslinger's rebuke. The man he accosted nervously dropped a handful of glass coins into the beggar's bucket.

Money and Income

Everything costs money. For most people, this means getting a job. While most NPC's work the daily grind, the Player Characters earn their living through adventuring. The hours stink, the benefits aren't very good, but when you kill the monsters, you get to steal their treasure!

Table: Miscellaneous Measurements	
Type	Description / Value
Gravity	7.5// per ss2 (i.e. 81% of Earth gravity)
Year	35 days per month; 9 mo./yy; 315 dd/yy
Temperature	Standard centigrade (0°=freezing)

New suits of armor, healing potions, and replacement arrows and bullets don't come cheap, so to get by, the Player Character has to have money, preferably lots of it. Even the most notorious thieves have to pay for things sometimes. Listed below is a description of the money system. The money is based on coins, most of which constructed from precious metals. The value of the coin is based on the value of the metal it is crafted from. Glass coins of much lower value also exist (much like pennies and nickels are used in America.). Their value is derived from the belief that there exist precious metals in the banks and the government's coffers to back up these coins; much like the (mistaken) belief that there are gold bricks to back up paper money in the United States.

Metal coins are imprinted with the emblem or sigil of the city in which they are minted. In the case of raw gold (such as nuggets mined by prospectors and the like), many government mints will convert the raw materials into coin form for a nominal fee. Most metal coins weigh approximately 1/4 ounce, and are 1/8 inch thick. The diameter of the coin, thus, is determined by the specific gravity of the element (i.e., gold weighs more per cubic inch than copper, thus a gold coin that weighs 1/4 ounce and is 1/8" thick would have a smaller radius than a copper coin). Additionally, most governments craft their coins with edge ridges to prevent coin shaving.

Glass coins are crafted from only the most talented glass blowers. The coins are 1" in radius and 1/4" thick. Additionally, each coin is impregnated with tiny rods (or canes) of colored glass as a means of authentication. Glass coins are the least valuable of the currencies. There are two types of glass coins: glass pieces, which are worth 1/10 of a copper piece, and fragments (which have a much simpler cane pattern) which are in turn worth 1/10 of a glass piece. Fragments gained their name because they were originally reworked fragments from larger glass pieces that were broken in the production process. It should be noted that if glass coins are broken, they become utterly worthless except for what the value of

Enraged, Lequett grabbed the bum by his shirt collar and demanded "You get yourself to another town by nightfall, you damned leech. Best yet that you drown yourself and do Umberly a favor. Get out!"

The beggar backed off and Reg noticed Keel and Nara regarding him with loathing glares.

"People like that," Lequett explained, "are leeches on society. He doesn't want a job; he just wants people to give him something for nothing. And he's not even homeless. He's got a cottage five miles outside town and walks to this corner at dawn every morning and stays till dusk.

"He's a fraud, and I've just given him his eviction notice."

Table: Money Types

Coin Type	Value of Coin	Symbol
Platinum	10 gold; 100 silver; 1000 copper	PP
Gold	10 silver; 100 copper; 1000 glass	GP
Silver	10 copper; 100 glass; 1000 fragments	SP
Copper	1/10 silver; 10 glass; 100 fragments	CP
Glass	1/10 copper; 10 fragments	gP
Fragment	1/10 glass; 1/100 copper	fP

Acceptance of Coins

Coins crafted from metal are accepted worldwide, as their value is based solely upon the metal from which they are crafted. Because coins vary in shapes and sizes from city to city and continent to continent, most foreign currency is weighed for its value compared to local currency. Because it is the weight of the metal that gives value, coins of platinum, gold, silver, and copper have effectively the same value worldwide.

Glass coins are always accepted within the city in which they are made. They are usually accepted in cities on the same continent as the mint; the decisions to accept such coins are up to the individual merchants. However, glass pieces retain little or no value if they are brought overseas to a foreign land. Thus it is usually beneficial to convert excess glass to metal coins prior to traveling abroad.



Earning Money

Most people on Gaianar have these things called "jobs". It's generally assumed that the Player Character actually did something for a living prior to becoming an adventurer. The things one do for a living is often based on the Character's class and noncombat skills. For example, an adventuring Priest was probably once a parish Priest, and still remains under the employ of the Church. A Warrior with a talent in Weapon Craft and Metal Craft was probably a blacksmith prior to taking up arms.

The table below shows the pay rates for the various professions. The chart below assumes at least intensity 2 proficiency (the maximum starting proficiency at first level) in the skills listed below. In most instances, the GM will allow the Player Character to start the game already owning some basic equipment, and have three months pay saved. The "Per Day" is measured in glass pieces (gP), the "Per Week" is measured in copper pieces (CP), and the "Per Year" is measured in gold Pieces (GP).

Since adventuring is not always a full time job, Player Characters with billable skills can often resume their former profession in-between assignments, contracts, or missions. Finally, it should also be known that most towns do not take kindly to strangers standing in the middle of road intersections holding signs that read "Will Work For Food - Please Give!"

Table: Player Character Pre-Adventuring Careers

Job Title	Per Day (gP)	Per Week (CP)	Per Year (GP)
Acupuncturist (Healing)	74	37	18
Apothecary (Herbalist)	76	38	18.2
Architect (Science/ Architecture)	84	42	20.2
Barkeep (Brewer)	68	34	16.3
Beggar	24	12	5.8
Blacksmith (Metal Craft)	90	45	21.6
Carpenter (Woodcraft)	80	40	19.2
Ceramist (Pottery)	80	40	19.2
Chandler (Craft: Candles)	80	40	19.2
Chef (Cooking)	64	32	15.4
Choir Master (Music Instrument and Singing)	48	24	11.5
Counselor (Counseling)	100	50	24
Craftsman (Craft x)	80	40	19.2
Cut Purse (Thief Class)	36	18	8.6
Diplomatic Aid (Diplomacy)	112	56	26.9
Engineer (Science/ Engineering)	88	44	21.1
Farmer (Farming)	64	32	15.4
Fisherman (Fishing)	60	30	14.4
Gambler (Gambling)	52	26	12.5
Glass man (Glass Blowing)	80	40	19.2
Interpreter (Foreign Language)	88	44	21.1
Inventor (Jack)	48	24	11.5
Jeweler (Gem Craft)	96	48	23
Juggler (Juggling)	42	21	10.1

Lumberjack (Lumberjack)	72	36	17.3
Mason (Stone Crafting)	80	40	19.2
Messenger (Ride Animal)	56	28	13.4
Miner (Mining)	56	28	13.4
Misc. Menial (None)	36	18	8.6
Musician (Musical Instrument or Singing)	60	30	14.4
Navigator (Navigation)	92	46	22.1
Performance Artist (Dancing or Acting)	60	30	14.4
Physician (Healing or Advanced Medical)	120	60	28.8
Private Eye (Investigator)	76	38	18.2
Religious Scholar (Occult Knowledge or Religious Doctrine)	80	40	19.2
Researcher (Science/any)	72	36	17.3
Scribe (Read/Write)	80	40	19.2
Sheriff (Gunslinger, Warrior, or Investigator)	72	36	17.3
Ship Mate (Seamanship)	60	30	14.4
Singer (Singing)	60	30	14.4
Soldier (Weapon)	68	34	16.3
Tailor (Craft: Seamstress)	84	42	20.2
Teacher (Teaching)	96	48	23
Town Guard (Sword/gun)	72	36	17.3
Trainer (Animal Training)	100	50	24
Unskilled Laborer (None)	50	25	12
Veterinarian (Animal Lore, Healing)	88	44	21.1
Waiter / Waitress (None)	40	20	9.6
Weaver (Weaving)	96	48	23

It is assumed that a character starts the game with some basic equipment. For example, a religious scholar would have two-dozen or so books, pen and paper, a holy symbol, and a prayer book. A carpenter would have woodworking tools. A physician would have an office, bandages, surgeon's tools, anesthetics, and medical procedure books. All characters are assumed to have at least three changes of clothes. Jobs that include fighting imply that the character already owns a weapon and armor. Additionally, the character is assumed to have a residence (excluding beggar), which includes modest furnishings and a well-stocked pantry. Beyond these basics, the character has to purchase items.

Equipment, Services, and Supplies

A properly equipped character is a must for a Gaianarian adventurer. A good suit of plate mail and a shining broad sword are the meat and drink of the Cavalier, while healing potions, holy water, and good solid club are staples of the Priest. Of course sometimes holy water is hard to find in a Crystallin town, and the local Barbarian horde only specializes in bearskin leather. Thus, the characters must frequently compromise between what they want and what they can get by on.

The series of tables that follow list some of the more common items for sale in the various cities of Gaianar. This is not to suggest that everything is available everywhere, or even at the suggested prices. The laws of physics may have taken a blow, but the laws of supply and demand are alive and well.

Of course, not everything is equally easy to find. After all, it's easier to track down a hamburger than it is to track down a machine gun. "Common" items are pretty much available in every town unless the GM has a compelling reason not to make these items available. "Hard

to Find” items may be available in one or two shops, and then not in large quantities. “Very Rare” items are almost always found in larger cities, and then in finite quantities. In smaller towns, these items are strictly special order. “Almost impossible to find” is just that - almost impossible to find. It is doubtful these items will be carried in any but the most specialized and arcane of stores. More often than not, these items must be won via combat or adventuring

Optional Rules Note: The GM may rule that armor, clothes, and other items wear out from time to time and need to be replaced with brand new items.

The “Type” displays the weight class of the armor. “C” is “clothing” weight, “L” is lightweight, “M” is medium weight, while “H” is heavyweight armor. Certain character classes are limited to medium or even lightweight armor.

Table: Armor					
Item	Armor Class	Cost	Weight (Lb.)	Type	Availability
Chain Mail	AC+5	82 CP	45	M	Common
Full Plate Mail	AC+8	2.5 GP	80	H	Very rare
Heavy coat (fur or hide)	AC+1	Varies	Varies	C	Depends on material
Helmet	AC+1	4 CP	1.5	-	Common
Hide Armor	AC+3	25 CP	19	L	Common
Hybrid mail	AC+4	48 CP	30	M	Hard to find
Kevlar, heavy	AC+8	7 GP	14	M	Almost impossible to find
Kevlar, light	AC+5	5 GP	10	L	Very rare
Leather	AC+2	32 CP	15	L	Common
Leather jacket (fashion weight)	AC+1	8 CP	2.5	C	Common
Metal chest plate	AC+1	10 CP	4	L	Common
Padded or Quilted	AC+2	2 CP	5	L	Common
Repair kit, Kevlar, 5 applications	Restores 1 AC	15 CP	¼	-	Very rare
Repair kit, leather, 5 applications	Restores 1 AC	1 CP	1	-	Common
Repair kit, metal, 5 applications	Restores 1 AC	6 CP	2	-	Common
Ring Mail, coarse radius	AC+3	50 CP	28	M	Common
Ring Mail, tight radius	AC+4	75 CP	35	M	Common
Scale Mail	AC+6	52 CP	55	H	Hard to find
Shield, large	AC+2	15 CP	6.5	-	Common
Shield, large, w/ targ	AC+2	30 CP	7.5	-	Common
Shield, small	AC+1	10 CP	4	-	Common
Shield, small, w/ targ	AC+1	20 CP	5	-	Common
Shock Armor	AC+6	1 PP	10	L	Almost impossible to find
Studded Leather	AC+3	42 CP	23	L	Common
Three-quarter Plate	AC+7	2 GP	62	H	Very rare

The “AC+x” rating measures the efficacy of the armor. Thus, for instance, a Dwarf in chain mail would have AC(3) because his natural armor class is 8, and the chain mail (AC+5) adds 5 to his rating.



Table: Clothing

Item	Cost	Weight (Lb.)	Availability	Item	Cost	Weight (Lb.)	Availability
Boots, hard sole, leather (rural weight)	5 CP	2	Common	Hat or cap	1 CP	3	Common
Boots, soft sole, suede (street weight)	3 CP	1	Common	Heavy coat, fur and hide. (AC+1)	4 SP	3	Varies by material
Cape, ordinary	4 CP	1	Common	Heavy coat, leather. (AC+1)	8 CP	2.5	Common
Cape, honorific or clan	8 CP	1	Hard to find	Shoes, fine	4 CP	1	Hard to find
Ceremonial clothing (court appropriate, rich parties)	18 CP	6.5	Hard to find	Shoes, work or street	2.5 CP	1	Common
Finery (church appropriate)	12 CP	5	Common	Street clothes, lower middle class	6 CP	3	Common
Gauntlets	2 CP	6	Common	Street clothes, gang or urchin	2 CP	2	Common
Gloves	1 CP	4	Common				

Table: Melee Weapons

Item	Cost	Weight	Availability
Ax	10 CP	5 lb.	Common
Bastard sword	85 CP	10 lb.	Common
Battle Axe	60 CP	11 lb.	Common
Bayonet	8 SP	9 lb.	Common
Bludgeon club	5 CP	17 lb.	Common
Brass knuckles	6 CP	1 lb.	Common
Club	1 CP	4 lb.	Common
Dagger	15 CP	1 lb.	Common
Double ax	95 CP	13 lb.	Hard to find

"I've killed the Unbeliever with dagger, sickle, and scythe. I've killed with my bare hands, and I've killed with my feet. I once drowned a Crystallin Observer using a rope and a rock.

"Killing hand-to-hand is the honorable way if one must destroy an enemy. It is proper that one see an enemy's dying eyes as the soul is dragged down into damnation

Table: Melee Weapons

Item	Cost	Weight	Availability
Fencing foil	25 CP	3 lb.	Hard to find
Flail	30 CP	6 lb.	Common
Footman Lance	25 CP	10 lb.	Common
Garrote	2 CP	1 lb.	Common
Gurka	45 CP	9 lb.	Hard to find
Halberd	1 GP	16 lb.	Hard to find
Hammer	2 CP	5 lb.	Common
Hatchet	4 CP	6 lb.	Common
Horseman Lance	55 CP	20 lb.	Hard to find
Hunga munga	4 SP	4 lb.	Very rare
Knife	1 CP	1 lb.	Common
Kopesh	55 CP	8 lb.	Hard to find
Kryss	2.5 SP	2 lb.	Common
Long sword	45 CP	6 lb.	Common
Mace	10 CP	7 lb.	Common
Machete	45 CP	6 lb.	Common
Maul	80 CP	15 lb.	Hard to find
Morning Star	55 CP	10 lb.	Hard to find
Nun chuck	45 CP	4 lb.	Common
Parry Dagger	2 SP	2 lb.	Common
Pike	65 CP	11 lb.	Common
Pitchfork	4 CP	8 lb.	Common
Punching Blades	2 SP	1 lb.	Common
Quarterstaff (simple)	1 SP	5 lb.	Common
Quarterstaff (combat)	1 SP	8 lb.	Hard to find
Rapier	55 CP	4 lb.	Common
Sai	25 CP	2 lb.	Common
Scimitar	6 SP	8 lb.	Hard to find
Scythe	11 CP	8 lb.	Common

"I don't like the crossbows or guns. Cowards kill from a distance, and they never see their enemy's eyes. When I kill, I see the Crystallin's blood spatter on my armor, and smell their viscera when it spills out. And I see their eyes die"

--- Adrena Brynnae, Protector-in-Training



Min loaded a handmade shell into his ancient automatic pistol. The gun had to be centuries old, and yet the Wayfinder considered it a blessing from Dommalon that the weapon still functioned. Its barrel read "Calagara Security's 39 Prime", and Min wondered what other oddities of the ancient past still littered the face of North Point.

The Wayfinder pointed his old gun at the rapidly approaching megrat and fired. With lethal accuracy, the projectile rendered the giant rat into little more than quivering chunks.

They just don't mak'em like they used to, he thought with grim satisfaction.

Table: Melee Weapons

Item	Cost	Weight	Availability
Short sword	2 SP	5 lb.	Common
Sickle	15 CP	6 lb.	Common
Slapjack	2 CP	1 lb.	Common
Sock Knife	15 CP	1 lb.	Common
Spear	35 CP	6 lb.	Common
Swagger stick	12 CP	4 lb.	Common
Tomahawk	7 CP	5 lb.	Common
Tri-blade Dagger	30 CP	3 lb.	Hard to find
Trident	55 CP	12 lb.	Hard to find
Two-handed Sword	130 CP	12 lb.	Hard to find
Undertaker (Dagger)	30 CP	3 lb.	Hard to find
Walking staff	3 CP	8 lb.	Common
War Hammer	45 CP	11 lb.	Common

Table: Missile Weapons

Item	Cost	Weight	Availability
Arrows, shortbow or longbow, 5 each	1 CP	1/2 lb.	Common
Arrows, pistol crossbow, 10 each	2 CP	1/2 lb.	Hard to find
Arrows (bolts), crossbow, 5 each	1 CP	1/2 lb.	Common
Ball of Spikes	1 CP	1 lb.	Common
Blowgun	1 SP	1 lb.	Hard to find
Boomerang	35 CP	3 lb.	Very Rare
Bull Whip	13 CP	2 lb.	Common
Cat O Nine Tails	4 SP	5 lb.	Hard to find
Citizen's handgun	3 GP	3 lb.	Common
Cluster star	10 CP	1 lb.	Common
Composite Bow	15 SP	7 lb.	Hard to find
Crossbow	12 SP	10 lb.	Common
Dagger	15 CP	1 lb.	Common



Table: Missile Weapons			
Item	Cost	Weight	Availability
Dart Guard	20 CP	1 lb.	Hard to find
Derringer	75 CP	2 lb.	Common
Detective Special	45 SP	4 lb.	Hard to find
Four-Banger (Pepperbox)	35 SP	3 lb.	Hard to find
Gunslinger's Gun (Gunslingers start with 2)	6 GP	4 lb.	Very Rare
Hatchet	4 CP	6 lb.	Common
Heavy Flogger	34 CP	4 lb.	Hard to find
Hunga Munga	4 SP	4 lb.	Hard to find
Long Bow	65 CP	6 lb.	Common
Machine Gun	1 PP	12 lb.	Almost impossible to find
Needle gun	65 CP	2 lb.	Hard to find
Needles, 5 each	1 gP	6 oz.	Hard to find
Pistol Crossbow	5 SP	3 lb.	Hard to find
Razor star	1 SP	1 lb.	Hard to find
Razorang	65 CP	4 lb.	Hard to find
Riding Crop	18 CP	1 lb.	Common
Rifle	575 CP	8 lb.	Hard to find
Scourge	2 SP	1 lb.	Common
Shells, .12c (machine gun), box of 36	5 CP	4 lb.	Hard to find
Shells, .17c (4-bang or derringer), box of 36	3 CP	2 lb.	Common
Shells, .22c (citizen's gun), box of 36	5 CP	2 lb.	Common
Shells, .32c (rifle or detective special), box of 36	25 CP	2 lb.	Hard to find
Shells, .45c (Gunslinger), box of 36	50 CP	3 lb.	Hard to find
Shells, lead shot, (shotgun), box of 36	30 CP	2 lb.	Common
Short Bow	4 SP	5 lb.	Common
Shotgun (normal, double-barreled)	7 GP	10 lb.	Common
Shotgun (sawed off, double-barreled)	6 GP	10 lb.	Common
Sling	5 CP	1 lb.	Common



Table: Missile Weapons

Item	Cost	Weight	Availability
Sling shot	5 CP	1 lb.	Common
Sling stone (sling shot) 5 each	1 CP	1 lb.	Common
Sling stone (staff) 5 each	1 CP	1 lb.	Common
Sniper Rifle	6 GP	10 lb.	Almost impossible to find
Spear	35 CP	6 lb.	Common
Staff sling	35 CP	5 lb.	Common
Thin Chain	10 CP	3 lb.	Common
Throwing star	7 CP	1/2 lb.	Common
Tomahawk	7 CP	3 lb.	Common

Table: Traveling Aids

Item	Cost	Weight	Availability
Astrolabe, for navigation	4 SP	6 lb.	Very rare
Backpack, standard	5 gP	1 lb.	Common
Backpack, waterproof	5 CP	2 lb.	Common
Boots, swamp, waterproof to hip	4 CP	4 lb.	Common
Climbing pitons, per 10-count	3 CP	5 lb.	Common
Compass, magnetic	3 CP	1/2 lb.	Hard to find
Compass, water bauble	5 CP	1 lb.	Hard to find
First Aid Kit - Herbalist (powders, herbs, etc.)	1 SP	1/2 lb.	Hard to find
First Aid Kit (bandages, splints)	4 CP	1 lb.	Common
Floatation device, quicksand	1 SP	3/2 lb.	Very rare
Floatation device, water	2 CP	2 lb.	Common
Food Rations, for dog, per week	6 gP	7 lb.	Common
Food Rations, doomsday (never spoils)	5 CP	5 lb.	Hard to find
Food Rations, fresh food, per week	3 CP	10 lb.	Common
Food rations, for horse, per week	3 gP	12 lb.	Common
Food Rations, standard (3 week shelf)	2 CP	7 lb.	Common



Table: Traveling Aids

Item	Cost	Weight	Availability
Gun maintenance kit (gun oil, gun cloth, etc.)	2 SP	1 lb.	Common
Hammer, utility	9 gP	2 lb.	Common
Ink (Useful for scribing songs and formulae)	4 CP	½ lb.	Common
Knife, utility (corkscrew, file, etc.)	8 CP	1 lb.	Common
Map case, holds ten 3'x2' maps	2 CP	1 lb.	Common
Rain cloak	6 gP	1 lb.	Common
Rope, enhanced polymer, Str(21), per 3//	1 GP	1/2 lb.	Very rare
Rope, silk, Strength(16), per 3//	1 SP	1 lb.	Hard to find
Rope, standard, Strength(12), per 3//	1 CP	5 lb.	Common
Salt tablets	1 CP	1 lb.	Hard to find
Scroll case, holds 45 letter-sized pages	3 CP	1 lb.	Common
Scrolls or paper (45 sheets)	2 CP	1/2 lb.	Common
Sleeping roll, arctic	3 CP	2 lb.	Hard to find
Sleeping roll, standard	1 CP	1 lb.	Common
Spyglass, 10x magnification collapsible	1 GP	4 lb.	Very rare
Sun goggles	4 CP	1/2 lb.	Very rare
Tent, adventurer party (sleeps 6)	1 SP	15 lb.	Hard to find
Tent, double	3 CP	3 lb.	Common
Tent, pavilion (sleeps 12)	3 SP	35 lb.	Hard to find
Tent, pup	1 CP	1 lb.	Common
Tent, single	2 CP	3/2 lb.	Common
Thieves' toolkit (lockpicks, screwdrivers, etc.)	2 SP	1 lb.	Hard to find
Water purifier, charcoal filtered. Versus int(3) toxin, 6 gallons per hour	3 SP	2 lb.	Hard to find
Water purifier, fractional distillation, vs. int(5) toxin. 2 gallons per hour	1 GP	10 lb.	Very rare
Water purifier, sunlight evaporator, vs. int(4) toxin, 1/2 gallon per hour	6 SP	5 lb.	Common
Wheel, spare, for wagon or chariot	8 CP	9 lb.	Common
Weapon maintenance kit (whetstone, oil, etc.)	1 SP	1 lb.	Common

Services while traveling

Since most adventuring will take the characters far from their homelands, they will usually have to rely on the services of others for tasks such as cooking meals, mending armor, and repairing weapons. Certain services, like thugging, assassination, and whoring, may radically affect a character's alignment. Crew and passengers can only hire Ships' Whores. A Ship's Whore often doubles as an herbalist or lay physician.

Some services require a Tithe. A Tithe is considered 10% of all assets, not just what the character currently carries on his or her person. Thus, raising the dead isn't cheap, but then of what price life?

Certain difficult services require a Quest rather than monetary payment. A Quest is a dangerous mission assigned by the Church in exchange for a dangerous request (like destroying an evil magical artifact.) Thus, while the Church will perform the request for free, the beneficiary

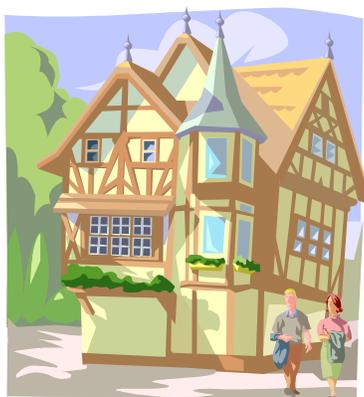


Table: Services While Traveling

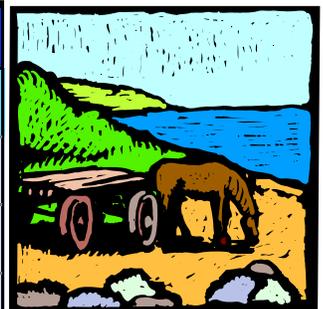
Service	Cost
Analysis/Identification of a supernatural or technological device	3 SP
Artist, for portrait or sculpture (per diem)	6 CP
Assassin, for a paid murder (per level of assassin and per level of victim)	1 SP
Bath & shave	1 CP
Burial, religious	5 SP
Burial, civil	3 SP
Burial, cremation	1 CP
Conversion of Undead into Life	Quest
Destruction of an artifact	Quest
Doomsayer, per hour (moans, wears ash/ sackcloth)	1 CP
Gossip hound	1d4 CP
Guide, city, per day	4 CP
Healing of diseases	6 CP
Healing of injuries	5 CP
Healing of insanity	1 SP
Legal services per day (assuming honest Lawyer or Law-twister)	1 SP
Legal services per day (assuming dishonest Law-twister)	1 GP
Making a reliable map, point A to point B	1 SP
Minstrel, per meal or performance	1 CP
Private Eye, per diem	3d6 CP
Raising of the dead	Tithe
Removal of curse	2 SP
Removal of demonic possession	1 SP
Repair Armor	10%
Repair Weapon	15%
Ship's passage, employed	Free
Ship's passage, high class (per diem)	7 CP
Ship's passage, standard (per diem)	5 CP
Ship's passage, steerage (per diem)	3 CP
Thug, for beating up a target	2d6 CP
Veterinary care of horse or dog	5 CP

The aforementioned rates may be modified up or down, depending on the neighborhood in which the lodging is located. For example, housing is cheap in Cali because evil cultists roam the streets looking to steal and kill small children, whereas housing may be more expensive in Saboo where there is virtually no crime at all. If "rat infested gutter" option is chosen, characters must match Constitution against a disease of effective strength 6 or else the character contracts a mild disease.

Table: Lodging			
Type	Day	Wk	Mo.
Sleeping in a filthy, rat infested gutter	Free	Free	Free
Whorehouse (see "Services" for whore type)	7 gP	--	--
Roach Motel, complete with dirty sheets and bad fare	1 CP	--	--
Inn, normal quality, clean sheets, with good fare	2 CP	1 SP	--
Church Lodging (for traveling clergy.)	Free	1SP	2 SP
Inn, high class in large city. Complete with decent, large room and very good fare.	3 CP	15 CP	5 SP
Cottage, simple (pay for own meals)	--	6 CP	2 SP
Townhouse (pay for own meals)	--	--	3 SP

Table: Various Beasts for Purchase		
Animal	Cost	Availability
Camel	3 SP	Very rare
Dog, guard	1 SP	Common
Dog, hunting or sled	1.5 SP	Common
Donkey	1 SP	Common
Falcon, hunting	1 PP	Almost impossible to find
Giant Snail	3 SP	Very Rare
Giant Hawk	3 PP	Almost impossible to find
Horse, draft	1.5 SP	Common
Horse, riding*	2 SP	Common
Horse, war*	4 SP	Hard to find
Mule (non-Undead)	1 SP	Common
Mule (Undead)	They pay you.	All too common

* The price of a horse may be modified, depending on its properties. for example, an old broken down nag may be worth only half the standard value. A well-trained, intelligent horse, on the other hand, may be worth 2-3 times the standard rate.



The next morning, the mule had become a monster. Its teeth were gone, and both eyes were solid milky white. It was much like a deranged leper. Despite its eyes, it could obviously see. It stared at Min and Jaelyn and disgorged a pile of twitching worms the size of carrots. A rattling, braying sound escaped its jaws and a clout of black pestilence accompanied it.

—Excerpt from the Journal of Hunter Rief

**Table: Musical Instruments**

Instrument	Cost	Availability	Instrument	Cost	Availability
Accordion	5 SP	Hard to find	Hammered Dulcimer	9 SP	Very reare
Bagpipe	6 SP	Very rare	Hand bells (4th octave)	1 PP	Very rare
Banjo	1 SP	Common	Hand bells (5th octave)	8 GP	Very rare
Clarinet	18 CP	Common	Hand bells (6th octave)	5 GP	Very rare
Coronet	3 SP	Common	Hand bells (7th octave)	3 GP	Very rare
Drums, kettle	2 SP	Common	Harmonica	1 CP	Common
Drums, snare	15 CP	Common	Harp, small	8 SP	Very rare
Drums, bongo	8 CP	Common	Harp, grand	12 SP	Very rare
Drums, steel	2 SP	Hard to find	Lute	15CP	Common
Dulcimer	13 CP	Common	Lyre	17 CP	Common
Fiddle	12 CP	Common	Mandolin	21 CP	Common
Finger bells	2 gP	Hard to find	Penny whistle	3 CP	Common
Flugal	4 SP	Hard to find	Piccolo	5 CP	Common
Flute, wooden	4 CP	Common	Recorder	5 gP	Common
Flute, silver	4 SP	Common	Squeeze box	3 SP	Hard to find
Guitar, 12 string	17 CP	Hard to find	Xylophone	28 CP	Hard to find
Guitar, 6 string	13 CP	Hard to find			



Table: Rare Technological Artifacts

Item	Cost	Availability
Battery charger, solar	4 GP	Almost impossible to find
Combat suit: AC+9, electrically grounded, radiation buffer (100 R.E.M. / year). Starlight faceplate, +2 BAtCh via heads-up targeting display. Uses 4 battery clips.	4 PP	Almost impossible to find
Communication badge, 1 mile range	4 GP	Almost impossible to find
ElectroSword (2d6), uses 3 battery clips	5 GP	Almost impossible to find
Environmental suit: Radiation buffer (500 R.E.M. per year), resists int(5) toxin, AC+2, starlight and infrared face plate, disease pathogen filter. Self-contained breathing w/ 18-hour capability. Uses 6 battery clips.	7 PP	Almost impossible to find
Global Positioning system, handheld, solar	1 GP	Almost impossible to find
Handheld computer: 24mb storage. Built in communications w/ 1-mile range. Uses 1 battery clip.	8 GP	Almost impossible to find
Laser gun, 4d6, 15// range, uses 2 battery clips	1 PP	Almost impossible to find
PDA, stored 2mb text. Uses 1 battery clip.	6 GP	Almost impossible to find
Starlight goggles (removes low light penalties)	1 PP	Almost impossible to find
Taser, stuns for 2d4 turns, uses 2 battery clips	7 GP	Almost impossible to find
Universal Battery Clip	2 GP	Almost impossible to find
Vacuum suit: Same as Environmental suit, except withstands vacuum of space, AC+4, and 24 hour capability. Uses 8 battery clips	9 PP	Almost impossible to find

Most technological artifacts are between 400 and 600 years old. Thus, most artifacts found (85%) do not actually function (but may possibly be used as spare parts to repair technological artifacts that do function).

The rare technological items that do function have a reliability rating, as determined by the Game Master using percentile dice. Each day thereafter, the GM rolls for the device in order to determine if it works on the day that the character wishes to implement the device. If the roll is successful, the device functions, if not, the user must wait until the following day to try again.

If a 99% or 100% is rolled on the daily reliability roll, the technological artifact has somehow become broken and thus need repair. In this event, only a character with both Ancient Knowledge and Engineering may attempt the repair procedure.

Explosives

Explosives range in all shapes and sizes -- from the miniature lock poppers to devices that can level entire buildings. As the special powders and mixtures necessary to formulate these explosives are difficult to concoct, explosives are both rare and expensive.

All explosives have a primary damage area. This is the area where the full brunt of the blast can be felt. At the periphery of

the effect, however, damage can still be inflicted as a result of the heat and shock wave of the detonation. To creatures caught in the primary damage radius, a save versus area effect will halve the damage incurred. Within the peripheral blast area, a save versus area effect at +4 halves the damage. For the table below, the first number in the range and damage indicates the "primary" effect, while the second figure is the "peripheral" effect.

Explosives are dangerous to carry. If an explosive is accidentally dropped on a hard surface, the device must make an item save versus crushing blow. If the

saving throw fails, it explodes at ½ normal yield. This save is penalized at -1 for each intensity of the explosive.

The table below states the effects and costs of the various available explosives. Explosives are not available everywhere, and thus it is at the Game Master's discretion to decide when such devices may be purchased.

Int	Area of Effect	Damage	Effectiveness	Cost (CP)	Availability
1	3" 1'	1d4 1	Pops a lock	6	Common
2	1' 5'	1d6 1d4	Pops a door	15	Hard to find
3	3' 1//	2d6 1d6	Seriously injures a person	35	Hard to find
4	1// 3//	4d6 2d6	Seriously injures several people	120	Very rare
5	2// 6//	6d6 4d6	Can kill a group of people	200	Very rare
6	4// 9//	8d6 6d6	Can ruin a house	475	Very rare
7	8// 16//	10d6 8d6	Can ruin several homes	560	Almost impossible to find
8	12// 20//	12d6 10d6	Wrecks a whole city block	850	Almost impossible to find

For characters interested in creating explosives, the character must have a skill intensity in Chemistry equal to the intensity of the explosive desired. Thus, a character with Chemistry (3) can make an int(3) explosive if they have the needed ingredients.

Explosives can be accessorized so as to make them more efficient, reliable, and convenient to use. The table below describes the add-ons available for purchase.

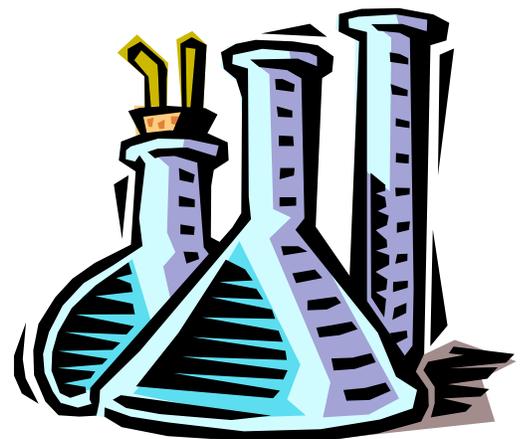


Table: Explosive Accessories			
Item	Description / Function	CP	Availability
Anti Agent	A collection of tools that gives the user a +15% bonus to disarm traps.	250	Hard to find
Bouncing Boomer	It is a miniature catapult set in a small hole. When a foot-pressure trap is triggered, the bouncing boomer device shoots a Legless Loser (Int 3 explosive device) 3' into the air and detonates it.	65	Hard to find
Clock Device	This is a countdown timer that detonates the attached explosive at a specified.	125	Common
Fuse (1//)	When lit, the explosive will detonate when the fuse line is expended. Available in 1// burn per round and 1' burn per round.	3	Common
Pressure Trigger	Similar to a bouncing baby, except it doesn't catapult the explosive, and up to an intensity 6 explosive can be used.	50	Very rare
Rocker Trigger	Set an explosive to detonate when jostled. Useful in booby-trapping doors, secret chests.	25	Very rare
Tripwire Trigger	When the wire is stressed (i.e.. tripped over), the explosive is detonated. Good for perimeter defense.	45	Hard to find

Holy Water

From a strict chemical sense, Holy Water is no different than ordinary water. However, Holy Water has been blessed with the spiritual presence of the God of Good and thus has a caustic effect against denizens of the Undead and the constructs and practitioners of evil powers. The table below displays the damage inflicted against supernaturally evil creatures.

Table: Effects of Holy Water versus Evil Creatures	
Creature	Damage
Incorporeal Spirits	1d2 points damage to Willpower
Possessing Spirit	1 point of damage to Willpower
Summoned Creature (evil alignment)	2d4 points damage to Hit Points
Undead	3d4 points damage to Hit Points

An attack of holy water can be used just once against a possessing or incorporeal spirit. But against demons and physical Undead, multiple applications can yield multiple damage.

If a character of good alignment drinks a vial of Holy Water, he or she receives one hit point of healing. This benefit can be received only once per day.

Holy Water retains its properties indefinitely if stored in a specially consecrated vessel or font. If kept in a container fashioned from silver, the liquid retains its properties for one week per level of the Priest. If stored in an ordinary container, the Holy Water remains effective for only one day per level of the Priest. For combat purposes, a "dose" of Holy Water is three fluid ounces.





Adrena, Student of Brik, carried with her several vials of the strongest alkaline. Today, she was faced with the necessity of its use.

"We've come for you, young thing!" the Crystallin Legion gloated. "What a fine time I shall have with you in my bed--before I cut your throat, that is. It will only be a shame that your blood won't feed the Mother. But after all, I'm entitled to my pleasures, eh?"

Adrena uncorked the vial of caustic and with careful aim threw its contents into her attacker's face. He wailed in agony. The flesh on his face chumed, gushed blood, then fell off completely, leaving behind only a grinning, eyeless skull.

"Sorry, chump," Adrena gloated, "My dance card's full tonight."

Caustic Chemicals

Caustics fall into one of two categories: acids and bases. Acids are chemicals whose first atom is hydrogen, and whose pH value is less than 7. Bases are chemicals whose molecular chain ends with an oxygen-hydrogen pair, and whose pH value is greater than 7. By comparison, distilled water, whose chemical formula is H₂O, has the structure H-O-H, and is thus an acid and a base at the same time, and therefore has a pH of 7 (which is considered "neutral".) Human blood is somewhat acidic, which is why an alkaloid poison (a strong base) is so deadly if ingested. Rainwater is also usually slightly acidic hence rust is possible.

In combat situations, throwing an acid or base at an enemy can be fairly destructive. Acids have a detrimental effect on armor and weapons crafted from metal. The hydrogen component temporarily separates from the solution and causes the metal to become a metallic oxide. Despite popular myths, acids don't actually "eat" anything, but instead rapidly oxidizes whatever they come in contact with. Thus sometimes a vial of caustics is the best way to even the odds against an opponent who is armored like a Sherman tank.

And acid will oxidize through metallic armor at the rate of 1 AC per intensity per round.

A base, on the other hand, will have a similar detrimental effect on organic items (leather, hide, etc.) as well as armor, wooden doors, bows, and so on.

Characters whom have had acids or bases thrown at them do not start taking damage until their armor has been destroyed. A caustic chemical has a primary damage effect that lasts for 1d4 rounds and a residual damage effect that lasts for 2d4 rounds thereafter. The "dose" for an acid or base is six fluid ounces. Armor takes damage only during the primary effect. While rare, these fluids are actually fairly cheap. The cost is measured in glass pieces.

As always, characters wishing to make acids or basis must have skill in Chemistry equal to the intensity of the fluid in

question. Thus, a character that wishes to concoct a strong acid



must have chemistry (3) and the appropriate ingredients.

Buffers

All acids and bases can be counteracted by the application of buffers. Buffers are inert chemicals that have the property of neutralizing acids or bases. Each intensity of a buffer reduces the intensity of an acid or base by 1. Thus a buffer of intensity 2 would neutralize intensity 2 acids, and would reduce intensity 3 acids to intensity 1. A buffer versus acid will not function against a

Table: Effects of Caustics					
Intensity	Name	Primary damage	Residual damage	Cost (gP)	Availability
1	Weak Acid	1d4+1	1	40	Common
2	Moderate Acid	2d4	1d3	70	Hard to find
3	Strong Acid	2d6	1d4	100	Very rare
1	Weak Base	1d6	1d2	50	Common
2	Moderate Base	1d6+3	1d3	80	Hard to find
3	Strong Base	1d6+6	1d4	120	Very Rare

Poisons (Toxic and Anesthetic)

These are detailed in the back of the book, in the section describing other methods of death. Generally, players won't use Poisons too often unless they are of Evil alignment, but they will almost certainly encounter Poisons.

Healing Potions and Antitoxins

Useful for treating injuries, healing potions can be imbibed or poured directly into wounds. They are usually sold in glass vials of six ounces. Antitoxins are more difficult to find and are more expensive. Antitoxins neutralize poisons. The latter elixirs are stored in metal vials and hold a one-ounce dose. For characters wishing to create healing potions

or antitoxins, all that is needed is a functioning chemistry lab or apothecary lab, and skill in Chemistry or Herbalism equal in intensity to the potency of the desired potion. Thus, a character with Herbalism (4) who has access to an apothecary facility can create an int(4) healing potion. The Game Master may assign penalties or limits on intensity if the character cannot access a lab or apothecary.

Intensity	Healing	Cost (CP)	Availability	Intensity	Healing	Cost (CP)	Availability
1	1d4	1	Common	4	1d12	9	Hard to find
2	1d6	3	Common	5	2d8	15	Very Rare
3	1d8	4.5	Common	6	2d10	20	Very Rare



Intensity	Cost (CP)	Availability	Intensity	Cost (CP)	Availability
1	3	Hard to find	4	36	Very rare
2	10	Hard to find	5	60	Very rare
3	25	Hard to find	6	85	Almost impossible to find

Equipment Damage (Item Saving Throws)

What most people already know, most items are quite breakable. Vials of holy water can be crushed. A book gets wet in a downpour and then swells to cartoonish proportions; swords rust; tents catch on fire. And pretty much everything wears out eventually. What an item save determines is if an item is destroyed through abuse.

For instance, a Warrior's sword might break if he swings wildly, misses his foe and instead strikes the blade on a rock. The sword could break, but then again, it might not. In this case, a save versus crushing blow would determine the outcome. (People have saving throws too, and those saves are listed in the "Injury and Healing" section.)

The types of saving throws for objects depend on what kind of object it is, and to what form of abuse it has been exposed. Thus, a book submerged in a river would warrant an item save of

"paper versus water". If that river happens to be the heavily poisoned and ruthlessly caustic Dani Thun River, then the save would be "paper versus acid."

Just because an item makes its save does not mean it is wholly undamaged. In the aforementioned case, a book that passes its water save might be readable, but the GM could rule that the pages were curled and the bindings swollen. A sword that passes a save versus crushing

blow is still fine for combat, but a small scratch or dent may mar its finish. Generally, items that pass a saving throw test usually suffer cosmetic damage but are otherwise fully usable. Items that fail a saving throw are generally destroyed or damaged badly enough to warrant repair. The types of saving throws are listed below:

The GM may modify an item's saving throw if it has been exceptionally crafted (or wretchedly crafted), or if it has been previously supernaturally enhanced. Supernaturally enhanced items generally gain a +1 bonus to their Item Saving Throw for each "+" enhancement or other noteworthy power the item has, and some very powerful items may be immune to certain effects. Moreover, a GM may assign a more advantageous save for a steel sword than for, say, a bronze sword.

It should also be noted that "potions", i.e. healing potions, ink, brandy, etc. save as the container. Thus a healing potion stored in a metal flask would save as a metal object. A bottle of wine would save as a glass object. The same is true for explosives, except

Table: Item Saving Throw Categories

Saving Throw	Description of Save
Crushing Blow	This saving throw determines if an object hit hard by another object will survive the blow. An example of a crushing blow is trying to break a vase with a hammer. This save is also applicable against dropped objects. The item gets a +5 save in this category, modified by -1 for each 100 in height when dropped.
Fire	This save determines if the flames consume an item exposed to fire. Throwing a tome of evil into a bonfire would call for a save in this category. If the fire is magical in nature, the saving throw can be modified anywhere from -1 to -6, depending on the severity of the blaze and the intensity of the power.
Water	To determine if an item has been adversely affected by water, this saving throw should be used. For example, determining if steel armor will begin to rust after a rainstorm may require a save in this category.
Acid	When an object is exposed to a powerful acid or base, it has a tendency to be eroded or corroded. When an item comes in contact with such a substance, a saving throw must be made. Modifications in the save with respect for the strength of the chemical are allowable.
Electrical	This save is useful for determining the outcome for an item that has been struck by lightning or other electrical forces. A ship's mast, struck by a bolt of lightning, would require such a save.
Harmonic	This save is useful for determining if an item is damaged from a buildup of internal resonance, commonly caused by Wisinger's songs (ex. Song of Shattering).
Magic	When an item is consecrated, or an object is prepared to receive a bound spirit, a saving throw of this type must be made. Failure usually means the object is destroyed. Consecrating a holy sword, or binding a fire spirit to a blade calls for this kind of save.

Daedalus Kohnaire came home to find his house burned to the ground. Kipka! He thought, knowing it was his mortal enemy that did this, How shall pay for this with your life.

The angry Mathematician sifted through the smoky ashes that had once been his home, and was surprised to find several of his mathematical tomes had somehow survived the blaze. The covers were blackened and charred, but the pages within were still intact.

He flipped through the first book until he found the series of formulae he needed. Stylus in hand, he began designing his new home - this time from stone, not wood.

Table: Item Save Probabilities

Item Material	Crushing Blow	Fire	Water	Acid	Electrical	Harmonic	Magic
Bone	14	12	3	13	14	14	7
Ceramic, pottery, and thin stone	19	3	2	2	3	16	10
Cloth, clothing, ship sails	3	18	5	14	8	4	14
Crystal	17	13	2	4	7	19	4
Gems	14	12	2	7	8	18	10
Glass	19	15	2	2	6	18	15
Gunpowder and black powder	4	20	20	15	20	3	2
Heavy wood, ship decking, masts, load-bearing timbers	9	12	7	9	8	9	11
Leather	3	14	10	11	7	4	13
Metal	8	7	9	16	17	12	6
Paper	4	19	15	14	5	3	16
Plastic	13	18	2	6	3	5	19
Stone	5	4	2	5	2	15	8
Technological Items with electronic components	15	17	18	14	18	7	5
Thin Wood, doors, small wooden items	13	15	9	11	10	11	14



Beasts of Burden

There was once a time when the fastest modes of travel across the lands were underground trains, battery powered automobiles, and jet planes. For the military and the wealthy elite, even teleportation was possible. But alas, almost all of these things are gone.

Now, like in centuries past, man cultivates the use of trained animals to convey him across the ruined and depopulated lands. Horses are the most common beasts, but other choices remain as well.



Camel

If desert riding is required, this is the animal to get. Camels have a better armor class than riding horses and can go long periods without water. They can handle extremely high temperatures as well as windstorms, sand, and bright sunlight. They do not take cold or wet climates very well.

Despite all their positives, camels are not nice creatures to own. They bite and spit at both their rider and any who come within spitting or biting distance. They will purposefully defecate near a campfire. They urinate on their own legs as a heat dissipation mechanism. Camels are generally dirty, nasty creatures that attract flies and other insect vermin. But for extended desert travel, a camel may be a character's only viable option.

Table: Camel	
Sustainable speed	15//
Maximum speed	21//
Carrying capacity:	320 lb.
Hit Dice/Base AC	3d8 / AC(7)
Intelligence / Morale	1d3/2d6
Attack Forms	Kick/Bite
Damage	2d8/1d6
BAtCh	18
Advantages	Good for desert conditions.
Disadvantages	Ill suited for wet climates. Ornerly, dirty and mean.



Dog

Like the draft horse, these creatures operate serially, generally in groups of 4 to 8. The rider does not actually sit on top of the dogs; rather they are used to pull a small or a sled. Dogs work best in cold or arctic climates. Unlike equine mounts, dogs must be regularly fed fresh meat, usually rabbit, deer, or snake. Dogs are much more intelligent than equine mounts and have a higher morale. However, they are more expensive to feed and need love and affection from their master as much as they need food.

Aside from their ability to pull a sled, dogs can also be trained to guard their master from attack. A dog would fight unto death beside a master who has treated it with kindness and love. Dogs can generally learn 25-100 command words.

Owning a dog is not without its risks. They are intelligent and have memory. A dog treated to cruelty or insufficient feeding will eventually have revenge on its master.

Table: Dogs	
Sustainable speed	14//
Maximum speed	20//
Carrying capacity	200 lb.
Hit Dice/Base AC	2d8 / AC(8)
Intelligence / Morale	1d2/2d4
Attack forms	Claw/Claw/Bite
Damage	1d4/1d4/1d8
BAtCh	18
Advantages	Intelligent, trainable, cunning
Disadvantages	Expensive, needs emotional attention

"Take my advice, friend," muttered the one-armed dog trainer, "Never own a Doberman. When they get old, they get senile. And when they get senile, they turn on their masters. I owned a Doberman once. Just once."

"Did you ever hit your dog?" Min DelRey, the wizened Ranger asked, eyeing the trainer suspiciously.

"Course! How else are they ever going to learn who's boss?" The dog trainer shot back.

"I think the dog figured to teach you who's boss. That's what I think!"



Dolphin

Very rarely, a dolphin will come in contact with a humanoid creature and will form a symbiotic partnership with the humanoid. The dolphins of Gaianar are very intelligent (almost as intelligent as a human), but will almost always avoid man. That is not to say a dolphin fears man, but that the two species generally have nothing in common.

Certain conditions can cause a dolphin to bond with a humanoid. If a dolphin is separated from its pod and is adopted into the care of a humanoid, the dolphin may accept the humanoid as a new pod member. In this symbiotic partnership, the dolphin will protect his partner while traveling at sea in exchange for companionship and aid in hunting. Dolphins of this sort of partnership are almost always outcasts from their own society.

A dolphin can carry his rider across the water at very high speeds, providing that the dolphin is properly equipped with a harness. However, the rider must have at least 4 intensities in Swimming in order to be able to time his own breathing with that of the dolphin's. A dolphin's alignment is usually Benevolent or Heroic.

Table: Dolphin	
Sustainable speed	20// (swimming)
Maximum speed	40// (swimming)
Carrying capacity	220 lb.
Hit Dice/Base AC	4d8 / AC(6)
Intelligence / Morale	2d6+1/3d6
Attack Forms	Ramming/Bite
Damage	1d12/4d4
BAtCh	16
Advantages	Fast aquatic travel. Fights sharks
Disadvantages	Cannot be bought -- the dolphin chooses the rider. Limited to aquatic travel. Rider must be very skillful in swimming and fish hunting

"They say it never happens, but I swear it did. This here Dolphin dragged my shot-up butt back to the coastline after the pirate Chudra Blothan decided he liked my ship better than his. The critter saved my life. Been my friend ever since. If not for him, my name'd be scribed in the Del Tannonite Book of the Dead.

-- Breece Clandell of Clan Dellmule



Donkeys and Mules

These animals are more for carrying things than they are for being a mount, although they can be ridden. Dwarves and very short Humans have been known to use these animals as riding beasts. Despite being poorly suited as a mount, these creatures make very versatile pack animals, as they can climb steep hills and handle hostile environments. Moreover, they do not require special feed; they only need grass, hay, or similar common greens.

While donkeys can be temperamental, mules are friendly and docile. The latter almost makes for a pet. Strangely, an Undead mule is one of the fiercest of the Undead monsters, while live mules are harmless and good-natured.

Table: Donkeys and Mules	
Sustainable speed	12//
Maximum speed	16//
Carrying capacity	200 lb.
Hit Dice/Base AC	2d8 / AC(8)
Intelligence / Morale	1d2/2d4
Attack Forms	Kick/Bite
Damage	2d6/1d4
BAtCh	19
Advantages	Well suited for most environs. Cheap.
Disadvantages	Poorly suited as a mount. Independent.

Dragon

Unlike the legends, the common dragons of Gaianar are just big winged lizards - pale reflections of the powerful, intelligent, and magical Elemental Dragons that walk the planes and still haunt forgotten realms of Gaianar. Common dragons, also called drakes in some areas, are somewhat more intelligent than the giant hawk, but are also a lot harder to acquire. Dragons cannot be bought, but instead the humanoid companion must develop a relationship with the creature (like with the dolphins.)

A dragon could befriend a humanoid if he or she proves to be an aid in hunting. Because of the superstitions surrounding dragons, the dragons have been systematically hunted to the brink of extinction. Like the untrue myths about sharks, dragons are often portrayed as being cruel killers that specifically hunt Humans as food. In fact,

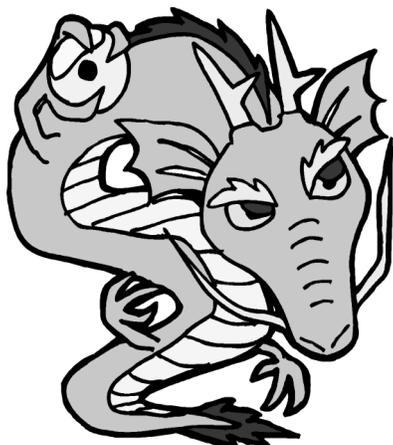


Table: Dragon	
Sustainable speed	32// Flight @ Mc(C)
Maximum speed	48// Flight @ Mc(D)
Carrying capacity	320 lb.
Hit Dice/Base AC	5d6 / AC(4)
Intelligence / Morale	2d4/3d6+1
Attack Forms	Claw/Claw/Bite
Damage	1d8/1d8/2d8
BAtCh	10
Advantages	Fast. Excellent night vision. Skilled hunter.
Disadvantages	Cannot be bought. Creature is held in superstition. High dietary requirements. Poor day vision

the reverse has proven to be true.

Part of a dragon's bad reputation stems from the fact that it must have a regular supply of meat. With the advent of sheep and cattle herding, dragons have come to view this practice as an invitation to feed.

Dragons are primarily nocturnal, possessing profoundly developed Infravision and low-light vision. During the day, however, their normal color vision is somewhat rudimentary (i.e. like a giant snail's, except they see in color, too.) The dragon can carry one rider plus equipment, but it cannot carry two riders. Most humanoid companions are Rangers, Cavaliers, and Paladins.

The Changeling Paladin and his dragon, Blackwing, fought as one. The Changeling's empathic power allowed him to bond with his mount to the point that they could see from each other's eyes.

By day, they fought the Highwaymen, a tribe of bandits who preyed upon travelers and herders. There the Changeling's sight proved sufficient. By night, they fought Hellwings that flew down from the abandoned Scaradom Keep to feed on the flesh of the living. The dragon's keen senses could make out their cold forms against the warm night of summer.

Truly Scara Trienne was blessed. He had, five years ago, rescued the dragon from poachers who wanted the creature for its hide, teeth, and claws. Scara had dealt the fiends a sound beating to teach them not to break the law for the lust of profits.



Giant Hawk

These creatures exist almost solely in South Point and are the result of genetic engineering to increase their size. Giant Hawks have a wingspan of 36', and can carry two riders or one rider plus equipment. They are fast and mean.

For a Giant Hawk to bond with its master, that master must have raised it since it was a hatchling. Needless to say, the South Point military recruits girls to carefully raise young hawklings so that both reach maturation at the same time. For an adult Giant Hawk to bond with an adult humanoid, the humanoid must be a Ranger of at least 8th level, and be of a non-evil alignment. And even that relationship can take years to develop.

Table: Giant Hawk

Sustainable speed	32// Flight @ Mc(C)
Maximum speed	45// Flight @ Mc(D)
Carrying capacity	360 lb.
Hit Dice/Base AC	6d6 / AC(7)
Intelligence / Morale	1d3/4d4
Attack Forms	Talon/Talon/Bite
Damage	1d12/1d12/1d20
BAtCh	13
Advantages	Very fast, gives rider flight, high morale. Changeling-like vision
Disadvantages	Useful only for aerial combat, must be regularly fed meat, extremely expensive



Giant Snail

The legend in South Point is that these creatures were born of Shamanic sorcery. These docile, harmless gastropods are capable of carrying tremendous weights for long periods of time, and do so without complaint. They are stable, sturdy creatures that only need to graze a few hours each day for food. They handle the jungles of South Point very well, but are absolutely incapable of traveling on sand since they can't get traction. The snails are 7' tall. Snails have poor vision; their eyes see the world in vague blobs of gray scale.

Table: Giant Snail

Sustainable speed	10//
Maximum speed	11//
Carrying capacity	1220 lb.
Hit Dice/Base AC	5d8 / AC(0)
Intelligence / Morale	1d2/3d6+6
Attack Forms	Bite
Damage	1d4+1
BAtCh	20
Advantages	Docile, harmless, extremely strong.
Disadvantages	Slow, cannot handle dry climates, poor vision. Secrets a slime trail.

The merchant weighed his options at the livery. He could buy four horses and a wagon, and have to make three trips to convey his shipment of anvils to Forest Hall Or he could buy one giant snail, stack most of the load atop the snail's shell, and still be able to drag a cart behind it. Though it would take twice as long via snail, the merchant figured it'd still be faster to use the snail than making three fast trips by horse, and his buyer would have all his goods in one shipment

Horses

Three basic types of horses can be had on Gaianar. The riding horse, which is the most common type; the warhorse, a huge, hulking equine monstrosity; the draft horse, medium of size and slow of wit, these beasts are best suited for stagecoaches and pulling plows.



"Dog?" The Cavalier sneered, "A man's 'best friend' isn't some stupid mangy dog. No, a man's best friend is his horse!"

— Ferric Bleakstone

Table: Riding Horse		
Sustainable speed	18//	Notes: This is the basic mode of land transport on Gaianar. Horses have good stamina and can operate very well in most temperate climates. If properly trained and cared for, the riding horse can be the most valuable and reliable of mounts.
Maximum speed	24//	
Carrying capacity	300 lb.	
Hit Dice/Base AC	3d8 / AC(8)	
Intelligence / Morale	1d4/2d4	
Attack Forms	Kick/Bite	
Damage	2d10/1d6	
BAtCh	19	
Advantages	Common, inexpensive, fast.	
Disadvantages	Skittish, poorly suited to desert and steep mountains.	

Table: War Horse		
Sustainable speed	20//	Notes: This is a faster, tougher, stouter version of the simple riding horse. They stand about a foot taller than a normal horse, and is strong enough to wear armor as well as an armored rider. A warhorse is the mount of choice for most Cavaliers and Paladins. Warhorses handle mountains somewhat better than riding horses, but overheat quickly in the desert. They also must be fed high quality grains and plenty of water. Simple grazing will not do.
Maximum speed	28//	
Carrying capacity	550 lb.	
Hit Dice/Base AC	3d12 / AC(7)	
Intelligence / Morale	1d4/3d4	
Attack forms	Kick/Bite	
Damage	2d12/1d6	
BAtCh	16	
Advantages	Very strong, fast, high morale	
Disadvantages	Expensive, voracious	

Table: Draft Horse		
Sustainable speed	16//	Notes: Stronger than a riding horse, lighter than a war horse, this type of mount is often used serially to pull large objects such as a stagecoach or wagon train. These animals are usually sold in pairs and are trained to function in groups. They are used primarily for relatively flat, non-forested regions, such as grasslands, semiarid areas, or paved roads.
Maximum speed	22//	
Carrying capacity	400 lb.	
Hit Dice/Base AC	3d10 / AC(8)	
Intelligence / Morale	1d4/3d4+1	
Attack forms	Kick/Bite	
Damage	2d10/1d6	
BAtCh	20	
Advantages	Obedient, stable, inexpensive	
Disadvantages	Sold in pairs, limited terrain use.	

Ox

These animals fit into the same category as draft horses -- they pull large objects but aren't necessarily ridden. Oxen are less intelligent than horses but are also less skittish. Like mules, they can get by on grazing alone. Their speed and carrying capacity are somewhere between that of a horse and a giant snail. They are hardy and handle most climates. Like draft horses, they are often sold in pairs. They also make good use in agricultural settings.

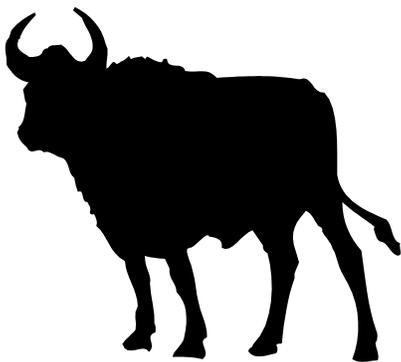


Table: Ox	
Sustainable speed	16//
Maximum speed	22//
Carrying capacity	400 lb.
Hit Dice/Base AC	3d10 / AC(7)
Intelligence / Morale	1d3/4d4
Attack Forms	Ram/Kick/Bite
Damage	2d10/2d6/1d6
BAtCh	16
Advantages	Good all-terrain beast. Large carrying capacity. Feed by grazing.
Disadvantages	Slower than a horse. Not really used for mounted travel.

- **One spiritual point.** Animals don't generally use spiritual powers, but increasing in level does mean their power increases as well.

- **BAtCh adjustment.** Animal companions use the Ranger's BAtCh. However, some animals already start with a BAtCh rating higher than a 1st level Ranger's. In this event, the BAtCh would only start increasing once the Ranger's BAtCh table value is better than the animal's innate BAtCh score.

- **Saving throw adjustment.** Because an animal's saving throws are based on its hit dice, an animal companion's saving throws will improve at the same level "break points" where a character's saving throws improve.

- **Tricks and tasks.** While an animal can't learn blacksmithing, or how to throw a javelin, an animal companion could be trained with certain tricks or tasks. The Game Master must approve any new skill the animal companion may learn, and an animal companion gains 1 new trick per level, assuming the character has spent the time teaching the animal that trick. In any event, the new skill must be something the animal could possibly accomplish. For example, a ferret could be taught to pick pockets, and a warhorse could be taught to kick on command, but the reverse wouldn't make much sense.

Master's Requirements

The master of an animal companion must know Animal Training. The master must also spend more time with the animal than would ordinarily be necessary for the animal's utilitarian use. For example, a

ence that the master gains for that adventure – note this does not decrease the amount of experience gained by the master; the animal companions just count as lesser, extra party members. When an animal goes up in level, it gains some, but not all, of the benefits a sentient character would get for increasing in level. An animal companion would gain the following:

- **One hit die.** Thus, an animal companion whose base hit dice was 3d6 would gain a 1d6 hit points. For beings without class levels, the number of hit dice is the creature's effective level for determining BAtCh, saving throws, and other abilities.

Animal Companions

There are many times when a humanoid may seek the long-term assistance of an animal. Cavaliers and Paladins often view horses as more than mere modes of transportation. A Lord of the Hunt (a cleric of Dommalon that functions as a Ranger/Warrior) often keeps hunting dogs, and Rangers usually have various animal companions with them.

Experience

Because animals aren't sentient, they gain experience at a much slower rate. That doesn't mean they can't increase in level, however. All animal companions who are in the presence of their master during a given adventure earn **50%** of the experi-

Warrior might ride a horse from town to town, but if all he does is ride it and feed it, the animal will never become a companion. The master must, instead, show the animal attention, affection, and patience. Also, the master must buy good food for the animal and ensure good medical care for its injuries. Essentially, the maintenance cost of an animal companion is twice that of an ordinary animal. While some character classes have animal companions as an official class feature, with the GM's approval, ANY character class can gain an animal companion, but they must take care of the animal, and there may be other limitations.

Limitations on Animal Companions

Any character class with Animal Companions as a class ability may never have more than his level's worth of animal companions under his control at any time. Should the limit be reached, he may release an animal companion, if he chooses; if not, his animal companions cannot level until they can do so without violating this rule. In the case of multiple animal companions, the character class chooses which one levels. The same rules apply to character classes that do not have animal companions as a class ability, except that they can never have more than half their level's worth of animal companions under their control at any

time. In all cases, the master must still give the animal companion all the good care and attention or the animal may leave him. Note that animal companions will not "unlearn" their skills and abilities in the wild, and indeed the most dangerous wild animals are neglected or forgotten animal companions, for they are stronger than average and often have no fear of man - many may even harbor a grudge against any who reassemble a former cruel master.



Critical Die Rolls

This section describes what happens to a character when the player makes either the best roll possible or the worst. The best success is called a "critical" success, while the most horrendous failure is called a "critical" failure. Either way, these two scenarios can make for darkly humorous or downright grim consequences.

There are two dice that can be considered for critical successes or failures: The twenty sided die, and the percentiles. Both these dice are used extensively in physical combat, spirit combat, saving throws, ability checks, thieving checks, and divine intervention. The table below displays the qualifications for a critical success.

The scores listed are unmodified die rolls. In other words, a roll of 1d20=17 that has a +3 modifier does not count as a critical success. Likewise, neither does rolling a 2 on a 1d20 using a damaged sword (-1 penalty) constitute a critical fumble.

Impossible Events: Sometimes, even on a roll of a Critical Success, an event is impossible to occur and should be ruled as such. For example, even if an unskilled adventurer rolls a Critical Success for his attempt to perform brain surgery or to understand a completely unknown artifact or language, the GM should not permit such an event to occur - sometimes, things just cannot happen.

Similarly, Critical Failures should not be used as ways to torment players, especially in circumstances relatively free of stress. If an adventurer attempts to read an ancient language in a cave and rolls a Critical Failure, the GM should *not* rule something so strange as: "the player feels the rune is an ancient curse and thus he runs away." Again, such results make no sense and should be discarded.

Note that these tables assume relatively normal combat conditions, thus sometimes the results will not work in a given situation. A GM may: reroll on the table, ignore the result, or create a new result that is appropriate.

Optional Rules Note: The GM may rule that critical success always succeeds, regardless of any negative modifiers. The GM may also permit a critical success to function AS NORMAL SUCCESS IN SITUATIONS that would otherwise be impossible for the character. For example, the GM may allow a 1st level Priest to rebuke an 18 hit die Undead monster -- if the rebuke roll is a 20.

Table: Critical Success Rolls	
Event	Critical Score
Ability or proficiency check	1d20=1
Bend bar	1d100 <= 5
Divine Intervention	1d100 <= 5
Innate power activation	1d20=20
Melee or missile attack or parry	1d20=20
Perception check, Willpower check, etc.	1d20=1
Resist disease, death magic or empathy	1d100 <= 5
Spirit combat attack	1d100 <= 5
Thief abilities (includes Rangers, etc.)	1d100 <= 5
* The Game Master may, at his or her option, declare a percentile critical success as 1d100=1% instead of the usual 5% range.	

Just as victory may taste sweet to the character, failure can taste just as bitter. Critical failures are often stunningly embarrassing for the character and frequently comical for observers. A bad enough failure can even be deadly (accidentally impaling one's self with a pike tends to hurt a bit.)

Table: Critical Failure Rolls	
Event	Critical Score
Ability or proficiency check	1d20=20
Bend bar	1d100 > 95
Divine Intervention	1d100 > 95
Innate power activation	1d20=1
Melee or missile attack or parry	1d20=1
Perception check, Willpower check, etc.	1d20=20
Resist disease, death magic or empathy	1d100 > 95
Spirit combat attack	1d100 > 95
Thief abilities (includes Rangers, etc.)	1d100 > 95
* The Game Master may, at his or her option, declare a percentile critical failure as 1d100=100% instead of the usual 96-100% range.	

An example of a critical failure result would be parrying with a quarter staff and having it shorn in two by an opponent's sword; or of making a find traps roll and be convinced of the presence of a poison trap and spend hours looking for something that doesn't exist. The rolls that qualify as a critical fumble are the exact opposite of a critical success.



Innate Power

Activation

Innate powers are generally automatically successful, as this ability is basically as much apart of the character's life as eating and sleeping. However, people do manage to choke on their food from time to time.

Table: Critical Rolls for Innate Powers		
D20	Success Effect	Failure Effect
20	Free activation for this use and the next use of this power during this day.	Ordinary failure, but character looks bad doing it.
19-17	Free activation for this use.	Power succeeds, but costs double BMS.
16-13	Power is at +2 intensity.	Power succeeds, but is at -1 intensity.
12-9	Power is at +1 intensity.	Power succeeds, but is at -2 intensity.
8-5	Spiritual focus: Gain 1d4 BMS for 1 day.	Power sink: Power fails and character loses 1d4 BMS.
4-2	Gain an extra Wish Piece.	Lose focus: Dazed for the next 1d4 rounds. The character can only parry and take defensive actions, and cannot invoke spiritual powers or innate abilities.
1	Ordinary success, but character looks good doing it.	Power surge: Character takes 1d6 points of damage and is dazed for the next 1d4 rounds. The character can only parry and take defensive actions, and cannot invoke

Spiritual Powers

For most character classes that have supernatural powers, the index of success is the Faith attribute. Mathematicians and Wishsingers, however, use the Body-Mind-Spirit attribute instead.

Table: Critical Rolls for Spiritual Powers		
D20	Success Effect	Failure Effect
20	Spiritual mastery: Double duration, range, and yield.	Ordinary failure, but character looks bad doing it.
19-17	Power does not cost any Spiritual Points or BMS points to invoke.	Power succeeds, but costs double BMS or Spiritual Points.
16-13	Wielder functions as if 3 levels higher.	Power fails, but still costs BMS or Spiritual Points.
12-9	Power uses half BMS or Spiritual Points.	Lack of faith: Next invocation for a spiritual power has a -4 penalty to the casting roll.
8-5	Spiritual focus: Immediately gain 10 Spiritual Points or 1 BMS for 1 day.	Confusion: Cannot invoke Spiritual Powers for the next round.
4-2	Gain an extra Wish Piece.	Power sink: Power fails and character loses 1d4 BMS and 1d10 Spiritual Points.
1	Ordinary success, but character looks good doing it.	Lose focus: Dazed for the next 1d4 rounds. The character can only parry and take defensive actions, and cannot invoke spiritual powers or innate abilities.

The Cavalier lunged at the Thief with unbridled ferocity. He's armed like a fortress, the Thief be-moaned. The Cavalier missed, and the Thief retaliated with a well-aimed dagger blow. As luck would have it, the blade found a weak spot in the fighter's armor. The dagger plunged through the metal shell and bit deeply into unprotected flesh.

--- Example of a critical success



Parrying

While often underrated, this skill is just as important as attacking. Sometimes the best offense can be a good defense. But at other times, a fighter can be his own worst enemy.

Table: Critical Rolls for Parrying		
D20	Success Effect	Failure Effect
20	Enemy stumbles: Free attack against enemy at +2 to hit and +2 to damage.	Ordinary failure, but character looks bad doing it.
19-17	Enemy's weapon must make a Save vs. Crushing Blow or it gains a permanent -1 to hit and -1 to damage. Magical weapons gain a +2 bonus to this save. Does not apply to missile attacks.	Unsteady footing: Your next initiative roll has a -4 penalty.
16-13	Enemy caught off balance: Free attack against enemy.	Enemy strikes you hard: Take additional 1d6 points of damage.
12-9	Skillful dodging: Gain an extra parry this round at +2.	Fumble! Make a successful Dexterity Check or drop your parrying device. Lost weapons or shields take 1 round to recover.
8-5	Strike your opponent with parrying device: Enemy takes 1d6 points of damage. Does not apply to missile attacks.	Dropped your guard: Enemy gets a free attack against you.
4-2	Fumble! Enemy must make a successful Dexterity Check or drop his weapon. Lost weapons take 1 round to recover.	Your parrying device must make a Save vs. Crushing Blow. Weapons that fail gain a permanent -1 to hit and -1 to damage. Shields that fail gain a permanent -1 penalty to AC. Magical items gain a +2 bonus to this save.
1	Ordinary success, but character looks good doing it.	Walked into it! Treat enemy's attack as a Critical Success.



Melee Attacks

This combat table is probably the most frequently used critical result table. For unarmed combat, certain weapon specific rolls should be ignored, and instead treat as double damage (critical success) or self injury (critical failure)

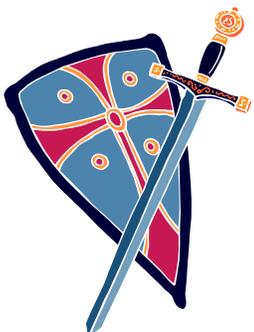


Table: Critical Rolls for Melee Attacks

D20	Success Effect	Failure Effect
20	Crippling blow: Victim must save versus system shock or else have to roll on Dreadful Wounding chart. If save succeeds, treat as a "Devastating Hit".	Ordinary failure, but character looks bad doing it.
19	Devastating hit! Attack does double damage and enemy must make a Save vs. System Shock or be dazed and unable to attack next round.	Distracted: You attack last next round.
18-17	Crushing blow! Enemy's parrying device must make a Save vs. Crushing Blow. Weapons that fail gain a permanent -1 to hit and -1 to damage. Shields that fail gain a permanent -1 penalty to AC. If Enemy is not parrying, then his armor must make this save or suffer a permanent -1 penalty to AC. Magical items gain a +2 bonus to this save.	Stumble: Your poor aim results in you losing all remaining attacks this round.
16-13	Serious bleeding: Enemy takes 1d6 points of additional damage for the next 1d4 rounds.	Weapon knocked out of hand: Attacker must make a successful Strength Check or drop his weapon. Lost weapons take 1 round to recover.
12-9	Solid hit! Enemy knocked off balance - you gain a free attack against enemy.	Knocked off balance: Enemy gets a free attack against you.
8-5	Disarming strike: Enemy must make a successful Strength Check or his parrying device is knocked out of his hands. Lost weapons or shields take 1 round to recover.	Poor aim: Your weapon is deflected into a friend. Hit a randomly chosen ally who is in melee range of you.
4-2	Enemy stumbles and loses all remaining parries this round.	Attacker's weapon must make a Save vs. Crushing Blow or it gains a permanent -1 to hit and -1 to damage. Magical weapons gain a +2 bonus to this save.
1	Ordinary success, but character looks good doing it.	Horrid aim: Treat as a Critical Success for foe's parry. Applies even if enemy did not attempt to parry this attack.

Table: Critical Rolls for Missile Attacks

D20	Success Effect	Failure Effect
20	Crippling blow: Enemy must save versus magical weapon or else have to roll on the "Dreadful Wounding" chart. If save is successful, treat as "Impaling Blow".	Ordinary failure, but character looks bad doing it.
19	Impaling blow! Attack deals double damage, shocking your foe. You gain an additional missile attack against enemy this round.	Distracted: Attacker misses this round, and goes on last initiative next round.
18-17	Armor piercing shot: Defender's armor must make a Save vs. Crushing Blow or suffer a permanent -1 penalty to AC. Magical items gain a +2 bonus to this save.	Slow focus causes the attacker to lose his next attack this round.
16-13	Bleeding wound: Enemy takes 1d4 points of additional damage for the next 1d4 rounds.	Reload fumble: Attacker must make a successful Dexterity Check or drop his bullets, arrows, etc. It takes 1 round to recover dropped items.
12-9	Rapid shot: Get an extra missile attack against enemy.	Recoil injury or muscle strain in hand: Next 4 missile attacks are at -1 to hit and with a -2 penalty to initiative.
8-5	Target lock: Next missile attack against enemy is at +4 to hit and +2 to damage.	Target enraged: Your target notices your missed shot and decides to finish you off. Enemy gets a free attack against you, if possible.
4-2	Painful strike: Attack deals an additional 3 damage.	Horrid aim! If your target is in melee with your allies, you hit one of them by accident. If not, you fumble your weapon. Dropped weapons take 1 round to recover.
1	Ordinary success, but character looks good doing it.	Weapon failure: If wielding a gun, a bullet jams and backfires, dealing you 1d4 points of damage. If wielding a bow, the string breaks. Otherwise, lose remaining attacks this round. It takes 5 rounds to repair damaged weapons for use again.



Dreadful Wounding:

The following Dreadful Wounding Table can be used by GM's to instill a more gruesome and painful sense of realism in the game by randomly determining which organs or appendages get mangled on a Critical Success or under other unpleasant conditions, such as those caused by traps.

Table: Dreadful Wounding	
1d4	Type of Dreadful Wounding
1	Bruised badly - Appendage unusable for 1d4 turns
2	Broken - Appendage suffers bone fracture
3	Crippled - treat as #1, but duration lasts 2d4 weeks
4	Amputated - Limb is just plain blown off. (Hand attacks and bludgeoning weapons treat at #3)

With a sword blow that Sir Ferric Bleakstone never thought possible, the Hellwing's head sheared neatly from the creature's body, leaving only ooze and puss to spew from its open neck.

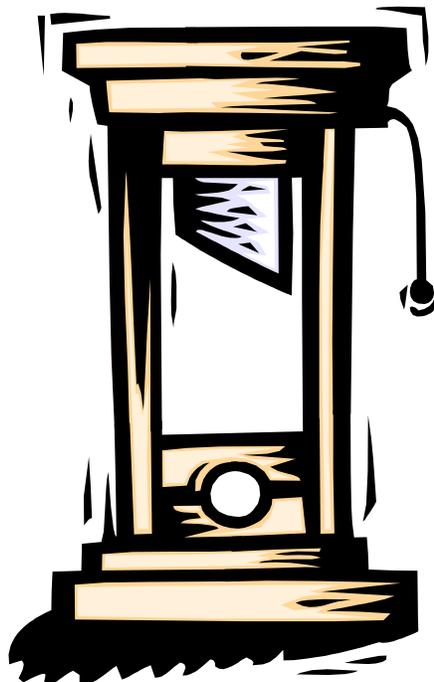


Table: Appendage dreadfully wounded		
1d6	1d4	Body Part
1	1	Skull
	2	Eye
	3	Nose
	4	Ear
2	1	Finger
	2	Hand
	3	Arm to Elbow
	4	Arm to Shoulder
3	1	Toe
	2	Foot
	3	Leg to Knee
	4	Leg to Hip
4	1	Rib
	2	Visceral organs
	3	Back
	4	Neck
5	1-3	Butt
	4	Groin (males), Breasts (females)
6	1	Misc. / Teeth
	2	Misc. / Kidney
	3	Misc. / Lungs
	4	Misc. / Heart



Combat Forms: Melee &

This section describes how the player characters interact with other characters and monsters in hostile and combative situations. Because Gaiantar is a dark and violent world, even the most peace-loving PC will have to fight occasionally. Things of evil exist in the world that must be destroyed. Undead abound in roving packs, and there always seems to be a Scaxathrom Priest ready to summon an otherworldly creature to ruin your character's day. Pirates sail the high seas looking for undefended ships, while bands of cutthroats, Barbarians, and thieves range the cities and countryside looking for the simple traveler to rob and kill.

The general types of combat include melee, missile, spirit, empathic, ship, and flight. Details are shown below.

Melee Combat: This form of combat involves fighting hand-to-hand and up close. Combatants typically fight within 1// of each other or in adjacent squares or the same square, if possible, on a standard battle-map, where each square represents a 5-foot by 5-foot area. Examples of melee combat exchanges are characters that fight with swords, staves, clubs, daggers, claws, feet, and hands.

Missile Combat: This type of combat involves fighting from a distance. Most missile combat occurs between combatants that are further than 1// from each other or in non-adjacent squares in a battle-map. However, a character could use a weapon at closer range. This is what is called "point blank

range". Typical missile weapons are those that use projectiles, beams, gaseous clouds, and rays. Examples of missile weapons are bow and arrow, handguns, darts, spears, thrown daggers, stun guns, laser beams, gaze attacks, whips, and fragmentary explosions.

Spirit Combat: Instead of fighting physical entities with physical weapons, spirit combat occurs on the spiritual level between characters and supernatural creatures or entities. In spirit combat, characters are usually at odds against demons, summoned creatures, Undead, enhanced creatures, possessed entities, spells, powers, consecrated items, and artifacts. Instead of hit points being the key to survival, it is instead the character's Willpower. While failure rarely results in death, fates such as insanity and possession are common. Unless otherwise stated, there are three rounds of spirit combat per round of physical combat.

Empathic Combat: Unlike the previous three combat types, nobody usually dies in empathic combat. Fighting of this type involves using the power of one's mind to crush an opponent's bravery or initiative. It is also used to defend against such attacks. This type of combat requires both Willpower and Empathic Resistance. Like spirit combat, three rounds of empathic combat occur within the time frame of one round of physical combat.

Ship Combat: With this type of combat, hostile forces fight each other from vast distances with cannons, harpoons, and catapults. Generally, the victor is the one whose boat is still afloat. In boat combat, the skill of the Captain and Navigator is

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imperative, as is the structural integrity, speed, and weaponry of the boat. Because boat combat is a form of physical combat, it takes place in the same time scale as missile and melee combat. The distances involved in boat combat are measured in "||" instead of "/" (where one || = 10/).

Flight Combat: The only truly three dimensional combat on Gaiantar, this type of fighting takes place between flying creatures and/or air ships. Part of the success of aerial combat involves the speed and maneuverability class of the flying creature or airship. Moreover, the structural integrity and weaponry of involved airships are also important. Changelings and Fey have the innate ability to fly; other types of flight involve hang gliders, hot air balloons, dirigibles, and parachutes. Flying creatures usually attack with missile weapons. The time frame for combat rounds is the same as in physical combat.



Structure of a Combat Round

No matter what type of combat is being fought, the general format is the same. Combat timing is tightly regulated so that the characters have some idea of when it is their turn to fight.

A unit of combat time is called a round. A round is further subdivided into 20 segments. Over the course of a round, every character has an opportunity to perform *one* basic physical action, or three spiritual/empathic actions in addition to normal movement. Note that activating a Spiritual Power does not count as a spiritual action - those actions are described later in the chapter on Spiritual Combat. Actions that take place in one combat round usually include:

- Attack with a missile or melee weapon
- Invoke a supernatural power (i.e., a healing power, warding gesture, or song of force.)
- Call upon an innate power
- Turn/Rebuke/Hold Back Undead
- Attempt divine intervention (Optional rule)
- Use a device (launch a glider, set free a homing pigeon, etc.)
- Drink a healing elixir, antitoxin, and the like.

- Throwing a vial of holy water, poison, or acid.
- Using a noncombat skill, such as Occult Knowledge.

Each round of the combat routine is divided up into twenty segments. The round begins on segment 1 and ends with segment 20. Actions that would be delayed beyond segment 20 must take place in the following round. Thus an action that would take place on segment 22 would actually occur on segment 2 of the next round.

Movement in Combat: In addition to taking one of the above actions, a character may move his full movement before or after attacking. Normally, a character cannot take part of his movement, attack, and then take the rest of his movement.

If a character wishes to run, he may do so and move twice his normal movement in that round. Doing so, however, means that he forfeits his attack for the round and can take no actions other than simple ones that could logically be performed while running.

If a character is involved in an action that takes at least one full round to complete, such as casting a powerful spell, he may still take a 5-foot adjustment that round.

Size Categories

The size of a creature has an influence upon its combat capabilities. Large creatures take up more space on a battle map and have the ability to reach foes in melee combat at a greater range than small or medium-sized creatures. For example, a Skeletal Warrior that's 3 stories tall can hit a human-sized foe with his sword long before that human can close to hit the skeleton. On the other end of the spectrum, very small creatures obviously have a harder time getting into melee range than a medium size creature. However, because of their small size, they can often swarm a larger opponent. This section is needed since it answers many questions about what creatures are capable of in the game, especially with regard to movement and combat on a battle map. Assume that the squares on a battle map are 5-feet by 5-feet unless otherwise needed.

Table: Size Chart for Creatures and Monsters

Size	Example	Size	Example
0	Microscopic organism	6	Horse, cow, bear
1	Most insects	7	Large hippo, elephant
2	Frog, rabbit, most rodents	8	Whale, mature tree
3	Dog, cat, pig	9	Large building
4	Fey, Dwarf	10	City block
5	Human, Elf, Changeling		

anything larger than a fly-eating frog without the risk of anything getting in their way. Similarly, a human or cat can pass through an area occupied by a group of insects without the insects getting in the way and preventing movement.

Note that this does *not* prevent creatures from attacking those who enter their area. This rule also may not apply to certain special cases, such as something like a giant ball of ooze that is Size Class: 7, yet even the smallest insect that enters its area on a battle map gets stuck.

Rules Relating to Size Categories

Reach: Creatures of Size Class: 7 or greater can threaten areas up to 10 feet away with melee strikes and will take up around 6 to 8 spaces on a battle-map. Creatures of Size Class: 9 can threaten areas up to 15 feet away in the same fashion and can take up many spaces on a battle-map. Creatures of Size Class: 3 or smaller can only threaten the 5-foot by 5-foot square that they are currently in and several creatures of this size can be in the same space on a battle-map. Creatures from Size Class 4 to 6 only threaten adjacent squares with melee strikes and fill one square on a battle-map. Note that these are general rules to go by in games.

Movement: Creatures that differ in Size Class by 2 categories or more can freely pass through the area occupied by each other unless otherwise prevented. This explains how insects (Size Class: 1) pass by much of

Surprise Attacks

A Surprise Attack occurs whenever one side is caught off guard and unprepared to enter combat - the GM determines which players or monsters fall into this category. This situation might occur when a trap has been laid or simply in an unexpected circumstance, such a player wandering away from the group and stumbling into a pack of monsters.

Determining need for Surprise Attack Round:

- No combatants on either side surprised = normal combat
- All combatants on both sides surprised = normal combat
- Some combatants are surprised = Surprise Attack Round needed

A Surprise Attack Round begins by requiring those characters or monsters who are about to be Surprised Attacked AND who may be able to anticipate this attack to each make a Perception Check. The results of this Check determine what can be done in the Surprise Attack Round.

A typical example would be a group of adventurers walk into a room where a group of bandits are waiting for them, arrows and swords at the ready. The adventuring party is caught off guard, and in this case, only the members in the front of the party might be able to react fast enough to counter the attacking bandits. Thus, they would get to make a Perception Check, while the poor fools in the back of the party are caught completely by surprise. The bandits are not surprised and effectively all make their Perception Checks.

Surprise Attack Round Rules:

- Players or monsters that make their Perception Check can make ONE attack in this round. ONE spell, spiritual power, or innate power may be cast this round.

- Players or monsters that fail their Perception Check or who did not get a chance to make a Perception Check CANNOT attack this round. They can still parry, run, or use DEFENSIVE spells, spiritual powers, or items.
- Since a Surprise Attack Round is shorter than a normal round, movement rates are cut in half and any actions that require a full round or more of time, such as some spells and spiritual powers, cannot be performed in this round.

This rule should give people a reason to utilize ambushes and reward an approach to combat aside from brute force. The guy with the huge axe is not necessarily the most powerful if somebody puts a few bullets in him when he's caught off guard!

Calculating Initiative

Of course, it helps to determine the timing of events in a combat round. Generally, characters with high Dexterity that use small weapons will be able to attack sooner in the combat round than characters with low Dexterity and using larger weapons. The Game Master may choose one of three initiative options for regulating the combat round.

Method One: The Complete Initiative System

While this is the most complicated of the three systems, it does have the advantage of

taking into account the characters' Dexterity modifier, weapon speed, and spell casting delay. This method is recommended for players that are very familiar with the game mechanics.

The initiative value determines when a character may perform his or her basic action. Thus, if a character has an initiative of 12, she will be able to act on the twelfth segment of the combat round. Calculating this value is fairly straightforward, and simply depends on what sort of combat is taking place. But all forms start with the character's basic initiative modifier (listed in the

Table: Calculating Initiative using Initiative Method One

Activity	Initiative Formula
Missile Combat	1d6 + Base Initiative + Weapon Speed
Melee Combat	1d6 + Base Initiative + Weapon Speed [+ Reload Speed]
Empathic Combat	1d6+3 + Base Initiative
Spiritual Combat	1d6+2 + Base Initiative
Unarmed Combat	1d6 + Base Initiative
Invocations	1d6 + Base Initiative + Invocation Time
Using an Innate Power	1d6 + Base Initiative
Drinking a potion	1d6+1 + Base Initiative
Wishing	1d6 + Base Initiative
Using a device	1d6 + Base Initiative

For example, a Warrior with a Dexterity of 12 and fighting with a lance would have the following initiative roll: Init = 3 + 8 + 1d6. In this example, the 3 was the

base initiative modifier for having Dex(12). The 8 was the weapon speed of the lance.

It is also possible for the character's initiative to be modified by specific situations. Enchanted weapons often have bonuses to initiative, while damaged weapons have penalties to initiative. Moreover, certain martial arts and supernatural powers can cause a character to react faster, while other powers, drugs, and poisons can slow a character. In the case of an initiative bonus, the final initiative score cannot be reduced below 1. In other words, even the fastest martial artist wielding a well-made

Method Two: The Simplified Initiative System

While not as exacting or accurate as Method One, it does have the advantage of being easier to use by new players and those of limited mathematical skill.

For determining combat sequencing, the basic modifiers are 0 for unarmed attacks, 1 for small weapons (including handguns), 2 for medium sized weapons (including bows/rifles), and 3 for large weapons (generally any heavy, two-handed weapon). Spells, songs, and invocations have a modifier of 1 per level, while innate powers have a modifier of 0. To this, add a 1d6. Thus, the initiative roll for a crossbow would be 1d6+2, while a third level wishsong would have a modifier of 1d6+3. Miscellaneous actions, such as drinking a potion, etc., have a modifier of 1.

In summary, the Base Initiative score is ignored, and the casting delays found in the Book of Spiritual Powers are ignored in favor of the "1 segment per spell level" delay enforced by the

Method Three: Large Party Format

This system minimizes the chances of several players acting on the same initiative. It is more complicated than Method Two, but more streamlined than Method One.

For determining combat sequencing, all players roll a d20 and then add weapon speed or casting time. Base Initiative is ignored, and any initiative value that exceeds 20 is treated as an "end of round" action. Another, more common option for large parties is to simply add the Dexterity modifier to the d20 roll and ignore weapon speeds and casting times (although spells that

gets a 5 for his initiative and Flametouch the Shaman gets a 9. Grunk's initiative comes first and he chooses to hold his action, knowing full well that the Shaman will probably want to blast the bad guys with a spell. So, Grunk holds his action up until 9, Flametouch casts his spell, and then Grunk runs in and attacks on initiative 10.

However, if Flametouch had an initiative of 13 or higher, Grunk would not have been able to hold his action until after Flametouch's that round.

If holding one's action results in multiple combatants going on the same initiative, have them roll off to see who goes first - essentially, another initiative roll using the Dexterity Initiative Modifier. This is also the standard method to resolve tied initiative results.

Refocus: One can choose to forgo one's action for the round in order to refocus for the next round. If a character Refocuses, he cannot attack, use items, cast spells, or move more than 5-feet that round. Note that he can still parry attacks and make Saving Throws. The benefit of this is that his next round's initiative roll is considered a "1" - note that Dexterity Initiative Modifiers still apply, so a character might not go first the next round even after Refocusing, but there's a good chance that he will.

This ability has limited applications, but it can be very useful for skilled parties of adventurers who take care to time their attacks to perfection. It also is useful if one is not sure of friend or foe in the first round of battle.

Special Initiative Actions

Holding One's Action: A person can choose not to take their action immediately and instead delay their action until later in the round. The person holding his action does not need to specify when he wishes to go, although certain rules apply to held actions.

The maximum time one can hold one's action is equal to the initiative result (not just the roll) + 10. So, suppose that Grunk the Barbarian

Calculating Combat Effectiveness (Melee BAtCh)

The BAtCh number is an acronym for Base Attack Chance. From this point on, "BAtCh" will refer to a character's basic attack capabilities. The BAtCh number divided into three categories: Melee BAtCh, Missile BAtCh, and Parry BAtCh. Melee is modified by Strength, while Missile is modified by Dexterity. Parry BAtCh relates to the character's ability to block an incoming melee or missile attack; in parrying a melee attack, the parry BAtCh is based on the melee BAtCh; parrying a missile attack requires a parry BAtCh based on missile BAtCh. For the Melee combat section, all references to BAtCh refer to Melee BAtCh.

The BAtCh number is the basic chance of successfully hitting a character who is armored to the teeth (i.e. Armor Class 0 (AC(0)), which is full steel plate mail and large shield). Opponents with lesser armors, such as leather or chain mail, or no shield, have positive armor classes (AC(1) and higher) while fully armored opponents with supernatural enhanced armor or special protection might actually have a negative armor class (maximum is AC(-10)).

The combat attack roll is performed using a twenty-sided die (1d20). High rolls indicate a fiercer attack, while low rolls usually indicate a miss. For a successful attack, all characters must roll equal to their BAtCh number, modified for

strength and for their opponents' armor class.

At level one, most characters start with a BAtCh of 20. As their levels increase, their BAtCh number decreases, making it easier to hit a fully armored opponent. Thus a fourth level Cavalier of strength 16

(such as Wishsingers and Mathematicians), often opt for this type of combat. Certain spiritual powers are also considered missile attacks (such as the Wishsinger's Song of Reproach.)

Unlike melee combat, which is modified by Strength, the BAtCh tables for missile combat are modified instead by the character's Dexterity. A high Dexterity

17	Cavalier's BAtCh
-1	Subtract Cavalier's Strength bonus (+1)
-7	Subtract Thief's armor class (AC(7))
<hr/>	
9	Modified Melee BAtCh

And so for the Cavalier, he would have to roll a 9 or better on the 20-sided attack die for a successful hit.

Of course there are always mitigating circumstances. For example, the Cavalier could be drunk, or the Thief could be ill. Some of the more common BAtCh modifiers include current health, lighting conditions, insanity, possession, terrain, and the condition of the weapons and

allows for faster, more accurate shooting, while low Dexterity tends to foul the character's shots.

With missile combat, range is important, thus each ranged weapon has a range increment – any attack less than this distance is not penalized for range, and for each multiple of the range increment that the target is beyond, the attack roll gets a cumulative –2 penalty. A ranged weapon may be fired up to 10 range increments away before it is assumed to miss its target. The range increment measurements are listed in feet in the appropriate table. Note that if used at point-blank (melee) range, a missile weapon is at +1 to hit because of the extreme difficulty in dodging a fast-moving projectile at point-blank range.

Missile BAtCh

In missile combat, attackers generally throw things or shoot projectiles as a means of harming their targets. The advantage of using missiles, such as bow and arrow, is that one can attack a target from a safe distance, as opposed to risking one's life directly in melee combat. Character classes with poor hit points and/or poor BAtCh scores

Parry BACh

Most people try to duck when a weapon or a fist is swung in their face. In gaming terms, this is called parrying. A character's ability to parry is equal to his or her basic Batch rating. To parry a blow, a character attempting to parry must do so by rolling a parry number deflects an equal or lower armor class than the attacking blow hits.

For example or parrying, suppose an 8th level Changeling Wishsinger wearing chain mail (AC(5)) is defending himself from a 6th level Warrior's blow. The Wishsinger's Batch is 17, while the Warrior's combat value is 14. If the Warrior rolls a 12, he has hit AC(2), thus overwhelming the Wishsinger's armor. The Wishsinger, to successfully defend, must roll a 15 or better to parry (Batch 17 minus AC(2)). In other words, the defender has to parry better than the attacker hit.

A successful parry will negate some of the damage the attacking blow would have inflicted depending upon what the player used to parry the attack. A critical success on a parry is required to negate a critical success on an attack.

A character cannot parry more blows than the allowed quantity for his class and level. Thus a Protector may attempt to block more blows each round than an Investigator could. In a situation in which an attacker has more assaults than the defender can counter, the defender can consciously choose which blows will be parried and which blows will be absorbed. In the absence of a parry, the attacker must still overcome the target's armor class. If two attackers strike each other on the same segment, neither one can parry each other's blow.

Damage absorbed by Weapon Parries: Parries are best done with shields, but even a shield may not stop all damage. However, if one chooses to

parry with a weapon, the item can only parry as much damage as it can inflict at its maximum. Thus, a dagger is much less effective than a two-handed sword in parrying a blow. Any extra damage that is not parried is transferred to the character that is being attacked.

Damage Absorbed by Shield Parries: Shields are far more effective in deflecting damage than weapons. Generally, small shields (AC 1) can parry twelve points of damage, while large shields (AC 2) can parry twenty. Again, extra damage is transferred to the character that is being attacked.

Damage Absorbed by Bare-handed Parries: In the event of a barehanded parry, a successful parry will block the first four points of damage, with the remainder transferred to the defender.

Dodging - Another form of Parrying: A character may also choose to dodge the blow completely and not use any parrying device. However, if the latter option is

chosen, there is a -4 penalty to the Parry Batch, as it is harder to duck a blow than it is to block it. However, a successful dodge indicates that the character sustains no damage

Optional Rule - Overloading Parrying Devices: When a weapon sustains more damage in parry than its maximum damage, it is considered overloaded. Thus, a short sword used to block an 11-point attack would be overloaded.

If a weapon is overloaded during a parrying attempt, the weapon must make an item save versus crushing blow. A failure indicates the weapon absorbed the brunt of the strike and is damaged, while success indicates that weapon was merely knocked out of the grip of the one wielding it. The extra damage that is not blocked is transferred to the wielder and the dropped weapon takes 1 round to recover. Each time a weapon is damaged, it gains a "-1" modifier to damage or to-hit values (determined randomly). Theoretically, a weapon can continue to degrade indefinitely, although eventually the wielder will be forced to abandon the weapon due to its inefficiency - a sword with -5 to-hit and -8 to damage can barely be considered a weapon.

A similar idea applies to shields. With shield parrying, the shield is only damaged if its parrying value is overwhelmed and it fails an item save versus crushing blow. On a successful save, the shield is undamaged, but any residual damage not blocked by the shield is transferred to the wielder. When a shield is damaged, it gains a -1 penalty to parrying attempts. Again, one could theoretically keep a shield with a -

"Blocking attacks is what we're all about," said Brik, a Protector. "We will use our own bodies as a shield for our protectorate if need be. But it's better to stop a blow with a staff, club, or a good solid shield."

"Furthermore," Brik instructed, "Never parry bare handed unless you're wearing armored gauntlets. Sword blades are bad for fingers."

—Brik, Protector, instructing some young students

5 penalty to parries, but such a battered chunk of broken metal would hardly be useful for much of anything.

Drawbacks to using the Overloading rule: While this rule makes combat more realistic by damaging items, there are drawbacks to using it. First, it slows down combat considerably since weapons will need to make Saving Throws often. Second, it offers a huge reward to characters with massive Strength scores since now they can damage their opponent's weapons and shield as well as being able to deal many points of damage per hit. Third, it will eat up the party's resources over time and risks angering players if their magical items start suffering damage through use of this rule.

Penalties for poor choices in parrying devices: Technically, a gun that deals 1d12 damage can ward off the same amount of damage as an axe that deals 1d12 damage. However, a gun is not as well designed for the brutal strains of melee combat as an axe. A GM may choose to assign a penalty for attempting to parry with a poor choice for a parrying device - this is usually a -2 penalty to the roll. This represents the fact that if the only thing between you and an incoming metal axe is a wooden bow, you're better off using the Dodge ability than risking the bow and your neck!

Combat Value by Class

All of the fighter types eventually gain the ability to attack more than once per round and most of the non-fighter types can gain multiple parries per round. A character with two or more attacks can inflict all of the attacks on the same combat segment.

The following table displays the attack and parry progressions for the player character classes. The terms "Attack" and "Parry" apply to melee combat and ranged combat. For instance, a Protector with a 2/1 rating in attack could strike twice with his staff, but could not try to hold Undead at bay twice in the same round, or invoke two spiritual powers in the same round.

Level ->	1 to 6		7 to 12		13 to 16		17 to 20	
	Attack	Parry	Attack	Parry	Attack	Parry	Attack	Parry
Barbarian	3/2	1	2/1	1	5/2	1	3/1	1
Cavalier	3/2	1	2/1	1	2/1	3/2	5/2	3/2
Gunslinger	5/4	5/4	3/2	3/2	2/1	2/1	5/2	5/2
Investigator	1	1	1	3/2	5/4	3/2	3/2	3/2
Jack-of-all-Trades	1	1	1	1	1	3/2	5/4	3/2
Mathematician	1	1	1	1	1	1	1	1
Necromancer	1	1	1	1	1	1	1	1
Paladin	3/2	1	2/1	3/2	2/1	2/1	9/4	3/1
Priest	1	1	1	5/4	1	3/2	1	2/1
Protector	1	2/1	3/2	3/1	2/1	4/1	2/1	5/1
Ranger	1	1	3/2	3/2	3/2	2/1	2/1	2/1
Shaman	1	1	5/4	1	5/4	5/4	5/4	5/4
Speaker-for-the-Dead	1	5/4	1	3/2	5/4	3/2	3/2	3/2
Thief	1	1	3/2	1	2/1	1	2/1	1
Warrior	3/2	3/2	2/1	2/1	5/2	5/2	3/1	3/1
Wishsinger	1	1	1	1	1	5/4	1	5/4



For fractional values, the second attack comes at the last round in the succession. For example, a Barbarian with a 3/2-attack value would attack once on odd numbered rounds and twice on even numbered rounds. For a 5/4 attack value, such as a Gunslinger would have, the double attack occurs on the 4th, 8th, and 12th round, etc.

Table: Basic BAAtCh Values					
Level	BAAtCh by Character Class				
	Warrior	Fighter Subclass	Investigator and Subclasses	Shaman/Priest	WS/Math/Necro
1	19	20	20	20	20
2	18	19	19	19	20
3	17	18	18	19	19
4	16	17	17	18	19
5	15	16	17	17	18
6	14	15	16	17	18
7	13	14	15	16	17
8	12	13	14	15	17
9	11	12	13	15	16
10	10	11	13	14	16
11	9	10	12	13	15
12	8	9	11	13	15
13	7	8	10	12	14
14	6	7	9	11	14
15	5	6	9	11	13
16	4	5	8	10	13
17	3	4	7	9	12
18	2	3	6	9	12
19	1	2	5	8	11
20	0	1	5	7	11

Fighter Subclass = Barbarian, Cavalier, Gunslinger, Paladin, Protector, Ranger
Investigator Subclasses = Investigator, Thief, Jack-of-all-Trades, and Speaker-for-the-Dead
WS/Math/Necro: Wishesinger, Mathematician, and Necromancer

The combat table is organized in order of power. Thus, the Warrior is presented first, while the Mathematician is presented last.

Armor Class

In most melee combat, armor can be a very useful thing. A modern day example of armor is a S.W.A.T. team's bulletproof vests that cover their chests and abdominal regions. Through the use of armor, a sword's cutting blade has less chance of reaching the character's skin, and the bruising shock of clubs and staves are distributed over a larger area, thus dispersing the blow.

Many character classes have limitations on what kind of armor they can wear. For example, Gunslingers and Protectors may not wear metal armor. Other classes, such as Warrior and Cavalier, may maximize their protection without limit.

The worst armor class is 10, for a bare naked Changeling or Elven individual, whereas the most damage deflecting armor has a rating of AC(+10), thus giving the wearer an AC(0) rating. The value of the armor is cumulative with the base armor class. Thus a Human wearing leather armor, AC (+2), would have an AC of 7, while a Dwarf wearing the same armor would have AC(6) since their base armor class is 8.

The use of a small shield improves armor class by 1, whereas a large shield improves armor class by 2. Carrying these items slows the character by one point of speed, due to bulk. A helmet improves AC by 1, but may obscure peripheral vision (thus the character has -1 to performing visually intensive tasks).

Natural Armor Class

On odd chance that the characters lose all their armor, it is important to know the natural armor class. Elves and Changelings have a natural AC of 10. Humans, Fey, and some Werites have AC 9, while Dwarves and some Werites have a natural Armor Class of 8. For Constructs, the materials used in their construction determine their armor class. Note that Dexterity bonuses will still apply to unarmored characters unless they are taken by surprise (and thus unable to dodge the attack) or immobilized in some fashion. **Physical Armor**

The table below shows the armor class improvements that can be gained by wearing armor.

Ideal Armor: There are Advantages and drawbacks TO heavy armor, light armor, and depending upon dexterity for armor. The wise adventurer will know his weaknesses and try to protect against them.

Table: Armor Types

Type	AC	Cost	Weight	Type	Commonality
Chain Mail	AC+5	82 CP	45	M	Common
Full Plate Mail	AC+8	2.5 GP	80	H	Very rare
Heavy coat (fur or hide)	AC+1	Varies	Varies	C	Depends on material
Helmet	AC+1	4 CP	1.5	-	Common
Hide Armor	AC+3	25 CP	19	L	Common
Hybrid mail	AC+4	48 CP	30	M	Hard to Find
Kevlar, heavy	AC+8	7 GP	14	M	Almost impossible to find
Kevlar, light	AC+5	5 GP	10	L	Very rare
Leather	AC+2	32 CP	15	C	Common
Leather jacket (fashion weight)	AC+1	8 CP	2.5	L	Common
Metal chest plate	AC+1	10 CP	4	L	Common
Padded or Quilted	AC+2	2 CP	5	M	Common
Ring Mail, coarse radius	AC+3	50 CP	28	M	Common
Ring Mail, tight radius	AC+4	75 CP	35	H	Common
Scale Mail	AC+6	52 CP	55	H	Hard to find
Shield, large	AC+2	15 CP	6.5	-	Common
Shield, large, w/ targ	AC+2	30 CP	7.5	-	Common
Shield, small	AC+1	10 CP	4	-	Common
Shield, small, w/ targ	AC+1	20 CP	5	-	Common
Shock Armor	AC+5	1 PP	10	L	Almost impossible to find
Studded Leather	AC+3	42 CP	23	L	Common
Three-quarter Plate	AC+7	2 GP	62	H	Very rare



The "AC+x" rating measures the efficacy of the armor. Thus, for instance, a Dwarf in chain mail would have AC(3) because his natural armor class is 8, and the chain mail (AC+5) adds 5 to his rating.

Armor Penalties: There are drawbacks to walking around in a large clunking suit of plate mail, as detailed below:

Armour Type and Maximum Dexterity Bonus to AC:

Light Armour allows the character wearing it a maximum Dexterity Bonus to his AC of +5, Medium Armour allows maximum Dexterity bonus to AC of +3, and Heavy Armour allows a maximum Dexterity bonus to AC of +1. The lightest type of "armour" is that of Clothing, which does not have an upper limit on the maximum Dexterity Bonus to AC. Clothing is not a true type of armour and can be worn by any character class in any condition – a character that can only wear Light armour can still wear clothing.

Swimming, Climbing, and other Endurance-based skills:

Medium Armour applies a -2 penalty to all Endurance-based skills, while Heavy Armour applies a -4 penalty

Saves vs. Electrical Attacks: These are made at -4 if the target is clad in mostly metal armor.

Drawbacks to Dexterity Bonuses to AC:

Based upon the previous section, one may get the impression that Armor is more trouble than its worth and you are better off having light armor and a very high Dexterity. There is some truth to this, but there are times when lacking heavy armor is a drawback.

Loss of Dexterity Bonus to AC:

This will occur if the character is sneak-attacked or otherwise caught completely off-guard, and will occur if the character is paralyzed, pinned, entangled, or otherwise rendered

unable to dodge attacks. In such cases, heavy armor is far better than being nimble.

Lack of protection from the elements:

Another minor advantage to wearing more armor is that it offers some protection against the elements and hostile environments.

Calculating Armor Class

Like calculating initiative, the armor class formula is fairly simple. The calculations include base armor class (skin toughness), armor worn, shield used, and dexterity bonus. Thus, for a Dwarven Gunslinger of Dexterity 15 wearing lightweight kevlar armor and no shield, the armor class could be calculated as:

Base Armor Class	AC(8)
Value of Light Kevlar (AC(+5))	-5
Value of Shield (none used)	-0
<u>Dexterity bonus (+1)</u>	<u>-1</u>
Final AC	AC(2)

Terrain and Cover Modifiers

The ideal combat situation is to fight on a level field, in full health, on a warm, sunny day. However, most days are not perfect, and sometimes the environment one fights in is as hard as fighting the enemy.

Lighting Modifiers

How well the party can see has a lot to do with how well they can fight. At full daylight, the missile and melee BAAtCh ratings are not altered. For less than stellar lighting, consult the table below. For missile attacks, the negative modifiers are in addition to the penalties already imposed for far distance.

Table: Lighting Modifiers					
Lighting Condition	Melee	Missile			
		PB	SR	LR	ER
Full daylight	0	0	0	0	0
Cloudy, overcast, or misty	0	0	0	0	-1
White sky, glaring sun*	-1	-1	-1	-2	-2
Heavy overcast, or rain; dusk	0	0	0	-1	-3
Twilight, or near nightfall.	-1	-1	-1	-4	-6
Night, full moon, ground snow	0	0	-1	-3	-4
Night w/ full moonlight	-3	-4	-5	-7	-10
Overcast night	-5	-6	-8	-10	-12
Lightless cavern interior	-7	-8	-12	-12	-12
Supernatural darkness	-8	-10	-12	-12	-12



The sole Human in the companionship of Changelings and Dwarves began to feel in inferiority complex coming on as they fought against the Highwaymen during a moonless midnight.

"What do you mean you can't see?" the Dwarf asked.

"I can sense their presence," said the Changeling.

"Oh, the hell with it," muttered the Human Warrior, breaking open a lightstick which spilled white light into the darkened forest clearing.

It should also be noted that the Protector class, for the exception of supernatural darkness and blindness-causing powers, is immune to low-light Batch penalties. Additionally, the Dwarves have an infrared sight that compensates for darkness so long as they are fighting living targets. Against non-living combatants, they take normal minuses.

Terrain / Cover Modifiers

The environment one fights in has a significant impact on a character's ability to fight and parry. While the typical fight takes place on flat land or on an even-floored interior setting, the table

Mind and Body Modifiers

Drunk and injured fighters have different performance values in combat than their sober, healthy counterparts. This table is useful for determining a character's remaining combat efficiency in the event that he or she is severely injured, drunk, poisoned, diseased, insane, or possessed.

Table: Mind/Body Combat Modifiers		
Status	BAtCh Modifier	Damage Modifier
Wounded below ½ normal hit points	-1	-1/4
Wounded below ¼ normal hit points	-2	-1/2
Poisoned (per intensity)	-1	+0
Mild disease	+0	-1/4
Major or life-threatening disease	-2	-1/2
Drunk or drugged.	-1	+0
Severely intoxicated	-3	+1/4
Actively possessed by demonic spirit	-1	+1/2
Under empathic domination	-1	+0
Spiritual points, Willpower, B-M-S, or Endurance is below ¼ normal	-1	-1/2
Spiritual points, Willpower, B-M-S, or Endurance fully depleted	-3	-1/2
Attempting a "Called Shot" to a target	-4	+1/2
Attempting a "Called Shot" to a small or protected target	-8	+1/2
Positive Modifiers		
Attacking a character held to one location.	+3	0
Attacking a character from behind	+2	0
Attacking a helpless character	+6	0
Attacking an unconscious character	+8	0

Table: Terrain Modifiers		
Combat Setting	Batch Modifier	Damage Modifier
Flat terrain, grassland, paved street, wooden floor, generally even and uncluttered space.	+0	+0
Desert with loose, unpacked sand.	-1	-1
Slope greater than 30°; moderate underbrush; somewhat rocky terrain; occasional holes in floor; swamp terrain	-2	-1
Climbing situation; heavy underbrush; jutting, very rocky terrain; unstable floor, many holes and sags when walked upon.	-2	-1/4
Swimming or while under water	+0	-1/2
Fighting from hang glider or ultra light*	-3	+0
Target has light cover, such as from an Improvised large shield, chair, etc.	-2	+0
Target has 50% cover, such as granted by a castle parapet or a person of the same size	-4	+0
Target has significant cover, such as that granted by a tall wall or a considerably larger person	-6	+0
Target has 90% cover, such as hiding behind a wall with an arrow slit in it	-8	+0
* In this situation, only missile weapons will function.		

Called Shots

Use the conditions for a Called Shot whenever a combatant is trying to aim for a specific part of the enemy or a hard-to-hit target. Note that Called Shots do not allow for instant-kills unless the victim actually dies from the extra damage that is dealt! Called Shots (with the exception of certain Gunslinger powers) are impossible in the average battle because they require concentration to perform. They are most useful when attempting to kill a surprised victim or hit an enemy from afar before the battle has begun. As always, the GM will decide if a Called Shot is possible in a given situation and what penalties apply to it.

Gaining Combat / Noncombat Skills

In basic terms, “proficiency” is an area of expertise. An artist may have proficiency in sculpting; a successful blacksmith knows weapon craft and metalworking. The proficiencies fall into two categories, combat and noncombat skills. The combat skills generally allow the Player Character to survive in a dark and violent society while the noncombat skills permit the Player Character to earn a living between adventures. The chart below describes the rate in which Player characters accumulate new proficiency slots.

The progression ascends in intervals of five levels. Thus, a Priest would gain a combat slot at levels 2, 4, 7, 9, 12, 14, 17, and 19. As stated earlier, it takes two slots to begin a new skill, but only one slot to improve an already known skill. The following table is a duplicate of one earlier in this book, but it is provided again here for reference.

Table: Bonus Skills and Skill Progression

Class	Skill Bonus	Combat slots		Noncombat slots	
		Initial	Progression	Initial	Progression
Barbarian	Running, Read Sigils	8	◆◆◆◆◆	4	◇◇◇◇◇
Cavalier	Armor Craft, Ride Land Animal	7	◆◆◆◆◆	5	◇◇◇◇◇
Gunslinger	Mental Defense, Direction Sense,	6	◆◆◆◆◆	6	◇◇◇◇◇
Investigator	Law Knowledge, Read/Write	6	◆◇◆◆◆	6	◆◆◆◆◆
Jack	Ancient Technology, Read/	5	◇◇◆◆◆	7	◆◆◆◆◆
Speaker	Forensics, Read/Write	4	◆◇◆◆◆	8	◆◆◆◆◆
Necromancer	Read/Write, Occult Knowledge	4	◇◆◆◆◆	8	◆◆◆◆◆
Mathematic	Read/Write, Mathematics	2	◇◆◆◆◆	10	◆◆◆◆◆
Paladin	Ride Land Animal (choose), Religion	6	◆◆◆◆◆	6	◇◆◆◆◆
Priest	Read/Write, Religion	4	◇◆◆◆◆	8	◆◆◆◆◆
Protector	Religion, Healing	6	◆◆◆◆◆	6	◇◆◆◆◆
Ranger	Animal Lore, Plant Lore	6	◆◆◆◆◆	6	◇◆◆◆◆
Shaman	Read Sigils, Religion, Occult	5	◇◆◆◆◆	7	◆◆◆◆◆
Thief	Disguise, Intimidate	7	◆◆◆◆◆	5	◇◆◆◆◆
Warrior	Running, Weapon Craft	10	◆◆◆◆◆	2	◇◆◆◆◆
Wishsinger	Read/Write, Singing, Musical	3	◇◆◆◆◆	9	◆◆◆◆◆

◇ - No Slot Gained, ◆ - 1 Slot Gained, ◆ - Two Slots Gained

Common Melee/Missile Skills

Fighting skills generally manifest in one of three ways. Melee weapon combat focuses on mastery of a specific type of close-range weapon, such as sword or ax. Unarmed combat, such as martial arts, allows the combatant to use her own body as a weapon. Finally, missile combat allows the character to lash out at a distance. Common missile weapons include crossbows and guns.

Basic Combat Styles

These styles predefine members of certain character classes with predefined skills. Thus under this rule set, a Gunslinger could begin the game knowing how to shoot with handguns in both hands. A Cavalier, likewise, knows how to fight with a sword in one hand and a shield in the other and is seldom separated from either. These Basic Combat Styles describe the approach to combat that each character class takes. The available styles are not set in stone. For example, if a Priest wants to learn "Two-handed Gunfighter Style," he or she could by spending a Skill to acquire that style. Of course the Priest would have to learn a handgun skill as well (derringer, citizen's gun, etc.)

Once learned, a Combat Style cannot be improved by adding more slots. They do not have an intensity rating. The available Combat Styles and their benefits are listed below:

Optional Rules Note: the "Basic Combat Styles" is an optional set of combat rules. The Game Master must approve.

Table: Basic Combat Styles

Style	*	Style Name	Benefit
A		One Handed	+1 Initiative
B	*	One Handed + Shield	+1 Parry or Extra Shield Attack
C		Two-handed Melee (large weapon)	+1 BAAtCh / +1 Damage
D		Two Handed-Pole Arm	+2 Initiative
E	*	One Handed Gunfighter	+1 BAAtCh
F	*	Two Handed Gunfighter	+1 BAAtCh/Extra Attack
G	*	Two Weapon: Small/Small	+1 Parry/Extra Attack
H	*	Two Weapon: Medium/Small	+1 Parry or Extra Parry or Extra Attack
I	*	Two Weapon: Medium/Medium	+2 BAAtCh/Extra Attack
J		Thrown Missile-Spear	+2 BAAtCh
K		Thrown Missile-Dagger	+2 BAAtCh
* Character must also have Ambidexterity; otherwise BAAtCh is at -3 penalty.			

While training for adventuring, each player character learned a few styles along the way. For example, Gunslingers are often taught the Gunfighter styles by their fathers or masters. Most Priests are trained in the use of a shield. The styles are easily learned by each class are listed below (thus requiring only the normal two slots.) Styles not native to the character class can still be learned, but require an additional slot to do so (and thus requiring three slots.)

Table: Combat Styles by Character Class

Class	Styles	Class	Styles
Barbarian	A, C, D, J	Priest	A, B
Cavalier	B, C, D, J	Protector	A, B, G, H
Gunslinger	A, E, F, G, K	Ranger	G, H, I, J, K
Investigator	A, E, F, G	Shaman	A, C, J
Jack-of-all-Trades	A, E, J	Speaker-for-the-Dead	A, E, F
Mathematician	A, K	Thief	G, H, K
Necromancer	A, K	Warrior	A-D, G-K
Paladin	A, B, C, D, J	Wishsinger	A, G, J

Basic Combat Styles are not prerequisites for weapon use. For example, a Priest who wants to learn how shoot a rifle would not have to learn One-Handed Gunfighter Style, but instead would merely have to learn the Rifle weapon skill. However, the Priest would not gain any of the benefits of that style unless it, too, were learned.

Combat Assists

When a character learns how to use a sword, knife, or handgun, this ability is conferred for single-handed use. (Try going to a shooting range with a gun in each hand and see just how difficult it is.) Two Weapon Use (optional rule) and Ambidexterity can permit a character to attack non-penalized with two weapons at the same time. A third skill, Blind Fighting, helps the character fight with senses other than sight. Thus, the combat penalties are lessened for a blindfolded or blinded character with this skill.

Table: Combat Assists	
Skill Name	Description
Ambidexterity	<p>This skill allows the wielder to use either hand equally well. If two weapons are used concurrently, there is no penalty to attack, but the non-dominant hand inflicts only half damage unless combined with Two Weapon Style.</p> <p>Int 1: Either hand is useful for weapon or labor use.</p> <p>Int 2: Either hand is equally useful for writing.</p> <p>Int 3: Either hand is equally useful for artistic purposes.</p> <p>Int 4: Either hand is equally useful for delicate repair work and surgery.</p>
Blind Fighting	<p>This skill permits the combatant to fight in less than optimal lighting conditions. For each intensity of Blind Fighting, one negative modifier is negated to Batch due to poor lighting or blindness.</p>
Combat Readiness	<p>This skill allows the character to put his or her armour in a hurry. Ordinarily, an non-armoured character may have to spend 1d4 rounds to don Light Armour, 2d4 rounds for Medium Armour, and 3d4 rounds for Heavy Armour. This skill allows the armour to be fastened in half the time, at the cost of -1 AC (the armour isn't fitted efficiently.) This skill also gives the character a +2 bonus to be awakened from sleep during a surprise night encounter.</p>

A note on two weapon combat: Without either Ambidexterity or Two Weapon Style, the combatant fights at -3 to BACh on the non-dominant hand and -2 to the dominant hand, as well as the non-dominant hand inflicts only ½ damage.

With Ambidexterity only, the non-dominant hand performs full BACh, but only half damage. With Two Weapon Style only, the dominant hand is at +0 to Batch, the non-dominant hand functions at -3, but inflicts only half damage. With both skills, both hands inflict full damage and the non-dominant hand functions at +0 to BACh.

Even with Two Weapon Style and Ambidexterity maximized, the weapon wielder will never get Strength or Dexterity BACh or damage bonuses on the non-dominant hand. These combat skills only negate the penalties.

Hand Dominance

The Game Master may allow the Players to roll for their character's hand dominance. The table below can determine the handedness of a character according to race. Using a d20, the character is naturally ambidextrous if a 1 is rolled. In this case, roll a 1d4 to determine to what intensity the character is naturally dual-handed.

Optional Rules note: the Game Master has discretion as to the implementation of hand dominance.

Table: Hand Dominance		
Race	Left Handed	Right Handed
Changeling	2-17	18-20
Construct	2-10	11-20
Dwarf	2-4	5-20
Elf	2-4	5-20
Fey	2-5	6-20
Human	2-3	4-20
Werite	2-3	4-20

Melee Weapon Skills

The knowledge of weapons is vital to combat. To learn a weapon type, the combatant must invest two proficiency slots in order to bring the knowledge of the weapon to intensity 1.

At intensity two or higher, the wielder gains bonuses to hit, damage, or parry. A character can claim to be a specialist in a weapon once int(3) is earned. And, unless otherwise noted, a combatant must have a weapon skill advanced to at least intensity 3 before a combatant can attempt to create a *Chosen Weapon* from a weapon of that type. At weapon intensity 1, a combatant is said to be *proficient* with a weapon, nothing more.

For fighter types prior to achieving 8th level, Chosen Weapon status can be claimed (for the purposes of the Cavalier and Warrior supernatural powers) but the weapon itself does not function in the talismanic capacity of a true Chosen Weapon.

The progression of weapon mastery is displayed on next table:

Reminder: A character cannot start at level 1 with more than int(2) in any skill, and can add a maximum of one intensity per level of experience.

Table: Adding Melee Weapon Intensity

Intensity	Weapon Performance (total benefits listed at each intensity)
1	Normal
2	+1 Initiative +1 Parry
3	+1 Initiative +1 Parry +1 BAtCh +1 Damage
4	+2 Initiative +1 Parry +1 BAtCh +1 Damage
5	+2 Initiative +2 Parry +1 BAtCh +1 Damage
6	+2 Initiative +2 Parry +2 BAtCh +1 Damage

Weapon Statistics.

The next series of tables illustrates the combat effectiveness of the various commonly used weapons. The GM may also introduce weapons that do not appear in this manual.

Damage indicates the amount of harm the weapon is capable of inflicting. The maximum damage (i.e., 9 for a 1d8+1 weapon) is also indicative of its damage resistance for the purposes of parrying damage (cf. Parrying). Initiative delay describes the number of segments required to wield the weapon and is added to the base

initiative roll at the beginning of each melee combat round.

Weight is weight of the weapon in pounds.

Size is the rough bulk of the weapon, which can be small, medium, or large.

Small weapons are one-handed, easily concealed, and can generally be used with Martial Arts and similar combat styles.

Medium weapons are one-handed but are not easily concealed. **Large** weapons require both hands to wield (thus preventing the use of a shield) and are often heavy or bulky.

Type is the kind of damage the weapon deals out. Damage type consists of *Cutting* (slashing, slicing; most swords), *Impaling* (piercing, stabbing; most daggers, missile weapons, some swords), and *Bludgeoning* (pounding, beating; blunt weapons such as staves and hammers).

Cost is in terms of copper pieces.

Initiative Delay is the initiative delay caused by the weapon. Smaller, lighter weapons are faster to wield than large and heavy weapons. The initiative delay is added to the base initiative roll. This figure is ignored if using *Combat Initiative Method Two*.

Table: Melee Weapon Stats

Weapon Name	Damage	Initiative Delay	Weight	Size	Type	Cost
Ax	1d8	5	8	M	C	10
Bastard sword ⁵	1d10	8	10	L/M	C	85
Battle Axe ⁵	1d10	9	11	L/M	C	60
Bayonet ⁷	1d8	9	9	M	I	80
Bludgeon Club ²	1d12	10	17	L	B	5
Brass knuckles	Fist+2	1	1	S	B	6
Bullwhip ⁸ (whip)	1d4+1	3	2	M	C	13
Cat O Nine Tails ^{4,8} (whip)	1d12	8	5	M	C	40
Club	1d6	3	4	M	B	1
Dagger	1d4	2	1	S	I	15
Double Ax ²	1d12+1	10	13	L	C	95
Fencing foil	1d4	2	3	M	I	25
Flail	1d8	6	6	M	B	30
Footman Lance	1d8+1	8	10	L	I	25
Garrote	1d8	4	1	S	C	2
Gurka	1d6+1	6	9	M	B	45
Halberd ²	1d12 + 1	10	16	L	C	100
Hammer	1d4	2	5	S	B	2
Hatchet	1d6	5	6	M	C	4
Heavy Flogger ⁸ (whip)	1d8	6	4	M	C	34
Horseman Lance ⁶	2d8 + 2	9	20	L	I	55
Hunga munga	1d8	6	4	M	C	40
Knife	1d2	1	1	S	C	1
Kopesh	1d6+1	7	8	M	C	55
Kryss	1d6	2	2	S	I	25
Long sword	1d8	5	6	M	C	45
Mace	1d6+1	5	7	M	B	10
Machete	1d6	5	6	M	C	45

Weapon Name	Damage	Initiative Delay	Weight	Size	Type	Cost
Morning Star ⁵	1d8+1	7	10	L/M	B	55
Maul	1d10 + 2	10	15	L	B	80
Nun chuck ⁴	1d6+1	6	4	M	B	45
Parry Dagger ³	1d3	2	2	S	C	20
Pike ² (polearm)	1d10 + 1	7	11	L	I	65
Pitchfork ⁵	1d6	4	8	L/M	I	4
Punch Blades	Fist+1d4	1	1	S	I	20
Quarterstaff (simple)	1d6	4	5	L	B	10
Quarterstaff (combat)	1d8	5	8	L	B	20
Rapier	1d6	3	4	M	I	55
Riding Crop ⁸ (whip)	1d3	2	1	M	B	18
Sai	1d4+1	2	2	S	I	25
Scourge ⁸ (whip)	1d3+1	2	1	M	C	20
Scimitar	1d8+1	5	8	M	C	60
Scythe	1d10	9	8	L	C	11
Short sword	1d6	4	5	M	C	20
Sickle	1d6	6	6	M	C	15
Slap jack	1d3	1	1	S	B	2
Sock Knife	1d3	1	1	S	I	15
Spear	1d8	7	6	M	I	35
Swagger stick	1d4+1	2	4	S	B	12
Thin Chain (whip)	1d6	6	3	M	C	10
Tomahawk	1d4+1	5	5	M	C	7
Tri-blade Dagger	1d4+2	2	3	S	I	30
Trident ² (polearm)	1d10 + 1	8	12	L	I	55
Two-handed sword ¹	1d10+2	9	12	L	C	130
Undertaker Knife	1d6+1	2	3	S	I	30
Walking staff	1d4+1	4	8	L	B	3
War Hammer ⁵	1d8+1	7	11	L/M	B	45

1 Requires Strength 13
2 Requires Strength 15
3 Has a parrying value of 10 points
4 Requires Dexterity 15
5 Can be wielded one-handed if Strength is greater than 15
6 Can only be used when on a Steed and if Strength is greater than 13
7 Generally only found mounted to the front of guns
8 Does only half damage against metal armoured opponents

Polearm – these weapons have reach in that they allow the character to perform a melee attack against opponents that are two 5' x 5' squares away from them. They also deal double damage when set against charging foes, such as those on horseback. However, they are large and clumsy, thus attempts to use them against foes in an adjacent square suffer a -4 penalty to hit and they cannot be used against foes in the same 5' x 5' square.

Whip: These flexible weapons function in the same way as Polearms, except that they cannot be set against a charge. However, they give the wielder a +2 bonus to all Trip, Disarm, and Entangle attempts. Whips can be used against foes in the same square, but only if used to choke or otherwise bind a foe. All other bonuses and drawbacks are the same as those for a Polearm.





Missile Weapon Skills

Like in melee weapons, it takes two slots to earn a skill. Each weapon has an initiative delay, weight in pounds, size (same rules as the Melee Weapons), damage type (bludgeon, impale, or cut) and cost (in copper pieces). Additionally, the weapon has four missile range ratings: Point blank (PB), short range (SR), long range (LR), and extreme range (ER). The number of missiles that can be fired in a single combat routine (the total attack sequence for the round, not each separate attack) is under the (M/R) heading. The measurements are listed // (called "clicks", and is equal to 10').

Like with Melee Combat, a character can choose to master the use of a particular missile weapon by spending additional slots on a known skill. The progression of mastery is displayed on the following table

Table: Adding Missile Weapon Intensity	
Intensity	Benefit (total benefits listed at each intensity)
1	Standard
2	+1 Initiative +1 BAtCh
3	+2 Initiative +1 BAtCh +1 Damage
4	+2 Initiative +1 BAtCh +1 Damage + extra missile launched per round.
5	+2 Initiative +1 BAtCh +2 Damage + extra missile launched per round.
6	+2 Initiative +2 BAtCh +2 Damage + extra missile launched per round.

Reminder: A character cannot start at level 1 with more than int(2) in any skill, and can add a maximum of one intensity per level of experience.

Table: Missile Weapon Stats								
Weapon Name	Damage	Init	Weight	Size	Type	Cost	Range Increment	Mag Size
Ball of Spikes ⁶	2d4	2	1	S	I	5	10	4
Blow Gun ⁵	1	5	1	S	I	10	10	2
Boomerang	1d6	4	3	M	B	35	10	4
Citizen's handgun	2d6	4	3	M	I	300	20	6
Cluster star ^{6,9}	1d4	1	1	S	C	10	10	10
Composite Bow ²	1d6+1	6	7	L	I	150	70	20
Crossbow ²	1d12	10	10	L	I	120	80	20
Dagger ⁹	1d4	2	1	S	I	15	10	8
Dart Guard ⁵	1	1	1	S	I	20	5	3
Derringer	1d4	4	2	S	I	75	10	1
Detective Special	2d8	3	4	M	I	450	25	7
Gunslinger's gun ³	3d6	2	4	M	I	600*	35	6
Hatchet	1d6	6	6	M	C	4	15	4

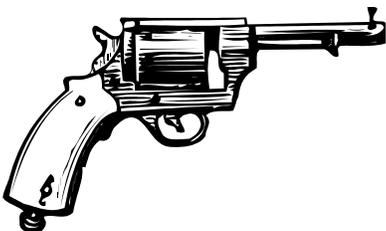


Table: Missile Weapon Stats

Weapon Name	Damage	Init	Weight	Size	Type	Cost	Range	Mag Size
Hunga Munga	1d8	7	4	M	C	40	15	4
Long Bow	1d6	6	6	L	I	65	60	20
Machine gun ⁹	1d4	5	12	L	I	1,000	50	36
Molotov Cocktail	As explosive type	1	Varies	S	B	varies	10	4
Needle Gun ⁵	1	4	2	S	I	65	10	12
Pepper box	4d4	4	3	M	I	350	20	4
Pistol Crossbow	1d4	7	3	M	I	50	20	2
Razor star ^{6,9}	1d4+1	3	1	S	I	10	15	6
Rifle	1d12+2	7	8	L	I	575	90	12
Short Bow	1d6	5	5	L	I	40	40	20
Sawed-off Shotgun ⁸	1d12 + 3	1	10	L	10	600	15	2
Shotgun ⁴	1d20	1	10	L	10	700	30	2
Sling	1d4	9	1	S	B	5	10	20
Sling shot	2	3	1	S	B	5	15	20
Sniper Rifle ¹	1d12 + 1	8	10	L	I	600	100	10
Spear	1d8	7	6	L	I	35	15	15
Staff sling ⁷	1d4+1	9	5	L	B	35	10	20
Throwing star ^{7,9}	1d3	3	½	S	C	7	10	10
Tomahawk	1d4+1	4	5	M	C	7	15	4

1 If the person using this weapon takes a full round to focus upon his target without being distracted, this weapon suffers no range penalties (max range still applies) and is at +2 to hit for that attack. 2 Requires Strength 12 to wield. 3 A Gunslinger's first pair of guns is free. 4 Target takes full damage; all within 30-degree cone get Save vs. Area Effect for half damage. 5 Darts and needles typically are swabbed with poison or drugs. 6 This weapon requires a protective gauntlet to use. 7 Half damage vs. metal armour. 8 Target takes full damage; all within 60-degree cone get Save vs. Area Effect for half damage. 9 Can be "burst fired," granting 2 missile attacks for everyone 1 attack that could normally be made, but with a -2 penalty for all the attack rolls in that round.

- 1) If the person using this weapon takes a full round to focus upon his target without being distracted, this weapon suffers no range penalties and is at +2 to hit
- 2) This weapon requires Strength 12 to wield.
- 3) This weapon must be reloaded after each discharge.
- 4) A Gunslinger's first pair of guns is free.
- 5) Target takes full damage; all within 30-degree cone get a Save vs. Area Effect for half damage.
- 6) Darts and needles typically are swabbed with poison or drugs.
- 7) This weapon requires a protective gauntlet to use.
- 8) This weapon does not have a "point blank" range, but instead functions as a melee weapon.
- 9) Half damage versus metal armor.
- 10) Target takes full damage; all within 60-degree cone get a Save vs. Area Effect for half damage.
- †) This weapon requires Dexterity 13.



Recovering Missile Weapons

Adventurers are a frugal lot, and they will try to reuse whatever they can after a battle. As a general rule, if a missile weapon strikes its target or any other hard surface, it cannot be successfully recovered - arrows break, throwing stars get chipped and bent, and so on. Of missed projectiles, assume a 50% recovering rate, depending upon circumstances. Obviously, if the missed projectiles slam into walls or fall into lava, they are not going to be recovered. By the same token, most missed shots can be recovered if they are fired in an open field.

There are some exceptions to this rule. Boomerangs and similar returning weapons have a 100% recovery chance if they miss and are able to return to the one who threw them. Bullets from firearms cannot be recovered in any circumstance since the charge in the cap has been fired and the casing has been destroyed.

Note that magical or enchanted weapons may break these rules. A nearly indestructible throwing-axe will always be able to be recovered unless it falls into a deep pit or is lost in some other way. Similarly, a quiver of arrows that can always be recovered would be a very useful magical item for a frugal adventurer.

Note that obviously none of these rules apply to "quasi-missile" weapons like whips - they function must like melee weapons and only break under similar

Unarmed Combat

The value of unarmed combat cannot be underestimated. While an enemy can steal all swords, spears, potions and poisons, hands and feet are not easily confiscated.

There are two main categories of barehanded combat: street fighting and martial arts. Street fighting arose in the in the West and North points on Gaianar. Street fighting is fast, aggressive, and high on offense, lean on defense. Street fighting has the unfurled glory of an old-fashioned bar-room brawl - a proverbial tempest in a teapot.

Martial arts, by contrast evolved primarily in the East, with some rare forms spring from South Point. Martial arts are a more disciplined form of combat, balancing offensive and defensive capabilities. In martial arts, the wielder's mind and body becomes a weapon unto itself.

Combining Unarmed Combat Styles and Weapons: The only weapons that can be used with Unarmed Combat Styles are Small size-class weapons, and the GM has the final say on any weapon combination. So, wielding a Great-Axe while performing The Way of the Crouching Bonebreaker is impossible.



Combining Armour and Unarmed Combat Styles: It is impossible to use ANY Unarmed Combat Style effectively while wearing any form of armour heavier than Light Armour. That explains why you will never see a boxing Knight in Scale Mail, or a Ninja doing jump-kicks in Full Plate.

Reminder: A character cannot start at level 1 with more than int(2) in any skill, and can add a maximum of one intensity per level of experience.

Street Fighting

With street fighting, there are three basic forms: Boxing, Wrestling, and Unarmed Military Standard. Learning Boxing or Wrestling not only allows the wielder to defend one's self, but also permits an income between adventures. Unarmed Military Standard, on the other hand, is frequently taught to recruits in cities ruled by a militocracy.

Table: Boxing Capabilities		
Int	Damage	Comments
1	1d3/1d3	Target must save versus system shock on critical success or else by KO'd for 2d6 rounds.
2	1d4/1d4	Same as above; System Shock save is at -1.
3	1d4/1d4	KO lasts 3d6 rounds
4	1d6/1d6	Same as above; System Shock save is at -2.

On a knock out (KO), the victim will remain dazed for 1d4 rounds after awakening, giving him -1 to hit and -3 to initiative.

Table: Wrestling Capabilities					
Int	Damage	Grapple	Knock Down	Pin	Choke Hold
1	1d3+1	20%	35%	20%	15%
2	1d4+1	30%	40%	25%	20%
3	1d6+1	40%	45%	30%	25%
4	1d8+1	50%	50%	35%	30%

In wrestling, the objective is more often to incapacitate an opponent rather than kill. This combat skill is often useful for those involved in law enforcement and investigator work.

In each wrestling attack, one of the following capabilities can be combined with the basic punch: Grapple, knock down (KD) pin down (Pin), and choke hold (CH). The percentages for success are shown in the table above and depend on the intensity of wrestling knowledge

Grapple: The wrestler can disrupt another person's attack routines. Moreover, if the wrestler overcomes his target's Endurance (match Endurance vs.. Endurance on the Universal Matrix) he can wrestle away his opponent's weapon.

Knock Down: In this instance, the wrestler throws his whole body at his target in an attempt to knock his opponent to the ground. On a successful KD%, the wrestler takes no damage from the attempt, otherwise he takes 1d2 points of damage for every point of Endurance less than his target. If successful, and the wrestler overcomes his opponent's Endurance, the opponent is knocked to the ground, taking 1d6+1 damage. The can get up the next round, but is at -2 to initiative per intensity of the wrestler.

Pin Down: In this instance, the wrestler attempts to immobilize his opponent. Generally, pinning an opponent involves wrestling him to the floor and locking the opponent's arms behind his back. Once an opponent is pinned, he can only break free by overcoming the wrestler's Endurance; each failed attempt to break free causes the opponent to lose one point of Endurance.

Choke Hold: This capability is similar to "pin down" and is escaped in the same fashion except that the point of immobilization is at the neck. Once a chokehold is established, the wrestler may choose to break his opponent's neck (Batch versus AC1) or knock him unconscious by constricting blood flow to the brain (BAAtCh vs. AC4).



Note on Unarmed Styles: Practitioners can implement only one style in any given combat round. Characters cannot combine styles.

Table: Unarmed Military Standard				
Intensity	Damage	Knock Out	Choke Hold	Init Bonus
1	1d4+1	20%	10%	+1
2	1d4+2	25%	15%	+1
3	1d4+3	30%	20%	+2
4	1d4+4	35%	25%	+2

A little less showy than wrestling, those skilled in unarmed military standard seek disable their opponents in the shortest amount of time and move on to the next opponent.

Knock Out: If the attacker successful matches his Endurance against his opponent's Endurance on the Universal Matrix, then the opponent is rendered unconscious for 2d3 rounds; otherwise the opponent loses 1d4 Endurance points.

Choke Hold: Functions exactly like the wrestlers' choke hold.

Initiative Bonus: The indicated number is the bonus to the character's base initiative roll in each combat round.

Martial Arts

There are six basic forms of Martial Arts, five of which were developed on East Point and the final from South Point. The known martial arts forms are: Way of the Iron Fist, Way of the Foot, Way of Exact Motion, Way of the Protective Hand, Way of the Hidden Path, and Crouched Bonebreaker.

Table: Martial Arts - Way of the Iron Fist			
Intensity	Bare Hand Damage	Intensity	Bare Hand Damage
1	1d3 / 1d4+1	4	1d6 / 1d6+1
2	1d4 / 1d4+1	5	1d6 / 1d8+1
3	1d4 / 1d6+1	6	1d8 / 1d8+1

The wielder of this martial art may not implement a shield. This martial art relies exclusively on focusing all one's body-energy on a single point: the clenched fist, the chop, and the open palm. Tapping one point of Body-Mind-Spirit before the attack roll allows the wielder to make a third hand attack in the same martial arts sequence, thus the 1d6 / 1d6+1 becomes 1d6 / 1d6+1 / 1d6. It should be noted that the second hand attack in each sequence is slightly more powerful than the first. The martial art sequence cannot be split between two targets. Note that it is not possible to spend even more points of B-M-S to get even more attacks.

"You once asked me what I did for a living," Dred said coldly to the woman he had been courting recently. "Well, I'll tell you now. I kill people."

--- Dred Sethnod, Nexus, Master of Assassins in Raven's Cape

Note on Unarmed Styles: Practitioners can implement only one style in any given combat round. Characters cannot combine styles.



Table: Martial Arts - Way of Exact Motion

Intensity	Damage	BAtCh	Intensity	Damage	BAtCh
1	1d3 / 1d3	+1	4	1d4 / 1d4	+3
2	1d3 / 1d3	+2	5	1d6 / 1d6	+3
3	1d4 / 1d4	+2	6	1d6 / 1d6	+4

Way of Exact Motion. While Way of the Iron Fist focuses on more potent hand attacks, the Way of Exact Motion instead develops more precise hand attacks. Expendng a point of Body-Mind-Spirit before an attack roll grants the martial artist +2 to hit for that particular martial art sequence. Note also that the power is stackable, and thus expending two points of B-M-S in the same combat sequence will yield +4 to hit.



The **Way of the Foot** is a logical counterpart to Way of the Iron Hand. In practice, this martial art improves the force of impact from kicking blows. This someone very skilled in this martial art

could pursue a career as a kick-boxer if necessary. Like Way of the Iron Hand, this martial art produces a stronger second attack. By tapping one point of Body-Mind-Spirit before the attack roll, the martial artist can add 1 point of damage to the first kick and 2 points of damage to the second kick. Tapping multiple points of B-M-S produces cumulative bonuses.

Table: Martial Arts - Way of the Foot

Intensity	Kicking Damage	Intensity	Kicking Damage
1	1d3 / 1d4+1	4	1d6 / 1d6+1
2	1d4 / 1d4+1	5	1d6 / 1d8+1
3	1d4 / 1d6+1	6	1d8 / 1d8+1

Table: Martial Arts - Way of the Protective Hand

Intensity	Damage	AC	Parry	Intensity	Damage	AC	Parry
1	1d6	+1	+2	4	1d6+1	+3	+3
2	1d6	+2	+3	5	1d6+2	+3	+3
3	1d6+1	+2	+3	6	1d6+2	+4	+4

The philosophy of Way of the Protective Hand is that a warrior who is not injured can outlast even the fiercest battle. Thus those skilled in Way of the Protective Hand learn how to strategic ways to dodge attacks and parry blows. Moreover, by having this martial arts skill, the wielder gains an extra parry each round that can be used against small sized or blunt weapons. To use Way of the Protective Hand, the wielders' dominant hand must be empty or holding only a small sized weapon.

By tapping a point of Body-Mind-Spirit before a parry roll, the wielder can slow time (perceptually), effectively giving him more time to react to an incoming blow. This perceptual distortion gives the martial artist and additional +1 to AC and +2 to parry. This power is stackable and can be used at any time during the combat round; the power is effective from the time it is invoked until the end of the combat round.





Kal Kelaine, Protector of Bishop Thistle Brae, had studied many martial arts in his time as a Protector. He was of the Third Sash in Way of the Protective Hand and a Blue Cape in Way of the Foot. But now he was just beginning to study Way of the Crouched Bonebreaker. And he wanted to be a Master in it.

His instructor, Sensei Preen Mi'Baru, a Midianite from South Point, had taught him that there was a way to allow one's body to absorb damage without being damaged. In the right frame of mind, one could allow a blow to pass around you or through you, but not into you. Given the many scars on his body, and that he'd broken nearly every bone in his body over the years he'd spent guarding the Bishop's life, the ability to somehow absorb damage appealed greatly to the Protector.

He had been training for six weeks. It was a beginning, but only a beginning. This was how Kal had been spending his so-called "leisure" time.

"When I strike you with the cane, "the Midianite instructed, his accent thick almost to the point of incomprehensibility, "you shall allow the force of impact to absorb into itself, and not into your body."

Kal cleared his mind, and prepared for the blow. I shall not absorb the attack. I shall let its energy pass beyond and not into me. I shall make my body only seem to exist here, and the solidity shall be elsewhere. Therefore no blow shall harm me...

The Midianite reared back and gave the Protector a good solid whack with the walking stick, striking the Protector between the shoulder blades. Kal yelped from the blow.

"You still have much yet to learn, my student," Mi'Baru chided. "Your combat forms are good, but it is your mind we must now train."

Table: Martial Arts - Way of the Wind

Intensity	Damage	AC	Init Bonus
1	1d3/1d3	+0	+1
2	1d3/1d3	+1	+2
3	1d4/1d4	+1	+2
4	1d4/1d4	+2	+3
5	1d6/1d6	+2	+3
6	1d6/1d6	+3	+4

The theory behind this martial art is that a swift warrior can cut down a slower adversary without fear or reprisal. Thus those skilled in this martial art gain bonuses to base initiative rolls and to armor class rating.

As always, a martial artist of with this style cannot wear armor heavier than leather or use a medium-sized or larger weapon and still have use of these skills.

By expending one point of Body-Mind-Spirit at the beginning of the combat round, the martial artist is able to attack on initiative 1.

Table: Martial Arts - Way of the Hidden Path

Intensity	Damage	Stealth	Scale Walls	Tightrope
1	1d4+1	20%	15%	15%
2	1d4+1	30%	25%	20%
3	1d4+2	45%	30%	25%
4	1d4+2	55%	40%	30%
5	1d4+3	60%	45%	35%
6	1d4+3	65%	50%	40%

This martial art form was developed on South Point and is something of an assassin or spy's martial arts. This skill allows the warrior to sneak up on his victim in order to deliver a blow. The stealth, scale walls, and walk tightrope skills are

cumulative with skills of the same name possessed by Investigators, Wispsingers, Rangers, and the like.

By tapping one point of Body-Mind-Spirit, the wielder can find the concentration to increase either stealth, scale walls, or walk tightrope by 10% for a period of one turn. This power is stackable in both the same skill or across the three skills.

Table: Martial Arts - Way of the Crouched Bonebreaker

Intensity	Damage	Damage Resist	System Shock Bonus
1	1d6+1	2 pts	+1
2	1d6+1	3 pts	+1
3	1d6+2	4 pts	+2
4	1d6+2	5 pts	+2
5	1d6+3	6 pts	+3
6	1d6+3	7 pts	+3

Also invented on South Point, the wielder of the Crouched Bonebreaker is an eerie opponent to attack. Under the concentration of this skill, the martial artist remains stock-still, like a statue, until physically attacked. Thus a person skilled in Way of the Crouched Bonebreaker always attacks on the same initiative as his attacker.

Essentially, his parry and attack occur on the same initiative. Because the martial artist's body is so tensioned and still and controlled, the wielder is able to shrug off a certain number of points per attack, so long as he is using this martial art attack style. Using this damage reduction ability against an attack counts as the use of a parry for the round, but it can happen automatically if the character so chooses - he does not have to make a parry roll against the attack if using this ability. Note that this form of damage reduction only works against attacks and instantaneous area effects - it will not allow for the character to ignore damage dealt by poison after it has entered the body, a wall of fire that the character is walking through, and so on.

If the wielder is attacked a greater number of times in a round than he has attack/parry routines, then he takes normal damage for that attack, but still maintains the system shock bonus.

By expending one point of Body-Mind-Spirit before the attack roll, the martial artist is able to add +2 to the damage dealt by the hand attack. Thus, a 1d6+3 hand attack becomes a 1d6+5. This power boost applies only to that specific attack and does not last the entire combat round.



Mounted Combat

Mounted combat is relatively common for some character classes, such as the Cavalier. Obviously, riding a mount gives the character much great speed and endurance, and it has several effects upon combat.

Mounted Combat Bonuses: While riding a steed, the character gains a +1 AC bonus because the steed helps protect them. Additionally, all melee attacks the character makes are at +1 to hit because the character has an easier time aiming for weak points, such as the head. However, all missile attacks are made at -1 to hit thanks to the motion of the steed.

Charging: If a rider chooses to charge, the horse may move at double its movement, but only in a straight line. Obviously, if the path is not clear, disaster can await. Anyone caught in the way of the charge takes 3d6 damage from an average sized steed (horse, mule, camel) and 6d6 from something like an elephant. Victims get a Save vs. Area Effect for half damage.

Dismounting a Rider: If the rider's steed is slain or otherwise unable to continue fighting, the rider must make a Ride Check (detailed in the non-combat skills section) or fall off the disabled steed. He takes 1d6 points of damage if falling from a horse-sized creature, and 2d6 if falling from something the size of an elephant. Obviously, he is in serious trouble if he is falling from a dead air-born steed! It takes the rider one full round to recover his footing from the fall - he can still parry that round, but not attack or invoke Spiritual Powers. If the rider makes the check, he dismounts gracefully (although this still may not matter if falling from an air-born steed.)

Controlling a Mount: There are other times when a rider will need to make Rider Check's to control his mount or risk being thrown, such as if the steed encounters something horrifically unnatural and fails a Panic Check, or if the steed is seriously wounded and tries to flee. Steeds are great tools in battle, but they do have a mind of their own and need to be taken care of to perform well.



Changing Weapons or Combat Styles

There are many times when one wishes to exchange weapons in battle or change from one style of combat to another. Thus, there is a general rule for this action: Weapon changes or switching combat styles all occur on the character's initiative and the current choice lasts until the character's next initiative in the next round. So, if a character is using a bow one round, he must continue to use the bow until his next initiative in the next round. Similarly, if he is using The Way of the Wind martial arts, he will continue to use that method of unarmed combat until his next initiative.

This rule prevents characters from somehow shooting with a bow, parrying with a sword, and then gaining bonuses from Martial Arts all in the same round.

Subduing Opponents Without Killing Them

Sometimes, one does not wish to kill a foe, but to instead render him unconscious for capture. This is not too difficult when given the proper non-lethal equipment, such as nets, stun-gas, and so on. However, most adventurers are armed to kill, and thus will find themselves lacking the proper tools to subdue an opponent that they want to keep alive.

On an attacker's initiative, he may chose to make a Subduing Attack against an opponent. This means that his attacks for the round will only deal half-damage and will be at -2 to hit. This is because nearly all weapons and combat styles are designed to end a fight quickly and often with great pain or death to the loser of the battle. By attempting to merely subdue a target with such tools, they are being used in a fashion for which they were not designed, hence the penalties. These penalties do not apply to Unskilled, Unarmed Combat attacks - attacks that are made with no weapons or trained forms of Unarmed Combat. This is because it is rather difficult to kill somebody or permanently injure them with nothing more than punches and kicks.

The useful part of Subduing a foe is that these attacks will do NO permanent harm to the victim: no loss of limbs, battle scars, serious bleeding, etc. Any potentially fatal or permanently injuring results from Critical Success or Failure Tables are ignored. Finally, if the last hit against the foe was a Subduing Attack, the victim is dropped to 1 hitpoint and knocked out for 2d6 turns, regardless of how much damage was technically dealt.

Note that one cannot generally use damage-dealing Spiritual Powers to Subdue a foe, though ones that create weapons could be used in this fashion.



Unskilled Melee and Missile Combat

Bad things happen to nice people sometimes. The same is true in the world of Gaianar. A master swordsman may be robbed of his trusted broadsword. An accomplished archer may break a bowstring at an inopportune time. And even a Gunslinger sometimes runs out of bullets. And so weapon masters are sometimes forced to take matters into their own hands -- bare hands, that is. However, even characters unskilled in martial arts or street fighting can still punch, kick or even bite an opponent.

Note: In the case of Unskilled Unarmed Attacks, the attacker is generally unarmed, though these rules would also apply if an attack with a weapon decided to Punch or Bite a victim. Attackers in any form of armor CAN use these skills. So, a Knight can perform a simple Punch against a victim in full plate (and he'd deal +2 damage if he had a metal gauntlet on). This is because these attacks require no grace or skill to use.

Table: Unskilled Unarmed Attacks	
Attack Form	Damage
Bite	1d4*
Head Butt	1d6°
Kick	1d6
Punch	1d3
Slap	1d2 / 1d2
Body Slam	1d6†

* Incurs a -2 to parry for the following 5 segments
 † Init modifier of 8 ° Attacker takes 1 point of dam-

Penalties for Unskilled Weapon Use

Sometimes characters find themselves in situations in which they are without their usual weapons and are forced to use whatever weapons are readily available. For example, a Ranger who has been robbed of his trusted machete later stumbles upon a rusty dagger prior to having to defend himself against a rabid wolf. The Ranger knows the dagger will protect him better than his bare fists, but he has never received training on the weapon. Thus he will end up wielding the dagger more clumsily than a Thief who earns his living with the same weapon type.

The chart below displays the three types of penalties for unskilled weapon use, with each level of non-skill more severely penalized. The levels of non-skill are:

Similar weapons are those in which the two weapons have a lot in common. For example, a bullwhip and a cat-o-nine-tails are both whips, just one is bigger than the other. A Gunslinger's gun shares some common features with a pepperbox gun.

Alien weapons are those in which the two weapons don't have very much in common. For example, a rapier and a

shotgun operate under completely different principles.

Forbidden weapons those weapons that are forbidden by virtue of the character class. For example, a Cavalier cannot use a crossbow, nor can a Priest of the True One use a long sword.)

Table: Unskilled Weapon Penalties				
Penalty Type	Fighters		Non-Fighters	
	BAtCh	Damage	BAtCh	Damage
Similar	-2	0	-3	0
Alien	-4	0	-5	-1
Forbidden	-5	-¼	-7	-½

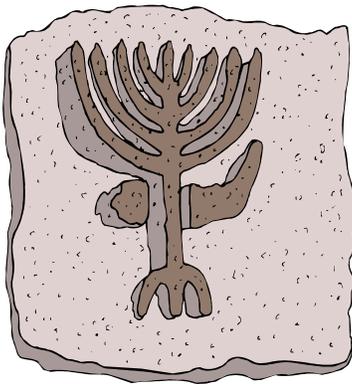
"Fighters" are considered Barbarians, Cavaliers, Gunslingers, Paladin, Protector, Ranger, and Warrior. "Non-Fighters" are consisted of Mathematicians, Priests, Shaman, Investigators, Necromancers, and Wishesingers.



General Combat Matrix (BAAtCh)

The table below is useful for determining the Armor Class hit by an attacker. Simply match the BAAtCh and the desired AC to hit, and the referenced cell will display the attack roll needed. A larger version of this table is located in the quick reference guide.

Table: General Combat Matrix (BAAtCh)																						
		Attacker's BAAtCh																				
		D20 ↘	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
D e f e n d e r s	10	10	9	8	7	6	5	4	3	2	1											
	9	11	10	9	8	7	6	5	4	3	2	1										
	8	12	11	10	9	8	7	6	5	4	3	2	1									
	7	13	12	11	10	9	8	7	6	5	4	3	2	1								
	6	14	13	12	11	10	9	8	7	6	5	4	3	2	1							
	5	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1						
	4	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
	3	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1				
	2	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
A R M O R C L A S S	0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	-1	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
	-2	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
	-3	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
	-4	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
	-5	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
	-6	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
	-7	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	
	-8	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	
	-9	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	
-10	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11		



Combat Forms: Spirit

Spiritual combat uses supernatural power to overcome one's enemies, or to suppress other supernatural forces. The two most common forms of spiritual combat are the use of innate powers, and rebuking or holding at bay creatures and constructs of the Undead. Other forms of spiritual combat include (but not limited to) dispelling magic; resisting possession, casting out demons, and abjuring summoned creatures.

The types of spiritual combat discussed in this section are:

- The use of innate powers
- Combating the Undead
- Combating summoned creatures
- Dispelling magical forces
- Formal spirit combat between individuals vs. individuals, creatures, or demons.

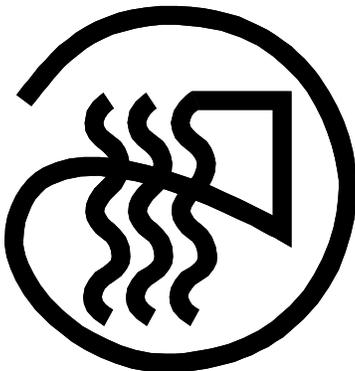
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Innate Powers

Innate powers fall into the category of spiritual combat, albeit barely. Generally these powers have short range and temporary duration. Rare is the individual who can kill with an innate power. Most of the time these abilities are used in normal missile or melee situations as a supplement to normal combat and are rarely used to augment formal spirit combat. In other words, innate powers are helpful in day-to-day life and simple combat, but are mostly worthless in taking on powerful creatures that arise from the darker realms.

Innate powers that cause damage usually afford the victim with a saving throw for half damage. The effects of innate can be dispelled as per "dispelling magic", which is talked about later in this section.

A character invoking an innate power cannot perform any other action that round. While the power invokes on the same segment as his unmodified initiative (i.e. the same segment as the 1d10 initiative roll indicates), this action precludes all other actions by virtue of the concentration required to bring forth the power.





Fighting the Undead

Encounters with Undead constructs are commonplace in the World of Gaianar. On the continent of North Point in particular, it is estimated that 90% of the population died from war and starvation during the reign of Scaxathrom, Lord of Vipers. Unfortunately, large quantities of these carcasses are still wandering about to this day. Most of the Undead, like zombies and skeletons, are a nuisance rather than a genuine threat. However, Undead creatures of vast powers and sinister goals do exist in the world, and they are very dangerous to encounter.

Because of the evil magic that permeates the world as a result of Scaxathrom's reign, it is common for evil spirits to arise from the ground and animate the corpses of the recent dead as a means of cowering and terrifying the living.

Scaxathrom Priests also have the power to create Undead. Generally, the Undead are fashioned from the corpses of the recently slain and, depending on the power of the Scaxathrom Priest, may be imbued with the powers of death magic, fear, flight, poison, regeneration, and invisibility.

Character classes that strongly align themselves to the Light -- the powers that serve good and eternally fight to defeat evil -- have been given power to hold at bay, turn away, damage and even destroy these foul constructs. The basic term for unleashing spiritual energy against Undead is called "rebuking", as a successful attack will usually cause such affected creatures to turn and run away in fear.

A rebuking attempt precludes all other actions by virtue of the concentration and prayer required. A character may not retreat while rebuking Undead. Once the Undead are actually affected however, the character may attempt to flee the combat scene. But in the initial turning, the Priest/Paladin/Protector, etc., must boldly stand forth in faith and face the creatures of darkness.

There are three Undead rebuking effects and they are described on the following table:

In most cases, the quantity of Undead that can be affecting in a single round is usually limited (3d6 creatures at the most.) Therefore, on a successful turn, hold, or rebuke the least powerful Undead is



affected away first; the succession of turning works from the least powerful creature to the most powerful. Specific Undead can be targeted with the turning if a successful Missile BAtCh hit is made at the same time as the

Table: Undead Rebuking Effects

Method	Effects
Holding at Bay	Undead are forced back to a position at least 6// from their current position and cannot advance further by any means. The hold effect can force back an unlimited number of creatures. Affected Undead can be shot at from within the sphere of holding without canceling the power.
Turning	Undead affected are forced to retreat at maximum speed for one round per level of the turner. Undead can be shot in the back while fleeing, but if hit are then allowed a save versus sleep/charm to break free of the turning effects.
Rebuking	Undead are forced to retreat, as per Turning, but are also damaged in the process. Retreating Undead can be shot in the back without the possibility of them breaking free of the turning effects.

Effects on Undead Monsters

When a turn/rebuke or hold is successful, the following limitations are placed upon the affected Undead.

Turn/Rebuke

(Cavaliers, Necromancer, Paladins, Priests, and Shaman)

- Undead must make an uncontrolled retreat.
- Undead cannot attack by any means, natural or supernatural.
- Undead may not implement telepathic or supernatural communication of any kind.
- The animating force within the Undead creature cannot vacate by its own volition.

Hold at Bay

(Protectors, Speaker for the Dead)

- Undead may not invoke supernatural attack forms.
- Undead may not invoke melee combat, but they can still use non-enchanted missile weapons.
- Undead cannot parry.
- Undead may not move into the area of protection afforded by the Hold at Bay.

When the Hold ends, the Undead must, as a group, save versus sleep/charm, taking the arithmetic mean for the proper saving throw target number; a failure indicates that the Undead are rendered stunned and immobile for an additional 2d4 rounds (thereby allowing the Protector himself to escape). At the close of a successful Hold, the most powerful member of the Undead will attack the Protector exclusively.

Alternate Means of Destroying Undead

Every Undead creature has a Willpower rating. Because an Undead is a spiritual construct, its Willpower points are as vital as its hit points. If its Willpower score is somehow reduced to zero, the creature is destroyed.

Failed Rebukes

A character failing to affect Undead is immediately subject to attack from the very same creatures. The Priest (or other turning character) can attempt a new turn the next combat round but with a cumulative -3 penalty to that action. In other words, a failed rebuke makes the Undead creatures bolder.

On a critical failure (a natural 1) the Priest (etc.) must make a Willpower check or else the targeted Undead cannot be affected by rebuking for 1d4 days.

Defining the term "Magic"

Magic, in the traditional sense of the word, does not exist on Gaianar. There are no magical forces, nor do things happen without cause or reason. There are, however, *spiritual* forces that are used for both good and evil, and these forces are often considered a form of "magic" to the common peasant. Also, certain classes, most notably Mathematicians, manipulate *physical* forces that to the untrained eye may look like magic. For the sake of brevity, however, the term "magic" can be applied to spiritual forces, manipulated physical forces, and innate powers (which is an extrusion of one's own corporeal forces.)

A *Dispel Magic* (or similar power) can generally be used to cancel a single supernatural effect, or suppress it for a certain period of time. For example, a Dispel Magic could cancel an innate power invocation, or make a single animated Zombie collapse. Generally speaking, the more powerful the supernatural manifestation, the less likely it is that a Dispel Magic or similar power will work.



Dispelling Summoned Creatures

A Scaxathrom Priest (and certain other character classes) has the power to summon demonic creatures from the nether spiritual realm. These minor demons take on physical form in order to fight for its' summoner. Dispelling a summoned creature can be accomplished by one of the following methods:

- Reducing its hit points to zero
- Bringing its Willpower to zero in formal spirit combat
- Invoking Dispel Magic, Abjure, or Banish (or similar Priestly or Shamanic power)
- Using a spoken revocation (Requires Scaxathrom Priestly knowledge of spoken summoning magic (cf. the occult knowledge proficiency)
- Slaying or the summoner or rendering him or her unconscious. Note that banishing a summoner to another location or plane of existence does not immediately destroy his summoned creations - they will vanish after 1 hour per point of remaining Willpower that the Summoner had when he left the area or was banished.

Hit Point Depletion

With the first method, the demon's physical form is destroyed by physical means. A demonic summoned creature always has hit points, armor class, and a BAtCh rating. Many demonic forms have one or more missile or melee attack routines but are usually incapable of parrying (unless noted otherwise in the monster description.) If a summoned creature loses all of its hit points, it crumbles away to ash and dust. A creature dispelled in this way cannot be summoned for one day per level of the last attacker. The summoner of the creature is unaffected by a dispelling of this type.

Willpower Depletion

To attack another entity's force of will, the attacker must engage the defender in formal spirit combat. In spirit combat, both parties match their Willpower against one another in order to gain dominance over the other. Priests, Paladins, Shaman, and Gunslingers have the capacity to initiate spirit combat.

For each round of normal melee or missile combat, there can be three rounds of spirit combat. At the beginning of the round, both participants in spirit combat roll a normal initiative. Spirit combat begins on the lower of the two rolls, and three such rounds occur at four segment intervals from the time of the first spirit combat initiative. Thus if a Gunslinger invoked spirit Combat against a demon, and the rolled initiatives were, respectively 4 and 6, the three rounds of spirit combat would occur on segments 4, 8, and 12.

On each of the three spirit combat rounds that occur within the standard combat round, the character must match his or her spiritual attack against the demon's (or spirit's) spiritual defense score. For example, a Gunslinger with Willpower 15 would have a spiritual defense of 15 and a spiritual attack of 17 (they get +2 to spiritual attack as part of their character class). Concurrently, the demon matches its spiritual attack against the character's spiritual defense. The Universal Matrix is used for all spirit combat rolls of this type.

For each round of spirit combat, the following table can be used for assessing adjustments to current Willpower. Spirit combat generally ends when either the character or the demon has been reduced to zero Willpower.

Table: Spirit Combat Round Outcomes	
Round Result	Outcome
Attacker overcomes defender	Defender loses 1d4 points of Willpower.
Attacker does not overcome defender	Defender loses no Willpower.
Critical success on attack	Defender loses four points of Willpower.
Attacker fumbles critically	Attacker can only defend next round.



While spirit combat is in place, neither the character nor the summoned creature (or spirit, or Undead monster) can engage in any other actions. A character involved in spirit combat can move at ¼ normal movement speed, parry physical blows at -4, or cry out for help, but that is the limit. Neither the spirit nor the player character is able to invoke innate powers, or fight in normal combat.

Characters with at least a 5% empathic rating may attempt to aid or receive aid from another player character during spirit combat. In doing so, the person giving aid must make physical contact with the engaged player character. An empathic player can aid (or receive aid) in the form of a one-point bonus to spiritual defense. This is the only other exception to power activation limitations during spirit combat.

Characters lending aid share all the same restrictions and vulnerabilities as the character that is primarily engaged. For practical and logistical reasons, a maximum of five people can aid any one individual.

Multiple characters cannot gang up on a single demon. A character can engage directly only one other person, creature, demon, or spirit at any one time. The converse is true for demonic hosts. For example, one powerful demon could not directly attack a group of six or seven people. Nor could a band of three Priests engage a singular summoned creature concurrently.

Characters are at an advantage when fighting against a named demon. All demonic hosts and summon creatures have true names which they generally keep hidden from public knowledge. However, if a

Optional Rules Note: A character may call for divine intervention during spirit combat if the Game Master allows Divine Intervention Rules.

character somehow learns the demon's true name and speaks against that name while engaged in spirit combat, the demon then defends at -1.

If a demon or summoned creature's Willpower is brought

to zero, that creature is then dispelled from the material world. This banishment lasts for one week per level plus remaining Willpower points of the victor. If the demon loses all of its Willpower without ever scoring a successful attack on its vanquisher, then it is forced to reveal its secret name (if the character remembers to ask!) If the character loses, however, then one of the following bad things happen as a result of being spiritually overcome:



Table: Effects of Spirit Combat Defeat

1d20	Result
20	Demon disengages character with no further harm.
19-16	Character falls into a coma for 1d4 turns; anyone linked to the character must make a save versus spiritual powers or pass out for 1d6 rounds.
15-14	Character falls into a coma for 1d6 days. Anyone linked to the character must make a save versus spiritual powers or function at ½ normal Body-Mind-Spirit until the character awakens.
13-7	Demon places a curse on the character that causes the victim to fumble three die rolls at a future time as determined by the Game Master.
6	Character must save versus death magic or lose one point of Faith and Wisdom . Anyone linked to the character must save versus spiritual powers or take 2d4 damage to Willpower.
5-4	Character must make Panic check or immediately attempt suicide. Suicidal tendencies lasts for one round per point of remaining Willpower of the demon. Anyone linked to the character must make a successful Panic check or flee in terror for
3-2	PC must save versus spiritual powers or else acquire an insanity (or upgrade an existing insanity at the GM's discretion.) Anyone linked to the character suffers temporary insanity for 1d4 weeks.
1	Character is spiritually possessed. The summoned creature disincorporate and moves into the character's body. Full spiritual possession lasts until the demon voluntarily leaves or is cast out. At the end of spiritual possession, the character must make a



Dispelling using a spoken revocation

For characters with the Occult Knowledge skill, creatures summoned specifically by Scaxathrom Priests can be sent back into the spirit plane through the use of the same spoken revocations used by Scaxathrom Priests. The Church tends to frown on this practice, as the use of these revocations tends to draw one into the world of the occult. However, while it is evil for a character to use Scaxathrom invocations, there is nothing particularly wrong with using their revocations.

A creature revoked by a person different than its summoner will only disperse if the person performing the revocation successfully matches his current Willpower against the arithmetic mean Willpower of the creature and that of the original summoner. Creatures dispelled in this way are unable to return to the material world for one day. This works only on demons and summoned creatures, not Undead.

Dispelling Using a Holy Invocation

Several of the character classes aligned to the True One or another good-aligned deity are given access to spiritual invocations that can dispel demons and summoned creatures. Priests have the greatest access

Table: Dispelling Creatures by Holy Invocation

Invocation	Effect
Dispel Magic	Summoned creature cannot return for one day per level of the Priest.
Abjure	Summoned creature cannot return for one year per level of the Priest. Original summoner cannot call upon another such creature one day per level of the Priest
Banish	Summoned creature may never return as long as the Priest who Banished it still lives. If the Priest dies (or is slain) treat this effect from that point as a successful Abjure based upon the Priest's level at the time of his death. Original summoner must save versus death magic or be unable to summon another such creature for one month per level of the Priest

Optional Rules Note: Optional effects on Summoners. If the demon or creature was brought into the material world by means of a summoner (usually a Scaxathrom Priest) and is defeated in formal spirit combat, the summoner may not attempt to summon another creature of this type for one week per remaining point of Willpower the victor possesses. The Game Master may allow a possessing spirit to access the character's mundane skills, languages, combat values, and knowledge. However, any spiritual capabilities known to the character IS unusable to the demon.

Using the Dispelling Magic Invocation

The cancellation of a power using Dispel Magic (or equivalent powers) is simple: a successful match of the dispeller's level + Willpower versus the caster's level + Willpower on the Universal Matrix will terminate the power.



On a critical success, the original caster will suffer spiritual backlash from the dispelling, suffering 1d6 hit point damage and 1d3 damage to Willpower. The Dispel Magic invocation will also dispel the effects of Innate Powers, albeit the check is a simple Willpower vs. Willpower on the Universal Matrix.

Disrupting Supernatural Objects

Certain objects in the Realm of Gaianar manifest special powers. Many times, the powers are reflective of the original user. For example, a Paladin's Holy Weapon is an example of a supernaturally powered item. A Dispel Magic, or similar power, invoked against a supernaturally powered item will render the item powerless for one turn per level of the person invoking the Dispel.

A successful dispel is indicated by a successful match of the dispeller's level + Willpower versus the wielder's level + Willpower on the Universal Matrix. Thus, if a 7th level Priest of Willpower (15) tries to disrupt the functioning of a Scaxathromite Nexus's (L8, Will 16) Poison Shine dagger, the Priest would have a 40% chance to do so because the Priest's cumulative value is 7+15=22, while the Nexus's cumulative value is 8+16=24. Matching 22 versus 24 on the Universal Matrix yields a 40% chance of success.

Permanently Destroying Supernatural Objects

Supernaturally enhanced items fall into two categories: Power Items and Artifacts. Generally, power items are not uncommon. Most fighter-type character classes gain access to a power item upon achieving 8th (see Chosen Weapon).

Artifacts, on the other hand, are quite rare. An ancestral sword generations old passed down from father to son in a family of Paladins, a 600 year old communion cup crafted by a saint of healing, or an ancient Scaxathrom tome written by Scaxathrom's own hand are examples of Artifacts. These objects are always ancient, very powerful, and have been used by many like-minded people. Artifacts are essentially Power Items that have accumulated vast amounts of power over the centuries.

Destroying Power Items

Sometimes it is necessary to destroy a supernaturally powered item. For example, a Priest of the True One would definitely wish to destroy a zombie-summoning staff owned by a Scaxathrom Priest.

To carry out the destruction of the item, the Priest (or other celebrant) must invoke formal spirit combat against the item, matching the Priest's Willpower versus the creator's Willpower. In the event that the supernaturally powered item is given power by a bound demon, then spirit combat is waged against the demon's Willpower, not the item's creator.

If the spirit combat is successful, then the item is rendered permanently powerless. If the spirit combat fails, the item retains its power, but no harm comes to the dispeller other than that the item gains a +1 to spiritual defense against that particular Priest (thus, failing to destroy an item makes it stronger.)

Destroying Artifacts

Artifacts are nearly impossible to destroy. Most of the time, the best that can be hoped for is to reduce its accessibility (via throwing it overboard in the middle of the ocean, or collapsing a coal mine on top of it.) However, for an exceptionally faithful and strong-willed Priest (or other class capable of using initiating spirit combat) there is always a chance.

Every Artifact has an Artifact Intensity Rating (AIR). The AIR is equal to the average of the creator's Willpower and the Willpower of the strongest willed user. To this average is added one point per century of age. In the event of a bound-demon Artifact, the Willpower average is that of the demon's and the creator's + 1 point/century.

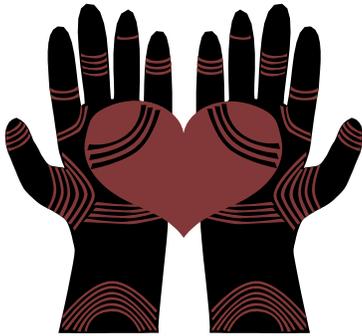
Invoking spirit combat against an Artifact matches the dispeller's Willpower against the Artifacts AIR. If the spirit combat is successful then the Artifact's AIR permanently decreases by 1d4 points.

Obviously, the spirit combat must be initiated many times before an Artifact can be destroyed. A failed spirit combat has a 5% chance per point of Artifact Intensity remaining of causing insanity in the wielder. Once spirit combat is initiated, it cannot be stopped until there is a

Example of an artifact: The Sardion Stone

This item is an onyx the size of a man's heart. It maintains the life force of the Guardian of the Well of Dead Life -- an ancient and foul entity that lives at the base of the Well of Dead Life. It was created by Scaxathrom (Willpower 23) and given to the Well Guardian (Willpower 21), and has kept this creature alive for three centuries. Should the Guardian be defeated, only the destruction of the Sardion Stone would prevent a future manifestation of this creature. It's Artifact Intensity Rating would be $25 (Will (23) + Will (21)) / 2 + 3$.





Combat Forms: Empathic

In some ways, empathic manipulation resembles spiritual possession. In both, the victim's will is bent to that of an outside force, and in either the victim may do or say things he or she might not ordinarily do. However, that is where the similarity ends. Whereas a demon can possess a host for as long as it likes, a person invoking empathic manipulation does not actually coexist inside the body of the host, and the control is quite fleeting.

Certain races and character classes have the ability to empathically manipulate the will of others. While this power is not as strong as possession, the functionality of a person under empathic assault can be radically affected.

There are four tiers in empathic manipulation: Empathic read, empathic link, empathic control, and empathic subjugation.

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Limits of Cognitive Distortion via Empathic Manipulation	140
Empathic Subjugation	141

Empathic Read

To accomplish an empathic read, the target character must be within the empath's range of empathy - typically 12// or less. If the empath has the innate power empathy, then a simple power activation is required. For a Changeling or other empath whose

empathic rating is measured in percentiles, then the empath must roll equal to or less than his or her empathic rating to activate the power.

If the target character has empathic resistance, then this resistance is triggered automatically and without the target knowing of its activation. If the target succeeds in an empathic resist, then the empath's attempt to read fails.

There is no saving throw against an empathic read. Thus, should the empath succeed in his read attempt, he will be able to sense the target's emotional state. Typical indications gleaned are fear, hunger, pain, joy, lust, fatigue, thirst, etc. On a success at $\frac{1}{4}$ level or less (i.e. a very good roll), the empath can sense a visual impression of what the target is thinking about. For example, a Changeling with 40% empathy could get the impression of murderous rage if she has a success between 11% and 40%. But at 10% or less, she can also see an image of whom the target wants to murder. On a critical fumble, the target character will know that a read attempt had taken place and from whom.

Empathic Link

This function is much like empathic read, except that communication flows two ways. For an empathic link to take place, an empathic read must first be established. The empath then must send a psychic request for empathic communication to the target. If the target agrees, then two-way empathic communications is established. This is known as an empathic link.

Emotional status, sense of presence, and physical condition (i.e. pain, hunger, etc.) can be communicated via the empathic link. Moreover, if the target is invisible, the empath will be able to sense the approximate location of the target (effectively -3 to hit -- but then, combat doesn't often take place between two people in an empathic link.)

If the link between the two participants succeeds at $\frac{1}{4}$ level or less, then the pair may communicate in images as well as emotions.

Empathic Control

With empathic control, the empath attempts to shape the way his target thinks. For instance, an empath may wish to use empathic

control to calm a panicked Changeling, or to make a city guard feel apathetic, or make a Barbarian mad enough to trigger start a bar room brawl.

Though empathic control can be used for good or for evil, it takes much more discipline to use it for good. To establish empathic control, an empathic read condition must first be established.

Once an empathic read has been established, the empath must overcome the target's Willpower on the Universal Matrix. If the target has empathic resistance, then this ability may be used to prevent empathic control.

If empathic control is established, then the empath is capable of altering the emotional state of his target. The degree of alteration is directly related to the empathic strength of the empath. The chart below summarizes the empathic capabilities at varying empathic strengths.

Table: Empathic Manipulation Capabilities	
Empathic Rating	Scope of Manipulation
5 -14%	Can turn murderous anger to "very angry". Can turn panic to slight uneasiness. Can turn boredom to interested.
15-24%	Can turn murderous anger to "angry". Can turn panic to calm. Can turn boredom to intrigued.
25-34%	Can turn murderous anger to calm. Can turn panic into confidence. Can turn boredom to extreme interest.
35-44%	Can turn murderous anger into friendly open-mindedness. Can turn panic into bravery. Can turn boredom into obsession.
45-54%	Can turn murderous anger into trust. Can turn panic into valiant bravery. Can turn boredom into single-minded obsession. Can impose simple illusions.
55% +	Can make the target feel any way that the empath wishes. Can impose complex illusions.
Note:	A character's empathic rating can be raised through the use of Wishes (see appendix in the Book of Spiritual Powers.)

The scope of empathic control does have one limit: No matter how completely a person's will is compromised by empathic manipulation, the target cannot be made to kill a close friend, ally, or family member. At 45% and higher, a controlled target may be abusive or even attack such a friend or family member, but will always stop before doing any kind of serious injury (more than 50% hit points.)

Empathic Subjugation

The act of empathic subjugation is always an evil action, and is often used to extract information from an unwilling subject. It is, in fact, a form of torture, in which the empath seeds the target's mind with feelings of sickness and horror, and overwhelms the target's mind until he or she would agree to do anything just to make the feelings of sickness and madness stop.

To initiate empathic subjugation, the empath must first establish empathic control. To actualize the empathic assault the target's Willpower must be completely obliterated in a process that resembles spirit combat. The empath may attempt three empathic assaults each round, matching his Willpower against the target's Willpower on the universal matrix. The progression of Willpower loss follows the rules on formal spirit combat.

During the subjugation process, the empath must concentrate on sending images of rot, decay, violence, suffering, pain, fire, and death. The end result is that the victim begins to feel the death of all hope in his spirit -- a feeling that progresses until his will is broken.

Once the victim's Willpower is brought to zero, he will essentially be a very communicative robot. For the next 3d4 rounds, the victim of the empathic rape will answer truthfully any question asked of him. Moreover, the empath can set up one (and only one) post hypnotic suggestion; the most common command is, of course "Forget this took place", but commanding suicide is certainly not unheard of. A save versus sleep/charm negates the post-hypnotic suggestion.

As stated earlier, the act of empathic subjugation is always evil. Depending on the situation, performing this act may or may not immediately change the character's alignment. Frequent, repeated use of this power will definitely move the character's alignment toward Evil. Moreover, the victim of empathic subjugation must make a successful save versus system shock or risk a 20% chance of contracting insanity.

The Changeling Investigator, Octan Tannahil, loathed what he had just done. But it had been necessary. He had peered into the mind of a suspected felon, ripped down his defenses, and laid him bare.

Octan had been treated to full visions of the felon's lust for sadism, experienced the felon's love of cruelty, and piety of dark gods. And Octan knew that all the while he ripped the man's mind open, he suffered agony akin to surgery without the benefit of anesthesia.

But it had to be done. Octan had to know the locations of the corpses if he were to be able to file charges against this monster of a man.

Finally, using the full weight of his empathic gifts, he cut away the last defense, much like a surgeon with a dull scalpel. Octan could see the burial places, the shallow graves, of the mutilated bodies.

"Please!" the felon begged, "No more, No more!"

"Shut up!" Octan commanded. "This is more mercy than you showed those women."

Octan severed the Empathic Subjugation, and felt that it might take him a week of bathing before he could even begin to feel clean again.



Combat Forms: Boat Combat

The world of Gaianar is full of vast oceans and travel between the four main landmasses (the Compass Points) is performed exclusively by oceanic travel. This section describes the types of ships, their weapons, and their performance characteristics, as well as the methods of ship-to-ship combat. The Boat Combat section describes formal seaworthy ships, not rowboats or personal sailboats.

Boat Terminology

Ship Weapons	142
Hull Classes	143
Damage Levels	145
Ship Repairs	146

Structural Points. This is an estimation of the strength of the ship's hull. In combat terms, one structural point (StP) equals ten humanoid hit points. It takes fully ten points of damage in a single attack sequence (not a single attack) to damage a ship by one structural point. Thus, if a ship suffers three hits from a single enemy in a given round that each deal 6 points of damage, the ship has lost one structural point. Similarly, if the vessel suffers a single hit that deals 10 or more points of damage, a

structural point is lost. However, if the ship suffers only 9 (or less) total points of damage from an attacker in its attack routine, the ship does not lose a structural point. A ship is usually in big trouble when it has lost half of its structural points.

Masts. Sails are the primary motivating force behind ship travel. Wind causes the sails of a ship to inflate, and the kinetic energy of the pressure against the sails is transferred to the mast, which pulls at the boat perpendicular to the deck. The overall effect is that the boat is pushed forward by the wind. Most ships have between one and five masts. Masts, however, will only propel the boat when there is wind to fill the sails.

Oars. An all-weather source of propulsion, oars can move a boat forward even in the absence of wind. Oar-driven ships require a larger crew than sail-powered ships. Oar-driven ships also have less cargo space, as the extra crew and proportionally larger food storage takes space away from the cargo hold. Oar-driven ships are usually slower than sail-driven ships, but have a tighter turning radius.

Hybrid Ships. A few ship types have both oars and masts. Usually on hybrid ships, the primary motivating force are sails and the oars function as emergency backup. Hybrid ships have fewer oars than oar-only ships.

Maximum Speed. This is the maximum rated speed under normal wind conditions and crew health, with a hull integrity of 75% or greater. A ship's speed is measured in "||", compared to the foot travel measuring symbol "'/". For the measurement conversion reference, 1|| = 10'/ = 100 feet. Thus, for every 1|| traveled, the boat has moved forward 100'. (These measurements are described in full detail in the Units of Measurement section.)

Ship Maneuverability. The Ship Maneuverability (SM) attribute describes the time required to execute a turn. Ships with high maneuverability can make tight turns in little time, while ships with low maneuverability can make turns only in agonizingly small increments.

Ship Weapons

With pirates abounding on the high seas, most oceangoing vessels have onboard weaponry. Three common weapons include cannons, catapults, and harpoons.

Cannons: These weapons fire metallic projectiles using gunpowder as the motivating force. The primary purpose is hull damage. These devices are rare and expensive.

Catapults: These weapons fire chunks of twisted, sharpened metal (shrapnel, essentially). The primary motivating force is a large compressed steel coil. This weapon is primarily an antipersonnel device, but can also inflict structural damage and shred the sails.

Harpoons: Like an oversized spear, this weapon shoots a large metal spike from the launcher. The harpoon projectiles can be tethered to the launcher so that retrieval is possible in the event of a miss. These devices are all-purpose weapons, capable of ripping sails, causing hull damage, and skewering individual humanoid targets.

Table: Ship Weapons							
Weapon	Damage	Shots per round	Range (in)				Cost (SP)
			PB	SR	LR	ER	
Cannon	4d10	1/1	1	6	10	14	15
Catapult – Civilian	4d6	2/3	2	4	6	7	7
Catapult – Military	4d8	1/1	2	4	7	8	8
Harpoon – Civilian	2d8	2/3	½	3	7	11	3
Harpoon – Military	2d10	1/1	½	5	8	11	4



Ship Maneuverability

The chart below describes the meaning of the six maneuverability classes. While SMA through SMD are normal speed configurations, only damaged or poorly constructed ships have a rating of SME or SMF. The Ship Maneuverability rating determines how fast a ship can change directions.

Ship Maneuverability	SMv	180° turn
A	8	1 round
B	7	2 rounds
C	3	4 rounds
D	0	6 rounds
E	-3	10 rounds
F	-7	15 rounds

Hull Class Designation

This is a simple designation for the purpose of categorization. Ships can be named anything, but the hull designation is a handy way of classifying the size of a ship and its armament. For example, a class "A" ship would be much smaller and less heavily armed than a class "F" ship.

The next table lists the attributes and capabilities of the 14 different types of ships. "Hull" is the total hull points, "SM" is the Ship Maneuverability rating, "Cost" is in platinum pieces (PP), "Max||" is the ship's maximum speed, while "Oars/Masts" list the method of propulsion. A weapon list is also noted.

The Game Master may require more than the minimum skill requirements for large ships. For example, the GM could decide that Ship Handling(1) is sufficient for a class "A" or "B" ship, but may require more slots for managing a "G" or "H" ship.

Hull Type	StP	SM	Oars	Cost	Max	Masts	Can nons	Catap ults	Harpo ons	Ship Description
A	8	A	0	1.5	2	1	0	0	1	Basic courier ship. Carries small goods along coastlines. 20' long. Crew of 3. Holds 3 tons.
B	10	A	0	2	2	1	0	0	3	This is a better-armed version type A. 23' long. Crew of 5. Holds 3 tons.
C	15	B	6	3	4	2	1	0	2	Light military vessel archetype. 27' long. Crew of 14. Port and coast guards.
D	18	B	0	7	3	2	0	2	2	Standard ocean going cargo ship. 30' long. Crew of 8. Holds 7 tons.
E	20	A	10	8	3	0	0	4	0	Oar driven ocean going cargo vessel. 37' long. Crew of 18. Holds 4 tons.
F	26	B	0	20	5	3	1	2	3	Medium military vessel. 35' long. Crew of 14.

Hull Type	StP	SM	Oars	Cost	Max ll	Masts	Can nons	Catap ults	Harpo ons	Ship Description
G	30	C	0	35	5	4	0	1	4	Passenger ship. 110' long. Crew of 16. Holds 65 passengers.
H	38	C	6	44	5	4	3	6	2	Medium-Large Military vessel. 55' Long. does double ramming damage. Crew of 24.
I	40	D	0	50	5	5	0	2	4	Larger Passenger ship. 200' long. Crew of 30. Holds 175 passengers.
J	40	D	8	38	3	5	0	3	6	Large Cargo ship. 150' long. Holds 20 tons. Crew of 26.
K	55	D	0	45	4	5	0	4	4	Military beachhead lander. Crew of 22. Can carry military landing force of 200. 125' long.
L	65	C	8	56	6	5	6	6	4	Heavily armored military destroyer vessel. Crew of 35. 80' long. 2x ram damage.
M	68	D	8	52	4	5	2	5	5	Large military lander vessel. Crew of 38. Holds lander force of 520. 240' long.
N	70	D	0	65	3	5	10	8	4	Very large military battleship. Crew of 70. 125' long. Double ramming damage

Minimum crew

To pilot a ship at full speed and maneuverability, the ship must have a Captain with the ship handling skill, a Navigator with the navigation skill, and one crewman per mast or oar. It is also recommended that the ship have one crewman per onboard weapon.

Ship Armor Class

The end result of all open sea ship combat is that one or all combatant ships are damaged or destroyed. A ship's performance decreases as damage increases. Military ships have AC(4), while civilian ships have AC(5), unless they are either constructed poorly or are made of materials other than wood. The sails of a sailing ship are AC(10), as they are both huge and made of purposefully lightweight materials. Each sail has one hull point.

Taking a hull point worth of damage in a sail destroys the sail but otherwise leaves the ship intact.

Hull point loss occurs when a ship is damaged for more than ten hit points in a single blow. Thus inflicting five 8-point blows would not cause hull damage (the various 8-points would require cosmetic repairs, however), four 11-point blows would reduce the ship's integrity by 4. In essence, the formula for structural point loss is:





Determining Evasion / Pursuit

As with most protracted contests (like spirit combat), the ability of one ship to pursue another is determined by the Universal Matrix. For this to occur, the Ship Maneuverability class must be converted into numerical form, using the table below.

Table: Ship Maneuverability Conversions		
SM	SMv	180° turn
A	8	1 round
B	7	2 rounds
C	3	4 rounds
D	0	6 rounds
E	-3	10 rounds
F	-7	15 rounds

Once the Ship Maneuverability Value (Smv) has been determined, the competency of the Captain (Ship Handling) and Navigator (Navigation) must be factored. This combination of crew skill and ship agility (SMv) and speed (Max ||) is called the Composite Ship Value (CSV). To calculate this score, use the formula below:

$$CSV = (SH + Nav + Smv + Maneuverability)$$

4

When one ship pursues another, the two captains match each other's CSV on the Universal Matrix until one captain reaches zero. If the captain initiating the chase reaches zero, then the ship fleeing actually manages to escape. If the fleeing ship is brought to zero, then the pursuing ship catches up, leaving the fleeing ship only surrender, combat, or ramming as options. Once the evasion sequence is complete, both ships CSV's return to normal.

In the event of being overtaken by a hostile force, some ship Captains get the idea to treat ship combat like a demolition derby and use their ship as if it were a weapon itself. Ramming is easy: the Captain of the ramming ship merely has to match his ship's CSV against the target ship's CSV. If successful, then the target ship takes 1d4 damage per hull point possessed by the ramming ship (minimum 1 hull point

loss). The ramming ship takes 1 point of damage per hull point possessed (again, minimum 1 hull point loss). A failure indicates that the target ship captain was able to maneuver out of the way. On a critical fumble, the damage proportion between the two ships is reversed. A ship with 9% or less hull integrity cannot ram.

Sinking a Ship

As a ship takes hull damage, its combat effectiveness decreases. By the time a ship is reduced to half structural points, it begins to sink. Continuous water bailing may stave off the inevitable for a sinking ship, but in the end, the ship must be repaired or the crew will surely perish. The various levels of damage are described next..

Table: Hull Damage Modifiers	
Hull Integrity	Effects
75% - 100% (Nominal)	Normal ship function. No negative modifiers.
50%-74% (Damaged)	Ship Maneuverability decreased by one class. -25% to ship speed.
25%-49% (Critical)	Ship Maneuverability decreased by two classes. -50% to ship speed. Ship loses one temporary structural point per hour from hull breaches unless countered by continuous bailing.
10%-24% (Sinking)	Ship Maneuverability at "F". -75% to ship speed. Ship loses one temporary structural point every two turn; bailing reduces this loss to one point every three hours.
1% to 9% (Destroyed)	Ship cannot change directions. -90% to forward speed. Ship begins falling apart and chunks of boat start drifting out to sea. The ship loses one structural point every turn. Continuous bailing reduces this loss to one point per three turns. A ship in this condition is beyond repair.

After open sea combat, most ships require repairs. There is two repair procedures that a ship Captain can order: Formal repairs and emergency repairs. Formal repairs take one day per structural point to execute, but the repairs are lasting and bring the ship back to full hull integrity and aesthetic beauty. Formal repairs can only be done in dry-dock

Emergency repairs can take place in dry-dock, in port, or in open sea. Emergency repairs, however, cannot bring the hull integrity above 74%, and is usually performed on a badly damaged ship that is in danger of sinking. Emergency repairs do not restore the aesthetic beauty of the ship. Finally, areas of emergency repair have an Armor Class of 9.

For emergency repairs, it takes 1 hour per structural point in dry-dock, three hours per structural point in port, and four hours per structural point in open sea. For leaking ships, the structural point restoration counts toward actual ship damage, not temporary, virtual damage from water seepage. Thus a ship at 48% hull integrity would stop leaking after only a few repairs, even if it has lost 20% hull integrity in temporary damage from water infiltration.

Flying the flag of the Brightfeather Navy, Captain Anna Watermark launched her new ship, The Choral Sea, into the water of Brightfeather's harbor.

"Today, my friends, my allies," she announced to her crew, "We shall embark on what may prove to be our most dangerous mission. Some of you have already encountered the master Pirate known as Chudra Blothan. Let me tell you that he is wanted by every government in the world, for all manners of charges -- from theft to murder to piracy to necromancy.

"Today we shall launch our ship and seek to capture this Summoner Captain. 'Alive' if we can get him that way, 'dead' if not."

She touched the scar that ran down her face that would always be a reminder of her last encounter with the pirate.

"Be ready for him and his minions. He's got both living servants and Undead ones. He'll take you prisoner if he can -- just to make you into a zombie. But you won't let him do that. We shall defeat him. And it will be on this voyage."

She turned to her helmsman, "Ryb Dickens, chart a course. We sail now!"

She pulled out her drums and chanted a song to the beat. All around her, the wind rose up from nowhere and filled the mighty ship's sails. With a faint groan, the ship began to glide forward in the water.

Anna Watermark was more than just a Captain, and more than a Warrior, she was also a Wishsinger. But she knew she would need all the power of her boat, her sword, and her song if she were to be the victor over Chudra Blothan.

Repairs are, of course, costly. For a formal repair, the cost is 3/4 of original ship cost per 1% hull restored. Thus if the ship cost 15 GP to purchase, and it lost 20% of its hull integrity in battle, it would cost 2.25 GP to repair; 0.75 x (15GP x 20%).

Emergency repairs are cheaper, costing 40% of original ship cost per 1% of the hull restored. However, the hull can only be restored to 74% by this method.

Structural points restored via emergency procedures are lost in combat at twice the normal rate. When assessing hull point damage in combat, structural points restored by emergency repairs are always removed first. While it still takes 10 hit points of damage to damage the ship, such a blow two structural points worth of emergency repairs.

For a sinking ship, temporary structural points (water damage) can only be removed once some sort of repair operation is underway. Repairs require either a Jack with the Jury-rig skill of at least 40%, or any character with Carpentry (3), or Engineering (1). Temporary damage is due to the ship losing buoyancy due to water infiltration.

Shipboard Fires

The results of shipboard fires are very open-ended, but they always spell serious danger for those onboard the burning ship. Flames can burn up a ship's sails or, in worse case, set off the ship's gunpowder stores, thus resulting in massive explosions and usually the loss of the vessel and its crew.



rainstorm). Thus, it pays to invest in sails and rigging that can resist fires. Fires in the ship's hull may trigger an explosion of the ship's magazines, though usually the crew will have time to prevent this from happening.

There are no hard or fast rules for shipboard fires since they depend upon many factors. Generally, flames in a ship's rigging or sails will render them useless in about an hour unless extinguished by the crew or the weather (such as a

Note that despite the effectiveness of fire against ships, most captains are loath to use it since fire is a difficult force to control. While it's easy to set up a catapult to lob flaming oil onto an enemy ship, it's almost as easy for enemy cannon fire to knock over that catapult and spill the flaming oil all over the attacker's vessel. Fire is a dangerous tool to use on the high seas.



Combat Forms: Flight

Given the three flying sentient races that populate Gaianar (the Changelings, the Fey, and Weredragons), and the availability of hang gliders, as well as the threat of flying monsters that range from imp-like threats to greater Demons and Dragons, it is very likely that a character will experience combat against flying creatures.

Not all creatures have the same capacity of flight. For example, a condor is obviously more graceful in the air than a rooster. And the Changelings are faster and more maneuverable than the Fey. Therefore, there is a hierarchy of flight maneuverability (FM(x)) classes that range from FM(A), a master of the sky, to FM(G), basically falling out of the sky. Speed and FM(x) have nothing to do with each other. It is just as possible to have a movement speed of 12// with Flight Maneuverability "A" as it is to have 48// movement with class F flight characteristics. The next table describes the attributes and capabilities of the seven Flight Maneuverability Classes.

To the Changeling, the light of the lord shone brighter than Gai and His light did not scorch but instead sustained His faithful. Hope, Life, and Goodness were all that filled the Deacon's mind and soul. And the power thereof coalesced around him. His weight vanished and he flew into the air.

Into the maelstrom he flew, propelled by his faith and hope. The sand blasted his face, his eyes, and hands. He squinted against the whirling, cutting particles, a hand protectively before his eyes. The wind buffeted

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him, but he flew on. His ears popped from the partial vacuum that was at the heart of the funnel storm.

Thistle chanted the Litany Against Evil, feeling the demon's unseen eyes upon him. The Litany had been written by Saint Kyle of Carthag so many centuries ago just before he and Saint Jareth Kellen challenged Scaxathrom in the Viper Lord's own stronghold. And the two martyrs were the same age as Thistle. The Litany Against Evil was an ancient prayer and a powerful one. Currents of sand rippled around him, and the demon wind sounded like the wail of a score of banshees. Bits and fragments flickered red and orange like a blast furnace, burning the trespassing Deacon where they struck.

Though Thistle couldn't really see, he had a sense that he was gaining some distance from the island of rock. The demon of the storm could not really sense the living prey, but only tracked the Undead fragment. The longer Thistle could withstand the ripping sand, the better it

Table : Flight Maneuverability Characteristics

FM(x)	Turn Angle	Maneuverability Characteristics
A	360°	Master of the skies. Can hover, stand motionless in the air, can achieve max speed in 1d4 segments, can come to a full stop in one segment, can face one direction and fly in another, flight speed & direction is not affected by gravity Examples: Changelings, Fey (Phoenix Flight).
B	180°	Can hover, can stand motionless in the air, can achieve maximum speed in 2d4+2 segments, and can come to a full stop in 1d2 segments. Flight speed and direction is not affected by gravity. Examples: Fey (in standard flight), Hellwings, dragonflies, most Wishinger flight-songs.
C	120°	Cannot hover, can achieve maximum speed in one full round, can come to a full stop in 1d3 segments. Must at least ¼ max speed in order to maintain altitude. Flight speed is -¼ against gravity and +½ toward gravity. Examples: graceful birds such as hawk and condor.
D	90°	Cannot hover. Achieves maximum speed after 1 round + 2d4+2 segments. Takes 1 round to stop. Must maintain at least 1/3 max flight speed to maintain altitude.. Flight speed is -½ against gravity and +¼ toward gravity. Examples: Crows, large winged Undead, skilled hang glider pilots.
E	45°	Cannot hover. Achieved max speed after 1d4+1 rounds. Must maintain 1/3 maximum flight speed to avoid stalling. Can achieve additional altitude only by thermaling. Speed toward gravity is +¼. Examples: Amateur hang glider pilots, injured birds.
F	360°	Can only hover. Can face any direction in the same round, but turning is restricted to rotation around flight axis. Flight is limited to one linear axis. Flight speed is not affected by gravity. Example: Levitation, Ballooning
G	30°	Cannot hover. Cannot regain altitude by any means. Cannot alter flight speed. Flight direction is always toward gravity. Turning is limited to rotation around flight axis; can make minor vertical course corrections. Example: Parachuting

would be for his two companions. He found it ironic that he was functioning as his Protector's Protector. But if this were his calling for the moment, Thistle would heed.

His face and skin was raw from the blasting, and his leather armor smoldered from a hundred orange coals. It burned him, but he ground his teeth against the pain. His wounds were not dangerous yet, so he flew on. Coils of death magic writhed within the heart of the storm, but they did not touch the cleric. The Litany was proof against the demon's worst.

The demon sensed him fully now. A great, vast tongue of black sand formed in the whirling void and rose to devour him. Thistle threw the Sayenduski bone into the maw and flew upward, ever upward beyond the reach of the ensorcelled tornado. The clear, cool night sky was full of stars. The Changeling was grateful.

His vision swam, and he felt his weight returning. He landed as quickly as he

Combat Modifiers for Flyers

Shooting at a moving target is usually challenging than aiming for a stationary target, but successfully attacking a flying target adds a whole new dimension of difficulty. The table below displays the Missile BAAtCh adjustments for a flying attacker versus a flying defender. In this table, "R" refers to a groundling attacker/target.

Table: BAAtCh Adjustments in Flight

Defender's Flight Maneuverability	Attacker's Flight Maneuverability							
	A	B	C	D	E	F	G	R
A	+0	-1	-1	-2	-3	-2	-4	-2
B	+1	+0	-1	-1	-2	-2	-3	-2
C	+1	+1	+0	-1	-1	-2	-3	-1
D	+2	+1	+1	+0	-1	-1	-2	-1
E	+3	+2	+2	+1	+0	+0	-1	+0
F	+2	+2	+1	+1	+0	+0	-1	+0
G	+4	+4	+3	+2	+0	+1	+0	+1
R	+2	+2	+1	+1	+0	+0	-1	+0

Aerial Evasion

Like in ship evasions, the flights characteristics must be converted into a mathematical form. Whereas two opposing ship captains use the Composite Ship Value as the attribute of combat, flying opponents use the similarly derived Composite Flight Value.

When attempting an aerial evasion, the distinction between Flight Maneuverability ratings is important. While FM(A) through FM(E) offer omni-directional movement, FM(F) and FM(G) do not. Therefore members of the latter two classes cannot evade (outfly, outdistance) members of the first five ratings.

To determine the likelihood of aerial evasion, the Composite Flight Value (CFV) of each combatant must be calculated. The CFV is a representation of both flight speed and Flight Maneuverability.

The CFV is equal to one point per 4// of flight speed plus the corresponding FMval displayed in the next conversion table:



Table: Composite Flight Value

Flight Maneuverability (FM)							
	A	B	C	D	E	F	G
FMval	8	6	3	1	0	-1	-2

Thus, the Composite Flight Value is calculated as:

$$CFV = (\text{Flight Speed} / 4) + \text{Fmval}$$

In an aerial escape attempt, the combatant's CFV are matched on the Universal matrix. Each round (simultaneously) the pursuer and the evader attempt to override each other's CFV. The combatant whose CFV is overridden loses 1d4 points from his or her CFV. If the pursuer's CFV is brought to zero, the evader escapes; if the evader's CFV is brought to zero, then the pursuer captures the evader. This type of combat follows the same pattern as formal spirit combat except that CFV is an arbitrary value (unlike Willpower) and does not need time to regenerate once combat is complete.

Injuries While Flying

Taking damage while flying offers more risks than being injured as a groundling. As a flyer is wounded, her flight capability gradually decreases as the level of injury increases. Muscles that power wings perform quite badly when they start looking like pin cushions due to arrows, spears, or gunshots. The table below displays the flight capability modifiers for an injured flyer. The table assumes a natural or innate flight capability, not some mechanical means such as a hang glider or a parachute. (In the latter case, a parachute will always be able deliver a bloody corpse safely to the ground, regardless of user injury.)

Table: Flight Maneuverability while Injured

Normal FM(x)	Below ½ H.P.	Below ¼ H.P.
A	-25%//, FM(A)	-50%//, FM(B)
B	-25%//, FM(C)	-50%//, FM(C)
C	-33%//, FM(D)	-50%, FM(E)
D	-50%//, FM(E)	-50%, FM(G)
E	-50%//, FM(G)	-0%, FM(G)
F	-25%//, FM(F)	-75%, FM(F)
G	+25%//, FM(G)	FM(R)

Optional Rules Note: The Game Master may disallow the use of Balloons and other unpowered flight devices.

Hang Gliders and Balloons

While the fighter jets, rockets, and passenger planes of the ancient world are gone, the non-powered modes of flight have survived to the present day. For those who know how to fly them, hang gliders, paragliders, hot air balloons, and parachutes still exist in the World of Gaiantar.

Hang Gliders

Hang gliders are essentially very large kites that can hold a man aloft in midair. Though the device had been invented over a thousand years ago, it is one of only two common forms of natural flight that remains. For this type of flight, the most important statistics are:

- Pilot skill level

- Glider stall speed
- Minimum Sink Speed (Min S/S)
- Maximum Lift-to-drag Ratio (Max L/D)
- Maximum Structural Speed (Max. S/S)

Hang gliders that require little skill generally also have a low Max L/D and a slow stall speed. With gliders of this type, it's hard to lose control of the glider, hard to stall. However, they do not fly very far, and they cannot execute high degree turns. Gliders that require a high skill level, on the other hand, are difficult to launch and make high degree of turns with only the slightest input from the pilot. In the proper hands, these gliders can stay aloft for a very long time and are highly maneuverable. The ability to ride columns of rising air is called "thermaling," while staying aloft using air currents deflected off a geological structure (such as a mountain) is called "ridge soaring." With thermaling, it is theoretically possible to attain a height of 18,000 feet. Definitions of the common hang gliding terms are listed below.

Lift versus Drag

A hang glider is able to fly only when it's inherent aerodynamics are able to overcome wind resistance and gravity. At a hang glider's maximum lift-to-drag ratio, the wing surface is at its most efficient point. The L/D ratio is a mathematical representation of how many feet it can fly forward before losing a foot of altitude to gravity and drag. Thus a glider with a Max L/D of 6:1 would be able to fly twice as far as a glider whose Max L/D was 3:1, given identical wind conditions and location.

Minimum Sink Speed

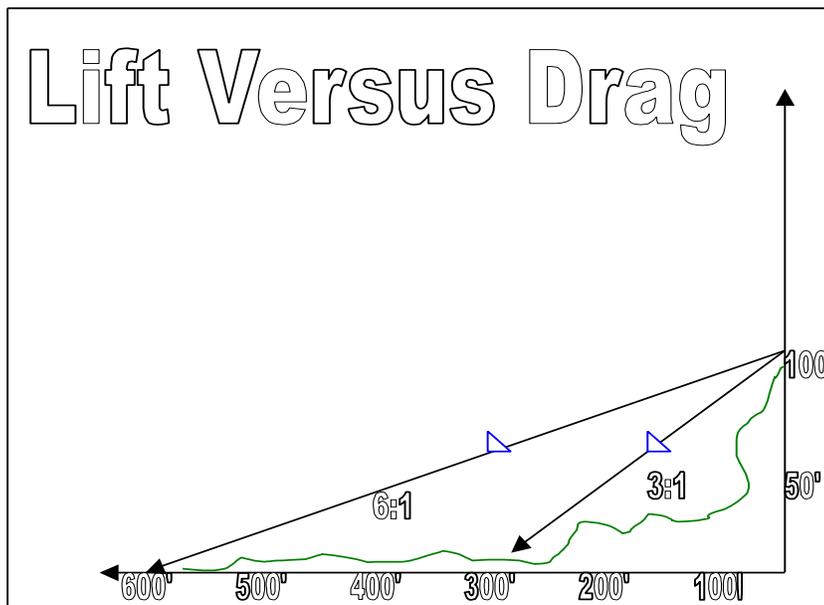
While the Max L/D of a hang glider determines the maximum flight distance, the Minimum Sink Speed determines the maximum airtime of a flight. So Max L/D gives the pilot the longest time in the air and the slowest descent.

Stall Speed

This is a speed less than minimum sink speed, where the glider stops flying and starts falling out of the sky. Whereas some entry-level gliders act like clumsy parachutes at this point, many times the glider simply begins spiraling out of control, resulting in an accident. To recover from a stall, the pilot must make a hang-gliding proficiency check at -4 in order to recover the glider from a stall.

Maximum Structural Speed

This is the maximum speed the glider can withstand without breaking. If the maximum speed is violated, the hang glider structure must make a successful item save versus crushing blow, each round, and penalized at -1 for every 3// above maximum speed. If the hang glider fails its structural integrity check, the keel or the crossbar breaks, causing the leading edge to collapse (and, or course, causing an accident.)



Hang Glider Characteristics

A hang glider is probably the most fragile vehicle that a person can fly. Essentially, a hang glider is an oversized kite made from reinforced silk (or artificial fibers, if available) and frame made from aluminum tubes. The structural points and flight characteristics for the various hang glider types are displayed in the table below. These are not the safest crafts to fly, as it generally takes only one solid blow to destroy the glider. Few pilots survive the destruction of their gliders.



Table: Hang Glider Characteristics

Type	Flight Characteristics					FM(x)	Structural Points
Skill Required		Stall	Min Sink	Max L/D	Max S/S	Cost	Accessories
Trainer	Speed	6//	8//	15//	21//	E	3 StP
int(1)	Lift:Drag	—	2:01	3:01	2.5:1	0.7 GP	†, ZS
Beginner	Speed	6//	9//	17//	21//	D	2 StP
int(1)	Lift:Drag	—	2.5:1	4:01	3:01	0.9 GP	PM, IM
Intermediate	Speed	8//	12//	24//	30//	D	1 StP
int(2)	Lift:Drag	—	4:01	6.5:1	5:01	1.2 GP	PM, IM
Advanced	Speed	12//	16//	30//	48//	C	1 StP
int(3)	Lift:Drag	—	6:01	9:01	7:01	2.5 GP	RDP, IM, SR
Ridge Soarer	Speed	12//	13//	24//	36//	C	1 StP
int(4)	Lift:Drag	—	5:1	12:1	10:1	2.2 GP	PM, IM, MM, SR
Fighter	Speed	10//	16//	36//	60//	C	1 StP
int(4)	Lift:Drag	—	6:01	14:01	12:01	3 GP	RDP, IM, MM, DE
Recon	Speed	12//	14//	24//	40//	D	1 StP
int(4)	Lift:Drag	—	8:01	15:01	14:01	3.25 GP	PM, IM, SR
Bomber	Speed	6//	8//	20//	28//	D	2 StP
int(4)	Lift:Drag	—	5:01	11:01	9.5:1	3.3 GP	RDP, IM, MM, DE, SR, TC

PM: Spring-loaded parachute mount (deploys on a successful Skill check)

RDP: Rocket-deployed parachute (deploys on a Skill check at +4.)

IM: Instrumentation mount - compass, altimeter, velocimeter. | MM: Missile mount -- nose-plate mounted shotgun.

DE: Dropped explosive carrier. Carries two int(4) explosives. | SR: Stall-recovery capable (Adds +2 to stall recovery maneuvers.)

TC: Tandem capable. Glider can hold a pilot and passenger. | †- This glider is unstable at 10// and higher.

ZS: If pilot skill is Int(0), then he must be under an instructor's supervision to operate this craft

Hang gliding equipment

Other than the glider itself, the pilot must have certain critical equipment in order to fly. A flight harness is absolutely required, but a helmet, goggles, and an emergency parachute are also recommended. These prices, in copper pieces (CP) are listed below.

Table:: Hang Glider Equipment		
Item	Description	Cost
Trainer Harness	Useful for flight training. Not good for altitudes above 10//.	8
Knee Hanger Harness	Provides lower body support while flying.	12
Cocoon Harness	Provides warmth for the pilot for flights above 1000'. Requires a hang gliding skill of Int(3) to use.	20
Carabineer	Connects harness to king post.	0.5
Leather helmet	Gives pilot an AC+3 on skull.	1
Spring loaded parachute	Prevents pilot injury in the event of control loss or structural collapse.	28
Rocket deployed parachute	Same as above, but +4 greater chance of successfully deploying. Destroys H.G. sail, however.	35
Instrument pod	Mounts to control bar. Displays altitude, direction, and velocity.	600
Shotgun revolver mount	Adapts a shotgun or shotgun revolver for mounting on the hang glider keel. Includes control wires	75
Dropped explosive mount	Allows two explosives to be mounted to the control bar.	20
Landing wheels	Mounts on control bar. Prevents hand injuries on bad landings. A must for students.	10

"Of course the first hot air balloons were used in the Slave Wars, thousands of years ago. They were useful for tracking troop movements and for mapping uncharted landscapes. It was the invention of the gun that cut down the usefulness and safety of these spy vehicles."

--- Mnemon Yaska, Historian, Raven's Cape University

Ballooning

Usually less dangerous than hang gliding, ballooning is a method of flight that is often useful for military surveillance and as an alternative to small-cargo sea travel. Balloons come in several sizes, from the single man balloon, to one so gigantic that a small army could inhabit it. To fly a balloon, one must have the Ballooning proficiency.

A balloon can be powered in one of three ways. The first two methods are natural, while the third is supernatural. A safe method is using heated air. These balloons are called "hot air" balloons because the buoyancy of warm air is greater than that of cooler air, and thus the balloon rises.

Hydrogen, on the other hand, makes a balloon rise do to its lesser specific gravity when compared to normal air. Hydrogen applications can be larger than hot air types, but hydrogen is also very explosive.

The third type, bound elemental powered, rely on a summoned creature (or a coherent force of similar power) to physically lift and inflate the balloon. Elementals can support small to medium sized applications. However, summoned creatures tend to be quite retributive when they are accidentally freed and have a chance to strike back at their summoner.

Balloons are characteristically spherical or shaped like an inverted egg. From the bottom of the balloon dangles a pilot and crew compartment called a gondola. At the very base of the balloon is the hot air furnace or a hydrogen generator. Altitude is gained by triggering the furnace or generator, while opening small vents in the balloon's sail can decrease altitude.

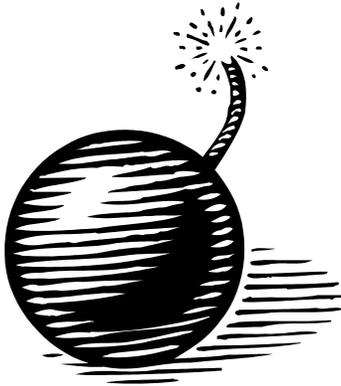
A Balloon is very fragile. While individual puncture holes do not necessarily inca-

pacitate the sail, tears will. Weapons that inflict cutting damage inflict triple damage on a balloon sail. Moreover, fire will also bring down a balloon. Fire weapons cause quintuple damage. A balloon sail has an armor class of 10. To determine hull points, divide the volume of the balloon by 100 and round down.

In the event of a hydrogen powered balloon being hit by fire, the craft must make an item save versus fire or else violently explode, usually killing the crew. Crew, on the other hand must save versus area effect or take 1d10 damage per structural point of the balloon. Success means the damage is halved. Should the crew survive, they still must find a way to not fall to their deaths. The chart below displays the pros and cons of the three known empowerment methods.

Table: Balloon Propulsion Methods		
Method	Pros	Cons
Hot Air	Non-explosive Cheap, readily available fuel Longest airtime when compared to H2 or elemental. Small sail breaches do not cause a dangerous loss of buoyancy. Very high altitude potential	Difficult Inflation Unsuitable for large applications Slow response time for altitude changes Passive, goes where prevailing wind directs.
Hydrogen (H2)	Fast inflation. Suitable for medium to large applications. Can adjust altitude quickly. Moderately long airtime potential.	H2 gas is very explosive. Solution and catalyst to generate hydrogen gas are difficult to mix. Buoyancy loss with small sail breaches.
Bound Elemental	Fastest Inflation. Zero fuel requirements. Suitable for small applications Balloonist has full directional control Small sail breaches do not cause loss of buoyancy.	Very short airtime Retaliation is possible from the bound creature. Lifting power is destroyed by Dispel Magic. Limited altitude potential.

Table 59b: Balloon Types and Capabilities			
Size	Volume	Application	Max Crew
A/small	135// ³	Bound Elemental	1 / 1 + equipment
B/small	400// ³	Bound Elemental	2 / 1 + equipment
C/med	1300// ³	Bound Elemental/Hot Air/ Hydrogen	4 / 2 + equipment
D/med	3150// ³	Hot Air / Hydrogen	5 / 3 + equipment
E/med	6900// ³	Hot Air / Hydrogen	9/ 4 + equipment
F/large	25,000// ³	Hydrogen	25/ 12 + equipment
G/large	49,000// ³	Hydrogen	35/ 18 + equipment
H/large	135,000// ³	Hydrogen	50/ 25 + equipment
I/large	395,000// ³	Hydrogen	90/ 50 + equipment



Saving Throws

Sometimes the best way to recover from injuries is to never be injured in the first place. The saving throw approximates the character's natural ability to "roll with the punches" when attacks of Herculean proportions arise. The saving throw is useful for determining when characters are subject to massive damage, poisoning, life draining, and the like. An example of a saving throw is when someone tosses an explosive into a crowded room: the saving throws for each person might determine who is merely wounded and who dies. Or if a Priest, combating a leprous Undead of some sort, is struck by death magic, the saving throw determines if the damage sustained is in normal hit points or is permanently drained by death magic.

There are seven saving throw types, each with its specific application. These saves are: death magic, magical weapon, area effect, poison, system shock (and shape change), spiritual powers, and sleep/charm. The GM is the one who decides when the player characters need to roll saving throws. All saving throws are done on a d20. An unmodified "20" always succeeds while an unmodified "1" is always a failure.

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Table: Saving Throw Categories

Saving Throw	Description of Save
Death Magic	This save is applicable against dark powers that magically drain hit points, life force, memories, attributes, or abilities. Many forms of Undead possess the power of death magic.
Magical Weapon	This saving throws should be used when enchanted or consecrated weapons are in use. Also this save is applicable against beam weapons and line-of-sight weapons (lasers and gaze attacks are good examples.)
Area Effect	This saving throw is appropriate against weapons and powers whose effective range is not limited to an individual target. Examples of area effect weapons are bombs and grenades, breath and gas attacks, and most Wishsinger powers.
Poison	This saving throw should be used against chemical or biological poison attacks.
System Shock & Shape Change	This saving throw should be used against attacks that do sudden, massive assaults. Falling off a cliff, or having one's body suddenly pierced by spikes are fine examples of when to use this save. Additionally, this save is appropriate against attacks that alter the
Spiritual Powers	This saving throw should be used against the workings of spiritual powers typically possessed by Priests, Wishsingers, and Crystallin Priestesses. This save is occasionally used against Innate powers as well.
Sleep and Charm	This save is applicable against any power or ability that radically alters its victim's state of consciousness. Wishsingers and Crystallin Priestesses typically possess the ability to sleep and charm their foes.

Saving Throw Progression

As characters advance in level, their saving throws improve. How fast they improve depends on whether they save on a “Good”, “Average”, or “Poor” progression. Of course different character classes fair better than others, depending on the saving throw. For instance, a Wishsinger would have a “Good” Sleep/Charm Save, and “Poor” Poison Save, while a Warrior would have the opposite.

Character Level	Good Saving Throw	Average Saving Throw	Poor Saving Throw
Level 1 to 3	14	16	18
Level 4 to 6	12	14	16
Level 7 to 9	10	12	14
Level 10 to 15	8	10	12
Level 16 to 20	6	8	10
Level 21+	4	6	8



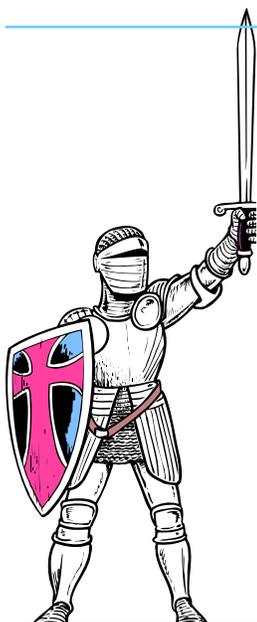
Barbarian and Ranger

Barbarians and Rangers are both warriors of the wilderness and have a greater understanding of Spiritual Powers than the Warrior while retaining a great deal of resistance to physical harm. Barbarians gain their Spiritual knowledge through Shaman and have more Spiritual Powers than a Warrior, while Rangers learn the powers of nature on their own and have a respectable array of Spiritual Powers.

However, neither class has been trained in the ways of combat as well as a Warrior, and thus they do not fair as well when faced with area effects since rarely is such a skill needed when exploring or adventuring in remote locations away from cities or armies.

Table: Barbarian & Ranger Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spirit Power	Sleep Charm
Rating	Poor	Average	Average	Good	Good	Average	Poor
1 to 3	18	16	16	14	14	16	18
4 to 6	16	14	14	12	12	14	16
7 to 9	14	12	12	10	10	12	14
10 - 15	12	10	10	8	8	10	12
16 - 20	10	8	8	6	6	8	10
21+	8	6	6	4	4	6	8



Paladin, Gunslinger, and Cavalier

These three classes are each similar to Warriors in that they are trained in physical combat, but they are also each primarily driven by a greater cause. Each of these classes has a greater understanding of magical and spiritual energy than a Warrior and they often spend their careers hunting down fiendish monsters that use magical powers, hence they have spent time learning to resist such attacks.

These three character classes are the most balanced of all character classes in the areas of Saving Throws: their rigorous training and beliefs have encouraged them to have no weaknesses, though this comes at the cost of having no special resistances. This fits well with their beliefs regarding the need for a balance of skills to be successful in adventuring and in life

Table: Paladin, Gunslinger, and Cavalier Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spirit Power	Sleep Charm
Rating	Average	Average	Average	Average	Average	Average	Average
1 to 3	16	16	16	16	16	16	16
4 to 6	14	14	14	14	14	14	14
7 to 9	12	12	12	12	12	12	12
10 - 15	10	10	10	10	10	10	10
16 - 20	8	8	8	8	8	8	8
21+	6	6	6	6	6	6	6

Investigator & Speaker for the Dead

These two classes handle much of the law enforcement and criminal investigation throughout the world. These tasks take them into the dark and seedy side of major cities and towns where they must gather evidence and information. Their job requires toughness and the ability to understand the use of poison and survive contact with it since poisoning is a favorite tool of criminals. Their focus on their task offers some resistance to Sleep/Charm effects.

On the other hand, their job rarely requires contact with magical forces or Undead. Handling such matters is generally not a matter of investigation or law enforcement and is usually left to the local Priests, who will summarily vanquish the horrors.

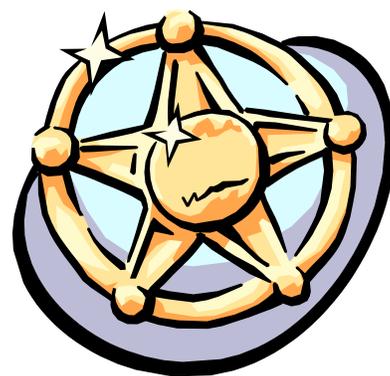




Table: Investigator & Speaker for the Dead Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spirit Power	Sleep Charm
Rating	Poor	Average	Average	Good	Good	Poor	Average
1 to 3	18	16	16	14	14	18	16
4 to 6	16	14	14	12	12	16	14
7 to 9	14	12	12	10	10	14	12
10 - 15	12	10	10	8	8	12	10
16 - 20	10	8	8	6	6	10	8
21+	8	6	6	4	4	8	6

Jack of All Trades Saving Throw Matrix

Explanation: A Jack-of-All-Trades has some experience in nearly every aspect of life and thus has a reasonable understanding of magic, poisons, and combat. Two things are true for most members of this class: their tendency to try almost anything once and their ability to survive most things that go wrong. These traits are reflected in their Saving

Table: Jack of All Trades Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Average	Average	Average	Average	Good	Average	Poor
1 to 3	16	16	16	16	14	16	18
4 to 6	14	14	14	14	12	14	16
7 to 9	12	12	12	12	10	12	14
10 - 15	10	10	10	10	8	10	12
16 - 20	8	8	8	8	6	8	10
21+	6	6	6	6	4	6	8

Mathematician Saving Throw Matrix

Explanation: Mathematicians are scholars, inventors, and practitioners of powerful magical and spiritual effects. Not surprisingly, they are quite good at resisting the tools of their trade: Spiritual Powers and Magical Weapons. Most Mathematicians have spent at least some time in laboratories amid various dangerous and toxic chemicals, hence they are more resistant to poisons than one might expect.



Despite their knowledge of poisons and magic, Mathematicians are still quite frail and lacking in physical endurance. They are also rather unfamiliar with Death Magic since it falls outside the normal scope of their studies. Most Mathematicians do not encounter Undead until their first adventure away from their libraries and universities.



Table: Mathematician Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Poor	Good	Average	Average	Poor	Good	Average
1 to 3	18	14	16	16	18	14	16
4 to 6	16	12	14	14	16	12	14
7 to 9	14	10	12	12	14	10	12
10 - 15	12	8	10	10	12	8	10
16 - 20	10	6	8	8	10	6	8
21+	8	4	6	6	8	4	6

Necromancer Saving Throw Matrix

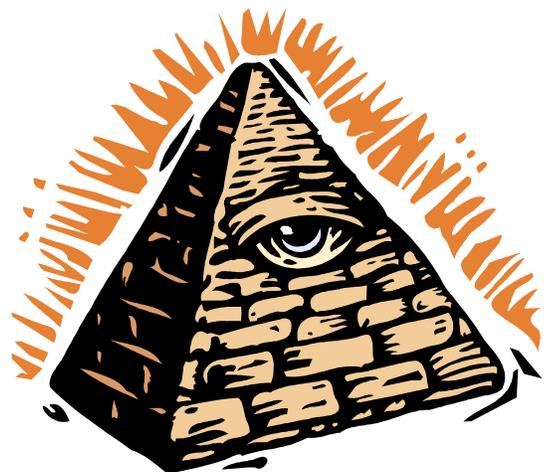
Explanation: Necromancers are the masters of the science of life and death, and though many of their kind resist the temptation to follow evil paths in life, all Necromancers have a great understanding of death and the Undead. Their studies of death have given them a resistance to toxins and poisons, as well as forcing them to be reasonably durable and resistant to harm. Necromancers are all trained in dealing with Undead, hence the resistance to

Table: Necromancer Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Good	Average	Poor	Good	Average	Average	Poor
1 to 3	14	16	18	14	16	16	18
4 to 6	12	14	16	12	14	14	16
7 to 9	10	12	14	10	12	12	14
10 - 15	8	10	12	8	10	10	12
16 - 20	6	8	10	6	8	8	10
21+	4	6	8	4	6	6	8

Death Magic.

All Necromancers walk a fine line in life and face continual temptation to use their abilities in unholy ways to gain greater power, hence the weakness to Sleep/Charm effect. Necromancers also do not train in large-scale combat, thus they have little resistance to Area Effects.



Priest and Protector Saving Throw Matrix

Explanation: Priests and Protectors have a deep sense of faith and duty and spend much of their lives combating Undead and other forces of darkness. This is reflected in their Saving Throws: it is very difficult to charm a Priest and turn him from his duty, just as it is difficult for the Undead to harm him with Death Magic since he has trained to fight them and his faith protects him.

Priest and Protectors are both very durable and focus heavily upon survival and defense - they have very few offensive tools at their disposal, but they are trained to resist attacks more than any other type of hero or adventurer. They are thus the only character classes to have Saving Throws that are above average. However, they do have a weakness against explosions and other area effects since they are trained as defenders and healers and thus know more about treating the results of such injuries than how to avoid being harmed in the first place.



Table: Priest & Protector Saving Throws							
Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Good	Average	Poor	Average	Average	Average	Good
1 to 3	14	16	18	16	16	16	14
4 to 6	12	14	16	14	14	14	12
7 to 9	10	12	14	12	12	12	10
10 - 15	8	10	12	10	10	10	8
16 - 20	6	8	10	8	8	8	6
21+	4	6	8	6	6	6	4

Shaman Saving Throw Matrix

Explanation: Shamans are more durable than most character classes that rely upon spells or Spiritual Powers since they live in the wild, often among Barbarians, and thus cannot afford to be frail or vulnerable to poisons and illness. They often use their abilities to fight the wandering Undead that plague remote towns and their tribal villages, hence they have developed some resistance to Death Magic attacks in addition to their ability to withstand the Spiritual Powers that they have mastered.

Shamans are rather vulnerable to Magical Weapons since they are often the tools of Mathematicians, and Shamans have little understanding of the seemingly strange “science-magic” that Mathematicians use to fuel their powers. Shamans are also weak against Sleep/Charm effects since they are often idealists and dreamers.





Table: Shaman Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Good	Poor	Average	Average	Average	Good	Poor
1 to 3	14	18	16	16	16	14	18
4 to 6	12	16	14	14	14	12	16
7 to 9	10	14	12	12	12	10	14
10 - 15	8	12	10	10	10	8	12
16 - 20	6	10	8	8	8	6	10
21+	4	8	6	6	6	4	8

Thief Saving Throw Matrix

Explanation: Thieves generally make a living performing sneaky and often illegal deeds. Not surprisingly, they are quite skilled at handling poisons and are resistant to the nasty explosive traps that they regularly encounter and disarm while on the road to lost treasure or somebody else's money. Since Thieves regularly venture into places that most people would consider very dangerous, such as lost tombs and crypts, they have developed some knowledge of Death Magic and how to avoid its effects.



Thieves are vulnerable to Spiritual Powers since they rarely encounter such abilities and are usually smart enough to not steal from anyone with such skills. Their mix of greed, curiosity, and thrill-seeking nature leaves them rather vulnerable to Sleep/Charm effects.

Table: Thief Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Average	Average	Good	Good	Average	Poor	Poor
1 to 3	16	16	14	14	16	18	18
4 to 6	14	14	12	12	14	16	16
7 to 9	12	12	10	10	12	14	14
10 - 15	10	10	8	8	10	12	12
16 - 20	8	8	6	6	8	10	10
21+	6	6	4	4	6	8	8



Warrior Saving Throw Matrix

Explanation: As one can tell by the Warrior's Saves, they focus heavily upon withstanding physical assaults: shrugging off explosions, poisons, and other physical harm comes naturally to members of this class. However, Warriors generally lack spiritual training, and the realms of magic are behind their knowledge, thus they suffer accordingly.

The Warrior Saving Throw Matrix is used as a basis for many other character classes that focus on direct physical combat and is then modified as needed. This Saving Throw Matrix is also useful as a basis for most creatures that focus on physical combat and have little, if any, magical or spiritual powers.

Table: Warrior Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Poor	Average	Good	Good	Good	Poor	Poor
1 to 3	18	16	14	14	14	18	18
4 to 6	16	14	12	12	12	16	16
7 to 9	14	12	10	10	10	14	14
10 - 15	12	10	8	8	8	12	12
16 - 20	10	8	6	6	6	10	10
21+	8	6	4	4	4	8	8

Wishsinger Saving Throw Matrix

Explanation: Wishsingers are masters of music and song, and use their skills to fuel a powerful array of abilities. They are quite resistant to the tools of their trade - Spiritual Powers and Sleep/Charm effects, and the stamina needed for powerful songs requires them to have some level of physical endurance. Since Wishsingers are often travelers, they have some experience with Undead and have learned to endure some Death Magic Effects.

Wishsingers often have little interest in science, laboratories, and technological inventions. As such, they have very little experience handling toxins or poisons and are ignorant of the strange nature of Magical Weapons.





Table: Wishinger Saving Throws

Character Level	Death Magic	Magic Weapon	Area Effect	Poison	System Shock	Spiritual Power	Sleep/Charm
Rating	Average	Poor	Average	Poor	Average	Good	Good
1 to 3	16	18	16	18	16	14	14
4 to 6	14	16	14	16	14	12	12
7 to 9	12	14	12	14	12	10	10
10 - 15	10	12	10	12	10	8	8
16 - 20	8	10	8	10	8	6	6
21+	6	8	6	8	6	4	4

Concealment Bonuses to Saving Throws

Several Saving Throws result from powers that can be less effective if the target is hiding behind a wall, crate, or some other form of cover. System Shock and Poison will both work the same regardless of where the victim is, while Death Magic, Spiritual Powers, and Sleep/Charm effects target the person but do not need to physically hit them to have an effect - assuming the victim is visible, it does not matter how safe their hiding place may be.

Magical Weapons are generally rays, beams, or conjured creations that must hit a target, thus cover can give some bonus to avoiding them. Similarly, hiding behind a crate obviously gives protection against an Area Effect, like an explosion.

For coverage 95% and above, the target is essentially immune to any targeted attack or spell that is made from a distance further than melee range, unless the ranged attack is powerful enough to seriously damage or destroy the cover that the character is using as shelter, such as a large explosion or missile. Obviously, even if somebody is almost completely hidden, a person who notices them could still walk up to them and cast a spell on them in melee range, hit them with a sword, and so on.

Percent coverage	Saving Throw bonus granted to Save vs. Area Effect and Save vs. Magical Weapon
50% to 75%	+1 bonus
75% to 95%	+2 bonus

Surprise Penalties to Saving Throws

If one is prepared for a Magical Weapon strike or an Area Effect blast, one may be able to seek cover and gain the bonuses listed above. Similarly, being caught off guard with either of these two types of Saving Throws will result in penalties to the Saving Throw. It is much harder to dodge a Magical Weapon energy ray or survive an Area Effect explosion if one has no idea that they are about to happen. The penalty to the Saving Throw for being caught off guard for these two Saving Throws is -2. This generally applies to the Surprise Round in combat and any other situation where the victim would be caught off guard.

Note that even in the worst cases of surprise attacks, the victim still gets a Saving Throw. The victim is denied a Saving Throw only if the Save is impossible to make, such as dodging a Dragon's breath weapon while caught in its teeth, or avoiding a magical energy weapon while frozen in place from another spell.

There are no penalties for surprise for any other Saving Throw type. Poison doesn't work faster on a surprised person, and the body and mind still resists System Shock, Spiritual Powers, Sleep/Charm, and Death Magic the same, regardless of surprise attacks.

Animal Companions Saving Throws

All Animal Companions save as the creature type in the Creature Guidebook, except that the creature's Save vs. Sleep Charm is upgraded one step. This represents the increased loyalty and empathy that are synonymous with Animal Companions. So, if an animal has a Poor Save vs. Sleep/Charm, once it becomes an Animal Companion, it has an Average Save vs. Sleep/Charm.

Note that this rule applies both to a Ranger's Animal

Companions, as well as ANY animal that a character has befriended and been with for a reasonable amount of time. Rangers simply get the ability to train such animals freely at a fixed level while other classes must invest the needed skill points into Animal Handling or a similar skill.

Once an Animal Companion has been separated from its master for over 1 year, it loses its bonus to its Save vs. Sleep/Charm, though it does not forget its master or cease to consider him or her a close friend and ally unless it parted ways with its master on hostile terms.



Recovering from Injuries

Of course, characters will usually not succeed in their saving throws. The most frequent result of this failure is injury. The type of injury depends on the source of attack. For example, most "system shock" saves hurts the body, while "spiritual power" saves hurts the mind, and "death magic" hurts the soul.

Gaianar is a violent world. The fighting clans of West Point have had a blood lust for centuries. In North Point, the local Scaxathrom Priests are always looking for a few unwilling volunteers to become Zombies and Empty Silhouettes. In the East, where foreigners are viewed as unwelcome outcasts, violating any of their laws may be punishable by death. And in South Point, ancient race wars have only gotten more bitter and calculated with the passage of time.

For the character unfortunate to be born on the decimated world of Gaianar, living and dying by sword or spell is strictly status quo. There are many ways a character can be injured: physical, spiritual, and psychic. This section describes the types.

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Injuries from a physical assault

Physical injuries are the most common form of wounding on Gaianar. Cuts, bruises, broken bones, sword wounds, gunshot holes, are all of a physical nature.

Physical injuries deplete a player character's hit points. As long as a player character has positive hit points, he or she remains conscious, aware and able to fight, pray, run, use items, etc. At zero hit points, the player character loses

consciousness, falling into a comatose state. Between -1 and -10 hit points, the character is considered to be dying from the injuries sustained.

A character at one hit point or higher can heal from physical injuries if given enough time, a character at -1 hit points or lower will absolutely die without medical intervention. The final outcome of an injured character's status depends on two sets of factors: 1.) Whether the character's current hit points are positive, zero, or negative, and 2.) Whether the character receives supernatural healing, a healing potion, conventional medical treatment, or no treatment at all.

For ease of lookup, match the scenario with the conditions below:

- **Scenario A:** Positive hit points, supernatural healing used.
- **Scenario B:** Positive hit points, healing potion.
- **Scenario C:** Positive hit points, conventional medical treatment.
- **Scenario D:** Positive hit points, no treatment.
- **Scenario E:** Zero hit points, supernatural healing used.
- **Scenario F:** Zero hit points, healing potion.
- **Scenario G:** Zero hit points, conventional medical treatment.
- **Scenario H:** Zero hit points, no treatment.
- **Scenario I:** Negative hit points, supernatural healing used.
- **Scenario J:** Negative hit points, healing potion.
- **Scenario K:** Negative hit points, conventional medical treatment.
- **Scenario L:** Negative hit points, no treatment.

Scenario A: Magical Healing with Positive Hit Points

Possibly the safest, fastest, and most efficient method of healing on Gaianar is supernatural healing. Many character classes possess some healing capabilities. Paladins have minor supernatural healing powers, while a Priest's

healing capabilities are unmatched. Additionally, some individuals possess the innate power of healing.

With supernatural healing, there is never any risk or scarring or infection. New skin that results from healing is very pink and sensitive (like an infant's skin) but over time it becomes like normal skin. Note that Constructs, for obvious reasons, gain no benefit from Supernatural Healing unless the power is designed specifically to restore lost structural points, in which case non-Constructs would gain no healing benefit from it. Powers that fully heal and regenerate the wounded are an exception to this rule. In those cases, the GM may rule that a Construct is healed since the power does more than restore lost hit points.

Scenario B: Healing Potion Use w/ Positive Hit Points

Healing potions are chemical accelerators that force the body's flesh to knit together faster. A character can create a healing potion of a given intensity if that character has an equal intensity in the non-combat skill of Herbalism or Chemistry. So, to create an intensity 1 healing potion, a character would only need basic knowledge (intensity 1) in Herbalism or Chemistry. Of course, an intensity 1 healing potion isn't very powerful.

While drinking potions for healing is faster than traditional medicine, partaking of chemical draughts are not without risk. For each intensity of the potion, there is a -1 penalty to the system shock save versus scarring. Unlike a botched medical treatment, the scar tissue the results from a healing potion appear immediately. However, scar tissue of this type is not any more likely to result in Comeliness loss than any other type of scarring.

Wounds treated with a healing potion will not become infected. However, there is a 1% chance per intensity of the healing potion that the chemical accelerates will be too harsh on the wounded body's system. Such an overload causes damage equal to one half of the potion's healing potential, but if the victim survives, there are no other permanent effects although that healing potion was wasted.

For the Fey, being of an alien race, the risks of taking a healing potion are doubled while the benefit of the healing potion is halved. The only exception is healing potions concocted by the Fey specifically for use by the Fey (which in this case, it is dangerous for members of other races to imbibe.) Constructs, for obvious reasons, gain no benefits from healing potions.

The table that follows states the effectiveness and cost (in CP) of the various healing potions.

Table: Healing Potion Yields

Intensity	Healing	Cost
1	1d4	1
2	1d6	3
3	1d8	4.5
4	1d12	9
5	2d8	15
6	2d10	20

Scenario C: Medical treatment w/ Positive Hit Points

Proper medical treatment is defined as having wounds treated and cleaned by an individual with Healing and Herbalism (Chemistry may be substituted for Herbalism) skills of at least intensity 1. Treatment by a Barbarian or Barbarian Shaman with field medicine also counts as proper medical attention. With continuous medical treatment (i.e. seeing a physician at least one per day), the rate of natural hit point recovery is doubled.

While scarring is still possible, the applicable saving throws are at +1 for every intensity of Healing and Herbalism possessed by the physician. Thus an injured character treated by a healer with Healing (2) and Herbalism (3) would be entitled to a system shock save at +5. For a Barbarian/Shaman's plusses, the rating is +1 per 10% in Treat Wounds.

Infection does not occur unless the physician fails his or her proficiency checks. In the event of a failure, the wounded character still may make a Body-Mind-Spirit roll to in attempt to resist infection.

In the event of a physician that has only Healing and not Herbalism, scarring is not affected, but rate of infection is. The system shock save is modified by -5 in this instance.

Scenario D: No Medical Treatment. Positive Hit Points

The primary danger of being injured and having no medical treatment is the risk of infection. In the World of Gaianar, the days of fully staffed hospitals, penicillin, and butadiene are long gone. While bruises cannot become infected, cutting and impaling wounds most certainly can.

To determine if infection sets in, the character must make a successful Body-Mind-Spirit check one day after the initial injury. If successful, the injury recovers at the normal rate. If unsuccessful, the injury recovers for only 1d3 days and then an infection sets in, halting all recovery. The infection counts as a minor disease and is explained later in this section.

In the case of cutting or impaling injuries, the character must, at the end of the recovery period, make a successful save versus system shock or develop scar tissue over the affected area. While this does not impede the character's functionality, it can decrease the character's Comeliness attribute score if the scarring is significant, such as a long cut across the face. Upon developing significant scar tissue, the afflicted character must make a successful save versus system shock at +6 or lose one point of Comeliness permanently.

With enough injuries, it is theoretically possible to have a character's Comeliness value lowered to 1. Once this value has been reached, more scars can still be gained, but the character can't look more disfigured as a result. (By this time, the character is an unrecognizable shambling mound of scar tissue, but at least ugliness isn't fatal.) Bruises, which are the result of damage from bludgeoning weapons, do not scar.

Rate of Natural Healing: As long as the character does not become infected, his or her hit points will gradually recover if given proper rest and nutrition - Constructs have it even better than this since they will recover hitpoints at a fixed rate as detailed in their race description. Hard labor, combat, and heavy exertion will halve the recovery rate and double the chance of scarring. *The rate of natural healing per day is equal to the character's Constitution hit point bonus, or one point per day, whichever is greater.*



Scenario E: Magical Healing, Zero Hit Points

A character with zero hit points is essentially hovering at the boundary between life and death. Because of this, the first application of supernatural healing can do nothing but stabilize the wounded character. Thus, even a *Heal Life Threatening Injuries* can only bring a fallen character from zero hit points to one. Once this is accomplished, however, further healing procedures function normally.

Scenario F: Healing Potion Used, Zero Hit Points

Using a healing potion on a character who has zero hit points is much more dangerous than using the same draught on a healthier patient. The chemical accelerant is simply more taxing on an already overtaxed system. Thus, the chance of the healing potions triggering a negative systemic reaction is 2% per intensity of the potion. The risk to Fey characters is 4% per intensity of the potion, and the elixir yields only half the normal points of recovery assuming that the potion is not designed for use by the Fey.

Scenario G: Medical Treatment, Zero Hit Points

When a character is at zero hit points, the healer must first attempt to stabilize the character's condition. This takes three rounds (as wounds must be cleaned and sewn up, fluids transfused, etc.) After the required time, the healer must make a Healing check. If successful, then the character stabilizes at one hit point, but remains comatose for an additional 3d4 rounds. Even upon awakening, the character is weak and cannot enter into combat for at least 1d4 days. To prevent infection, the healer must also make a successful Herbalism check (see rules in Scenario C.)

Scenario H: No Treatment, Zero Hit Points

At zero hit points, the wounded character hovers on the brink of death. To determine if the character progresses toward death or life, the character must make a Body-Mind-spirit check. A successful roll indicates that the character will live without medical intervention; a failure indicates that the character will slip toward

death unless medical intervention is available.

Assuming the check is successful, the character will still remain in a comatose state for 1d4 hours per point of Constitution below 18. If the character's Constitution is 18 or more, the coma period is simply 1d4 hours. While the character's hit points are at zero or less, he or she cannot be awakened by any mundane means. Once this period is ended, the character awakens with one hit point, and begins recovery according to the rules on positive hit points. Of course, the character is in a weakened state and cannot enter into combat for at 1d4 days.

Scenario I: Magical Healing, Negative Hit Points

A dying character must first be stabilized before he or she can be truly healed. Unless stated otherwise, the first application of supernatural healing only stabilizes the condition of the wounded character (to zero hit points). The next application of healing can raise the character's hit points to a maximum of 1. From that point, the healing powers have their full, normal effect. In other words, it takes three healing invocations to make a difference.

For a critically injured character, this is the safest and most effective method of healing. As stated earlier, supernatural healing powers never leave scarring or infection.

Scenario J: Healing Potion, Negative Hit Points

With a mortally wounded character, it is extremely dangerous to implement chemical accelerants to trigger healing. While the hit point yield is unchanged, the chance of triggering a negative systemic reaction is 10% per intensity of the potion. In the case of a wounded character with negative hit points, such negative reactions usually prove fatal. As stated before, healing potions not specifically designed for Fey consumption yield only half the benefit and twice the risks.

Scenario K: Medical Treatment, Negative Hit Points

When a character is this badly injured, even the best medical treatment is not necessarily enough. A character in the negative hit point condition is considered mortally wounded, and only a very skillful physician can save the character's life.

To accomplish this rescue, the injured character's condition must first be stabilized. The healer must make a

Healing skill check at -1 for every hit point below zero. Thus, a character at -10 hit points could only be saved if the healer makes a successful healing check at -10. Truly, this is a Herculean effort. If the check is successful, then the character's health is at least stabilized.

If the check fails, the character continues to lose hit points at the normal rate for a critically wounded individual. If the first check fails, the healer can try again each round until the patient is either stabilized or dies. A critical fumble on the use of Healing will kill the patient whose hit point total is still negative.

Once the patient's condition has been stabilized, the healer must make one successful Healing skill check for every hit point below zero. Thus, a healer would have to roll three times if the patient's hit points are at -3. If all the checks are made, then the character's health is stabilized at zero and will live. Failed checks inflict one point of damage on the wounded character, and a critical fumble still kills the patient. As is evident, curing a patient in this condition is a long shot at best.

When determining the chance of scarring, the system shock save is penalized by one point for every two negative hit points the character had at the lowest health level. If the damage came from cutting/impaling sources, the character must also make a successful Body-Mind-Spirit or contract an infection from the wounds. For internal injuries (like those caused by a club or a staff), the character must make a system shock save at +6 or lose one point of Constitution permanently as a result of blood clotting.

Scenario L: No Treatment, Negative Hit Points

Without medical treatment, a character with negative hit points will die. Having negative hit points is a fatal condition indicating overall systemic failure due to injuries.

Without medical intervention, a character must, each round, make an Endurance check at -1 for

each hit point below zero. If the check is successful, the character remains at the current hit point level. If the check is failed, then the character loses another hit point from either internal or external bleeding. A wounded character can remain alive even down to -10 hit points. But once the character's hit points fall to -11, the character dies, and only a *Wish*, *Raise Dead*, or similar power can bring the character back from the dead.

Regeneration

Members of the Protector class are granted the power of regeneration. Under normal circumstances, this power allows an injured protector to regain one hit point every hour. This power also gives the Protector a +4 to any save or checks versus scarring or infection. Aside from injuries, the regenerative power also allows the Protector to regenerate amputated limbs and knit broken bones. The innate power Regeneration also functions in this same manner.

Should a character with Regeneration fall to negative hit points, a successful Body-Mind-Spirit check indicates that the regenerative power is sufficient to stabilize the character's health. Thus, a mortally wounded Protector will not recover without medical intervention, but neither will she bleed to death.

Constructs also have a variation of the Regeneration power. The Complete Regeneration power for Constructs heals one structural point per day. Note that ALL Constructs are assumed to have this ability, including enemy Constructs that characters battle against from the lowliest Armor Drone the nearly unkillable War Master. Thus, when battle a Construct, it is best to make sure it is completely destroyed or it will rise up and return to full health in a matter of days or weeks.

Brik, a Protector, knew his scars were like a history of his life. Many of the wounds he had taken in service to the True One should have killed him, yet his Lord always let him live. He found that even a sword blow in the gut would be healed by itself in only a day or so. Brik was grateful to his Lord for giving him this gift of health.

Recovering From Broken Bones

It's certainly possible for a blow to be so severe that recipient of the wound ends up with one or more broken bones. While a bone is broken, the limb supported by it is rendered nonfunctional. Thus, a fighter with a broken arm cannot swing a sword with that arm. For a broken bone to mend properly, the injured character must be under the care of a physician who would have at least Intensity (2) in Healing. In those cases, the physician is assumed to set the bone with a Healing Check in all cases unless a Critical Failure is rolled. Unskilled characters may also attempt to make set a bone by making a Skill Check at -8: this only goes to illustrate that a good doctor is priceless when adventuring in a dangerous world. The next table states the recuperation period for recovering from broken bones after the bone has been set.

Table: Broken Bone Recovery Periods

Body Area	Recovery Time	Body Area	Recovery Time
Arm	1d6+3 weeks	Leg	1d6+5 weeks
Back‡	3d6 weeks	Neck‡	2d4+1 weeks
Hand or Foot	1d4+3 weeks	Ribs	1d4 weeks
Head†	2d4 weeks	Shoulder	2d6+3 weeks
Hip	4d6 weeks		

† The character must save versus system shock or suffer brain damage; a failed check results in a loss of Wisdom or Intelligence of 1 point. ‡ The character must save versus system shock or suffer permanent paralysis.

Without proper medical attention, the recovery periods are doubled. Moreover, unless a Body-Mind-Spirit check at -4 is successfully made, that body part becomes permanently disfigured. Physical disfigurement causes a permanent loss of 1d4 points in Dexterity in a hand or arm, or a loss of running capability in a leg.

Healing potions can mend broken bones, but unless it is used in combination with proper medical attention, the chance of disfigurement is enhanced. When using healing potions without first setting the bone, the injured character must make a Body-Mind-Spirit check at -1 per intensity of the potion. A failed check indicates that the limb is permanently disfigured.

With supernatural healing, broken bones can be immediately healed so long as the healing benefit is at least three times the amount of the wounding damage. Thus, if a Wishsinger takes a staff blow to the leg for 10 points of damage that results in a broken leg, the healer can restore the leg immediately if the healing benefit is at least 30 points. If the healing benefit is not at least 3x original damage, then the bone is still broken and must heal naturally, but it is considered successfully set and thus no permanent disfigurement will result.

Diseases

While most heroic characters die of either a well-aimed sword blow, being sucked dry by a thirsty vampire, or being slaughtered on the altar of an evil Scaxathrom Priest, it is not beyond the realm of possibilities that a character may die of a disease.

In prime conditions, it is unlikely that a character will catch a disease. But life isn't always prime. The Game Master may require a disease resistance check (a save versus system shock) for one or more reasons: lack of food/water for an extended period of time; consuming spoiled or tainted food; having carnal relations with an unclean prostitute; being exposed to contagion; being bitten by a disease-carrying animal; being wounded by a disease inflicting Undead; being cursed with illness; and sleeping in a filthy gutter.

Characters whose Constitution score is high enough to warrant an innate disease resistance should roll that check first. If it fails, it is still possible that the system shock save may succeed.

In any event, a failed system shock save indicates that the exposed character has caught a disease.

The nature of the disease falls into one of two categories: Minor diseases and major diseases. In the former, it is possible to recover naturally. In the latter case, only medical intervention can save the character's life.

Minor Diseases

Diseases of this type will resolve on its own without any serious complications. However, it is possible for minor diseases to escalate into major diseases if conditions merit it. A character must make a Save vs. System Shock at the beginning of each week of infection for a minor disease and once more at the end of a minor disease's duration. If a character fails ALL the Saves, the minor disease is upgraded to the next logical choice of major disease - if even a single Save is made, the disease runs its course with no complications. Note that the Common Cold only upgrades to Basic Flu or Stomach Flu, which may then upgrade to a major disease - people who are strong enough to go adventuring (or even leave their homes) don't die from the common cold.

If a physician with at least intensity 2 in Healing or Herbalism treats the character, the disease duration is halved and the disease cannot upgrade into a major disease unless the Physician rolls a Critical Fumble at the end of the disease's duration. Note that even in this case, the character gets to make Save vs. System Shock rolls each week and the disease can only upgrade if ALL of those rolls are failed.

It must be stated that healing potions have no effect on diseases - they equally heal the body and strengthen the illness, so nothing is gained or lost from using them. Normal wound curing supernatural powers also has no effect on a disease. Only supernatural powers that explicitly treat diseases are effective against them.

Table: Minor Diseases		
Type	Duration	Effect
A	Two weeks	Localized infection. Usually around a wound. Affected area swells and turns red. Victim experiences a slight fever. Endurance is at -4 and hit points are at -15% for the duration of the disease.
B	Two weeks	General Systemic Infection. Same as above except that infection has come from lots of small wounds instead of one specific injury.
C	1 week	Common Cold. Minor fever, -2 to Endurance, -1 to Skill, -10% to hit points.
D	1 week	Basic Flu. Major fever. Aches, sore throat, -6 to Endurance, -4 to Skill, -20% to hit points.
E	1 week	Stomach Flu. Fever, dizziness, nausea. -8 to Endurance, -2 to Perception, -1 to Skill, -20% to hit points.
F	Two weeks	Animal Bite Fever. Wound is sore and red, high fever, dry mouth, -4 to Endurance, -3 to Perception, -30% to hit points. May hallucinate.
G	1 week	Undead Nightmare. Usually the result of Undead bites and scratches. Wound immediately scars with a black scar. Vivid hallucinations, high fever, -6 to B-M-S, -5 to Endurance, -4 to Skill, -10 to Perception, -10% to hit points.

Major Diseases

Major diseases are always fatal unless cured, but they are thankfully difficult to contract. Some diseases start out as "major", while others begin as a minor disease but have subsequently escalated. In the table that follows, the duration states not the recovery time, but how long it takes to die from the disease.



Table: Major Diseases

Type	Duration	Effect
A	2 weeks	Limb Gangrene. Usually the result of unchecked infection. With medical treatment, there is a 10% chance per intensity of healing and Herbalism that the limb may be saved. A Barbarian or Shaman may utilize the Treat Disease skill to cure the infection. Afflicted limb is useless until cured. If treatment is unsuccessful, amputation is then necessary to save the patient's life.
B	3 weeks	Bloodstream Infection. For each week that the infection persists, the victim loses two points of Constitution and one point of Strength. If either hit zero, the disease carrier dies. Victim must make a successful Body-Mind-Spirit check or else one half Constitution loss is permanent.
C	4 weeks	Pulmonary infection. Basic tuberculosis: this disease destroys the lungs and the victim ends up choking on his or her own diseased phlegm unless proper treatment is given.
D	3 weeks	Eye-Ear-Nose-Throat Infection. Basically, the inside of the victim's head becomes a ball of puss. The character becomes highly incoherent and is filled with great pain. If treatment does not happen within the first two weeks, the character must save versus system shock or go blind (30%) or deaf (70%).
E	3 weeks	Intestinal tract infection. Infectious ooze eats the victim's stomach and intestines. Rectal bleeding is common, and the victim has great difficulty with digestion and keeping food down. For each week the infection persists, the character loses 1 point of Constitution. Upon successful treatment, 2/3 of lost Constitution is restored; the rest is lost.
F	2 weeks	Rabies. This is a brain disease inflicted by animal bites. The infected character loses one point of Intelligence for each day infected. If treatment does not start until the beginning of the second week, Intelligence loss is permanent.
G	3 weeks	Undead Spiral. Over a period of three weeks, the victim's overall life essence dwindles. He or she becomes lost in vivid nightmare hallucinations and dreadful chill. If left untreated, the victim becomes an Undead creature of some sort. If treated, the victim suffers no physical side effects, but must make a Body-Mind-spirit check or acquire insanity.
H	1½ weeks	Red Pox. A skin disease that kills its victims via fluid loss. Basically, the disease causes the skin to rot off, leaving disgusting bleeding sores that do not scab over. The character loses one point of Comeliness per day infected. Upon curing, 2/3 of lost comeliness return, but the remainder is lost due to scar tissue formation. Prior to treatment, the victim is at -2 to Endurance and -3 to Influence for each day the
I	1 week	Black Pox. A plague disease that causes necrotic pustules to form directly underneath the skin. Evidence of the disease is circular shaped bruises at random places on the body. The victim ends up dying of either a heart attack or stroke as clotted masses enter the bloodstream. If not treated within the first three days, the character loses 1d2 points of Intelligence and 1d4 points of Dexterity permanently.
J	6 weeks	Water Sickness. This disease can only be gotten by drinking water contaminated by the Well of Dead Life. The disease begins by causing a low-grade fever that increases with time. It also causes skin pigmentation to gather in tiny clusters, so that victims take on an odd pale and black-speckled look. The disease is not painful, but causes the victims to grow increasingly tired all the time. For each week that passes, the victim is at -3 to Endurance, -1 to Skill, and requires an additional hour of sleep. If either Skill or Endurance drops to zero prior to the terminal sixth week, the victim dies quietly while sleeping. If cured, the victim loses only one point of Constitution permanently.

Supernatural Diseases

Diseases of a supernatural nature are generally only transmitted through the use of curses, evil magic, and certain accursed creatures. These diseases cannot be cured by healing potions or by medicine. Only supernatural curative powers that specifically counteract diseases can remove a supernatural disease. The type and effect of the disease depends on the creature or the spell caster. Not all supernatural illnesses are permanent or fatal.

Reattachment of Amputated Limbs

Generally, limb amputation only occurs as the result of a critical success in combat (example: any sequence in the movie "Excalibur"), the result of law enforcement punishment (a thief's hand getting cut off for stealing), a grievous accident, or from gangrene (disease). Only Protectors, as a character class, have the ability to regenerate missing limbs. Amputated arms and legs, and other parts can also be restored by means of high level spiritual powers such as Limited Regeneration and Full Regeneration, as found in the Priestly spiritual powers. Protectors cannot regenerate severed heads.

If medical treatment is given within 1d4+1 rounds after initial amputation, there is also a chance of having the limb reattached. The requirements for, and effectiveness of, limb reattachment is seen on the next table.

Table: Limb Reattachment Methods	
Method	Requirements / Effectiveness
Via the "Advanced Medical" proficiency	1% chance per intensity of Advanced Medical that full limb functionality will be restored; 3% chance per intensity that 50% limb functionality is retained; 5% chance per intensity that 25% limb functionality is retained; beyond this, the procedure fails. (For Barbarian / Shaman healers, each 20% in Treat Wounds equals one intensity in Advanced Medical)
Healing Potion	If healing value matches the wound level in hit points, then: 4% chance per intensity for full functionality, 7% chance per intensity for 50% functionality, and 10% chance per intensity for 25% functionality; beyond this, the procedure fails. Scarring will definitely occur.
Supernatural Healing	If healing value matches the 4x wound level in hit points, then full limb functionality is restored. At 3x limb hit point value, the limb reattaches with full functionality, but scarring occurs. Below 3x limb value, the reattachment procedure fails. Limb hit point value is mentioned in the next table.

Lost Body Parts: The effects of the loss of limbs, are shown below, but note that the loss of a body part does NOT reduce a character's maximum hitpoints since hitpoints do not simply represent percentages of a character's body - they also represent skill, luck, the ability to "roll with the punches" and so on. If body parts directly translated into hitpoints, most characters would quickly be reduced to dog food after a single battle. What would a character be who only has 10 out of 50 hitpoints remaining? Obviously, he can't be missing 80% of his body!



Table: Effects of limb loss

Limb	Effect of Loss
Arm / Leg at elbow / knee	Limb useless without the aid of a prosthetic. With the aid of a prosthetic, limb functionality is at 25%. -1d4+1 to Comeliness.
Entire arm or leg	Limb useless. Walking is impossible without crutches. -1d6 loss of Comeliness.
Breast ‡	-1 to overall system Dexterity due to weight imbalance. -1d3 loss of Comeliness. Make Body-Mind-Spirit check or acquire insanity.
Eye / Ear †	-6 (or -30%) to all visual / auditory perception checks. If eye is gouged out, -2 to hit in melee, -4 to hit for missile. Comeliness reduced by 1d2 for ear, -1d4 for eye.
Finger/Toe	-1 to Dexterity in affected arm or leg.
Hand / Foot	Can hold shield, but not weapon with missing hand arm; running speed reduced by 50% if a foot is lost. In affected arm/leg, -5 to Dexterity and -3 to strength. -2 to Comeliness.
Nose	New Comeliness is now 1d6, regardless of previous value. -5 or -25% on any roll involving resisting airborne poisons or diseases. Loss of sense of smell.
Reproductive Organs †	Loss of reproductive capability. Make Body-Mind-Spirit check at -4 or acquire an insanity.
Tongue	Speech inoperative; Powers requiring speech are inoperative; Loss of the sense of taste (but not the sense of smell).

† Healing must be intensity 3 to attempt this procedure.

‡ Healing must be intensity 4 to attempt this procedure.

Other Physical Injuries

Aside from swords and knives, a character can be hurt in many other ways. Like the loss of hit points, it is possible to lose value in secondary attributes. For example, being forced to swim for too long can result a loss of Endurance. Disease also reduces secondary attributes.

Poisoning is also particularly grim. Healing potions do not correct a poisoning, though they can restore hitpoints that are being lost to the poison. An anesthetic poison simply renders its victim unconscious or paralyzed. A toxic poison, however, is designed to kill.

Recovering Lost Primary Attributes

Very few things in Gaianar reduce a character's primary attributes, but there are very few ways to recover them once lost. See the section on Death Magic damage for more details since Death Magic causes 90% of effects that cause the loss of Primary Attributes - major diseases cause most of the rest.

Recovering Lost Secondary Attributes

Ability Values, or Secondary Attributes, are the scores derived from a character's Primary Attributes, which include Body-Mind-Spirit, Endurance, Influence, Knowledge, Panic, Perception, Skill, and Willpower.

Repairing damage to any of these attributes will not require any medical intervention, only time. Unless the damage is listed as "permanent" or some other figure is given, lost ability values recover slowly to maximum over a 24-hour period. For example, a Thief with maximum Willpower 12 will regain a lost point of Willpower every two hours. A Warrior with maximum Endurance 18 will regain a lost point of Endurance once

every 90 minutes. In the event of fractions, round recovery times to the nearest turn (10 minutes).

Losses to ability values have a direct effect on the functionality of the character. For example, example, a Wishsinger whom has lost 3 points of Influence has a 15% greater chance of failing a Wishsong that involves voice. A Protector with the Mental Discipline skill is less effective in spirit combat if his Willpower has been damaged. For the most part, losses of ability values have a direct negative impact on all noncombat skills as well as Wishsing and spirit combat.

Any character that has an ability value that drops to zero or below immediately falls unconscious until such a time as that value can naturally climb back to at least 1. In the realm of Gaianar, the most commonly drained ability value is Willpower. This attribute in particular denotes a character's resistance to spiritual possession by demonic forces.

The table to the right states the rates at which damaged ability values will recover. The "AV" is the ability value, while "RR" denotes "recovery rate", which is measured in turns.

Kal Kelaine, Protector of Thistle Brae, still bore the scar across his wrist that was the silent testimony to his hand's amputation. Worst of all, the injury wasn't even in combat. It was an accident, nothing more. But, by the grace of the True One, a new hand had slowly grown from the stump, and the Protector was now complete once more.

— *Of a Protector's regenerative capabilities*

Table: Ability Value Recovery Rate

Ability Value	Recovery Rate
1	144
2	72
3	48
4	36
5	29
6	24
7	20
8	18
9	16
10	14
11	13
12	12
13	11
14	10
15	9
16	9
17	8
18	8
19	7
20	7
21	7
22	6
23	6
24	6
25	5



Poisoning

Not all people in this world are brave enough to confront their enemies with swords and guns. Some people take a sneaky and cowardly way through combat by using poison against their enemies. Poisons can be used to enhance the deadliness of weapons, can be made into a noxious cloud, can be made into a contact powder, or can be added to foods and beverages.

There are two types of each conventional poison, deadly and sedative. The use of deadly poison is generally for the purpose of slaying one's enemies, but can also be used for keeping rats and other pests at bay.

The sedative variety has the same potency as their deadly counterparts, but hit points are lost only temporarily, and they never cause death. The uses of sedative poisons are generally for incapacitating and capturing an enemy, and are also useful as anesthetics in medical procedures.

Food poisoning is on another chart. This type is rarely lethal, but is instead painful, debilitating, and supremely unpleasant.



Table: Poison Damage				
Poison Intensity	Number of rounds active	Damage	Save vs. Poison Penalty	Cost (CP)
1	1d3	1d3	0	2
2	1d4	1d4	-1	4
3	1d4	1d6	-1	6
4	1d6	2d4	-2	8
5	1d6	2d6	-2	9
6	1d8	2d8	-3	11
7	1d8	3d6	-3	13
8	1d10	2d10	-4	15

Toxic Poisons

In the previous chart, the number of rounds active column indicates how many rounds the victim loses hit points. A victim injected with an Intensity 3 poison would lose 1d6 hit points at the beginning of each round for 1d4 rounds. Note that the victim begins taking damage the round after being poisoned.

Note that in almost all cases, a victim will get to make a Save vs. Poison to avoid the effects of a poison. However, as indicated in the table, the more powerful poisons are harder to resist in this way. A victim will only lose his Save vs. Poison if his body is so saturated with the poison that there is no way for his system to shrug off the effects - simple injections or inhalations are not enough to cause this effect.

If a victim is struck with multiple toxic poisons of the same intensity, the damage dealt per round does NOT increase, while the duration of poisoning does. For example, suppose a character is hit with an Intensity 2 poison and rolls to determine that he will be taking 1d4 points of damage for the next 2 rounds. The next round, he is hit by another Intensity 2 poison and determined that he will be taking 1d4 damage for the next 3 rounds. So, 1 round of the first poisoning has already gone by, which means that the character will be taking 1d4 damage for the next: 2 - 1 + 3 = 4 rounds.

If a victim is inflicted with toxic poisons of different intensity, the affects of the poisons stack. So, if a character has 6 more rounds of 1d4 damage remaining and suddenly is hit with 2 rounds of 2d10 damage, for the next 2 rounds, he will be suffering 2d10 + 1d4 damage.

An additional effect of toxic poisoning is that the poisoning victim functions at -1 per intensity of the poison while affected by it. If under the effects of multiple poisons, the penalties are cumulative. This penalty applies to all rolls, including attack, parry, saves,

Optional Rule - Complex Effects Caused by Poisoning: If the GM chooses to use the rules, the poisoned character also experiences painful side effects as his or her health decreases. Note that using these rules greatly increases the power of poisons.

Table: Toxic Poison Reactions	
Remaining HP	Effect
75% +	No combat or stat degradation, but victim feels queasy, and either chilly or feverish.
50%-75%	Stomach pain, muscle pain, and nausea manifest. Penalties: -3 to BAtCh, Dex(-2), Str(-1).
25%-49%	Tremors and minor convulsions manifest (or mild to moderate numbness). Victim feels icy cold or burning hot. Vision begins to dim (treat as twilight). Victim loses balance (Dex check needed to walk.) Penalties: -6
1%-24%	Severe convulsions (or complete paralysis). Combat impossible. Meaningful movement impossible. Pain is unimaginable. Uncontrolled mouth foaming or vomiting.
0%	Victim is comatose. Once hit points fall below -10, victim is dead and can only be revived by supernatural means.



Anesthetic Poisons

In the case of an anesthetic poison, the victim does not actually lose real hit points, but instead suffers temporary hit point loss at the same rate as a toxic poison of the same intensity. All other rules regarding toxic poisons apply to anesthetic poisons, except that anesthetic poisons cannot kill or permanently harm a victim. The chart to the right states the levels of degeneration caused by an anesthetic poison.

Optional Rule: The GM may allow that Fey gain a +1 save versus poisons not specifically crafted for the Fey metabolism.

Table: Anesthetic Poison Reactions	
Health Level (HP)	Effect
75% or better	No combat or stat degradation, but victim feels slightly lightheaded.
50% to 75%	Numbness and dizziness manifest. Pain receptors begin to deaden. Penalties: -3 to BAtCh, Dex(-2), Str(-1). A healer could perform local/topical surgery without discomfort to the patient (such as stitching a long laceration, or cauterizing an infected wound.)
25% to 49%	Target begins to feel sleepy. All pain vanishes. Target loses balance (Dex check needed to walk.) Penalties: -6 BAtCh, Dex(-5), Str(-3), Int(-2). A healer could perform local topical surgery in sensitive areas (like performing a root canal.)
1% to 24%	Complete paralysis occurs. Target can converse in a drunken or dreamy sort of way. No combat or other meaningful activities are possible. A healer can perform short duration, invasive, painful procedures without discomfort to the patient (like removing a bullet from a bullet wound).
0% or less	Victim is unconscious. Surgical procedures can be initiated without fear of target awakening. A healer can perform long duration, painful procedures without discomfort to the patient (such as open heart surgery or removal of a tumor.)

Of course surgical procedures can cause injury, but in a life-threatening situation (such as a bullet lodged close to the spinal column), a certain amount of risk is necessary sometimes to save an injured comrade's life. Temporary hit points lost are subsequently regained at the same rate. In the case of anesthetic poisons, the victim still cannot feel pain for 1 round per intensity level of the poison after the damage-dealing effects of the poison wear off. For longer surgical procedures, additional amounts of the drug can be administered in order to keep the patient from regaining consciousness.

Alignment considerations in the use of poisons

While intentionally poisoning a sentient being with the intent to kill is always an evil act, using non-lethal poisons to incapacitate a foe is rarely considered evil. If a foe is rendered helpless by an anesthetic poison, the morality play occurs afterward: does the character harm the helpless foe?

Antitoxin Effectiveness

In a perfect world, a poisoned character would simply quaff a vial of bitter tasting antidote and all would be well. Unfortunately, just like in real life, antitoxins don't always work. Sometimes a living character will still die of

poisoning even though the counteragent was imbibed. This is because antitoxins, by their nature, have to be somewhat generic, whereas poisons are often quite specific.

To determine the effectiveness of an antitoxin, simply match the antitoxin's intensity against the poison's intensity on the Universal Matrix. If successful, the poison is neutralized. If not, the poison is still somewhat cured -- its intensity is reduced by one level. In the case of an anesthetic poison, a counteragent will revive the patient if the counteragent successfully overcomes the drug. A failure indicates that the patient recovers one level of consciousness (i.e. from "comatose", to "groggy", to "dizzy", to "fully aware".)

A Barbarian, Ranger, or Shaman can craft an antitoxin, provided they have a



fully stocked herbalist kit. They can craft a counteragent equal to an intensity per 10% in Treat Poison. Likewise, a character with Herbalism or Chemistry can craft an antitoxin of intensity equal to their Herbalism or Chemistry skill intensity.

Purchased antitoxins are at the prices listed below. If the counteragent is crafted by hand, the price is quartered (in this case, the price is the real cost is in refilling the Herbalism or Chemistry kit.)

Table: Antitoxin Costs	
Intensity	Cost (CP)
1	3
2	10
3	25
4	36
5	60
6	85

Hellion ripped the poisoned dagger from his shoulder blade and wiped it on the tunic of the man who had stabbed him -- now a dead man.

The Barbarian quickly mixed some herbs and powders that he carried with him in a small medicine bag that all Clan warriors carried. With some luck, Hellion knew, I might find the right antidote. Then I shall have revenge on the man who sent this pathetic assassin.

Radiation Poisoning

In the event of radiation poisoning, the victim loses Endurance, not hit points. The rate of loss depends on the length of time exposed, and the intensity of exposure. Generally, radiation doses are measured in R.E.M.s, (in the World of Gaianar, this stands for Radiation Equivalent to Man). Fatal radiation exposure begins at 250 R.E.M.s. The table below displays the rate at which Endurance is lost. At each save interval, a successful save versus poison indicated that Endurance is not lost during that particular interval; failure indicates that one point is lost permanently. An application of Imbue With Life Energy, or equivalent will halt the loss of Endurance.

Table: Endurance Loss From Radiation Poisoning

R.E.M.s	Poison Save Interval
250 to 374	Every year
375 to 499	Every three months
500 to 699	Every month
700 to 849	Every week
850 to 949	Every day
950 to 979	Every hour
980 to 994	Every turn
995 to 1000	Every round
Above 1000	Instant death

A Total Regeneration that immediately follows a Remove Poison will also halt the progression. Only a Total Restoration will fully restore a character damaged by radiation poisoning.

If the irradiated character is the recipient of a Remove Poison one per day for three consecutive months the Endurance loss will also be halted (if the character lives that long, of course.) Additionally, the severity of radiation poisoning can be dropped by two levels by a physician of no less than eight intensities of combined Healing, Advanced Medical, and/or Herbalism.

If the character dies of radiation poisoning, he or she cannot be raised from the dead unless a Remove Poison is first invoked over the body. Once the Raise Dead has been invoked, Imbue With Life Energy must follow, or else the victim is still irradiated, albeit at half the number of R.E.M.s. A character's body will also dissipate radiation poisoning at the rate of 5 R.E.M.'s per point of Constitution per year (divide this rate up evenly per month).

Once a person has received more than 250 R.E.M., natural healing will forever occur at a slower rate. This is due to permanent damage done at the capillary level (in real life, people who have undergone radiation treatment for cancer often have problems with non-healing wounds later in life, due to the fact that capillary damage reduces the flow of blood (and therefore oxygen) to the extremities.) A person who has been damaged by radiation (above 250 R.E.M.) will recover hit points at half his normal rate until the radiation level in his system is below dangerous levels.

A Complete Regeneration or similar power will allow the recipient to heal at the normal rate, rather than the reduced rate. This is because the Complete Regeneration power can repair damaged capillaries.



Food Poisoning

Typically, characters can get sick from eating spoiled or improperly prepared foods. A check for food poisoning is always required with the cook rolls a critical fumble. In this event, each character that ingests the spoiled food must make a save versus poison or succumb to food poisoning. Typically, food poisoning follows a fairly predictable path. The onset of sickness is typically 2d6 hours after ingestion.

On the first day, the character is wracked with projectile vomiting and diarrhoea. The victim may experience incontinence.

This makes combat impossible and wearing armour impossible.

On the second day, the character still suffers from bouts of diarrhoea and can only drink water. Fluid requirements are quadrupled. Combat is possible, but most actions that require even modest stamina or concentration are penalized at -8.

On the third and fourth day, diarrhoea subsides, and the character can eat simple foods such as soup, crackers, and plain bread. Fluid requirements are tripled. Characters can wear Light armour, but nothing

heavier.. Most actions are penalized at -4.

On the fifth and sixth day, the character can eat most normal food that is not overly spicy. Fluid requirements are doubled. The character can wear up to Medium armour, but still cannot withstand Heavy armour. Most actions are penalized at -2.

On the seventh day and beyond, the character's health is normal, though their opinion of that particular chef or eating establishment has undoubtedly been reduced permanently.

Intoxication (i.e. getting drunk)

Sometimes it is helpful in role-playing to determine who gets drunk because of a drinking contest, and who is able to hold their liquor. The base statistic for resisting intoxication is, of course, Endurance. The opposing statistic is the intensity of intoxication. As intoxication increases, Endurance decreases. Once Endurance is brought to zero, the character passes out from drunkenness. The intoxication intensity (or Tox(n)) is gained when a character fails an

Table: Intoxicating Beverages and Their Effects

Beverage	Description	Cost	Tox (Success)	Tox (fail)
Brymstone	A product of Hellion Liquors in West Point. Only Coin Rattling Wraith bests this grain product in potency. The dark, spicy spirit burns the gullet as much as it sears the nostrils. Not for the faint of heart.	3 CP	1.75	4.5
Brynn's Beer	This is a fairly generic lager, probably the most common ale in West Point. It's neither fine, nor putrid. It's just plain old beer. It has, however, made Clan Brynn fairly wealthy.	1 gP	0.5	1
Coin Rattling Wraith	A fiery grain spirit that can flatten a man about as quickly as a blow to the head with a rolling pin. Served exclusively in black bottles with red stoppers. Made in Riv'na (West Point).	5 CP	2	5
Desperado	A better beer than Umber Hulk, though not by much. It is at least darker than ginger ale. It is served in establishments of low repute. Bottled in Brighton's Reach (North Point) by the proprietor of the "One Way Inn, No Way Out".	3 fP	0.5	0.75



Beverage	Description	Cost	Tox (Success)	Tox (fail)
Hunter Claret	A red wine made by a Dommalon faction in South Point, it is dark and sweet (almost too sweet.)	1 CP	1	2
Karoshi Gold	A fortified rice wine from East Point, it's bad flavor is soon forgotten once the paralysis sets in.	6fP	1.5	2.75
Karoshi Legend	Like Karoshi Gold, but actually tastes good.	2 CP	1.5	2.75
Southern Comfort	A favorite of the desert dwellers near Midian, this cactus spirit is strong, bitter, and bold. Made in Midian (South Point), and exported everywhere.	4 CP	1.25	2.5
Warbler	A Southern white wine, it's dry and not too fruity.	2 CP	1	2
Zombie Juice	Made from fermented potatoes, and distilled in an array of ancient automobile radiators, this spirit packs almost as much of a punch as Brymstone, but without the throat burning sensation. Bottled by a cadre of mad Mathematicians in Cape	1 CP	1.5	4

Endurance check. The value increases depending on the strength of the liquor. A character loses one point of Tox for every hour not spent drinking alcohol.

The loss of Endurance follows the same conventions of spirit combat. In other words, a failed check results in the loss of 1d4 points of Endurance.

In the table below, the "success" column displays how much Tox a character accumulates if the Endurance check is successful, whereas the "fail" column adds the noted Tox value if the check is failed. The cost in copper pieces (CP) or glass pieces (gP),



Of course, these are just samples. The Game Master is welcome to invent whatever kinds booze he or she wants.

Effects of Intoxication

Just like real life, liquor makes people stupid and invincible. The table below describes the effects of too much liquor.



Tox Level	Description	Modifiers
0.0 - 1.0	Sober	None
1.25 - 3.0	Mildly affected by alcohol	Dex(-1). Save vs. System Shock at +1.
3.25 - 5.0	Somewhat intoxicated	Dex(-3), Wis(-1), Cha(-1). Save vs. System Shock at +2. Sleep/Charm save penalized at -1.
5.25 - 7.0	Intoxicated	Dex(-5), Wis(-2), Cha(-4). Immune to pain. Save vs. System Shock at +3. Sleep/Charm save is penalized at -3.
7.25 - 9.75	Fully Drunk	Dex(-8), Wis(-4), Cha(-5), Int(-2). Immune to pain. System Shock (+5). Sleep/Charm(-5). Spiritual Powers(-2)
10.0 or higher	Falling Down Drunk	Dex(-10), Wis(-7), Cha(-7), Int(-4). Immune to pain. System Shock (+7). Sleep/Charm(-7). Spiritual Powers(-4)

Recovering from Drunkenness the Dishonest Way

A Remove Poison, or equivalent power, will remove drunkenness. Finding a healer willing to cast it for the purpose of sobering up an overindulgent drunkard *may* prove difficult, however.

Death Magic Injuries

The trouble with death magic is that it tends to be very long lasting. Where sword blows, poisonings, and broken bones are physical wounds, the injuries sustained by the wielders of death magic are of a spiritual nature. Thus, hit points lost to death magic are permanently lost because a certain amount of the character's life energy has been stolen. The same is true for loss of attributes. For example, certain Undead drain Strength. A Character whose Strength is drained does not gain those lost points back simply by rest or by low-level healing invocations.

Undead most commonly wield death magic. Their touch can permanently drain hit points, spirit points, and sometimes even primary attributes. These injuries cannot be healed by conventional medical treatment or by normal healing invocations. More powerful intervention is required. The Priestly invocation *Imbue with Life Energy*, and the Wisinger's *Song of Life Magic* are two examples of powers that can undo the effects of death magic - in all cases, a spiritual power will specifically say if it can undo Death Magic effects and damage. Most frequently, time is what cures these injuries. A character can recoup lost attributes and abilities when advancing in level (since the time to advance in level typically accounts for months or even years of the character's life, it can be assumed a level's worth of time is sufficient to recover from spiritual wounding.) Note that using a Wish can

also restore losses suffered by Death Magic.

If a player character has hit points, spirit points, or any primary attribute drained to below zero, the character is slain and there is a 5% chance per hit die of the slayer that the character will reanimate as an Undead of hit dice equal to his level. The Undead character then becomes a monster, controlled by the Game Master. The newly created Undead will have 50% of his old memories intact, but his innate power will become a death magic variant, and his class related spiritual powers would cease functioning (for the exception of Call Upon Chosen Weapon, and even that power becomes twisted.)

Of course, some Undead have the power to Create Spawn. In this case, the rules for spontaneously resurrecting as an Undead are ignored, and the specific rules for creating spawn for that type of Undead are followed instead.

Raising a Slain Character

Under normal circumstances, one can raise the dead through simple use of Raise Dead, or an equivalent power, although one will usually need to then cast other healing or regenerative spells upon the very weak (but now living) victim before they can return to health.

If a character is slain by death magic, it is preferable to quickly raise that character from the dead to prevent the deceased from reanimating as a shambling corpse. Three rituals are required, and must be performed the same day the character was slain:

- Protection from Death Magic (or equivalent power)
- Raise Dead (or equivalent power)
- Imbue with Life Energy (or equivalent power)

If the first ritual is not used, the character still rises from the dead, but is now both evil and insane. If the third ritual is not used, the character still rises from the dead, but does so having already contracted a terminal and incurable form of Undead Spiral. Because of these facts, shortcuts are not recommended.

If the slain character is not going to be raised from the dead, one the following burial procedures must be used to prevent reanimation of the corpse as an Undead:

- The corpse must be blessed with holy water and laying on of hands, and prayed over. The body must then be interned in earth following whatever methods are appropriate for a member of the victim's faith.
- If the victim was known to wield dark powers (and thus may be seeking some twisted way to return to this world after death), the body must be decapitated and a wooden stake thrust through the heart of the corpse.
- If the religious beliefs of the victim are unknown, then a general burial ceremony can be used, so long as Protection from Death Magic (or similar power) is bestowed upon the corpse just prior to internment. A holy symbol of a good-aligned god, preferably that of the True One, must also be hung from the neck of the corpse.

Cremation is a foolproof method of internment. A completely cremated individual can only be raised from the dead as a non-corporeal Undead, such as an Empty Silhouette. If the ashes are sprinkled with holy water or silver dust, then even this form of animation is impossible.

If the character is buried at sea, his hands and feet must be bound in silver chains, and have Protection from Death Magic invoked over the body.

If the character is buried in a mass grave, each corpse must be blessed, have incense dust and holy water sprinkled over the corpses, then have a powdered base (caustic) of at least $\text{int}(2)$ showered over the mass bodies prior to internment.

For believers of non-Evil deities, but who do not worship the True One, cremation is the best, as only the True One's portfolio includes defense against Death Magic.

Other, More Grisly Deaths

While most characters meet their end in combat, it is certainly possible that horrifying accidents could draw them prematurely to the grave. This section covers some of the less likely ways a character could meet his Maker.

Drowning and Asphyxiation

In the case of death due to lack of oxygen, the character does not lose hit points, but Endurance. Each round the character drowns or asphyxiates, he or she loses 1d6 points of Endurance. If the character's Endurance falls below zero, the character dies.

If the character asphyxiates in a vacuum, the character's body does not explode, contrary to popular sci-fi beliefs. However, the victim of vacuum asphyxiation loses not only 1d6 points of Endurance each round, but also takes 2d10 hit points of damage due to unhealthy pressure changes and the resultant internal injury.

Falling Damage

It is entirely possible for a character to fall to his or her death. An unluckily timed Dispel Magic while using an innate flight power, or a hang gliding crash, or simply falling off a cliff or through a trap door can all prove fatal.

The damage due to falling is based on the gravitational vector for the World of Gaianar. In this case, the vector of acceleration is 8.0m/s^2 . Thus, for every 8 meters falling (rounded $2\frac{1}{2}$); the damage the victim takes doubles. Damage starts accruing at a height of 1// and starts with 1d4 damage. Terminal velocity for a falling body starts at 16// (or 160 feet). A fall from a height higher than this will constitute a fall equivalent to 16//. To aid with the mathematics, a fall from terminal velocity causes 36d4 damage. All fractions are rounded down.

If the victim somehow survives a fall from terminal velocity, he or she must still make a successful save versus system shock or die from shock.

Fire Damage

If a character dies from being burned, the possibility

of raising the corpse from the dead depends on how badly it was burned. If the hit point damage is less than double negative max., then the body can be raised (since there still is a body to raise). For example, a Warrior with 30 hit points who is burned at the stake could potentially be raised from the dead if his hit points in death are -59 or better. If the body is burned to the point that his body is rated at -60 hit points or worse, then the body has been cremated and there is nothing left to raise.

If a character survives being burned, then careful medical treatment is needed to stave off disease. Burning is one of the worst injuries a character can take (aside from death magic.) The chance of contracting disease is 1% per hit point lost due to fire. Additionally, most burns leave horrific scars on their victims. The chance of losing a point of Comeliness permanently is equal to 3% per hit point lost.

Of course, supernatural healing will not leave scars, provided that healing is invoked within a single day of the injury. Beyond that, scarring has already begun. Even if healing begins late, the chance of losing Comeliness is only 1% per hit point lost. Lost Comeliness can only be restored by regeneration, such as the innate power Regeneration, or by the Priestly invocations Limited Regeneration or Complete Regeneration

If Comeliness is reduced to zero, the character does not die (you can't die from ugliness). But it does signify that the character is hopelessly disfigured and will elicit horror and pity where ever the poor wretch travels.

Decapitation

The body of a decapitated individual can be raised only if the head and body are placed in proper proximity within one round per turn of the Priest (or other person with raise dead capability). If the head and body are not joined within the allotted time, the body cannot be raised and the character is therefore dead. In most cases, a decapitated character cannot be converted into a corporeal Undead minion. The only exception is that of the headless machine gunner, which seems to function just fine without a head.

Being Eaten

If a creature large enough to swallow the character whole eats a character, then the situation should be treated as asphyxiation. If a smaller monster eats the character, then the monster must be slain, and the body parts of the character must be put back together. If the character's hit points are beyond double negative max, then the body is too badly mangled or too thoroughly digested to raise. This problem is compounded if many animals, such as a wolf pack, eat the character.

Dissection

A body that has been cut up into lots of little pieces cannot be raised from the dead. The individual parts, such as a hand or an eye, could be reanimated and an Undead tool or component by a perverse Priest or Necromancer.

Foreign Objects

If the victim dies from physical wounds that leave foreign objects of any significant size inside the corpse (i.e. a slug from a Gunslinger's revolver, or an arrow through the chest), these objects must be removed prior to raising

the body.

Massive Damage (System Shock)

Sometimes it is possible for a character to die of injury while he or she still has hit points. If a character has less than 20 maximum hit points and is brought to 1 H.P. or less in a single blow, then the character must make a save versus system shock or die from shock. Between 20 and 40 hit points, a system shock roll must be made if 20 or more hit points are lost in a single blow. Above 40 maximum hit points, a system shock save must be made any time a character loses more than half of his or her hit points in a single blow.

Hunger and Thirst

Starvation and dehydration are two particularly awful ways to die. Typically this will only befall a character who gets lost in a desert or who gets trapped in an underground dungeon or mineshaft. Deprived of both food and water, a character will surely die of thirst first.

For each day spent without water, the character must make an Endurance check or lose 1d6 points of Endurance. Even if the check succeeds, the character is penalized for all actions a cumulative sum of points equal to the number of days. Thus a character that has been without water for four days would function at -10 in combat (penalty = 1+2+3+4). If endurance reaches zero, the character dies of dehydration. When Endurance falls below ¼ max, he or she starts experiencing hallucinations and has difficulty speaking due to a swollen tongue and

cracked lips.

For each day spent without food, the penalties are less. A character must make a successful Endurance check or lose a point of Endurance. The character functions at -1 to all actions per day without food. Thus, a character starved for four days would have a -4 penalty to any combat or non-combat related checks. Again, if Endurance reaches zero, the character die of hunger.

Recovering lost Endurance takes one day per point for dehydration and one week per point for starvation.

Environmental Extremes: Heat and Cold

Prolonged exposure to both high and low temperatures, especially without proper precautions, will sap away a character's Endurance until they grow weak and finally die. Characters that are suffering in extreme climates must

The Game Master may accelerate or decelerate the progression given personal or environmental conditions. For example, it would take longer for an obese person to starve to death, and it would take a thin man a very short time to die of thirst in a 115-degree desert. The Game Master may also include modifiers for malnutrition. In this case, the characters have sufficient caloric intake, but do not get enough proper nutrients from their food.

make a successful Endurance Check each day or lose 1d4 points of Endurance. Additionally, the character will recover Endurance at only half the normal rate as long as he is exposed to the elements in a dangerous climate. Finally, for every 10 degrees below freezing (0 degrees C) or above 100 degrees F (38 degrees C), the character suffers 1d6 damage per hour unless proper precautions have been taken against the temperature extremes. Note that the GM can modify this if needed,

depending upon the precautions taken by characters and the severity of the climate. For example, a character wearing nearly nothing will be dead in minutes in the frozen wastes of Antarctica.



Recovering from Insanity

Occasionally, a character can be wounded in such a way as to cause insanity. This can be the result of possession, a blow to the head, a curse, or a disease.

Ordinary healing invocations will not cure insanity. However, if a disease caused the insanity, then an invocation and/or procedure that cure diseases will cure the insanity. Moreover, if a head wound caused the insanity, a Limited Regeneration invocation will cure the patient. If the disease is the result of a curse, then a Dispel Magic, or curse-removing invocation will affect a cure.

A Gunslinger may also cure insanity by way of the Memory Trance discipline. Through each successful application of the Memory Trance, the victim's Panic score for that insanity increases by one. Once the Panic check is raised to 20, the insanity is cured, and the victim is freed of it. A successful application of Memory Trance involves matching, on the Universal Matrix, the Gunslinger's Willpower against the Willpower + insanity intensity of the patient.

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Any character that has the Counseling proficiency may also attempt to cure insanity. To remove one point of insanity intensity, it takes ten counseling sessions. For each additional slot placed in Counseling, one reduces the quantity of sessions required by that amount. At the end of each series of sessions, the counselor must make a proficiency check. If the check is successful, one reduces the intensity of the insanity by a single point. The counselor gains a +1 on his proficiency check for every 5% in empathy. A critical success will instantly cure the patient, while a critical fumble on the proficiency check will add on point of intensity to the insanity

Most forms of insanity are the result of either damage taken in spirit combat or from a near-death experience. In the latter case, a character must make a Panic check to resist insanity if he or she has ever been at -10 hit points or less. This is because the character has been at the brink of death and subsequently has trouble dealing with it.

Some forms of insanity are racial. Changelings cannot be cured of claustrophobia, nor can Dwarves be cured of the fear of drowning.

The debilitating aspects of insanity are not active all the time. Most of the time, a character with insanity behaves normally. However, the illness will manifest under certain circumstances that trigger the affliction. Whether the character succumbs to the effects of the insanity is determined by the Panic secondary attribute.

Triggers are conditions that set off the effects of the insanity. For example, being stuck in a crowded elevator would be an example of a

trigger for someone with claustrophobia; being at a flea market may be a trigger for someone with kleptomania. The Game Master decides what situations are triggers for a character with insanity.

Each form of insanity has an intensity rating. The character is penalized at -1 to Panic for each intensity of insanity. If a character is in a triggering situation and fails the Panic check, he or she suffers the effects of the insanity. If the check is successful, the character retains control.

The tables below state the names

and categories of the various types of insanity. Generally, unless the illness description states otherwise, the insanity returns to its dormant state within 1d6 turns of the triggering stimulus being removed.

Table: Insanity Category			
1d20	Category	1d20	Category
1-6	Mood Altering	14-17	Personality Disorder
7-8	Ritualizing	18-19	Perceptual Disorder
9-13	Phobias	20	Serial Crime

Table 68b: Specific Insanities	
Mood Altering	
1-6	Depression
7-8	Mania
9-11	Manic-Depression
12	Suicidal Depression
Ritualizing	
1-4	Addiction
5	Avoidance Cycle
6-7	Kleptomania
8-12	Obsessive-Compulsive Disorder

Phobias	
1	Agoraphobia
2	Bathophobia
3	Claustrophobia
4	Kinetimortophobia
5	Mysogynophobia
6	Nocturnophobia
7-10	Vertophobia
11	Xenophobia
12	Misophobia
Personality Disorders	
1-2	Dissociative Identity Disorder
3-4	Megalomania
5	Napoleonic Complex
6-10	Paranoia
11	Self-harm Complex
12	Simple Dissociation
Perceptual Distortions	
1-3	Active Schizophrenia
4-6	Catatonic Schizophrenia
7-9	Disorganized Schizophrenia
10-12	Size Distortion
Serial Crime Disorders	
1-3	Serial Murderer
4-8	Serial Rapist
9-12	Serial Thief

Mood Altering

Mood altering mental illnesses affect the way one experiences emotion. Typically, mood-altering insanities exaggerates one's own feelings of self-doubt, or it can make one feel superhuman. In extreme cases, it can drive one to kill one's self.

Simple Depression

When triggered, the victim functions at -1 to initiative, Perception, and Influence for each intensity of the mental illness. While depressed, the character's appetite dwindles. Thus, for each week of depression, his or her Endurance decreases by one point per week of the illness (to a maximum of $\frac{1}{2}$ normal Endurance.) Once triggered, the depression lasts 1d4 weeks per intensity. Typical triggers are something bad happening, such as being pick-pocketed, getting lost, losing a job, etc.

Mania

The opposite of depression, the victim tends to become very fast-paced, loud, obnoxious, and tireless. When triggered, the episode lasts for 2d4 days per intensity. The victim, while triggered, gains a +1 bonus to initiative and Endurance, and a -2 to Influence (from being obnoxious, or from one's thoughts racing so much that he or she can't follow a conversation), and a -1 to Willpower for each level of intensity. The victim of mania often spends money to excess, and occasionally becomes deeply indebted. Also, drinking to excess is quite common in cases of Mania (see "addictions".)

Manic Depression

This insanity is cyclic in nature and combines both the attributes of ma-

nia and depression. Generally, the victim of this insanity goes through phases of both mania and depression. Generally, the manic phase lasts half as long as the depressive phase; depression always follows the close of a manic period.

Suicidal Depression

This type of depression is significantly different from simple depression. While the suicidal periods last for only hours, not weeks, the attacks are much more severe. When triggered, the victim contemplates suicide almost to the exclusion of all else. Thus for each intensity of the illness, there is a -3 to Initiative and Perception, and -2 to Willpower and Influence. This is due to the victim's single-minded obsession with his or her own death.

The period of active suicidal depression is 1d4 hours per intensity, after which the victim is passively depressed for an additional 2d4 hour period per intensity (see: simple depression).

On a critical fumble on a panic check, the victim of suicidal depression will actually attempt suicide during the middle period of the active depression. In the case of a suicide attempt, the Game Master must decide how much damage the character takes from the self-destructive attack.

Curing these insanities: for the exception of suicidal depression, a healer who has no fewer than four intensities of Herbalism or Chemistry can interrupt the active period of these illnesses by means of medical care. Empathic manipulation can interrupt all four types of illness. Invoking *Remove Fear* can treat depressive illnesses.

Ritualizing

Ritualizing disorders involve the establishment of self-destructive behavior patterns. The most common form of ritualized behavior is alcoholism, where the victim drinks to the point of incapacity on a frequent basis.

Addiction

Victims of this illness fall victim to self-destructive habits. Examples of addiction include alcoholism, eating disorders (anorexia, bulimia, obesity, etc.), and drug use. When triggered, the victim will engage in the destructive behavior until he or she is incapacitated. For example, an alcoholic will get drunk, a bulimic will eat a tremendous amount of food then vomit, and a drug user will get stoned to the point where he doesn't even know his own name. Too much stress in a short span of time will generally suffice as a trigger.

Avoidance Cycle

People with this disorder will tend to cultivate deep relationships with members of the opposite sex (or the same sex, if homosexual) in a very short period of time. When the insanity triggers, however, the victim of this illness will feel compelled to break off the relationship without notice. Once the relationship is destroyed, the victim will seek to avoid all human (or humanoid) contact for a period of 1d4 weeks (for each intensity of the insanity). While in the reclusive mode, the victim exhibits all the symptoms of

simple depression.

Kleptomania

A person with this illness occasionally gets the compulsion to steal. However, this person isn't a common thief, mugger, or robber. Instead, a kleptomaniac steals small, useful objects like pens, utility knives, light sticks, etc. They also steal little shiny objects and baubles, like junk jewelry, marbles, and the like. The main trigger for a kleptomaniac is being in the presence of such items and having an opportunity to steal them. When caught, a kleptomaniac almost always apologetically gives the stolen items back to their rightful owner(s).

Obsessive-Compulsive Disorder

A victim of this illness finds himself unwillingly trapped by repetitive, ritualistic behavior. For example, a victim of OCD might feel compelled to test the lock on his front door 45 times before leaving for work. A healer with OCD might wash her hands 30 times after treating a patient. Generally speaking, victims of OCD end up being late for appointments because of their ritualistic behavior.

In game terms (for each intensity of the illness) a character with OCD is delayed for 1d4 rounds before being able to enter combat or any other important function. For example, a Warrior with OCD might suddenly feel compelled to wipe off his sword 75 times before he finally joins the melee battle.

Another manifestation of OCD is excessive worrying. Characters in the throes of OCD will typically not be able to fall

asleep for 1d6 hours after they first try to sleep. Typically, this makes the character tired, irritable, and groggy the next morning

Curing these insanities: For the exception OCD, ritualizing illnesses cannot be medically or empathically treated. Empathic manipulation and *Remove Fear* can interrupt a specific OCD instance.

Phobias

Phobias are exaggerated or irrational fears. For example, agoraphobia is the fear of wide-open spaces. It is rational to fear a wide-open space during a hailstorm in which the hail is the size of golf balls. It is irrational to fear wide-open spaces on a warm sunny day. With kinemortophobia (fear of the Undead), it is rational to fear a 20th level Undead Vampire Cavalier, but it is irrational to fear a simple skeleton with 4 hit points (unless, of course, you are an unarmed, frail commoner with 2 hit points!) Thus, phobias are the easiest form of insanity to understand because they are merely exaggerations of things people are already afraid of.

Agoraphobia

Perhaps the opposite of Claustrophobia, the victim of this illness fears wide and open places. Being in a flat plain or a rocky crag overlooking a wide valley would scare

a person suffering from agoraphobia. When triggered, the victim becomes nervous, taking a -2 to Perception and -1 to Skill (for each intensity of the illness.) In combat, the victim suffers a -1 to attack and -2 to parry (for each intensity.) On a critical fumble on the panic check, the victim becomes completely panicked and unreasonable. In this case, there is a 50% chance that the character will run away, or become catatonic.

Bathophobia

A character with this illness is afraid of deep water. Prior to ship travel, the character must make a Panic check just to be able to board. While on a ship, the character functions at -1 to Perception, Skill, BACh, and sleep/charm (for each intensity of the illness.) If plunged into deep water, the character must make a Panic check or become completely panicked and unreasonable, and thus risk drowning. All Dwarves have incurable bathophobia.

Claustrophobia

Characters with this illness tend to panic in closed in places. In any place where an exit is not immediately available, and that open space is not at least three times wider than the width of their outstretched hands, those with claustrophobia may be in danger of panic. Examples of triggering conditions are tight underground caverns, a crowded jail cell, being tied up, and being locked in a vault. If the conditions are both closed-in and dark, then there is an additional -1 penalty to the character's Panic check. If a Panic check is failed, then the character is at -3 to Perception, -2 to Skill, -2 to BACh,

-3 to Influence (for every intensity of the illness.) All Changelings have incurable claustrophobia.

Kinetimortophobia

This fear is the fear of Undead. Characters with this fear must make a successful Panic check even to be able to engage in combat against them at all. If the Panic check is successful, the character is still penalized at -1 or -5% (for each intensity of the insanity) when combating Undead in any way. This penalty applies to BACh, power invocations, and skill checks.

Mysogynophobia

Characters with this illness distrust members of the opposite gender. For example, a Human female with this illness would distrust all Human males. The distrust is targeted against opposite gender members of the same race only, however. Thus an afflicted Elf male could trust a Changeling female, but not another Elf Female. People with this illness never engage in intimate relationships with opposite-gender members of their own species, and will instead seek companionship outside their race.

A character with misogynophobia must make a successful Panic check to even obey an order from an opposite-gender superior of the same race. And opposite-gender individuals have an effective -3 to Influence, and -1 secondary reaction, and -2 initial reaction per intensity of the illness with respect to the illness

victim.

Nocturophobia

With this illness, the victim is afraid of dark places. In any lighting condition in which he cannot see clearly for at least 10', the victim must make a panic check or be afraid to move into the darkness unless accompanied. This is one of the easier phobias to overcome, as it only takes a torch or a lightstick to remove the effects. If insanity is triggered, however, the character will believe that A) he has suddenly gone blind or B) some invisible monster lies in wait nearby to accomplish his doom. If triggered, the victim is at +1 bonus to initiative (because he believes something's about to attack him), but at -1 to hit and -1 to parry (for each intensity of the illness.)

Vertophobia

This illness has the same penalties as Claustrophobia, except the trigger is great heights. Note that the victim must be aware that he is at a great height - generally, this insanity will not trigger if the victim is not keenly aware of his situation. For example, being inside a sealed, windowless skyscraper is not enough to trigger this insanity, though it may trigger if somebody is cruel enough to explain the situation in detail to the person suffering from this phobia. The victim becomes locked in place in the event of a critical fumble.

Xenophobia

The character is afraid of a specific kind of creature that is not a member of his or her race. For example, an Elf with xenophobia might become terrified at the sight of giant crabs, a Fey might come to fear all Man Mechs, or a Changeling might come to fear all Dwarves. In xenophobia, a specific creature

type is feared. When the insanity is triggered, the character will do anything he can to get away from the feared creature if the appropriate Panic check fails.

Misophobia

Characters with this phobia suffer from continual fear of germs and contamination. Once this phobia is triggered, they will perceive the "contaminated" object or person as if it is carrying a horrible disease. While in this state of mind, the person will do anything to avoid being "contaminated" if a Panic Check is failed - this usually includes avoiding the person or object, or using gloves, masks, and so on if forced to interact with anything that is "contaminated." Of course, the victim of this phobia will then need to get rid of the gloves, clothes, or mask since they have also become "contaminated." Triggers for this phobia are any typical disease carrier, such as a rat or a swamp, as well as events, such as a person contracting a cold or more serious disease.

Curing these insanities: All of these insanities can only be cured through the methods discussed at the beginning of this section. However, outbreaks of these insanities can be interrupted by removing the source of the phobia, such as simply bringing a victim of agoraphobia inside when he is paralyzed with fear in a field.

Personality Disorders

Mental illnesses of this type are particularly debilitating. A person with a personality disorder has a distorted sense of self and identity. In extreme cases, a mentally ill person may have several identities concurrently. These illnesses are very difficult to treat and are also very rare.

Dissociative Identity Disorder

People with this disorder have two or more distinct personalities. Generally, an individual with this disorder has one personality that is in the foreground the majority. This personality may or may not be the "original" personality. This personality is called the host, or primary personality.

Other personalities are called alters. These personalities are different in that they do not spend the majority of the time in the foreground. They do, however, often have the ability to communicate with the primary personality. This phenomenon is called co-consciousness. The primary personality may be able to hear the voices of the alters, or even see mental images of them during periods of co-consciousness. Alters do not have to be the same gender as the primary, or even the same

race.

Alters tend to have less range of emotion than the primary personality, and their interests are less dynamic. For instance, a Protector-like alter may only be able to feel anger, and only care about self discipline and protecting the primary personality. Alters tend to be fiercely loyal to the primary personality

While alters have their own names, they will almost always answer to the primary's name if they are in the foreground and the primary personality is "away" or otherwise incapacitated. Each alter has his or her own Wisdom and Faith attribute, which is rolled separately from the primary personality. In addition, Intelligence and Dexterity can change by as much as two points up or down.

The result of triggering this insanity is that one of the alters comes forward and the primary personality falls away. The triggering event is usually specific things, like seeing blood, being touched, certain words being said (like "sacrifice", or "death"). The trigger may be specific situations, such as fighting, hiding, or sexual encounters.

During times of dissociation, the alter, not the primary personality, gets the experience for the encounter. Thus it is possible for an alter to initiate a separate class profession than the Primary personality. However, alters will always be of a lower level than the Primary.

The one advantage of having dissociative identity disorder is that

it is nearly impossible to be defeated in spirit combat. If an evil spirit or other overcomes the primary personality's Willpower outside force, the next most powerful alter rises to continue spirit combat (using the alter's Willpower rating). If the alter is overwhelmed, then the next most powerful alter takes over, using that alter's Willpower. Thus, a character with dissociative identity disorder can be defeated in spiritual combat only if the primary personality and all available alters are defeated.

Victims of dissociative identity disorder are susceptible to also acquiring the "self-harm complex" and "size distortion" mental illnesses.

Megalomania

People with this disorder tend to believe they are superior to everyone else. When the insanity is triggered, the victim will *believe* his Intelligence and Wisdom are two points higher and Strength and Dexterity are one point higher. Moreover, the megalomaniac will believe that his or her Comeliness and Charisma are three points higher than what is actually the case. So annoying is the megalomaniac that the perceived Charisma is actually three points less than actual (for each intensity of the insanity.) The trigger for this insanity is any situation in which leadership is required and that the megalomaniac has at least some chance of being qualified to lead.

It should definitely be noted that the victim of megalomania's self-perceived attribute increases are illusory. All checks relating to Wisdom, Intelligence, Strength, and Dexterity remain unmodified.

Napoleonic Complex

Victims of this insanity feel the compulsion to prove their self-worth through fighting. Typically, victims

of Napoleonic complex will pick fights with people of larger stature. The trigger for this illness is whenever tall, muscular people taunt the victim.

Paranoia

The primary indicator of this illness is a complete lack of ability for the victim to trust anybody. Victims of paranoia will typically see ulterior motives in all things, will always suspect treachery, and will never take statements at face value. If a Panic check is failed, the victim will absolutely not believe truthful statements made by companions and bystanders.

Self-Harm Complex

Victims of this insanity get the overwhelming urge to inflict harm on themselves. Typically, this harming is not life threatening. The victim will instead usually cause minor burns or superficial cutting wounds. Self-inflictors who cut themselves are called "cutters". The trigger for this insanity is being alone in a stressful situation, or being humiliated. The maximum damage for self-harm complex is 10% of total hit points. People with this illness actually want their self-inflicted wounds to scar and will often try to keep their wounds from healing. This condition often grants the victim a great emotional release after self-injury, satisfying the need for 1d10 days. Typically, victims of this illness feel most alive just after hurting one's self.

Simple Dissociation

In stressful situations, the victim of this insanity loses time. His or her body may function, and his or her companions may not know that the character is disso-

ciating. However, when the stressful situation is over, the character “wakes up” to find that he has actually performed all required tasks (such as combat, spell casting, or some other difficult job), but cannot remember any details of what happened. On a successful Panic check, the person with this mental illness does not dissociate during a stressful encounter. On a failed check, the victim does dissociate. A person with this mental illness earns only $\frac{1}{4}$ normal experience for actions transpiring during an amnesiac dissociative incident.

Curing these insanities: All of these insanities can only be cured through the methods discussed at the beginning of this section, and even then, it is a difficult task.



Perceptual Disorders

These illnesses affect how the victim perceives the world. For the schizophrenic illnesses, this distortion is often the result of brain damage or a severe chemical or hormonal imbalance (such as an overabundance of dopamine production in the brain.) When the brain is electrically imbalanced, distortions to perception are unavoidable.

Active Schizophrenia

More of a chemical imbalance than a mental illness, victims of active schizophrenia suffer from hallucinations of all types. Visual hallucinations include seeing wavy lines and/or spots before one's eyes, objects being the wrong color or texture, double vision, and things being too bright. Auditory hallucinations may include hearing voices, screams, breathing, and footsteps. Unlike dissociative hallucinatory voices, schizophrenic voices do not respond to conversation. Olfactory hallucinations may involve perceiving burning smells or spices. Tactile hallucinations involve the sensation of being touched, or being covered with crawling bugs.

The trigger for this illness is being in a stressful situation. If the panic check is failed, then the victim falls into a delusional state for 1d4 turns per intensity of the insanity. While the insanity is active, the victim is at -4 to initiative and -6 to any task requiring focus and concentration. An invocation that cures diseases will interrupt the psychotic episode, but will not cure

the insanity.

A person with active schizophrenia is frequently aware that he or she experiences delusions, but is helpless to penetrate the false sensory input. Of course, there are worse things than false impressions: schizophrenics sometimes experience the inability to hear or see what actually *is* real.

Catatonic Schizophrenia

In this form of schizophrenia, the victim falls into an inert, non-reactive state if a panic check is failed. This non-reactive state is different from sleep, in that shaking or any other kind of physical stimuli cannot rouse the victim. It is different from being in a coma, also, for the body of a catatonic individual can be set into any position, and it will stay in position. A catatonic individual is not limp.

A physician with at least 4 intensities in Herbalism or Chemistry can attempt to rouse a catatonic individual. Like active schizophrenia, catatonia is frequently caused by either brain damage, a structural weakness in the brain, or a severe chemical imbalance. An invocation that cures diseases will interrupt a catatonic cycle, as will the Song of Awakening. However, neither of these procedures will cure the insanity. A catatonic episode lasts for 1d3 hours per intensity of the insanity.

Disorganized Schizophrenia

This mental illness has all the features of active schizophrenia, except that the victim cannot be reasoned with while the insanity is active. All actions are random. The victim's speech capabilities are rendered useless, as the victim can only communicate in jumbled collections of words that do not make

sense (this is called "word salad" effect). The episode length, triggers, and interrupts are identical to active schizophrenia.

Size Distortion

Victims of this mental illness tend to believe that they are either larger or smaller than their actual physical bodies. This has the effect of reducing the victim's dexterity by three points per intensity of the insanity while the insanity is active, and 1 point per intensity while it is in remission. There is no predictable trigger for this illness. It happens at most once per day and lasts for 1d4 turns per intensity of the insanity.

Victims of dissociative identity disorder frequently suffer the effects of this illness when manifesting an alter whose mental-self is not the same size as the primary personality's physical body.

Curing these insanities: All of these insanities can only be cured through the methods discussed at the beginning of this section, and even then, it is a difficult task.



Serial Crimes

The insanities described here are unsuitable for Player Characters in the standard good-aligned campaign and thus should not be gained randomly or by choice, though they are useful tools when creating mentally imbalanced and evil opponents.

Serial Murderer

To be eligible for this insanity, the victim must have an Intelligence score of at least 14. This insanity is probably one of the most devastating of mental illnesses. The victim of this insanity feels, from time to time, the growing need to kill. The killer will often choose a victim, study their daily habits, and then strike at a vulnerable moment. Serial murderers often kill many times before getting caught, for they are both intelligent and cunning. Moreover, they wear the mask of sanity well, appearing like an ordinary sane individual.

Serial murderers often kill only a select type of person. A serial murderer might kill, for example, only men, or only prostitutes, or only Priests, or only children, or only beggars. Each victim of a serial murderer fits a similar profile, however.

Upon contracting this mental illness, the killer must make a Panic check every 3d6 days or else have to slay an individual. If the Panic check is successful, then there is a cumulative -1 modifier for each successful Panic check that follows; eventually the

serial murderer must kill.

Serial Rape

This type of insanity has all of the same features of the serial murderer, except that the crime involved is rape. Additionally, the criminal must make a successful Willpower check following the commission of each crime or else be overwhelmed by the desire to murder his victim as well. It should be noted that rape is not about sex, but about violence, power, and possession. Counseling cannot cure individuals with this type of insanity.

Serial Thief

This insanity is a higher order version of Kleptomania. While the kleptomaniac tends to steal small, shiny objects of negligible worth, the serial thief is more of a career criminal. The serial thief has the same trigger checks as the serial murderer, except that he or she must steal something of great value to satiate the insanity.

Curing these insanities: All of these insanities can only be cured through the methods discussed at the beginning of this section, and even then, it is a difficult task.





Noncombat Proficiencies

These are skills that aid the player character in adventuring when not in combat. These are also skills that allow the character to have some profession between campaigns. A Warrior, for instance, might be a blacksmith between adventures. A Wisinger might also be a craftsman of musical instruments. A Priest might also be a teacher. Thus, the character's non-combat skills allow her to pay the bills between adventures.

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All non-combat skill checks are determined by rolling a 20-sided die. A success is indicated by rolling the character's associated attribute (i.e. Endurance, Perception, etc.) or less on the die. The check is gains a +1 bonus for each intensity level past the first that a character has in a given skill. So, if a character has Intensity (3) Blacksmithing, he would gain +2 to his Blacksmithing checks.

GM Note: Keep an eye on character's skill progression and, if needed, feel free to force characters to actually seek out people to teach them non-combat skills. This prevents characters from just "learning" a currently valuable non-combat skill when leveling up even when their character had no opportunity to learn that skill or previous use for it. For example, unschooled Barbarians that just "happen" to know Engineering (because Engineering has suddenly become useful in the campaign) reduce the credibility of the adventure and the adventuring world.

The table below shows the available non-combat skills. If the character knows a related skill, then that knowledge grants a +1 on all proficiency checks. Note that the GM can assign or revoke related skill bonuses where fit:, though this should not be over-used. For example, when Cooking in a foreign land, Cultural Knowledge of that land could proof useful. On the other hand, identifying a particular star with Astronomy gains little benefit from Mathematics.



Skill	Related Skill	Type of Check Required
Acting	Artistic Ability, Disguise	Influence
Advanced Medical	Healing	Knowledge
Ancient Language	Ancient Lore	Knowledge
Ancient Lore	Ancient Language	Knowledge
Animal Lore	Animal Training	Knowledge
Animal Training	Animal Lore	Willpower
Architectural Design	Artistic Ability, Mathematics	Knowledge
Armor Craft	Artistic Ability	Skill
Artistic Ability		Willpower
Astronomy	Mathematics	Knowledge
Blacksmith / Metal Craft	Artistic Ability	Endurance
Boating	Ship Handling	Endurance
Bodybuilding		Endurance
Brainwash	Mental Defense	Willpower
Brewing	Chemistry, Cooking	Knowledge
Carpentry (woodworking)	Artistic Ability	Endurance
Cartography	Direction Sense, Astronomy	Knowledge
Chemistry	Herbalism	Knowledge
Cooking		Knowledge
Counseling	Deprogramming	Perception
Craftsmanship	Artistic Ability	Skill
Cultural Knowledge	Foreign Language	Influence
Dancing	Artistic Ability	Skill
Deprogramming	Mental Defense	Willpower
Direction Sense	Astronomy	Perception
Disguise	Acting	Influence
Engineering	Mathematics, Physics	Knowledge

Skill	Related Skill	Type of Check Required
Farming	Plant Lore	Perception/Endurance
Fishing	Animal Lore	Perception
Foreign Language	Cultural Knowledge	Knowledge
Forensics	Advanced Medical, Herbalism, Healing	Knowledge
Gambling	Mathematics	Perception
Gemology	Artistic Ability	Skill
Glass Blowing	Artistic Ability, Chemistry	Skill
Haggling	Mental Defense, Cultural Knowledge	Influence
Healing	Advanced Medical	Knowledge
Herbalism	Chemistry	Knowledge
Herding	Animal Lore, Animal Training	Perception
Intimidate	Mental Defense	Influence
Interrogation	Mental Defense	Willpower
Juggling	-	Skill
Law Twisting	Read Emotion, Law Knowledge	Influence
Law Knowledge	Law Twisting, Cultural Knowledge	Knowledge
Leather Craft	Artistic Ability	Skill
Lumberjack	Body Building	Perception/Endurance
Mathematics	Physics	Knowledge
Mental Defense	-	Willpower
Mining	Body Building	Perception/Endurance
Mob Control	Read Emotion, Cultural Knowledge	Influence
Musical Instrument	Artistic Ability	Skill
Navigation	Cartography	Perception
Occult Knowledge	-	Knowledge
Painting	Artistic Ability	Skill
Physics	Mathematics	Knowledge

Skill	Related Skill	Type of Check Required
Plant Lore	Farming	Knowledge
Pottery (Ceramics)	Artistic Ability	Skill
Preach	Religious Doctrine	Willpower
Predict Weather	-	Perception
Read Emotion	-	Perception
Read Lips	Read Emotion	Perception
Read/Write	Artistic Ability	Knowledge
Religious Doctrine	-	Knowledge
Ride, Air Creature	Animal Training	Skill
Ride, Air Device	-	Skill
Riding, Land Creature	Animal Training	Skill
Rock Climbing	Body Building	Endurance
Rope Use (Knot Tying)	-	Skill
Running	Body Building	Endurance
Ship Handling	Boating	Skill
Sigil Crafting/Reading	Artistic Ability	Knowledge
Singing	Artistic Ability	Influence
Swimming	Body Building	Endurance
Tailor / Seamstress	Artistic Ability	Skill
Teach	-	Willpower
Tracking	Animal Lore	Perception
Weapon Craft	Artistic Ability	Skill
Weaving	Artistic Ability	Skill
Woodcraft (Small Items)	Artistic Ability	Skill

These proficiencies are by no means the only skills that a player character, or any other sentient being could possess. If it should come to pass that the players and the Game Master agree that a new proficiency should be created, by all means do so. The aforementioned are merely the most obvious choices.

Endurance-related Proficiencies

Skills in this category rely on the player character's Endurance attribute. Endurance is calculated as the arithmetic mean of Strength and Constitution, with all fractions dropped. Most Endurance related skills involve doing strenuous activity for long periods of time. Constructs do not have access to some of these skills due to the fact that they lack a biology that generates adrenaline.

Blacksmith / Metal Craft

Practitioners of this craft are able to control the powers of the forge to make common objects like nails, tools, weapons, and the like. For each slot spent in Blacksmithing, the metal crafter can either learn a new metal, or achieve greater mastery of an existing metal skill. Note that similar metals are grouped together in the same category - one does not need to take separate skill points for Iron, Steel, Carbon-steel, Corrosion-resistant Steel, and so on. However, Gold, Silver, and Steel are all different metals. If a Blacksmith is working with a material that he is not familiar with, his Checks are made at -1 if the metal is similar to a metal he is experienced with and -2 if it is not.

For example, a Blacksmith with three slots available can choose to place them all into iron, in which he would then be very skilled in that one metal, or he could spend one slot each in iron, steel, and copper and thus be able to work several metals but not with the skill of a mas-

ter.

Blacksmiths can forge new creations on a successful Blacksmithing check and repair existing metal items at +1. Note, however, that a failed repair attempt will further damage the item, possibly making it irreparable.

Critical Success: The item will be of high quality and will resist damage from critical fumbles while in use.

Critical Fumble: The item will appear to be of excellent quality and will function as such for the first 1d12 uses, but will then chip, rust, lose its edge, or otherwise rapidly deteriorate and be unrepairable.

1. Apprentice
2. Journeyman
3. Blacksmith
4. Master Blacksmith
5. Legendary Blacksmith

Boating

This skill has to do with small wind or oar powered boats, of the kind used on rivers and lakes. Rowboats, kayaks, and canoes are examples of watercraft usable by this skill. It does not confer the ability to manage large ships of sea (this is accomplished through the Ship Handling skill.) When the skill is chosen, the character must specify whether she is learning sailboats or oar-powered boats. Taking the skill to int(2) allows for the use of both types.

Critical Success: The rower or sailor is able to maneuver the boat at twice normal speed or make the boat function as if 50% more seaworthy.

Critical Fumble: The boat overturns, runs aground, or suffers some other misfortune appropriate to the situation.

Bodybuilding

Characters with this skill are knowledgeable in the ways of weight training, personal fitness, and muscle building. By engaging in proper exercise and diet, the character can temporarily exceed his or her normal Strength or Endurance. A health-conscious character also heals faster. On a successful Bodybuilding check, the character can augment one Strength related action (a melee attack, a force door roll, etc.) by one point (or 5%) per intensity of the bodybuilding skill. Additionally, any other skill that uses Endurance can be boosted by +1 per intensity of this skill. Finally, the character enjoys a faster natural healing at the rate of one extra point per two intensities and a 5% disease resistance per intensity. This skill must be maintained, however. The character must engage in three hours of strenuous exercise each week or else the skill is unavailable the following week. *Constructs may not take this skill.*

Critical Success: The character functions as if one intensity higher. If three

critical successes are rolled sequentially, the character's Strength score is improved by one point permanently.

Critical Fumble: The character strains a muscle, making the skill unavailable for one week.

Carpentry (woodworking)

Similar to masonry or blacksmithing, practitioners of this skill learn to make valuable tools or other constructions of size from wood. While this skill is not designed for the construction of wooden weapons like bows, it does allow a character to build homes, bridges, and even siege engines, although Engineering would be needed to design and build a siege engine. A character with this skill can also make repairs or modifications to existing wooden objects.

Critical Success: The item will be of high quality and will resist damage from critical fumbles while in use.

Critical Fumble: The item will appear to be of excellent quality and will function as such for the first 1d12 uses, but then will begin to splinter, warp, and be irreparable.

1. Apprentice
2. Journeyman
3. Carpenter
4. Master Carpenter
5. Legendary Carpenter

Lumberjack

This proficiency allows the character to know about logging and tree cutting. Characters of this skill know how to carve board stock in order to maximize the amount of usable wood from a tree and how to fell a tree in safe directions. Additionally, lumberjacks usually are found climbing trees to saw off limbs before felling the tree, thus characters with this skill gain a 5% bonus to Climb Walls when using ropes and pitons. Finally, lumberjacks have a knowledge of forests and the condition of trees; a character with this skill can make a Perception-based Lumberjack check to evaluate the general health of trees or identify the effects of tree-harming animals, insects, or diseases based upon his experience in harvesting good trees. *Constructs may take this proficiency and incur a +2 bonus. Their high Strength attribute and innate tirelessness makes them uniquely suitable for logging operations.*

Critical Success: The tree is cut down 50% faster and safely, and the wood yields 25% more wood than anticipated.

Critical Fumble: Lumberjack must make a save versus Area Effect or else be crushed by the falling tree - this usually deals around 10d6 damage for a large, fully grown tree; if the fumble takes place while cutting up the wood, then the tree produces rotted wood that is only 50% usable.

1. Apprentice
2. Lumberjack

3. Foreman

Masonry (Stone Craft)

When this proficiency is learned, the character is able to craft objects from stone. Stone objects can range from arrowheads to tableware to entire houses. This skill is required to make bullets for slings and slingshots, and it is useful for inscribing magical runes in places of power. Having this skill also allows the mason to repair broken stone objects.

Critical Success: The item will be of high quality and will resist damage from critical fumbles while in use.

Critical Fumble: The item will appear to be of excellent quality and will function as such for the first 1d12 uses, but then will then chip or shatter unexpectedly and be irreparable.

1. Apprentice
2. Journeyman
3. Mason
4. High Mason





Rock Climbing

This skill gives the user the ability to climb steep and sheer surfaces with the aid of ropes and pitons. If a Thief, Jack, or Investigator learns this skill, then his or her Climb Walls skill is increased by 10% per slot invested.

Critical Success: The character can increase movement rate by 25% or withstand one ordinary failure during the climb.

Critical Failure: Character immediately loses grip and 1d3 pitons break before downward motion ceases. The rock climber takes 1d4+1 damage per broken piton, or normal falling damage -- whichever is applicable.

1. An ability check is required for every 1// of ascent.
2. An ability check is required for every 2// of ascent.
3. An ability check is required for every 3// of ascent.
4. An ability check is required for every 4// climbed.
5. Ability check is required at 5// intervals.

Running

Persons so skilled in this proficiency have the ability to temporarily exceed normal running speed limits. For each slot invested, the runner can exceed normal racial limits by 1// per round; enhanced speed can be maintained without penalty for one round per point of Endurance. After the initial period is expired, an Endurance check must be made each round with a progressively cumulative -1 penalty to Endurance. This penalty is not against the die rolls -- actual Endurance is expended each round. *Constructs may not take this skill, due to the fact that their maximum ground speed is fixed.*

Critical Success: The character can run for a 50% greater time before Endurance loss begins.

Critical Fumble: The character stumbles, and gets muscle cramp that precludes running for 1d4 rounds.

Swimming

Characters with this skill have the ability to swim quickly and for long periods of time. For each point of Endurance, the swimmer can swim at 3// for one turn. Thus the average person trained in swimming could swim strongly for just over an hour and a half. Those possessing this skill can tread water for two turns per point of endurance. After which point, Endurance checks and decays follow the same pattern as described in the "Running" proficiency. The character can swim at +1// for every two slots invested. *Constructs may not take this skill.*

Critical Success: The character can swim for a 50% greater time before Endurance loss begins.

Critical Fumble: The character inhales water and cannot resume swimming for 1d4 rounds; roll a successful swim check to determine if the character can tread water during recovery.

Note: it is assumed unless otherwise stated that all player characters have some limited swimming ability (can tread water and slowly make their way to shore), though only 10% of Dwarves have this ability.

Tossed by the unforeseen tempest, the Construct's great bulk was thrown overboard by a wave wall as high as the crow's nest. The ship's mast nearly turned parallel with the sea, but then with a great groan of wooden agony, the mighty vessel Choral Sea righted herself.

Alas, it was too late for Frank the Construct. His nine hundred pound bulk sank beneath the water nearly as fast as he would have plummeted through air. The shape of the ship's underbelly disappeared into the briny gloom.

Some half hour later, he crashed against the bottom of the sea. He activated his GPS and began walking towards port. Surely his friends thought him dead, but indeed, he needed no air to breathe. But now a long journey on foot along the ocean's bottom awaited the faithful and reliable machine.



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And now it's too late to fix it!

Influence Proficiencies

These skills implement the character's personality and good looks to accomplish things. Influence is the arithmetic mean of Charisma and Comeliness, with all fractions dropped. Constructs do not access to some of these skills due to the fact that a Construct's voice has a very limited range of intonation, and thus cannot sing or mimic the voices of others.

Acting

This ability allows the character to act out roles for the purpose of stage plays and public performances. While this is the primary use for this skill there are other uses for this ability. Characters attempting to impersonate others (such as a guard or a messenger, etc.) can do so through the use of acting. In this case, however, the Acting check is done at -4 against the normal proficiency because the people the actor is trying to fool are not engaged in an active suspension of disbelief. *Constructs may not take this proficiency.*

Critical Success: The actor gets a standing ovation and his name is spread forth as an actor of great skill. If this skill is used for clandestine purposes, then the actor's job of impersonation is so good that the victims are left



without the slightest shadow of doubt.

Critical Failure: The actor's job is so bad that he is treated to having rocks and bits of food hurled at him.

Cultural Knowledge

This skill allows a character to gain an understanding of the etiquette, politics, and culture of various regions of the world. For each point invested in this skill, the character may choose to either increase his understanding of a given area or learn about a new culture or region. A point invested in this skill will buy the character either general knowledge of one of the main landmasses or nations of Gaianar, or more detailed information about a more specific area or cultural group. Note that while one might feel this skill counts as a Knowledge Skill, it is the character's Influence, not book-learning, that allows them to adapt to the new environment, successfully

interact with the people there, and quickly pick up the nuances of a new culture.

With enough points invested in Cultural Knowledge of a given area, a character may be able to become a Diplomat, a job that commands prestige a high salary. However, diplomatic immunity in the world of Gaianar simply does not exist. In fact, depending on the hostility of the diplomat's home city-state, the diplomat may have to pay dearly for botched trade agreements or for precipitating intercity incidents. This skill is also useful in hostage negotiation, and collective bargaining.

Note that a character can use this skill away from the bargaining table or embassy. A Cultural Knowledge check can help a character make sense of what he sees in nation or city, such as politics, cultural details, etiquette, current events, and important historical events.

Constructs can take this skill and use it to store details regarding cultures and nations, but they suffer a -4 penalty when trying to negotiate with other cultures because of their limited ability to express themselves and their habit of interpreting everything literally.

Critical Success: The diplomat is fully able to accomplish his or her goals in a way that may be much more advantageous to his home city-state than had first been anticipated. Or, the character using the skill determines something of great value regarding the culture or nation of interest.

Critical Failure: The diplomat causes an intercity incident, souring relations with the foreign city in question. Or, the character using the skill misinterprets an important aspect of the culture or nation of interest.

**Disguise**

This is “darker side” of acting, for it allows a character to impersonate others. If the character is attempting to impersonate a specific person that he has encountered, the check is made with a -4 penalty. Note that the character cannot impersonate any individual or group that he is not reasonably familiar with (technically, he CAN try, but he will fail, even on a Critical Success.) Unlike Acting, this skill has little to no use for gainful employment unless one can find a way to get people to pay to see impersonations of others. *For obvious reasons, Constructs cannot take this skill.*

Critical Success: The disguise or impersonation is so perfect that nobody doubts the identity of the character.

Critical Failure: The character’s cover is blown and trouble will almost surely follow.

Haggling

This proficiency is useful to the thrifty adventurer. By having skill in verbal manipulation, the player character can bargain down prices with merchants and dealers. For each intensity in Haggling, the character may attempt to bargain down a set price by 5%. To accomplish this, the character must match his Haggling check against the Willpower of the clerk. If the match is successful, then the purchase price is lowered accordingly. The merchant will not, however, lower the retail price below actual unit cost (in other words, the merchant cannot be forced to lose money on the deal.)

Critical Success: The merchant sells the item at unit cost.

Critical Failure: The shopkeeper is insulted and throws the adventurer out of the store or simply tries to sell the item at an increased price.

Intimidate

This proficiency is useful in extracting information from unwilling subjects by threatening physical harm or by manipulating or tricking the character into talking. To determine the depth of information gleaned from the subject, the character must match his interrogation skill check three times against the subject's Willpower score. For three successes, the subject will talk freely and accurately. For two successes, the subject will talk truthfully in some detail, and withhold other specific information. For one success, the subject will talk freely, but will most likely intersperse misinformation along with truth. For zero successes, the subject refuses to cooperate, no matter how much he is manipulated. *Constructs may take this skill and incur a +2 bonus. Constructs, by their very nature, appear threatening before they even say a word. Unfortunately, Constructs are not terribly skilled at asking all the right questions, but the fear they instill is usually enough to get the job done.*

Critical Success: The subject is completely cooperative.

Critical Failure: The subject will tell only lies, and the lies will be fairly believable.

Law Twisting

A required skill for the legal profession, Law Twisting enables the practitioner to make dramatic and manipulative courtroom diatribes in an attempt to pervert justice. *Constructs may take this skill, but have a -3 penalty due to their lack of facial features and limited vocal range.*

Critical Success: the jury unplugs their brains and lets even an OJ-like criminal off Scott free.

Critical Fumble: The case is lost, horribly. Even appeals will not help.

Mob Control

This skill gives the character the ability to influence a mob of people with his words and actions. A master of this skill can turn a peaceful group of people into an angry one, or defuse a violent mob before too much harm can be done. This skill is difficult to quantify, but there are several rules to remember. First, small manipulations of a mob's thoughts and feelings are easier than large ones. Second, the larger the mob, the harder it is to impress them. Finally, the more the mob has in common, the easier it is to influence them, while a mob of completely random individuals is harder to manipulate. *Constructs may take this skill, but have a -3 penalty due to their lack of facial features and limited vocal range.*

Critical Success: The mob wholeheartedly agrees with the character and is willing to work with him to a very reasonable extent.

Critical Failure: The mob realizes that they are being manipulated and turns on the character.

Singing

This ability allows the character to carry a tune and read sheet music. This proficiency is required for all Wishsingers. With the aid of this skill, the character may be able to find employment by way of singing, based on the intensity of the skill.

Constructs may not take this skill due to their lack of vocal range.

1. The character is basically a garage band singer.
2. The character is able to get steady work as a pub singer.

Knowledge Proficiencies

Most of the Knowledge skills are the result of heavy-duty book learning. The calculation of Knowledge is $(\text{Intelligence} \times 3 + \text{Wisdom}) / 4$. The resultant number is rounded to the nearest integer.

Advanced Medical

This type of healing allows the physician to perform surgery and deliver babies that result from complicated pregnancies. At higher intensities, reconstructive surgery is also possible. This type of healing requires a sterile and well-stocked medical office or clinic. Moreover, a skill in reading/write and a minimum of Intensity 2 in Healing are also required.

Critical Success: No residual infection. Patient does not scar.

Critical Failure: Patient must make successful system shock save or suffer the worst possible consequences of the medical procedure.

1. Can perform minor surgery; appendectomy, tonsillectomy, and the like. Can create casts to set broken bones. The character must also have Read/Write (2) and Healing (2).
2. Can attempt limb reattachment.
3. Can perform delicate limb reattachment surgery. Can perform abdominal surgery. The character must also have Read/Write (3) and Healing (3).
4. Can perform brain surgery, open-heart surgery. Can perform cosmetic reconstructive surgery to restore Comeliness lost due to scarring or cleft palate.

Ancient Language

This skill allows the character to learn an ancient, dead language. Because these languages are no longer spoken, verbal pronunciation is only 50% + (10% per Intensity). The ancient languages are based on current languages the character already knows. Thus a character that knows Abalesque could reasonably read fading scroll written 1,500 years prior in a language from which Abalesque sprung forth. But if he did not know Abalesque, the ancient document would be incomprehensible.

Critical Success: Character is able to fully understand the writing and can actually read it aloud as well.

Critical Fumble: Character gets confused and interprets the meaning to be the opposite of what it really means or simply is unable to translate the important parts of the language.

Ancient Lore

A character with this proficiency has studied the old and forgotten technologies and can thus identify the function of technological relics. If the character makes a successful Ancient Lore check, he or she will be able to identify and use a technological relic; if Engineering is also known, ancient devices can also be repaired.

Alternatively, a character can learn Ancient Lore as history. In this case, the character does not know specifically about devices of the past, but instead knows about the people and events of the past.

Thus, this skill has two versions: Ancient Lore/Technology, and Ancient Lore/History. By spending two intensities, the character can learn both applications of the skill.

Critical Success: The character knows the details of operating the device or recalls all of the important information regarding the historical event in question.

Critical Failure: The character has “just enough knowledge to be dangerous” of the historical device and no knowledge of the historical event.

Animal Lore

This skill allows the character to identify animals on sight by growls or chirps, residual tracks, or by smell. The person with Animal Lore will, on a successful proficiency check, know the name (species) of the animal, its anticipated hostility to man, its feeding habits, and its activity cycle. If the character has the Healing and/or Herbalism skills, he or she may treat the injuries and diseases of animals.

Critical Success: The character knows an astounding amount of detail about the animal.

Critical Failure: The character may confuse the animal with something that appears similar but is different in an important way (confusing poisonous snakes with non-poisonous ones, etc.)

Architectural Design

This skill grants the character the ability to design homes and build-

ings. With greater intensities of the skill, the character can design larger and more complicated dwellings. This ability also allows a character to identify aspects of buildings that he did not build or design, such as figuring out the most likely layout of a mine based upon similar mines or old and often incomplete maps, or the most likely purpose of various unmarked rooms in a castle. This skill can even be used as a primitive form of trap-detection - the character can use this skill to determine the most typical ways a castle gate may be defended from invaders, for example.

Critical Success: The home has 12 hit points per structural point instead of the usual ten.

Critical Fumble: The home looks sound, but in fact have only 5 hit points per structural point and has a 5% per year (cumulative) of collapsing when exposed to violent acts of nature, such as earthquakes, hurricanes, etc.

1. Can design a cottage, tool shed, bungalow, or shack.
2. Can design a townhouse or single-family dwelling
3. Can design a mansion medium-sized fortress
4. Can design a castle
5. Can design a truly formidable strategic stronghold

Astronomy

A skill in astronomy allows the character to chart the stars and planets. This skill is quite useful in ship navigation at night, or by traveling at night on land without a

map. Aside from granting the character knowledge of stars and other stellar objects, it also doubles as Direction Sense and Navigation (but only at night). This skill can also help the character understand certain occult events that deal with the placement of planets and stars.

Critical Success: The character navigates as intended and knocks a day off the travel time, if possible.

Critical Failure: For whatever reason, the character just can't figure out his current location or the location of his destination that night.

Brewing

With this skill, a character has the ability to concoct alcoholic beverages. With each additional intensity, the character can choose to either improve his skill an existing beverage type (beer, for example), or choose to acquire a new alcohol type. *Constructs may take this skill, but incur a -2 penalty because they cannot smell or taste.*

Critical Success: A prime batch is created. Successive batches made with this recipe will yield double profit and will age well, netting considerable profit in later years.

Critical Failure: A really bad batch is crafted. Drinkers must make a poison save or become physically ill with food poisoning.

Cartography

This skill allows the user to make high-quality maps. As

the user's level of intensity increases, so does the complexity of the maps.

1. Can make a basic map of a dungeon.
2. Can make street maps.
3. Can make nautical maps, including depth and current progressions.
4. Can make highly detailed maps, including isometric topographical projections.

Chemistry

A skill in Chemistry is useful in making gunpowder, metal alloys, and in making antidotes to poison. For the latter, this skill functions as an inorganic version of Herbalism. Characters with Chemistry can also make poisons, bombs, gunpowder, acids, bases, buffers, and other concoctions, provided they have a well equipped laboratory. A character with Chemistry can also attempt to create a healing potion of intensity equal to that of the skill.

Critical Success: The character creates the formula in half the time and at double the yield.

Critical Failure: Something goes horribly wrong. In most cases, this simply means that the character fails miserably, but in the cases of more dangerous chemicals, the results can be very open-ended and dangerous.

Cooking

Beyond basic in-house cooking, the Cooking proficiency allows the player character to earn a living by use of his culinary skill. As the character adds intensity to this skill, he is able to land higher paying chef jobs between adventures. Also, a good cook can make a meal out of almost anything, thus for every intensity of this skill, the characters eating the cook's food gain a +1 bonus to their Save vs. System Shock if food poisoning is a risk. Thus, a truly skilled cook can make an old shoe almost edible, which is good considering the awful food that most adventurers end up eating! *A Construct may take this skill, but suffers a -4 penalty because they cannot taste or smell.*



Critical Success: Perfection! The meal is remembered for a long time, and may earn the chef a bonus.

Critical Failure: The chef botches the

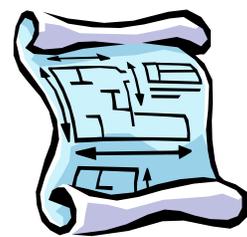
meal and patrons must make a poison save or contract food poisoning (disease resistance is applicable).

1. The character is a greasy spoon chef. Can prepare a delightful batch of road kill.
2. The character is a competent short-order cook.
3. The character is a three-star restaurant cook.
4. The character is a gourmet chef of exquisite cuisine.

Engineering

The engineering character can design war machines, ships of sea, hang gliders, bridges, aqueducts, dams, and tunnels. Any large-scale project can be planned and designed by an engineer. If the character also has blacksmithing, masonry, or carpentry, he or she can also make repairs to an engineering project. Finally, this skill is useful in creating and repairing Constructs.

Critical Success: the project has double the service life and only incurs half normal maintenance costs.



Critical Fumble: The project works well for 1d4 years, and then has a 5% per year (cumulative) chance of failing, often catastrophically, when used.

Foreign Language

As opposed to native languages, these languages must be studied before they can be read or spoken. A character who knows a foreign language will be able to read, speak, and understand that language, but will sound like a foreigner if used in the nation of that language's origin. As a simple example, an American student who studies Spanish for two years can get by in Spain, but it will be obvious to the Spaniards that the person is from America. *Constructs taking Foreign Languages can benefit from a more thorough command of the language, but their artificial voices will always sound tinny and monotonous.*

1. Talks like a tourist. Can speak and read simple sentences (3rd grade equivalent; few idioms known)
2. Talks like a worldly tourist; well versed in that language. Does not insult listeners simply by speaking. (6th grade equivalent)
3. Firm command of the language. Foreign accent is still a giveaway, but natives will appreciate the dedication the character has toward their language. Decent knowledge of idioms. (10th grade equivalent)
4. Masterful command of the language. Only a faint trace of accent remains. Most of the nuances of the language are known. (College-level equivalent.)

Forensics

This skill allows the character to notice important things about a crime scene. With this skill, the character can determine the mode of death of a corpse, as well as detecting hair and blood around the crime scene.

1. Probably doubles as the town Undertaker.
2. The character is competent enough for a small town with few murders.
3. Can handle work in a violent city.
4. Could give Holmes or Quincy a run for his money.

Critical Success: Flawlessly interprets evidence and is able to identify the exact cause of death. If the cause is murder, the character can identify the killer.

Critical Fumble: Various results possible: if the nature of the crime was obvious, the character will haul in the wrong person and charge him with

committing the crime. However, the character will have evidence that *seems* at first glance to point to that person's guilt, although a more detailed investigation would show that the evidence is obviously faulty. If the nature of the crime is not obvious, the character will be lead astray and end up making faulty assumptions.

Healing

This is more of a first aid and general practitioner version of medicine. With this skill, the physician can diagnose illnesses, suture open wounds, administer CPR, deliver babies (but not via Cesarean section), administer chiropractic care, set broken bones and make casts. Bullets cannot be removed via the Healing proficiency. For bullets lodged inside a patient's body, the Advanced Medical skill is required.

A wound can be treated only once per day for the healing benefits listed below. The healing benefit is determined by the intensity of the skill.

Critical Success: The healing benefit is doubled.

Critical Failure: The patient is wounded for an amount equal to the intended healing.

1. Heals 1d2 hit points.
2. Heals 1d3 hit points.
3. Heals 1d4 hit points.
4. Heals 1d6 hit points.

Herbalism

This skill allows the physician to concoct treatments for diseases and poisons. Once a disease or poison is identified, the physician

may attempt to formulate an antitoxin or antibiotic. The determinant is a successful Herbalism proficiency check, modified at -4 for mild diseases and -8 for critical or terminal diseases. For treating poisons, the character can concoct an antidote of intensity equal to the Herbalism skill. A character with Herbalism can also attempt to create a healing potion of intensity equal to that of the skill.

Critical Success: The physician can treat all future manifestations of this particular disease or poison at +1. Or, if preparing potions, the time to make the potion is halved and the yield is doubled.

Critical Failure: The patient has an allergic reaction to the drug. Patient must save versus system shock or break out in a rash (if applied to the skin) or vomit and suffer 1d6 damage for 1d6 rounds (if ingested). If preparing potions, the creation process fails miserably and produces a harmless cloud of stinking fumes and slimy liquids bubble over out of the potion jar.

Law Knowledge

The companion skill to Law Twisting, this lets a character know the legal structure of a single type of society. If the character travels to a different land, this skill is penalized, depending on how different the laws may be. By spending additional intensities, the character can either become more proficient in one society, or learn another society's laws.

Critical Success: The character understands the nuances and details of the laws in question.

Critical Failure: The character grossly misinterprets a law and may suffer for doing so.

Mathematics

A requirement for the Mathematician class, this skill gives the character deep understanding mathematical formulae. Characters can make accurate theoretical models, estimate timetables for projects, shoot pool better, gamble better, and manage their finances better. Use of this skill is open-ended, and creativity is encouraged to determine where knowledge of Mathematics would directly benefit a character's actions. If the character is of the Mathematician character class, the understanding of math is so deep that the character can actually use formulae to literally change the world.

Critical Success: Solves the challenge in question in half the time and at double the performance.

Critical Failure: Botches the math and thus earns a random and unpredictable result.

Occult Knowledge

This skill allows the user to recognize the religious practices, incantations, summonings, rites, and writings of a particular occult religion. It also allows the user to identify and classify Undead, as well as know the powers and abilities of the Undead type identified. Of course, one person's "Religion" score is another person's "Occult Knowledge" score. For example, a Dommalon Wayfinder would have the Religious Doctrine proficiency in his own religion, but may have Occult Knowledge for his understanding of Elementalism. However, for an Elementalist, the

knowledge of the ways of Dommalon would constitute Occult Knowledge. In the case of knowing Scaxathromism as an occult religion, the chances of successfully enacting a spoken revocation are also listed below. *Constructs may take this skill, but take a -4 additional penalty when attempting to speak revocations (as a result of their limited tonal range when speaking.)*

1. Has the knowledge of a layperson in the occult religion.
2. Has the knowledge of an active, fully participatory member in the occult religion.



3. Has the knowledge of a low-level ordained station (a Deacon equivalent.) Can attempt to speak revocations at -8.
4. Has the knowledge of the Priesthood. Can attempt to speak revocations at -4.
5. Has the full knowledge of a High Priest. Can attempt to speak revocations at -2.

Critical Success: Can perfectly identify the occult information in question. If used in conjunction with a spoken revocation, the effect is as if an Abjure.

Critical Fumble: The character fails to grasp the meaning of what he has seen, and thus the results may vary from him simply looking foolish to his peers if he is trying to explain the Occult to them, to him coming under attack by an angry spirit that he

has insulted with his ignorance while trying to bargain with it.

Physics

The character with physics has a handle on how the physical world functions. He knows and understands the fundamental forces of the universe and seeks to understand how all matter and energy relate to one another. Physicists are able to detect Stillpoints with an accuracy rate of 10% per intensity within a 10// radius.

Critical Success: The character solves the physics problem in half the normal time.

Critical Failure: The character fails miserably or comes to a false conclusion.

Plant Lore

This skill allows the user to identify and classify plants and herbs. On a successful proficiency check, the user will know if a specified plant is poisonous, edible, and /or useful for medicine. Moreover, the user of Plant Lore will know the life cycle of the plant and how it functions in the local ecology.

Critical Success: The character knows more than expected about the plant in question.

Critical Failure: The character confuses key aspects of the plant or mistakes it for something similar (confusing ivy with poison ivy, for example.)

Read/Write

All characters should seek after this very basic skill. By having the Read/Write skill, the character is made literate

in any language he or she can speak. If the character maximizes read/write to intensity 5, he or she also gains a +1 to Advanced Medical, Religion, Foreign Language, and Occult Knowledge.

1. Sixth grade literacy.
2. High School literacy.
3. College - level literacy.
4. Graduate - level literacy.
5. Doctorate - level literacy.



There are NO results for Critical Rolls with this skill since it is so basic, although a GM may assign humorous and harmless results to a Critical Failure or Success where appropriate. Additionally, all character classes, with the exception of the Barbarian, are assumed to have at least Intensity 1 in this skill when starting. Better-educated character classes will gain this skill as a Class Skill, in which case assume that they start with Intensity 3 Read/Write.

Religious Doctrine

This skill gives the character knowledge of the Holy Scriptures of the character's own religion. All Priests, Shaman, and Protectors require this skill. It is strongly recommended for Paladins. For using the optional "Clergy of other faiths" rules, Religious Doctrine refers to the character's own religion, not the Church of Holy Truth.

1. The character has basic Priestly knowledge
2. The character has full Priestly knowledge.
3. The character has the knowledge of an assistant Bishop.
4. The character has the knowledge of a Bishop.

There are no special results for Critical Success or Failures when rolling to determine information about one's own faith, though one may look particularly brilliant (or stupid) depending upon the outcome.

Sigil Crafting/Reading

A requirement of all Barbarians and Shamans, this skill allows the character to draw and/or identify sigils.

Critical Success: The character understands the general function of the rune even if he is not very familiar with it.

Critical Failure: The character may mistake the rune for one that appears similar.

Perception Proficiencies

Most of these skills involve the character's ability to notice things about the people and objects in the environment around him. The perception attribute is a mean of Intelligence and Wisdom, with all fractions dropped.

Counseling

This skill gives the character the ability to treat mental illnesses. To remove one point of insanity intensity, it takes ten counseling sessions. For each additional intensity of Counseling, the quantity of sessions required is reduced by one. *Constructs may take this skill, but since they lack facial features, they are not as well able to empathize with their patients. Because of this, they incur a -2 penalty to their skill in Counseling.*

Critical Success: The counselor cures two points of insanity.

Critical Failure: The counselor's treatment fails completely and the insanity is increased by one point.

Direction Sense

While Dwarves get this skill by virtue of their genetics, other races can approximate the Dwarfish ability by virtue of careful training. On a successful proficiency check, the character with Direction Sense will know the direction he or she is facing, even if there is no compass, stars, or sun available. By virtue of this skill, the character also gains a +1 to Navigation and a +1 to Cartography. *If a Construct takes this skill, the entity gains a +2 bonus in the absence of strong magnetic fields, but takes a -4 penalty in the presence of magnetic distortions.*

Critical Success: The character has an uncanny sense of where he currently is and where he is going.

Critical Failure: On a simple failure, the character simply cannot tell the direction and is forced to guess. On a critical failure, the character will think he knows the correct direction, but will in fact be off by 90, 120, or 180 degrees (GM rolls a 1d3 for this determination).

Farming

The knowledge of plant farming allows the character to raise crops. The character will know the proper time of season to plant seeds, when to harvest, how to irrigate. Additionally, the farmer will know what pests and vermin the crops are vulnerable to. While the farming skill requires Perception in the planning stages, the actual act of farming requires Endurance. Thus, once the crops are planned, (Perception), they must then be planted and subsequently harvested (Endurance.) Farmers also have keen knowledge of proper prices for farm goods (it is thus much harder for them to be ripped off by merchants selling such goods) and because of their knowledge, they can usually get a 10% reduction in the

price on farm products by going to the best merchants assuming that there are multiple merchants in town.

Critical Success: The crops will yield 1d10x10% more than expected.

Critical Failure: The crops will yield only 1d6x10% of normal density.

Fishing

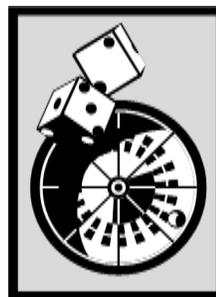
This skill gives the character knowledge of fish, lures, and lines. Characters with this skill know how to catch, clean, and cook fish. For each hour spent fishing, a successful proficiency check indicates that fish are caught. Assuming reasonably plentiful fish, the intensity of this skill is equal to the number of people the fisher can feed with his catch.

Critical Success: It's the big one, and it didn't get away. Fish is trophy size.

Critical Failure: The fish winds out all the line, then bites off the lure.

Gambling

This skill gives the character knowledge of the games of chance. The character will know how to play poker, roulette, and many other kinds of gambling games. Moreover, this skill gives the player the ability to both cheat, and detect cheating. Basically, to cheat, the player has to make a Gambling proficiency check. If successful, his score, hand, or whatever is increased by one order; for example, in poker, a player cheating could fiddle with the deck to make his three or a kind become a full house.



To detect cheating, the character must match his gambling proficiency against the other player(s) Gambling proficiency or proficiencies on the Universal Matrix. If successful, the

character will know if the scrutinized player is cheating at the gambling game.

Critical Success: The gambler cheats or catches cheaters in a very impressive manner.

Critical Failure: The gambler completely misses a cheater or gets caught cheating.

Herding

This skill gives the character knowledge of animal husbandry and livestock. The character knows how to feed, breed, and care for livestock. If the herder needs to transport livestock across a long distance, this skill gives the herder the capacity to organize the animals into a logical and well-maintained herd formation. Additionally, he or she will know how to harvest (butcher) livestock for sale. Finally, those skilled in Herding gain a 10% bonus to Tracking since herders spend time hunting down lost members of the herd. *Constructs may take this proficiency, but suffer a -8 penalty, due to the fact that they are much too heavy to ride horses, have a slow ground movement, and have a limited vocal range for commanding animals.*

Critical Success: Travel time while guiding a herd is reduced by 20%.

Critical Fumble: The herd stampedes.

Mining

Characters with this skill know how to dig for ore (coal, iron, copper, uranium, gold, salt, and etc.) Those so skilled have the knowledge of mine layouts, mining safety, the dangers of underground work, how to detect tunnel gasses, and cave-in survival protocols. Like farming, this skill requires two checks. Perception tells the miner where and how to dig, while Endurance is required for the actual digging. For day-to-day mining, no proficiency check is required. A Mining check is required when starting a new digging operation (which may or may not result in a cave-in). *Constructs may take this proficiency and incur a +2 bonus. Their high Strength attribute and innate tirelessness makes them uniquely suitable for mining operations.*

Critical success: The miner finds a rich vein of ore, exceeding expectations by 20%.

Critical Fumble: A cave-in occurs. Usually, this



happens before anyone is in the mine, but such a cave-in can catch foolhardy miners who rush into untested mines.

Navigation

This skill is required for charting courses across the seas or other empty, featureless areas. Characters with navigation can plot courses by virtue of nautical maps, a compass, or by the sun and stars. This skill has more far-reaching applications than Directional Sense, but it requires equipment and time to use. Characters with navigation also aid in directing the course of a sailing ship.

Critical Success: The navigator is able to plot a very efficient course, subtracting 10% from the travel time.

Critical Fumble: The navigator gets the ship hopelessly lost. A new Navigation check may be tried in a day or if it becomes obvious that the ship is lost.

Read Emotion

With this skill, the character can generally determine the emotional state of an individual by observing his or her nonverbal cues, body posturing, speech, and inflection. While this skill is not supernatural (like Empathy), it does have its uses. A character skilled with Read Emotion can tell if he is being lied to by first making a successful proficiency check, then by successfully matching his or her Read Emotion score against the target's Willpower score.

This skill functions at -3 when evaluating a member of a different culture (unless the character has the Cultural Knowledge proficiency), and -5 when evaluating a member of a different race. These penalties are cumulative. *Constructs may not take this skill.*

Critical Success: Not only does the character grasp the emotional state of the individual, he has a hunch regarding deeper details (why the person is angry, etc.)

Critical Failure: The character misinterprets a signal and comes to a very wrong conclusion.

Predict Weather

A skill handy for sailors, travelers, and farmers alike, this ability grants the character with a foreknowledge of the next day's weather. By observing the sky, and consulting notes on previous days weather patterns, the character can predict the weather for the following day.

If a successful proficiency check is made, the character can know the next day's weather. On a simple failure, the character has to guess. For determining the weather more than one day in advance, there is a cumulative -2 penalty for each additional day predicted; thus, looking two days into the future would incur a -2 penalty, while looking a week into the future would incur a -12 penalty to the Predict Weather skill. It

Critical Success: The character knows the next three days weather patterns.

Critical Failure: The character not only doesn't know the weather, but he misses weather events that could be important. Perhaps he fails to predict severe thunderstorms in the summer or a blizzard in winter. Note that the GM should generally determine weather beforehand and not edit the weather based upon a critical fumble - don't add a storm just because a character didn't see it coming.

Read Lips

With this skill, a character can know the contents of a conversation without being able to hear the actual words. As long as the character can see the target's facial movements, the content of the spoken words can be gleaned. All that is required is a successful proficiency check by the character.

This skill has a range of 8//. Beyond this range, the character is penalized by -1 for every 1// distance beyond 10// (Changelings excepted: they are penalized by -2 at a range of 6// or less, but unpenalized at 7// to 1 mile). Additionally, the observing character must know how to speak the language that the target is speaking.

Critical Success: The character has a very good understanding of the conversation.

Critical Failure: The character catches parts of the conversation and reads just enough to be left confused and wondering about the details.

Tracking

A character with the tracking skill is granted a tracking percentile chance of 10% - this bonus is added to the tracking that some character classes (such as Rangers) already get. For each additional point put into this skill, the character gains 5% to the tracking percentile. To use this Tracking skill, the character must first make a proficiency check, then roll under his tracking percentile score. If, however, the character class already has Tracking, the proficiency check may only be required when tracking challenging prey.

Critical Success: The trail is good: when the next tracking check must be made in this hunt, the character gains a 20% bonus to tracking for that roll.

Critical Failure: The trail has gone cold: when the next tracking check must be made in this hunt, the character gets a 20% penalty to tracking for that roll.

Frank the Construct watched the Gambler's Wheel spin round and round. The shining chrome ball circled around the rim, waiting to fall into one of the wheel's many slots. From the moment the ball was released, Frank calculated the initial speed, drag coefficient, and circumference of the wheel. It was easy. He knew that in 3.7 seconds, the ball would land in Black 14. He was mystified that it was called "gambling" at all, when all one needed was a good eye and some basic mathematics.

Skill Proficiencies

Any proficiency that uses Skill is based on eye-hand coordination and a fine control over one's body. Thus both Intelligence and Dexterity are required for these skills. The Skill attribute is calculated as a mean of Intelligence and Dexterity with all resultant fractions dropped.

Armor Craft

This character is skilled at crafting and repairing armor. The type of armor he or she can create depends on the other crafting skills he has. For instance, if the crafter has blacksmithing, then he or she can create metal armor; if the character has leather crafting, then he can fashion armor from leather. If the crafter has Artistic Ability, then he or she can create armor that has great beauty -- the stuff worthy of Knights and powerful warriors. Note that Artist Ability is NOT required to make enchanted armor, but then again, enchanted armor may not appear much more impressive than normal armor without the use of Artist Ability.

Critical Success: The character has created armor that is of truly lasting value. On percentiles, a 01 to 79 indicates that the armor is +1 to AC (excellent craftsmanship); an 80 to 95 indicates that the armor has a +2 bonus to AC (masterful craftsmanship); a 96 to 00 indicates a +3 bonus to AC (unearthly craftsmanship).

Critical Failure: The character has created armor that will appear to be of good quality in every respect. However, the first time it is struck in real combat, the armor will reveal a critical flaw and thus have a -2 penalty to AC. Nothing short of scrapping the armor and starting over can fix this problem.

Additional Skills needed to produce various kinds of Armor:

- Heavy organic armor (hide, studded leather, etc.) = Leather Craft
- Metal armor (chain mail, plate mail) = Blacksmithing
- Advanced tech armor (Kevlar) = Chemistry and Weaving or Tailor/Seamstress. Note that building Advanced types of Armor is not an easy task and the character must have high intensities in the appropriate skills to even begin to understand how to design such armor.
- Shields: Blacksmithing or Woodcraft. Metal shields are heavier but will not burn in fires.

- Helmets: Blacksmithing or Leather Craft. Leather caps are cheap, but don't last through too many seasons or battles when compared to metal helmets.

Craftsmanship

This skill allows the wielder to define a specific craft not otherwise mentioned in this section. Examples of definable crafts are: Ballooner, Boat maker, cabinet maker, carter, chandler, cobbler, gun smith, hang glider maker, locksmith, potter, tailor, seamstress, wheelwright, etc. The Game Master will decide which crafts are available in the particular campaign setting.

Basically, any kind of job that requires fine handiwork and produces a lasting tangible product can be considered a definable craft. Depending on the nature of the craft, the Game Master may limit a Construct's ability to learn the skill.

Dancing

Beyond ordinary contemporary dancing, characters with this skill have the ability to perform ballet, traditional dances, religious/tribal/ceremonial dance, and most other forms of uncommon dance. This skill is required for work in a theater company and similar organizations.

Having a skill in dancing gives the character a +1 to parry and a +1 to the character's save versus magical weapon roll. *Constructs may not take this skill, due to their slow movement speed and limited flexibility.*

Critical Success: Functions at one intensity higher and is a memorable performance.

Critical Failure: Character trips a lot, and falls off the stage.

1. Could play an extra in "Flash Dance".

2. Could find a home in a modest sized ballet / theater company.
3. Respectable skill; Considered irreplaceable to the ballet/theater company. Could be Michael Flatley.
4. Renowned for skill. Could be Mikhail Barishnikov.

Gemology

With this talent, the character can find work as a jeweler. He or she has the skill to appraise gemstones, repair jewelry, detect frauds, and, if the character has artistic ability, craft necklaces, rings, brooches, and the like. While Artistic Ability is required to use this skill to produce attractive jewelry worthy of sale, it is not needed to produce “boring” enchanted jewelry. Note that Blacksmithing is required if the jeweler intends to create the metal components for jewelry, but not to cut, set, or appraise the gemstones themselves. If the character also has Chemistry, the gemologist can also attempt to fashion artificial jewelry. A less-than-honest craftsman may even attempt to pass off false jewelry as the genuine article.

Critical Success: The gem-smith creates a wondrous piece of jewelry with triple the normal value.

Critical Failure: Not only did the piece not work out, the jewels were damaged in the process.

Glass Blowing

With this skill, the character has the knowledge of glass blowing, coloration, and shaping. If the character has artistic ability, he or she may also create stained glass windows. With this skill, the character can create drinking glasses, tumblers, test tubes, lenses, and other glass items. If the character also has Artistic Ability, he or she can engage in caning, a process in which colored glass rods are inserted into a

clear glass piece of jewelry (or other item) for decorative effects.

To be hired by the Saboo Treasury for the making of glass coins and fragment coins, the artisan must have Glass Blowing (4) and Artistic Ability (4). *Constructs may not take this skill, since they don't have mouths, and cannot blow glass. They also lack the artistic sense needed to make much of anything of interest with this skill.*

Critical Success: The character has created something of truly lasting value. This item can be sold for five times the normal price, and has a +2 to all item saving throws.

Critical Failure: The object created fails to withstand thermal contraction and destroys itself upon cooling. Of course, if the glass items are your money, then you're *really* out of luck.

Juggling

Users of this skill can juggle objects with the greatest of ease. Additionally, the juggler can parry thrown objects with just his bare hands; this includes missile weapons from most sources other than firearms. The juggler



gets a +1 to parry by having skill points in juggling. To actually catch a missile object, the juggler attempt to parry it with a -3 penalty. The number of objects juggled depends on the intensity of the skill.

Critical Success: Juggler functions at one intensity higher and executes flawless performance.

Critical Failure: Not only does the juggler drop objects, but also some of them actually hit people; can be very embarrassing when juggling torches.

1. Can juggle: Five spherical objects, or four non-spherical same-shape objects, or three unequal objects.
2. Can juggle: Six spherical objects, or five non-spherical same-shape objects, or three unequal objects.
3. Can juggle: Seven spherical objects, or five non-spherical same-shape objects, or four unequal objects.
4. Can juggle: Eight spherical objects, or six non-spherical same-shape objects, or five unequal objects.
5. Can juggle: Nine spherical objects, or six non-spherical same-shape objects, or six unequal objects.

Leather Craft

This skill allows the wielder to craft objects from leather. This includes boots, bags, leather mugs (huzzah!), harnesses, and the like. If the Armor Craft proficiency is known, then the wielder can create and repair leather ar-

mor. Having this skill also allows the wielder to tan hides and stuff/preserve the carcasses of game animals for the purpose of trophies (i.e. taxidermy).

Critical Success: The character has created something of truly lasting value. This item can be sold for five times the normal price, and has a +2 to all item saving throws.

Critical Failure: The object created shrivels and rots 1d4 months after creation.

Musical Instrument

This skill gives the character the ability to play a musical instrument and read sheet music. The instrument type must be defined (i.e. flute, cello, timpani, etc.) This skill is required of all Wishesingers. For each additional intensity, the character can either learn an additional instrument, or become more proficient in the instrument already known. If the character has Craftsmanship (of instruments) and either woodworking or blacksmithing, the character can also create musical instruments. *Constructs may not take this skill. They don't have mouths (required for wind instruments), and they lack the necessary flexibility in the fingers for stringed or percussion instruments.*

Critical Success: A flawless rendition.

Critical Fumble: Character chokes (if using a wind instrument), or drops the pick or bow (if a stringed instrument), or drops a drum stick or baton (if a percussion instrument.)

Painting

With this skill, the character can make a living painting houses, walls, gates, ships, and the like. The character is given knowledge of color mixing, brush types, application and drying methods, paint removal procedures. If this skill is combined with Artistic Ability, the character can become a fine arts painter.

Critical Success: The perfect mix of pigments and oils are created, allowing the painted surface to remain intact for 25% longer than usual. The painting sells for double the normal value.

Critical Fumble: The first time the paint is exposed to 90-degree heat, the paint oozes off the surface. The first time the paint is exposed to 30-degree chill, the paint contracts, leaving the surface riddled with

crazing. The painting may sell for its normal value, but one can bet that whoever purchased the defective painting may want his money back after it is ruined!

Pottery (Ceramics)

With this skill, the character knows how to knead clay, formulate glazes, spin a potter's wheel, and operate a kiln. With this skill, the character can make bowls, plates, cookware, vases, and the like. If the character has Artistic ability, then the character can create ceramic works of art. *Constructs may not take this skill. Their fingers lack the fleshy finger pads that organic humanoids possess.*



Critical Success: A work of truly lasting value has been created. This item will sell for five times the normal value.

Critical Failure: The items in the kiln crumble into useless shards.

Ride, Air Creature

With this skill, the character can ride and control large winged creatures for the purpose of transportation. Of course, the Animal Handling skill is also recommended.

Critical Success: The mount is kept under control and automatically makes the next Ride check.

Critical Failure: The mount panics and the rider must hang on for dear life.

Ride, Air Device

There are three common air devices on Gaiantar: the hang glider, the paraglider, and the hot-air balloon. When this proficiency is learned, the character can choose which one of these three he or she will be able to control.

Critical Success: The vehicle is kept completely under control and automatically makes the next Ride check.

Critical Failure: Poor judgment or bad luck! The vehicle begins to slip out of control and lose altitude.

Riding, Land Creature

The most common land beast is the horse. Howev-

er, a character may choose to use a donkey, a mule, an elephant, or a camel (or any other animal that could be conceivable domesticated and ridden.) The character must choose which animal he or she will learn how to ride. By spending extra slots, the character can learn how to ride additional animals. Of course, the Animal Handling skill is also recommended.

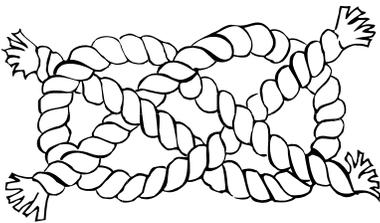
Critical Success: The mount is kept under control and automatically makes the next Ride check.

Critical Failure: The mount panics and the rider must hang on or risk being thrown.

Rope Use (Knot Tying)

With this skill, the character can tie all kinds of knots in ropes; granny knots, square knots, hangman knots, sheepshank, etc. All that is required is a successful proficiency check. If the character has been tied up with ropes, he or she may attempt escape; a successful proficiency check at -4 allows gains the character freedom from his restraints. For escaping from other types of personal restraints, the check is at -8. *Constructs may take this skill, but the entity will suffer a -3 penalty due to the fact that a Construct's fingers are more rigid than an organic humanoid's.*

Critical Success: The knot is perfect and can take twice the normal load or the character escapes the ropes flawlessly.



Critical Failure: The knot is flawed and can take only half the normal load or the character not only fails to escape the ropes but also

becomes entangled so that all future Rope Use checks to escape are made with a -2 penalty.

Ship Handling

With the Ship Handling skill, the character knows how to trim the sails, man the helm, and perform routine ship functions. The character knows all of the appropriate procedures for running a ship.

Critical Success: The rower or sailor is able to maneuver the boat at twice normal speed or make the boat function as if 50% more seaworthy.

Critical Fumble: Random results, but generally the boat will end up in whatever trouble awaits it, such as capsizing in storm, getting lost in fog, running aground on a coral reef, and so on.

Tailor / Seamstress



A character with this skill can make clothing through the use of sewing, knitting, or crocheting. With the Tailor/Seamstress skill, a character can judge the quality of fabric, can repair garments, and make new garments if given a pattern. To design new garments without a pattern, the Artistic Ability skill is needed. *Constructs may take this skill if the entity also spends an available accessory slot for generating a compact sewing machine attachment.*

Constructs may take this skill if the entity also spends an available accessory slot for generating a compact sewing machine attachment.

1. Can make basic garments and items, such as trousers, shirts, blouses, and undergarments. Can make drapes and curtains.
2. Can make fancier garments, such as suits. Can also make simple plush toys.
3. Can make garments suitable for High Church and weddings. Can make fancy plush items.
4. Can make clothes suitable for nobility and royalty.

Critical Success: The item is particularly valuable and will sell for five times its normal value.

Critical Failure: The item begins to unravel only a month after purchase.

Weapon Craft

With this skill, the character can create weapons of war. If the character has Blacksmithing (or metal craft), then he can create swords, axes, and weapons created from metal. If the character has Woodcraft, then the character can create staves, clubs, bows, and other weapons made from wood.

If the craftsman has Artistic Ability, then he or she can create weapons of great beauty. He can create swords, bows, and staves with delicately



inscribed runes and knots.

Critical Success: The character has created a weapon that is of truly lasting value. On percentiles, a 01 to 79 indicates that the weapon is +1 to either hit, parry, initiative, or damage (excellent craftsmanship); on an 80 to 95 the weapon gains a +2 bonus to hit, parry, initiative or damage (masterful craftsmanship); on a 96 to 00 the weapon gains a +3 bonus hit, parry, initiative, or damage (unearthly craftsmanship).

Critical Failure: The character has created a weapon that will appear to be of good quality in every respect. However, the first time it is used in real combat, the weapon will reveal a critical flaw and from that point on, it will function at -2 in all respects. A weapon flawed in such a way cannot be repaired.

Additional Skills needed to produce various kinds of Weapons:

- Primarily wooden weapons (staves, bows, crossbows) = Woodcraft
- Primarily metal weapons (swords, guns, axes) = Blacksmithing
- Arrows and bolts = Woodcraft
- Bullets = Blacksmithing and Chemistry
- Sling-stones = Masonry
- Molotov cocktails and similar explosives = Chemistry (and Glassblowing for the glass container)

Woodcraft (Small Items)

Characters with this skill can craft items from wood. This includes tools, household implements, cups, pitchers, frames, and etc. If the character has Artistic Ability, then the character can sculpt in wood. If the character has Weapon Craft, then he can create weapons from wood. If the character has Science: Architecture, then the character can design and build houses.

Critical Success: The character has created something of truly lasting value. This item can be sold for five times the normal price, and has a +2 to all item saving throws.

Critical Failure: The object created fails to resist dry rot and crumbles to nothing in 2d4 weeks.

Weaving

With this skill, the character can weave rugs and tapestries and other floor and wall coverings. If the character has Artistic Ability, then he or she can create woven items of great beauty as well as functionality.

Critical Success: The character has created something of truly lasting value. This item can be sold for five times the normal price, has a +2 to all item saving throws, and lasts for three times the normal wear time.

Critical Failure: The object created starts unraveling after only a month after purchase.

Willpower Proficiencies

Skills in this category implement the wielder's inner strength, drive, and ambition. Willpower is composed of equal parts Faith and Wisdom.

ability, one must have a soul.

Critical Success: The artist has created a truly valuable piece of work; something memorable that increases in value as the years pass.

Critical Failure: The artist *thinks* he or she has created something of truly lasting and appreciative value -- until the artist tries to actually sell this creation; then the ridicule has only begun!



Animal Training

With this skill, a character gains the ability to train animals to respond to verbal commands and nonverbal gestures. The extent of trainability depends on the nature of the animal and the skill of the trainer. The character must choose

which type of animal he or she will learn how to train. Animals that are useful to train include horses, dogs, wolves, falcons, homing pigeons, snakes, and beasts of burden. *Constructs may take this skill, but suffer a -6 penalty, due to their lack of vocal range and intonation, and their inability to make eye contact with the animals (Constructs don't have faces.)*

Critical Success: The animal has been trained exceptionally well, and functions at +1 to Intelligence. This animal can be sold at three times the normal value due to its trainability, response time, versatility, and loyalty.

Critical Failure: The animal can never be trained to do anything. Improper conditioning has effectively ruined it.

1. The training process takes six months.
2. The training process takes four months.
3. The training process takes three months.
4. The training process takes two months.

Artistic Ability

This skill is usually combined with other skills to produce works of art. For instance, Artistic Ability and Stone Crafting can produce a sculptor. Artistic Ability and Read/Write can produce a novelist or playwright. Artistic Ability combined with Singing and Musical Instrument allows the character to be a composer. Many such combinations can be made with Artistic Ability. *Living Constructs may take this skill, but Awakened Constructs cannot. To truly have artistic*



Brainwash

Not the nicest of skills; the practitioners of this skill are usually of evil alignment. People with this skill can place subliminal commands into their victims, create multiples (people with dissociative identity disorder), implant a multiple with an introject alter (an alter that is hostile to the primary personality), implant an insanity, make a person into a slave, implant helplessness, and give their victims selective amnesia. *Constructs are absolutely incapable of learning this skill.*

Critical Success: The victim is helpless before your power, and will serve you always without hesitation (or at least until somebody else Deprograms him!)

Critical Failure: The victim gains the dissociative identity disorder insanity, and a vengeful (and clear-minded) alter will seek to accomplish your doom at an indetermi-

nate time.

GM's note: This skill can prove to be extremely dangerous in the wrong hands and can wreck campaigns when key NPC's are turned into drones of the players. A GM may wish to limit the powers of this skill or reduce the effects of critical success and failures.

Deprogramming

This skill is the logical countermeasure to Brainwashing. Practitioners of Deprogramming can attempt to undo the damage inflicted upon a subject by brainwashing. Deprogrammers are able to diffuse self-harm and self-destruct commands, as well as neutralize introjects. Moreover, the Deprogrammer can help the victim recover repressed memories.

The time required for a full deprogramming depends on how long and to what intensity the victim was brainwashed. Deprogrammers that have the Counseling skill gain a +1 to their proficiency checks. *Constructs are absolutely incapable of learning this skill.*

Critical Success: The victim recovers at twice the normal rate.

Critical Failure: The victim must make a save versus sleep/charm or succumb to a random insanity - usually dissociative identity disorder or a form of schizophrenia.

GM's note: If Brainwashing is a key factor in your campaign or if the player's are getting way too much mileage out of it, make sure that there are NPC's who can Deprogram key characters or other NPC's as needed.

Interrogation

This skill functions in an identical manner as Intimidate, except that the inquisitor browbeats the subject into talking with complex mind-games, as opposed to simply scaring him or impressing him with his own power.

Mental Defense

By virtue of this skill, the character is able to order and structure his or her thoughts in a logical and patterned way. This order of thought grants the character greater defensive capabilities against forces that would alter thought processes. For each intensity of Mental Defense, the character is granted a +1 to spirit combat defense. For each 2 intensity points put into this skill, the character gains a +1 bonus to Save vs. Sleep Charm. To use this skill, the character must make a successful proficiency check at the commencement of spirit combat.

Characters with a Structured alignment get a +1 to this proficiency check, while Neutral-aligned characters are unaffected, and those with a Random alignment are penalized at -1 for this skill. *Only Living Constructs can take this skill. Since Awakened Constructs do not have souls, they don't need this skill anyway, because they cannot be attacked spiritually.*

Critical Success: The character functions as if the skill were one intensity higher.

Critical Failure: The character's thoughts are thrown into disarray, and are at -2 to spirit combat defense, and -1 to sleep/charm for the next 2d4 rounds.

Preach

A must for all Priests, Deacons, and Shamans (or any religious leader), this skill allows the character to write sermons and preach the tenants of his faith to both believers and non-believers. However, if attempting to convince non-believers of the merits of one's faith, this check is made with a -4 penalty in most cases. Usually, the setting is a church, temple, or similar place of worship, though this skill is equally useful when giving a sermon in an inn or upon a hillside. A character without this skill can still try to preach, but he has no real hope of convincing anyone of the value of his religion or truly explaining its deepest meaning to a non-believer.

If a successful Preaching proficiency check is made, then the listeners' function at +1 to Religious Doctrine, and +1 to spirit combat defense for a 24-hour period (due to the great inspiration of the speaker). *Constructs may take this skill, but suffer a -3 penalty, due to their inability to maintain eye contact, and lack of vocal range.*

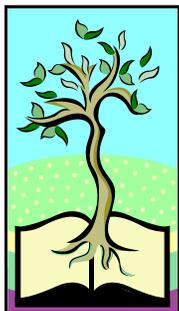
Critical Success: The aforementioned bonuses are doubled, and last for two days.

Critical Failure: The Priest or preacher has taught heresy from the pulpit. All listeners must make a save versus sleep/charm or function at -2 to Religious Doctrine

and spirit combat attack for one day.

Teach

A character with Teach may confer his skills to another person. As a teacher, it takes 4 months with five hours of instruction per week to grant a character a skill of intensity 1. For each higher intensity, it takes an additional 4 months + one month per intensity level; thus if an instructor was teaching Swimming to a student who already knew the skill at intensity 2, it would take six months at five hours per week to raise that skill to intensity three.



The instructor can only teach a student to a maximum intensity of whichever of the following is lower:

- A.) The intensity of the Teaching Proficiency
- B.) The intensity that the teacher has of the skill being taught

At the end of the instructional period, the Teacher must make a successful proficiency check, and the student must make a successful Knowledge check. If both checks are successful, then the student has learned the skill. If the instructor fails his or her check, then the student still learns the proficiency, but at one intensity lower than what would have been expected if the Teacher had made his check. If the student fails his knowledge check, then the lessons have failed, and the student cannot be reevaluated without additional lessons, equal to 1/2 the original required time.

It should be known that Teaching supersedes the usual progression of character skill acquisition per level.

Critical Success: The student functions at +2 in that skill.

Critical Failure: The student fails the lessons, and the student will function at -4 in that skill no matter how many more lessons are taken from the same teacher. Of course, the student can go to another teacher and “unlearn” what his previous teacher taught him to attempt to master the skill he desires to understand.

GM’s Note: The Teaching skill is a formal way to handle questions regarding what is involved to gain additional skill points outside of those acquired when leveling up a character. Without this formal rule, players may attempt to “blend” the characters in party. For example, one of them has Healing at Intensity 4, so the other might characters feel that some of that knowledge should “rub-off” on them, thus giving them the Healing skill. It is up to the GM to modify the time needed to gain additional skill points if needed, but it is important to establish clear rules for gaining them.

A final note to GM’s:

The Critical Success and Failure results are used to establish boundaries on the best and worst results that one can achieve by attempting to use a given skill. However, care should be taken with these, as with all Critical Successes and Failures. Don’t

have characters dying by Critically Failing a Chemistry attempt to recall a specific element, and don’t have them just “knowing” how to pilot an ancient jet fighter because they rolled a Critical Success. Unlike combat skills, the limits and uses of non-combat skills are far more open-ended and challenging to control. Also, don’t hesitate to put situational modifiers on these checks depending upon how favorable or unfavorable conditions are to use a given skill.



Creating Wondrous Items

Traditionally in Gaianar, players often use Wishes to create magical items. However, a more standardized system allows for players to seek mastering their crafts instead of just wishing for items. This system does not replace Wishes, but presents a universal way to create magical items that rewards characters for enhancing their skills over time.

To make a magical item, one must reach intensity 4 in all of the appropriate crafts related to making that item. For instance, if one wants to make magical armor, one would need 4 ranks in Blacksmithing and 4 in Armor Craft. To make an enchanted ring, necklace, or amulet, the character would need intensity (4) in Gemology and intensity (4) in Blacksmithing. However, to simply make a magical jewel and set it in an existing piece of jewelry, the character only needs intensity (4) in Gemology.

Next, there are two types of magical items: Basic magical items and complex ones.

Basic Magical Item Creation

This system applies to simple "+" bonuses and minor effects, such as a sword that deals 1d4 extra fire damage or armor that can create light. Each minor effect counts in place of at least one "+" bonus. There is a -1 penalty to the creation check for each +1 to the bonus for the item up to a maximum of a +4 bonus. One can use this system to create straightforward magical items, but not those that contain potent, unique powers or spells.

Complex Magical Item Creation

This involves imbuing an item with at least one spell, spiritual power, or some other powerful or complex ability - these powers generally function in the item on a "few times a day for free" basis, or a "can be used at a cost" basis. Several spells can be stored in the same item, and one can often combine the spells to produce unique effects.

For each spell or spiritual power that one wishes to add to the item, the item must successfully make a Save vs. Magic to survive the energy applied to it. If it fails, the item is ruined.

This check must be done in addition to the normal checks for item creation and occurs after them. Thus, a +1 sword with a spell in it must first be created (with a -1 penalty to the proficiency check) and then the spell is

placed within it.

Up to *three* spells or powers can be imbued into an item safely. After the fourth one is successfully added, the item must make an additional Save vs. Magic or be destroyed from magical overload.

Also note that when imbuing a spell into an item, the creator of the items does *not* need to know the spell, but the spell must still be cast upon the item. Thus, a Warrior who wishes to make a suit of armor that can cast Cure Light Wounds thrice a day can make the armor while his Priest friend imbues the armor with the spell.

While this allows low to mid level characters the ability to imbue their items with high-level spells cast by NPC's, such a thing is not likely to happen. Powerful people are unlikely to hand out deadly toys to people they barely know or trust.

However, if a player takes the time to become an apprentice of a powerful NPC, it is not at all unreasonable for that NPC to grant the player equipment imbued with more powerful spells or effects.

Time Required To Make Magical Items

These rules cover *all* magical items, including infinite use items, such as classical magical swords, bows, and armor, as well as limited use items, such as arrows, bullets, throwing stars, candles, potions, etc.

It takes one week for every one minor enchantment bonus and every one spell or complex magical effect that is being applied to the item. Thus, it takes two weeks to make a +2 sword, or a +1 sword with a minor ability, such as dealing an extra 1d4 of fire damage. Note that only one check is made for the creation of an item, regardless of how many "+" bonuses or minor abilities it has. Of course, each major ability or spell enchantment requires the Save vs. Magic and the additional week's worth of time as mentioned before. Also note that the creator of the item can add enchantments later, but he must finish the basic item first.

For example, a Warrior wishes to make a +3 sword, which would take three weeks and apply a -3 penalty to the single Weapon Craft skill check required to make the sword - the check occurs at the end of the time spent on creation. He cannot stop after one week and walk away with a +1 sword, though he can still add abilities to the sword later at full cost (i.e. starting from scratch.)

Notes on Limited Use Items

While the same rules of item creation apply to limited use items, the result of the creation time spent making such items is always a "reasonable number" of that item type. A week's worth of effort could produce a quiver of +1 arrows, a few clips of +1 bullets, and three or four powerful potions, five or six enchanted candles, torches, etc..

Materials

Simply put, enchanted items can only be produced where a character has access to the appropriate materials and equipment. It should not be possible to produce more than low-level magical items while in the wild and away from forges, resources, etc. in most cases. A character cannot produce any magical metal armor while in the middle of nowhere unless he brought along metal ores and his own forge (a Construct with the blowtorch accessory could substitute as a forge.)

A character could produce magical arrows, potions, and sling stones in the wild, but they are not going to be as powerful as the ones that could be made in a town or some other base of operations. Making +1 or +2 arrows in the wild is believable; taking a month off to make Arrows of Doom in the middle of the woods is not.

Magical items are costly to produce: for EACH "+" bonus, minor enchantment, or imbued spell or power, the magical item cost increases by ONE GOLD PIECE. This is in addition to the basic cost of the item.

Summary

So, with these rules, to make a +3 suite of Plate Mail with 2 spiritual powers imbued in it would first take three weeks and a skill check to create the armor with a -3 penalty, and then two weeks and two Saves vs. Magic for the spells. The final cost would be FIVE weeks in time and FIVE more gold pieces than the basic price of Plate Mail.



Combined Creation Efforts: Special Rule

It is the GM's option to allow three or more characters or NPC's who are each one rank below the level needed to produce magical items in all needed Skill areas to attempt to create a magical item. All of the rules described above would still apply, though all the characters must spend the time required to make the item, though monetary cost is not increased. Since such craftsmen are near-masters in their field, it is reasonable to assume they could produce magical items while working together.

Cursed Items

On some occasions, a player or NPC may wish to make a cursed item. Such items follow all the rules for magical items, except as follows:

- Replace "+" bonuses with "-" penalties.
- One can still apply minor curses in the same fashion as minor abilities for normal magical items. So, a cursed sword might burn its wielder for 1d4 points of fire damage.

Generally speaking, cursed items would not be imbued with spells or spiritual powers unless the target of the spiritual power is changed. So, a cursed suit of plate mail might cast *Fractal Shield* on all the *opponents* of the fool who is wearing it. Or maybe a cursed ring casts *Nuclear Stream* once per day on the person wearing it.

Most of the time, the more deadly effects of curses are far more open-ended. Player creativity is encouraged, as is GM control of the situation. Adding major abilities to cursed items should be

treated in the same way as adding spells: though there is generally nothing to cast upon the item, it still must make a Save vs. Magic for each curse the creator gives the item.

Several common abilities for Cursed Items count that count as "spells" when creating the item are:

- **Concealed Identity:** This hides the items magical nature and its abilities until its powers are invoked. Once removed from its victim, the items powers are again concealed. While concealed, the item will not register as magical and is immune to effects such as *Analyze* or *Identify*.
- **Binding Curse:** The item cannot easily be removed once put on or used. Items such as these can generally only be removed through use of a *Wish*, *Remove Curse* or a similar power, or through the destruction of the item. Remove of the attached body part is a painful, though sometimes practical, solution.
- **Cloned Item:** The cursed item appears identical to another item of the creator choice, though the creator must be familiar with that item. There is no way to tell the two items apart accept with magical means, and even that method is useless if the cursed item also has the *Concealed Identity* trait.

In most games, such items are rare since their usefulness depends totally upon giving them to somebody else and getting the victim to use the item. In addition, most people of any alignment will tend to destroy cursed items, especially the more powerful ones, for fear of them falling into the wrong hands.

In addition, GM's who habitually place cursed swords mixed in with normal or magical ones in the middle of the Evil Master's stronghold, or who simply feel that the world should be full of cursed items that were made for no good reason, are missing the point: Cursed items are dangerous and unpredictable - once set loose, they can destroy their creator as well as many other unintentional targets. That is why only the mad or the foolish tend to create large numbers of Cursed items.