



Dice & Glory

The Ultimate Role-Playing Game



The Basic Tools for Any Setting!
Create Your Own Spells!
Design Your Own Character!
Forge Formidable Foes!
Play the Ultimate RPG!!!

The Only Core Rulebook You Will Ever Need!!!

The Only **Core Rulebook** You Will Ever Need!!!

Dice & Glory

The Ultimate Role-Playing Game

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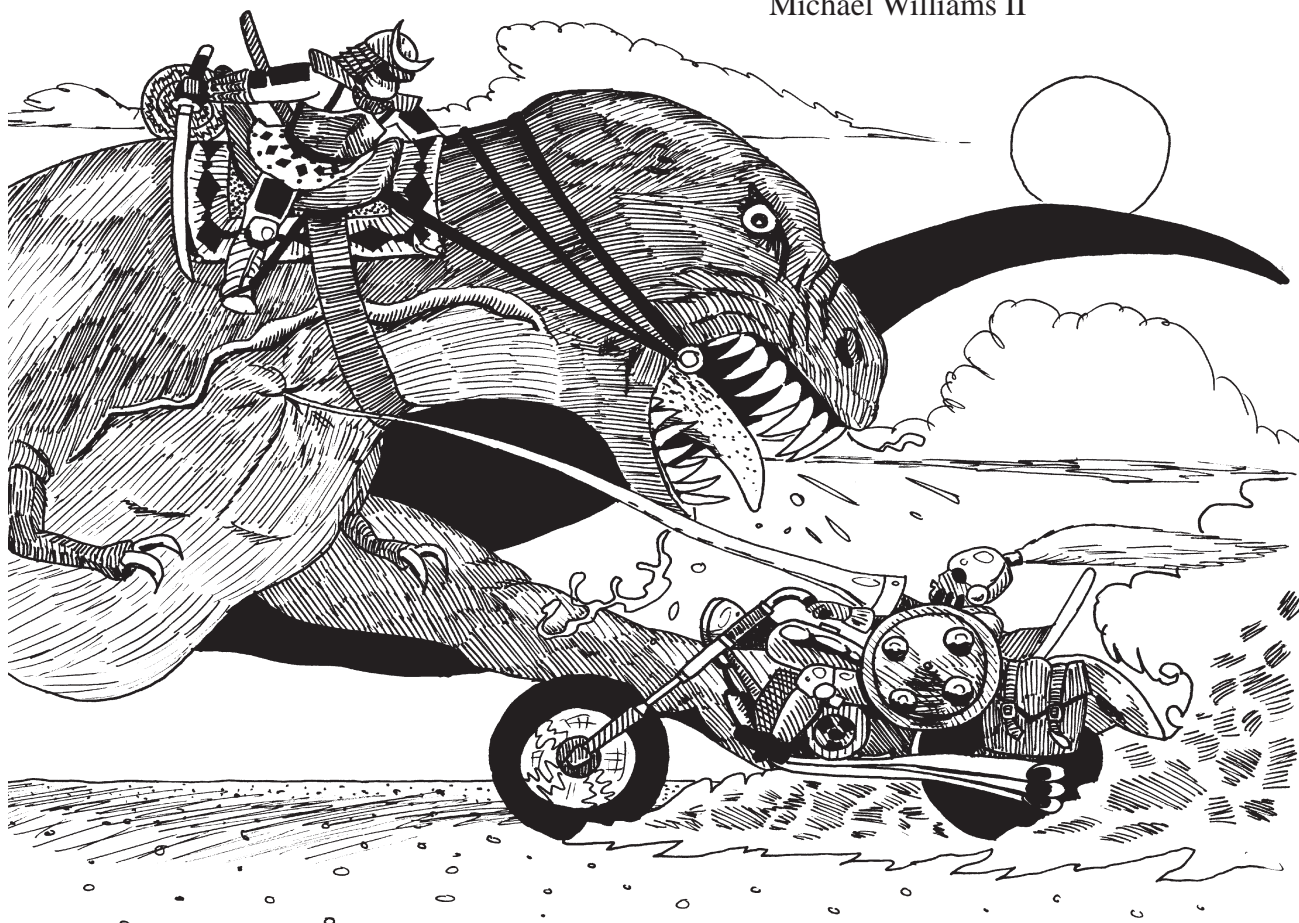
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Supplemental Material Coming Soon!:

The Great Grimoire: Book of RPG Magic

Monster Magnus

High Lore (Fantasy Setting)

Deep Black (sci-fi setting)

Zombie Horror (horror supplement)

Codex of Character Classes I

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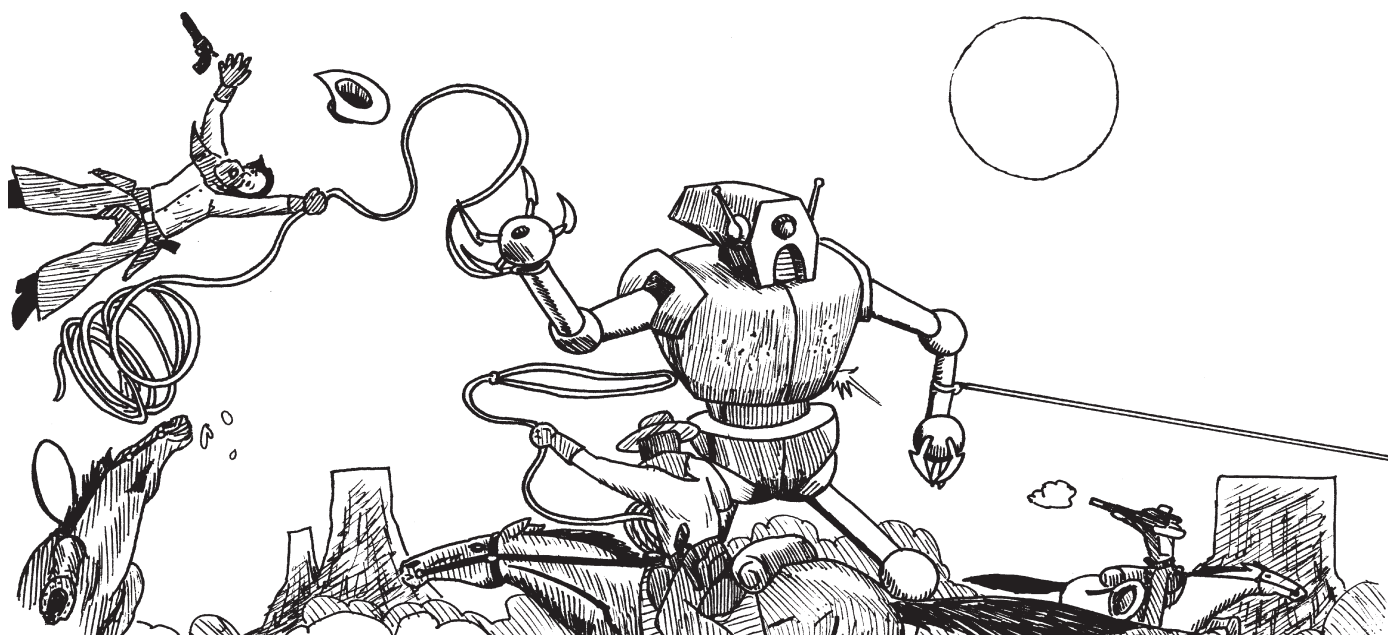
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Warning! This game contains violence and elements of the supernatural. The author and contributors of this book do not condone nor encourage the belief or practice of the occult, magic or the use of drugs or violence. Remember this is A GAME and is not meant to be taken seriously so have fun!





Introduction

Generic Role-playing Terms & Definitions:

D#: Stands for dice the # following designates the number of sides needed. Usually a number precedes the “D” that determines how many of that type of dice are needed. Example: 1D6 means 1 six-sided die.

D2: Two sided die, use a D4 and count 3,4 as 1,2

D3: Three sided die, use a D6 and count 4,5,6 as 1,2,3.

D5: Five sided die, use a D10 and count 6,7,8,9,0 as 1,2,3,4,5

Game Master: The arbiter of the rules, the creator of game worlds and campaigns also responsible for running the game and always has the deciding word.

GM: Short for Game Master (above).

HP: Short for Hit Points.

HD: Short for Hit Dice

Mod: Short for modifier.

Natural One: An unmodified roll on a twenty-sided die of a 1 is always a critical failure.

Natural Twenty: An unmodified roll on a twenty-sided die of a 20 is always a critical success.

NPC: Non-Player Character; these are characters and monsters the Game Master creates and plays to populate their worlds and campaigns.

PC: Player Character, characters run by the players.

Percentiles: Used to determine percentages (%). Two 10 sided dice with one as the tens place and the other as the ones place.

XP: Short for Experience Points or an abbreviation for Experience

What is an RPG (Role Playing Game)?

An RPG is a game where the players participate in an imaginary adventure that takes place in a setting imagined and created by the Game Master. All of the action, situations, game characters, creatures and worlds are represented by their numerical attributes and ability rules which are meant to create a common experience that the players and Game Master can picture in their minds using their imaginations.

A Brief Explanation of the Game System

This game system is designed to give a GM the tools and basic components to create his or her own campaign world, the creatures within it and to give the player total control over the direction their character will take deciding what role that character will play in the campaign.

The saving throws, skill and attribute checks are made with a twenty-sided die (D20) to quickly determine outcomes and allow the GM greater control over their campaign.

All characters have 10 Base Attributes that represent their spiritual and physical sides in game terms.

How to Create A Character

Players should follow ten simple steps to create a character. The character sheets found at the end of this book are used to record all of the character's vital

information needed to play the game. All players will require the Character Sheets on pages 228 and 229 but only those with psychic powers or spells will require the sheets on pages 230 and 231 and those with spell casting ability may need multiple copies of the sheet on page 232.

Step 1: Determine Race and Physical Size (pg 1).

Step 2: Roll for the 10 Base Attributes of the Character (under Base Attributes pg 1).

Step 3: Determine your Base Attribute Modifiers (pg 2, Table 1-1).

Step 4: Determine your Derived Statistics (bottom of pg.2).

Step 5: Determine your Saving Throw Modifiers based on your attributes (pg 4).

Step 6: Determine your Common Skill Modifiers based on your attributes (pg 5).

Step 7: Random Roll for your Inborn Traits (Table 1-2, consult your character's race for any modifications)

Step 8: Determine your character's Alignment (pg 7)

Step 9: Pick your Character Class (Character Classes, pg 8).

Step 10: Determine your character's education level so you can select your skills or skill packages adjusting your character's age accordingly. (Acquisition of Skills, bottom of pg 43).

Rounding Fractions

In general, if you wind up with a fraction round up if it is one-half or larger and down if less. Certain scores and rolls have a minimum of 1.

Attaining New Experience Levels

After a while your character should begin to advance in experience levels when they gain certain amounts of experience points and you purchase class, combat levels or attribute bonuses. When your class level increases follow the below guidelines:

Step 1: Add your class bonuses for your saving throws and hit points.

Step 2: Get your skill points (typically 4 + I.Q. modifier) and distribute them on your skills how you choose keeping the max ranks (3 + current level) in mind.

Bonuses such as feats, combat levels or attribute bonuses are directly purchased using XP.



What You Need to Play: Gaming dice as pictured above (from Left to Right) 1D20, 1D12, 1D8, 1D6, 1D10, 1D10 (percentile), 1D4 and Paper & a pencil.

Chapter 1: Character Creation

A character is an avatar made up of statistics and power descriptors representing the players or the GM inside of the game world. Characters created and run by players are called Player Characters or PC's, those created and run by the GM are called NPC's or non-player characters and are typically used as supporting players and adversaries for the players. This chapter describes all of the attributes that make up a character's attributes and statistics listed on the Character Sheet in the appendix of this book which should be used to keep a record of individual player characters. The GM will also find useful NPC record sheets here.

Race

A character's race modifies everything about them. This could include culture and religion as well as modifying the base attributes and adding or removing inborn traits or natural skills. Before you roll your character's attributes, choose your character's race which determines how you roll for your attributes and then your character's class. Once you know your character's race and class, assign your ability score rolls to particular attributes.

Physical Size

A character gets bonuses or penalties based on their size class which is typically determined by race. See table 13-1 in Chapter 13 for anything other than medium size.

Base Attributes

All characters have ten base attributes. They are called Base Attributes because they determine and modify other stats called Derived Stats, skill DC's, and saving throws among other things. They represent a character's core mental and physical abilities. The dice rolled to determine those attributes are typically determined by the character's race. Most mortal beings throughout the universe have a typical range of scores called the galactic average (see sidebar). Typically roll 3D6 for each of the ten Base Attributes. If a roll totals 18 or above then add an additional 1D6, if you roll a 6 then they you get to add 1D6 again and if you continue to roll sixes then keep adding 1D6, this only applies when rolling 3D6 (galactic average) for attributes.

The Galactic Average

Base Attributes:	3D6
Racial Hit Die:	1D6
Size:	Medium
Base Speed:	15 ft
Base Visual Range:	100 ft
Base Earshot Radius:	100 ft
Healing Factor:	5
Number of inborn Traits:	2
Body Weight:	125 - 300 lbs.

Attribute Strata of the Universe

There are 3 strata of attributes beyond normal each being a measure of greater ability from normal attributes granting special bonuses. The character with such an attribute gains the below listed bonus per attribute die to all rolls dependent on that attribute. All strata save normal are described in ascending order below:

Extraordinary Attributes: Extraordinary attributes are above the normal level of attributes and allow those who have them to achieve extraordinary things. Although exhibits of these attributes may seem amazing they are not wholly unexplainable to onlookers. Grants a +½ bonus per attribute die.

Superhuman Attributes: These types of attributes are way above the norm and not only allow characters with them to achieve amazing feats but they are obviously of an almost unnatural level to observers. Grants a +1 bonus per attribute die.

Supernatural Attributes: This strata is way beyond the norm and defies normal explanation allowing the character to perform feats of a supernatural level. Grants a +2 bonus per attribute die.

The Spiritual Attributes

These attributes deal with the mental and spiritual health of the character. These stats deal with the intangible strengths and aspects of a given character.

Intelligence Quotient (I.Q.): The raw analytical and memorization capability of a character if this attribute is ever reduced to zero then the character is incapable of rational thought and cannot communicate in a meaningful manner instead becoming a creature of pure instinct and reaction.

Mental Endurance (M.E.): The emotional stability of the character or the character's ability to deal with stressful, unforeseen, or intense situations. It's basically a character's mental strength.

Charisma (CHA): How well the character relates to other intelligent beings and how much the character can influence them.

Wisdom (WIS): The level of practical judgment, common sense and overall mental control a character possesses or a character's mental dexterity and if it is ever reduced to zero then the character is automatically completely insane (see Chapter 2) because they have lost their connection to reality.

Aura (AUR): The raw life energy possessed by all living beings, which is used primarily for psionics to determine power points per level. If a character's Aura score goes below zero then the character suffers 1 HP damage and 1 HP damage for every point below zero signifying the waning of their life's energy. Natural healing cannot take place until the character's AUR score is above zero. For AUR attributes above the normal strata the character gains +1 natural psionic power per strata above normal.

The Physical Attributes

These attributes deal with the physical health and strengths of the character. These stats deal with the tangible and visible aspects of a given character.

Constitution (CON): The raw physical endurance a character has. Determines how well a character can deal with physical pain and handle physical stress. If this attribute is ever brought down to zero for any reason the character is dead receiving no saving throw.

Dexterity (DEX): How physically flexible or fast a character is if this attribute is ever reduced to zero then the character cannot move at all. If the character's DEX attribute is greater than the normal strata then they gain +1 additional attack/action.

Strength (STR): The raw physical muscle power of a character. This stat determines a character's Carry Weight and damage bonus in hand-to-hand combat. If STR is ever reduced to zero the character is incapable of walking, carrying or holding objects or taking any physical actions.

Beauty (BEA): How pretty or handsome a character is.

Perception (PER): How perceptive a character is or how sharp a character's five senses are. Basically, it's how well the character pays attention to the outside world or notices small details using their physical senses. Below are 2 common abilities that are a part of PER which not all creatures will possess.

Auto-Perception: The character can automatically detect all creatures and objects within either its visual or earshot range.

Scent: Scent is a special ability tied to this attribute which allows a creature to detect other creatures within a 10 ft per PER attribute die radius by scent although their exact positions cannot be discerned. Within 5 ft a scent can be pinpointed. Scents can be recognized and discerned after a successful Detection or Tracking check. If blinded a creature with scent is considered partially blind within their scent radius and completely blind beyond that range.

Blindness: Certain situations will cause blindness and those who are completely blinded suffer a -6 penalty to all PER dependent D20 rolls and a 50% miss chance on all their successful rolls.

Partial Blindness: This means a character has suffered blindness in one of their eyes or their vision is impaired causing them to suffer a -3 to all PER dependent D20 rolls.

Base Attribute Modifiers

Each attribute will have a modifier, this modifier is determined by the below formula (the result can be negative):

(Ability score \div 2) – 5 [round the result down]

Table 1-1 shows the modifier score ranges for each attribute based on the previous formula. The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that attribute. A positive modifier is called a bonus, and a negative modifier is called a penalty. Note also that a typical townspeople or background NPC will usually have modifiers in the range of -1 to 0 so all attribute scores of 9 to 11 are considered average in most circumstances.

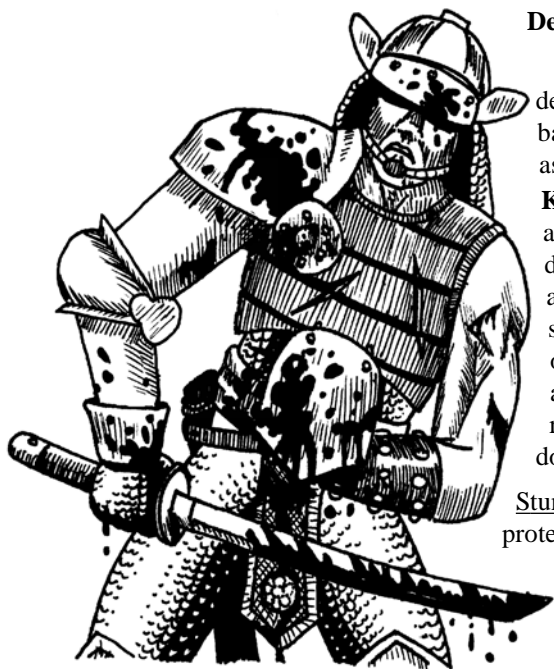
Table 1-1: Attribute Modifiers	
Attribute Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

Derived Statistics

These aspects of all characters depend on one or more of a character's base attribute scores. Their descriptions are as follows.

Knockout Points (K.O.): Knockout points are used when determining when a character is knocked unconscious or stunned and/or how much non-lethal damage a character is taking either from attacks or extreme exertion. These are determined by your CON attribute score + your character level. You are stunned for 1 action when you take an amount of K.O. damage equal to $\frac{1}{2}$ of your current K.O. point score, if your K.O. points drop to zero you are automatically knocked out until you recover at least 1 K.O. point. You recover 1 K.O. point per 2 melee rounds. Creatures that lack a CON score do not have K.O. points.

Stun: A stunned character is unable to attack or perform any action except for protecting themselves when attacked for the duration of the stun. A character can be stunned from severe pain or the loss of K.O. points. If the duration of the stun is not stated then it lasts for only 1 action causing the stunned character to lose an attack/action.



Knock Back: A knock back occurs when you are hit by an unusually forceful blow causing you to be knocked back (but not knocked down) 5 ft. Knock Back occurs if you are struck with a blow dealing damage equal to ¼ your current KO score whether you suffered damage from the blow or not. If you are knocked back into a wall or object you can take up to 1 HP in damage (GM call).

Hit Points (H.P.): Determines how much lethal damage a character can take before they die. All characters have Racial Hit Dice gained at level zero and gain Class Hit Dice beginning at level 1 and at every subsequent class level. Their CON modifier is added to their resulting H.P. at every level beginning at level 0. If the CON attribute mod is zero or negative then there is no CON bonus to add to the character's hit points per level, a negative modifier is used as a penalty to the hit points received per level however if the penalty is greater than the hit points gained per level then the character will receive only 1 hit point per level.

Hit Point Damage: Typically when something deals damage it first deals damage to a character's KO points then after those are gone their HP become affected subtracting the amount of damage from the score. Unarmed attacks, explosions and energy blasts fall into this category. Weapons however, including natural weapons deal HP (lethal) damage bypassing KO points unless otherwise stated.

Zero Hit Points & Death: When a character is brought to zero H.P. they are near death and will lose 1 KO pt on their turn every turn until they lose consciousness. A character is dead when their H.P. total is brought down below zero a number equal to their CON score. If a character has reached this point and they still possess at least 1 KO pt. then they can still take 1 final action in which they can either take an action or move (a partial action) but not both after which time they fall down dead.

Death From Massive Damage: If a character of medium size or smaller takes an amount of damage in a single blow equal to 50 H.P. (must be lethal damage) then they must make a Fortitude save versus death DC 15 since that amount of damage can instantly strike a character dead regardless if their H.P. total exceeds 50. The amount of massive damage required for a save versus death doubles for every size class above medium.

Recovery Checks: Damage can be reduced to superficial damage by the body's natural resiliency and thus a character is allowed to make a recovery check to reduce damage suffered. A recovery check is a D20 roll + CON mod + character level and the result is subtracted from the damage suffered. A recovery check uses up an attack/action and can only be made immediately after being hit. You are limited to a number of recovery checks equal to your CON modifier a day; minimum of 1 check. A recovery check within reach of an enemy incurs an attack of opportunity.

Healing Factor: The number of lost HP recovered (the galactic average is 5 but it can also depend on race) after 1 day (8 hrs) of rest. If the character does not rest they do not heal wounds. The number of attribute points recovered after suffering temporary attribute damage is 1 per day. If it is not temporary then it remains lost until restored by other means. H.P. damage is healed first then KO points are restored.

Some creatures or characters will have different healing abilities, the most common are described below.

Fast Healing: The creature heals a given number of hit points at the end of each melee round. Acid and fire damage cannot be fast healed and must be recovered at 5 H.P. per 8 hours of rest.

Photosynthesis: The creature obtains nourishment from water and sunlight and thus when these are available the creature heals normally and can sacrifice an action/attack to regenerate a limb/organ or a number of H.P. equal to it's healing factor. If lacking either sunlight or water the creature cannot heal.

Regeneration: The same as fast healing except that the creature can re-grow severed limbs and lost organs in 1 month.

Speed (Spd): The distance a character can move during one action given in feet and still make 1 attack/action (See Chapter 5: Movement in Combat). A character's base speed is determined by their size class and race. Speed is reduced to ½ normal in complete darkness or situations of blocked vision. A character also has a 25% chance of tripping in darkness while moving (Reflex DC 15 prevents falling down). Other common modes of movement are explained below.

Adhesion: The creature has the ability to cling to and travel on vertical surfaces and ceilings at a given speed. The creature can be knocked off and pulled off with an opposed Grapple check with a +1 bonus to the creature.

Burrowing: The creature has the ability to burrow through the earth moving at a given speed, typically only 5 ft.

Flight: The creature has wings and the natural ability to fly. The standard speed for flight is 100 ft and also grants +10 H.P. due to the extra muscles needed, insect wings grant only +5 H.P. While in flight a flying creature gains the following combat bonuses: +4 to A.C., +4 Dodge, +2 Strike and Parry, and +1 Attack/Action while flying or hovering.

Flight (Clumsy): A creature that has clumsy flight loses their DEX modifier to all rolls while flying and gains no special combat bonuses while flying.

Flight (Gliding): The creature gains the same bonuses as winged flight except the H.P. bonus and must drop or leap from a height of 10 ft or greater in order to fly.

Levitation & Propulsion: The creature can move at the given speed while hovering a fixed height from the ground without any clear mode of locomotion, the max height is typically given in parenthesis after the creature's speed entry. While moving in this way a creature also gains a +4 to Dodge and +2 Strike & Parry bonus.

Swimming: The creature has the natural ability to swim and is their speed while swimming. Creatures that are not aquatic normally have a swim speed (if they can swim) ½ of their normal speed.

Chi: Chi is the raw spiritual energy drawn directly from a character's core being. All creatures and objects possess chi. There are two different kinds of chi, negative chi and positive chi all creatures and objects naturally possess both positive and negative chi but undead creatures possess only negative chi because of the nature of their existence. A character's total chi score is the sum of their base attribute modifiers if there are negative modifiers then they are added as positive numbers. If the character's chi score is brought below zero (chi damage) then that negative chi score is applied as a penalty to all D20 rolls including saving throws. Used chi points or chi damage recovers at 1 chi pt per character level per day after a full period of rest. Characters that lack any modifiers (all at zero) and objects have a chi score of 1.

Agility Class (A.C.): Agility Class is determined by the character's DEX mod + Combat Training A.C. Bonus + 4. Agility class is the instinctive avoidance of physical attacks and represents the difficulty in targeting and hitting them. Any attack directed towards the character must roll above his/her A.C. if it is below it has completely missed. Melee attacks and ranged attacks made with ancient or archaic weapons still adhere to this rule however modern firearms and sci-fi ranged weapons only need to strike above 4 to hit the character. There are special A.C. considerations as noted below:

Corporeal: The creature is solid and thus there are no special considerations.

Incorporeal: The creature is immaterial and cannot be physically touched nor can it physically touch corporeal creatures or objects. These insubstantial creatures gain a +10 A.C. bonus and are Invulnerable to all normal physical and energy attacks with few exceptions. Incorporeal attacks can bypass armor DR when the creature is using a touch based attack or natural weapon that can affect corporeal creatures.

Semi-Corporeal: The creature is only partially material granting the creature a +10 A.C. bonus and a percentage miss chance based on the creature's level of substantiality listed in parenthesis next to their A.C. The creature is also immune to damage due to a wide area of effect. All strikes that are below their A.C. pass harmlessly through them.

Actions/Attacks Per Melee: Based primarily on the level of Combat Training (See Chapters 5 & 6) but all characters start with 1.

Size: The Galactic Standard is Medium. Depends on race or creature category (see Table 13-1).

Reach: Based on size class generally 5 + 5 ft per size class above Large. When using a handheld weapon the weapon's reach is added to the character's reach to determine the max reach during battle.

Visual Range: How far a character can see in feet in perfect conditions, the base is determined by Race. Refers to from how far away a character can see details and read signs with lettering approx. 1 inch high. Characters can see objects beyond their visual range, however they will have to make detection checks to see any details.

Some creatures or characters will have their visual range be based on a similar but different ability or have special considerations attached to their visual senses. The most common are described below.

All Around Vision: The character can see in a 360-degree arc around themselves and thus cannot be surprised by things that they can see and have no blind spots.

Blind Sight: The character can see without eyes or through some strange and unknown method. Typically it is the same as normal visual senses except that they cannot be blinded.

Heat Sense/Infrared Vision: The character can sense heat, which in effect grants them heat vision, the ability to see heat as light. Treated the same as normal vision except that things that do not generate heat appear as darkness and the hotter a creature or object is the brighter they appear. The character can only be blinded by a sudden burst of intense heat.

Light Sensitive: The character is sensitive to light and thus takes a 50% penalty to their visual range in bright light and is totally blinded by bright light that would normally inflict partial blindness.

Night Vision: The character can see in dim light and night as normal as long as it is not total darkness, in total darkness night vision is useless and the character is as blind as any other in the dark. This goes for targets taking cover in darkness, they will lose those bonuses for cover of darkness if confronting a character with this type of vision as long as they are not in total darkness or there is a light source even a dim one nearby. Typically the range for this ability is ½ of the character's normal vision but these ranges can be reversed for those races that thrive in the dark.

See the Invisible: The creature can see all invisible creatures or objects within their visual range.

See in Total Darkness: This means that in any circumstance involving darkness the creature can see as clearly as day.

Ultraviolet Vision: The character can see magnetic fields and ultraviolet light. The character can see through fog and clouds up to ½ their normal visual range and darkness does not hinder vision at all.

X-Ray Vision: The character can see through flesh and up to 1 ft through solid objects. Materials with an HR (hardness rating) of 8 or better limit this range by 50% and dense metals (lead) or magic alloys block this ability. The character can make a detection to pin point internal organs and give another being an x-ray going over.

Earshot: The maximum radius within which a character can hear any soft sounds. They can only make detection checks on soft or slight sounds that are within their earshot range. Loud noises are always heard within earshot or a detection check when outside earshot. Barriers such as walls, corners, doors and large objects will cut earshot range down by ½. Soft surfaces such as carpeting will reduce the earshot radius by 10 ft. Areas that have echoes can magnify the radius by a factor of x3, but remember to take barriers into account. Also remember that loud noises within earshot will make soft noises undetectable, thus masking softer sounds.

Some creatures or characters will have their earshot be based on a similar but different ability or have special considerations attached to their sense of hearing. The most common are described below.

Sense Vibrations: The character senses vibrations through some other sense such as touch rather than using ears. This can be used to detect any movements and pin point them on a specific surface the character is in contact with. It functions identical to normal hearing except that the character cannot be deafened.

Tremor Sense: The character senses all movement within their earshot including air currents meaning they automatically detect and can pinpoint any movement within that area.

Max Weight Load: A character's Strength Attribute determines his/her maximum weight load or how much they can carry, lift, and drag/push. Carry Weight is the maximum weight a character can carry around and Push or Drag Weight is the maximum a character can push or drag without penalties. A character's Lift Weight is the maximum a character can lift over his/her head but cannot Carry around or move with. Throw weight is the maximum weight a character can actually throw (for ranges see Chapter 10: Ranged Weapons).

Several characters at a time can attempt to lift or push something; in that case all of their appropriate max load would be averaged to determine how much weight they could handle together.

Carry Weight = Strength x 10 in lbs. (x 10 +1 per strata beyond normal)

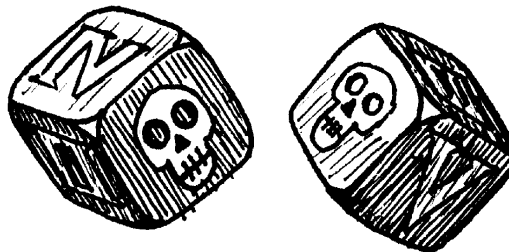
Lift Weight = Carry Weight x 2 in lbs.

Push or Drag Weight = Carry Weight x 5 in lbs.

Throw Weight = ¼ Carry Weight in lbs.

Saving Throws

Saving throws are the rolls used to determine the outcome of any situation the GM can come up with versus a DC (Dice Check) determined by the GM. A GM can determine which of the saving throws a player must roll on out of the below four. The player's roll gets the bonus under the decided saving throw and most of the time a saving throw does not cost the rolling character an action.



Fortitude (CON): CON modifier score + Class Mod determined by the character's class in addition to any other miscellaneous modifiers that the player may have. The character's ability to shake off or resist physical force or trauma, this should be used when something affects the character physically (or affects the physical attributes) but does not cause damage immediately such as pain. An example is a character drank some acid and must make a Fortitude save to receive half damage since Reflex wouldn't apply to this case.

Pain is always a fortitude save to resist its effects. Pain incurs a -1 penalty to all D20 rolls up to a max -6 pain penalty gauged by its intensity for as long as it lasts (typically specified or can be GM's call in certain situations). Severe pain can also deal KO damage if it is severe enough as well as cause stunning.

Reflex (DEX): DEX modifier score + Class Mod determined by the character's class in addition to any other miscellaneous modifiers that the player may have. Reflex is the character's ability to instinctively shield their selves or flinch out of the way of an attack. Usually allows the character to get out of the way of most of the attack and used to determine half damage or half effects. Reflex also comes in handy for special situations in determining outcomes as described in two special aspects of Reflex saves below. Usually you can also attempt to dodge in place of a Reflex save if you can logically get out of the way or move out of the area of effect on a dodge, dodging instead of making a Reflex uses up 1 action, automatic dodge in this case is not possible.

Reflex can also be used to determine if a character can **Maintain Balance**. This is used to keep from falling down or off of something or to prevent getting knocked off of something that you are balancing on (a narrow bar or surface) in which case the DC is determined by the GM or 10 + the strike roll of an attacker. Typically if the damage is

enough to give a chance of knockdown then you are automatically knocked off of a narrow surface unless you try to maintain balance. Note situations such as gusts of wind or dust can also increase the maintain balance DC. Other situations that can apply to this Reflex save are walking tightropes, walking on ledges or fighting while balancing on tree limbs or on top of high and narrow surfaces. Typically a maintain balance takes up 1 action but when moving it means that the character can keep moving (-2 circumstance for exceeding half speed and per every half beyond that), a failed roll means they have stopped and a second prevents falling, in other situations it is up to the GM to determine if it takes up a action or prevents movement.

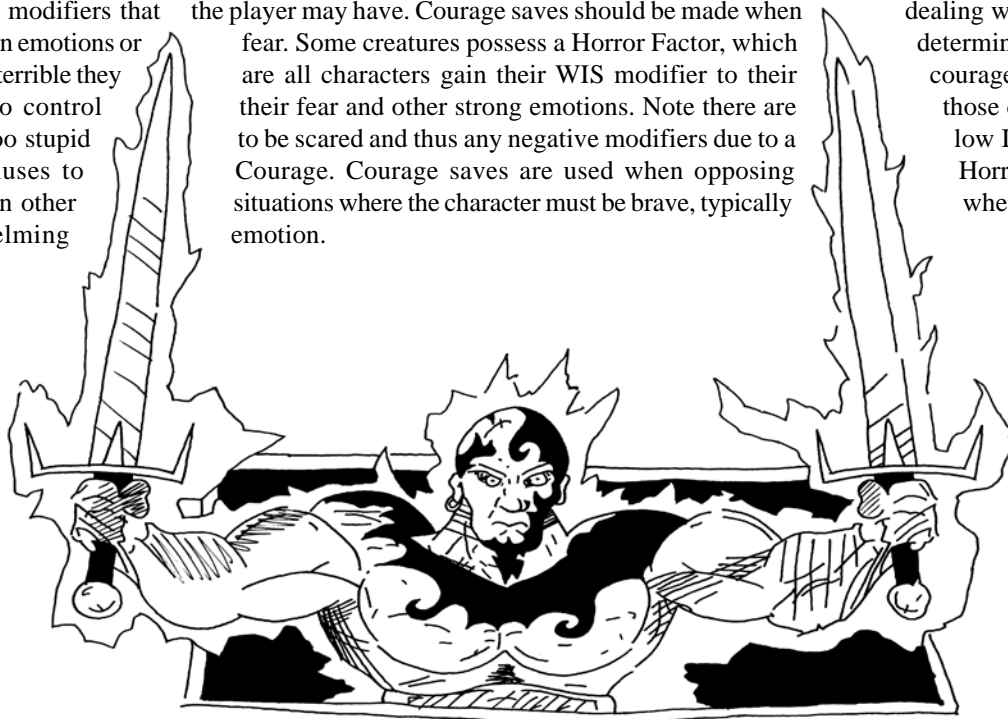
Characters can also use their Reflex save to **Roll with Impact**. They can reduce the damage dealt by any impact caused by punches, kicks and falls by making a successful Reflex save. If they are successful then they suffer half damage as a normal successful Reflex save, if failed the character suffers full damage. The DC for a Roll with Impact save is always the attackers strike roll + 10 if a set DC is not given. Falling has a DC that must be beaten of 15 for a 20 ft. fall + 1 per additional 5 ft. Explosions that do not have a Reflex save can also be rolled against using this ability. All attempts to Roll with Impact take 1 action to perform whether successful or not.

Will (M.E.): M.E. modifier score + Class Mod determined by the character's class in addition to any other miscellaneous modifiers that the player may have. This is the character's ability to deal with Mental based assaults or trauma (or affects the spiritual attributes) or their level of determination. Will can counter things that affect only the mind and should be made when attempting to do things contrary to their own control or personality.

Characters can also use their Will save to disbelieve. **Disbelief** allows the character, if successful, to simply not believe what they sense if it is in fact not real such as an illusion or hallucination. Whatever the spell causes them to sense they still sense it (see it, feel it, smell it etc.) but they know it is false and do not suffer any penalties or effects from the false sensations. However things that require disbelief do not automatically call attention to themselves requiring the player to ask for a saving throw to disbelieve.

When discussing the Will save there is also the issue of saving throws described as **Willing**. That is only those who are willing can be affected, which includes those who accept it unknowingly such as striking an enchanted target, which confers its effects to the attacker or those who sign an enchanted document. Those who are willing receive no saving throws.

Courage (WIS): WIS modifier score + Class Mod determined by the character's class in addition to any other miscellaneous modifiers that the player may have. Courage saves should be made when dealing with a character's own emotions or fear. Some creatures possess a Horror Factor, which determines how frightening or terrible they are all characters gain their WIS modifier to their courage which is their ability to control their fear and other strong emotions. Note there are those characters low I.Q. can be added as bonuses to their ability to control that may be too stupid to be scared and thus any negative modifiers due to a Horror Factor when dealing with overwhelming emotion. Courage saves are used when opposing situations where the character must be brave, typically when dealing



Saving Throw Results

Typically a successful saving throw results in one of the following effects either reducing or completely avoiding effects or damage.

Negate: If the character passes the saving throw then they completely avoid any effects or damage.

Half: A successful save means that the effects or damage suffered is reduced by half.

Partial: A successful saving throw means the character only avoided some effects but others could not be avoided.

Common Skills

These are skills that all sentient creatures possess and sometimes use unconsciously. A character can automatically place skill points on them, when points are available, without first purchasing or learning these skills but the max rank adheres to the standard rules for average skills (3 + character level).

Detection (PER): Modified by the character's PER score. Add PER attribute mod and any other bonuses the character may receive for perception. This skill represents a character's honing of their perception by advancing their skill to use their senses. It is the character's ability to notice things out of the corner of their eye, to look or search for specific things or to hear things at distances (loud enough to hear outside of their earshot range) or notice muffled and weak sounds within earshot. To detect camouflage, traps and similar devices (such as mines) you will realize it is there if a DC of 20 is passed, camouflaged and hidden traps are recognized after an opposed Detection check versus its DC (the DC of the skill roll to hide it).

Bluff (CHA): Modified by the character's CHA score. Basically your ability to lie to another being but the more outlandish or improbable the lie the more difficult it is to convince others it is true (get bonuses against you). Works similar to the Charm skill but instead of inspiring trust it is used to deceive. To Bluff another character it must be announced and you roll a D20 and add your Bluff modifier to the roll and the target must roll a Sense Motive check to realize you are not telling the truth.

Climb (STR): Modified by the character's STR score. This is the ability to successfully climb trees, scale vertical surfaces and traverse hillsides. Typically a climb check is required per 10 ft (+10 per size class above medium) the distance climbed; a failed roll means that the character gets a single Reflex save to catch their grip before they fall.

Concentration (M.E. - PER): Determined by subtracting the character's M.E. attribute modifier from the Perception attribute modifier. This is because the more stuff that grabs your attention (PER) the less you are able to focus your attention on something, which depends on your M.E. score. Spells and powers use concentration to prevent from being interrupted as well as those performing skills and even attacks can be prevented from being executed on a failed concentration check. The DC is 10 + damage dealt. A character casting a spell, using a power or performing a skill or action can only be interrupted on an attack of opportunity or a ready attack meant to interrupt them. If a concentration check is failed then the character is prevented from performing the specific action they were attempting and in effect lose their turn.

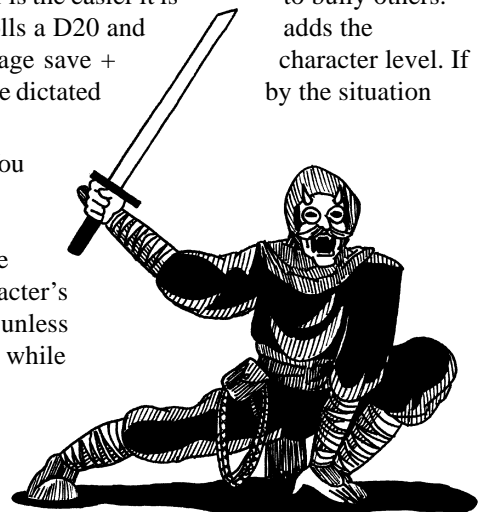
Charm (CHA + BEA): Determined by adding the character's Charisma attribute mod and Beauty mod together. It's the ability of being able to get others to trust you and seduce the opposite sex. To Charm another character it must be announced and the charmer rolls a D20 and adds the Charm modifier to the roll and the target must roll a D20 + their Sense Motive mod. If the target fails then they trust, are impressed by or are attracted to the charmer, GM's choice and it depends on the situation. This cannot be attempted in battle.

Hide (WIS + DEX): Determined by adding the character's Wisdom attribute mod and Dexterity mod together. The ability to remain hidden from other creatures, other beings must make detection checks versus your hide check to notice you or pin point your location. You also gain a +1 to hide per size class below medium and a -1 above.

Intimidate (CHA - BEA): Determined by adding the character's Charisma mod and any negative BEA modifiers + 1 per size class above medium. The uglier, bigger and scarred up your character is the easier it is to bully others. To Intimidate another character it must be announced and the intimidator rolls a D20 and adds the Charisma mod and any negative BEA modifiers to the roll and the target must roll a Courage save + the target fails they are visibly intimidated by the character, the other effects are dictated and the GM.

Prowl (DEX): This is your ability to move with stealth, silence, and care. You can catch opponents by surprise if you successfully prowl into range of an enemy if you have not already been detected. To detect you an enemy must make an opposed detection check versus your skill check. A check should be made every melee round when prowling only if you are within another character's visual or earshot range. Outside of this a prowling character is undetectable unless actively detected. You move at ½ your speed when prowling and cannot run while doing so. You also gain a +1 to prowl per size class below medium and a -1 above and a penalty to prowl equal to the casting DC mod of your armor.

Sense Motive (WIS): This is your ability to tell if someone is being honest, maybe hiding something or has an ulterior motive although you will not know exactly what that motive may be. Also used to roll against the Bluff and Charm skills.



In Born Traits

Characters are born with certain natural abilities or skills that others are not. Below are descriptions of available traits. Players may roll twice on table 1-2 at level zero, under the descriptions. Note some races may have more than two, less than two or no random traits.

Bruiser: The character was born with a slightly higher physical strength than normal.

Bonuses: +1 to STR.

Chemical Tolerant: This character has a better tolerance for drugs and chemicals.

Bonuses: drug/toxin DC's are ½ and last ½ as long.

Crafty: The character is sly and smart but lacks common sense.

Bonuses: +2 to I.Q. & CHA

Penalties: -2 to WIS

Fast Metabolism: The character heals faster, but is vulnerable to radiation and chemicals.

Bonuses: +2 H.P. to healing factor.

Penalties: -2 versus radiation and drug/toxin DC's.

Fast Shot: This character is quicker at pulling the trigger and slinging arrows than most.

Bonuses: +1 attack with a ranged or thrown weapon.

Penalties: Called and aimed shots with ranged or thrown weapons are only possible when foregoing the bonus attack above.

Gifted: This character has more innate abilities than most, so they have not spent so much time honing their skills.

Bonuses: +1 to all 10 Base Attributes.

Penalties: -2 skill points per level.

Good Natured: The character is good at dealing with people and in social situations making it harder for them to intimidate others.

Bonuses: +2 to Charm.

Penalties: -2 to Intimidate.

Healthy: The character is naturally healthy.

Bonuses: +1 to Fortitude.

Heavy Handed: The character does more damage when in melee combat using their hands, feet, or melee weapons.

Bonuses: +2 to damage.

Penalties: -1 to melee strike.

Highly Perceptive: The character pays attention to what goes on around them but has a harder time concentrating.

Bonuses: +2 to PER

Penalties: -1 to concentration.

Kamikaze: The character tends to act before other people and rush into battle without any regard for their own safety.

Bonuses: +1 initiative, +1 to strike.

Penalties: -2 A.C.

Character Alignments

Alignments govern how characters act in any given situation all characters need an alignment or guidelines that ally them with either evil, good or neither although a character does not have to select an alignment until third level. A character's alignment has 3 components the base alignment, the base alignment modifier, and personal alignment. The Base Alignment is the main set of rules allying the character with evil, good, or neither. The Base Alignment Modifier modifies these rules by determining how strictly the character follows his/her base alignment. Personal Alignments are the rules that further modify the character's alignment through their personality and view of life.

Table 1-2: In Born Trait Random Roll Table

01-05	Fast Metabolism	51-55	Gifted
06-10	Bruiser	56-60	Good Natured
11-15	Small Frame	61-65	Healthy
16-20	Large Frame	66-70	Natural Talent
21-25	Kamikaze	71-75	Robust
26-30	Heavy Handed	76-80	Naturally Wise
31-35	Fast Shot	81-85	Keen Vision
36-40	Chemical Tolerant	86-90	Naturally Focused
41-45	Sex Appeal	91-95	Highly Perceptive
46-50	Skilled	96-00	Crafty

Keen Vision: The character has excellent vision.

Bonuses: +25% to visual range.

Large Frame: The character is naturally bulkier than the average person increasing their carry weight but reducing their flexibility.

Bonuses: +25% to carry weight, +1D8+2 lbs. to character's body weight.

Penalties: -1 to DEX.

Natural Talent: This character has a natural talent for 1 skill of choice, but neglects all the others.

Bonuses: +4 misc. bonus for 1 skill of choice.

Penalties: -1 misc. penalty for all other skills.

Naturally Focused: The character is able to concentrate better than most unfortunately they tend to be oblivious to what goes on around them.

Bonuses: +2 to concentration.

Penalties: -1 to PER.

Naturally Wise: The character is a little more wise than normal.

Bonuses: +1 to WIS.

Robust: The character is slightly tougher than usual.

Bonuses: +1 to CON.

Sex Appeal: The character is very appealing to the opposite sex for some unknown and intangible reason unfortunately others of the same sex find them annoying and tend to become jealous.

Bonuses: +3 to Charm for the opposite sex.

Penalties: -3 to Charm for the same sex.

Skilled: The skilled individual gains more skill points per each additional level of experience, but tends to neglect combat training.

Bonuses: +3 skill points per level.

Penalties: Combat training skill point costs double.

Small Frame: The character is naturally fast and agile. But the character's carry weight is affected.

Bonuses: +1 to DEX, +1 to initiative.

Penalties: -25% to carry weight.

Base Alignments

Good: Life and freedom are very important if not the most important things to this character. This person can always be trusted in life and death situations.

Neutral: The character has no concept of good or evil. Tends to be highly undependable and bases their actions on how they feel at the moment.

Evil: Evil characters are ruthless and willing to do or say anything to achieve their goals. Life means little to these characters, except their own in most cases.

Base Alignment Modifiers

These modify the base alignment of a character. For example a character can have an alignment of True Evil or True Good, Lawful Good or Lawful Evil.

True: This character's actions are a true reflection of their base alignment.

Lawful: This character respects law in all its forms and has a habitual respect for authority. Tends to be respectful, mindful of others, and will never willingly or knowingly break the law under normal circumstances. If there is no law the character may fall back on their base or personal alignments.

Chaotic: This character has no concept of laws and rules. Tends to view the law as restrictive and doesn't see those with authority as having any authority over them. Tend to do what they feel like as long as it does not violate their base or personal alignments.

Personal Alignments

These alignment modifiers represent the character's own personal view on life, philosophies and their individual behavior.

Aberrant: This character values honor and loyalty to the extreme and value those ideals more than life itself. They will always strictly adhere to their personal code allowing them to do things that their alignment might not normally allow (GM Note: Players with this alignment should create a personal code for themselves akin to the code of chivalry).

Anarchist: This character is extremely selfish, tends to lie and associates with characters of all alignments as long they come out on top. They will consider doing anything as long as the price is right (and it doesn't go against their base alignment) and may betray friends. Tend to either break laws that inhibit them or work they're way around them if Lawful.

Fanatical: This character is overly committed to their personal beliefs and base alignment. They verge on mental illness when it comes to prejudging others based on their own personal values and will always either try to destroy what they see as contrary to those values or gain converts to their way of thinking. (GM Note: Players with this alignment should create a personal code for themselves defining their views and personal values).

Honorable: Similar to the Aberrant alignment these characters value their personal honor and reputation to the extreme but they follow a time tested code of honor such as a knight or samurai not simply adhering to their own personal code. They hold promises, face and honor above all even their own lives but their base alignments may interfere leading to interesting and complicated role-playing possibilities.

Miscreant: This character has twisted personal tastes, has a fascination with the dark and disgusting sides of life, enjoys vulgarity and is drawn to perversity. The only thing that keeps their appetites for such diversions under control is their base alignment.

Principled: This character has strong morals and ideals and will avoid lies and always keep his/her word.

Scrupulous: Respect the law even though they may break it if they feel it is necessary to right a wrong. They prize freedom over all and hate those who would deprive anyone of it. They are not vindictive or vicious unless they have an Evil Base Alignment.

Taoist: These characters care nothing for wealth, riches, or any personal gain. They tend to be self-centered and rather be having fun than deal with any serious obligations are long sighted and will let someone suffer if it will teach them something. They intend to keep their word when given, but that may change. They will cheat whenever necessary, will refuse to take any position of authority or leadership, except in a short-term emergency. Usually make fun of authority, may help those in need, and usually, but not always, will stick by a friend.

Unprincipled: This character tends to be greedy, selfish, and holds his/her personal freedom and welfare above almost anything else despising confining laws, self-discipline and authority.

Character Classes

A character class is a character's chosen line of work or area of training. Classes are separated into 6 general occupations, which give the character a per level H.P. bonus, saving throw bonuses and class abilities all gained beginning at level 1 and each subsequent level of experience unless otherwise stated. Per Level H.P. Bonus is the bonus a character gets to their hit points per level for their class a character would take their Racial H.P. at level 0 and then gain the per level bonus for their class at all other levels of experience. A Class Ability is a unique ability that all members of the same class possess which are all gained at level 1, typically new class abilities do not follow at additional levels but the GM may create new classes which do have this (see Specialist Classes).

All characters gain 2 additional saving throw bonuses besides their class save referred to as their good and secondary saves. The good save is a +1 per 3 levels of experience beginning at level 2 and the secondary save is a +1 per 4 levels of experience beginning at level 3. The player decides to which saves these other two bonuses will apply to from here on out and they cannot stack on the same save with each other.

Bricks: These individuals are the tough guys of the game focusing on the ability to outlast their foes in a fight.

Per Level H.P. Bonus: 1D10 + CON mod

Saving Throw Bonuses: +1 to Fortitude per 2 levels of experience.

Class Ability: +1 Fortitude, +5 K.O. points.

Fighters: These classes are primarily focused on honing their physical attributes and combat skills either with weapons, bare hands, or a combination of both. Includes Knights, Cavaliers, Martial Artists, Soldiers, and Rangers.

Per Level H.P. Bonus: 1D8 + CON mod

Saving Throw Bonuses: +1 to Fortitude per 2 levels of experience.

Class Ability: Gain Combat Training: Expert (may exchange it and pay the difference for Martial Arts).

Adventurers: These classes are focused in more than one area but are also hardy because of the drive to travel and see new things. Includes Scholars, Scientists and Bush Doctors.

Per Level H.P. Bonus: 1D6 + CON mod

Saving Throw Bonuses: +1 to Courage per 2 levels of experience.

Class Ability: Gain a second good save starting at level 2.

Rogues: Includes most characters that stick to the fringes of society and practice at strengthening those skills and attributes that will help them achieve their own goals. Includes Thieves, Assassins, Highwaymen, and Spies.

Per Level H.P. Bonus: 1D4 + CON mod

Saving Throw Bonuses: +1 to Reflex per 2 levels of experience.

Class Ability: Gains 2 + number of I.Q. attribute dice (typically 3) extra skills without having to purchase them.

Mages: These classes are primarily focused on the study and practice of magic and mysticism. Includes Wizards, Alchemists and Arcane Scholars. These classes can learn and cast spells.

Per Level H.P. Bonus: 1D3 + CON mod

Saving Throw Bonuses: +1 to Will per 2 levels of experience.

Class Ability: The ability to sense magic, cast and Formulate spells at level 1. At level 1 a mage starts with 3 spells and a number of cantrips equal to their Base attribute modifier + 3 and a mage must decide on the origin of their magic (see Chapter 8). Multiple mage levels can be selected with different magic origins but will not stack caster levels for spells originating from different sources. The base attribute is usually I.Q. for arcane casters, WIS for channelers, and CHA for sorcerers.

Psychics: Psychics draw power from the inner strength within their minds to accomplish fantastic feats and have come to rely on them.

Per Level H.P. Bonus: 1D3 + CON mod

Saving Throw Bonuses: +1 to Will per 2 levels of experience.

Class Ability: Ability to place skill points (use AUR mod instead of I.Q.) on psychic abilities (see Chapter 9). Psychics also gain their M.E. mod to their K.O. points in place of CON.

Clergy: These classes are heavily involved and trained in established religions and churches. They gain their strengths primarily from their faith in higher powers.

Per Level H.P. Bonus: 1D4 + CON mod

Saving Throw Bonuses: +1 to Will per 2 levels of experience.

Class Abilities: A clergy class character has a +2% per level chance to have their prayers heard and automatically gains the Faith Feat and can select from the Clergy Feats.

Multi-Class Characters

These are characters that have more than 1 class having their character level spread across 2 or more classes. When a new level is attained the player decides on which class to put it. The character gains all bonuses for the class that goes up in a level and not for the others.

Character Level: To determine the overall level of a character, for character abilities not tied to any single character class, the level of all classes is added. For example a character who is a 1st level Mage and 5th level Fighter, is a 6th level character. This also counts towards purchasing additional levels which means that a 2nd level adventurer has to purchase a 3rd level to become a 1st level rogue. Note class abilities of any of the character's classes adheres to the levels taken in that class such as a 1st level mage/5th level fighter's caster level is 1, that of their mage class.

Per Level H.P. Bonus: You gain the H.P. bonus depending on which class goes up a level.

Classless Characters (Vagabonds)

These are characters that for one reason or another decide not to choose a character class these characters receive the classless bonuses listed below. If a character picks a class then the character goes by that class to obtain bonuses including hit points. Note that most monsters and wild creatures are considered classless characters.

Per Level H.P. Bonus: 1 + CON mod

Saving Throw Bonuses: +1 to 1 saving throw of choice per 2 levels.

Experience Levels & Bonuses

Experience points (XP) represent a player character's growth and development. Your character earns XP by combat, using skills, implementing successful ideas and several other actions such as teamwork all merit experience rewards (see Chapter 12). The GM assigns XP to the characters at the end of each game session based on what they have accomplished. When a character earns enough XP, he or she can buy a new character level gaining skill points and additional hit points or purchase special abilities called feats and become more powerful and developed as they advance in experience. Every item that a character can purchase with their XP earned during the game have attached XP costs that list the amount of experience points required to purchase them.

Below is a list of all items that can be purchased with XP points and effects on the character. The actual XP cost is listed on the chart.

Attribute Increases

As a character gains more levels of experience their bodies and minds begin to mature. The character gets 1 point to add to any 1 base attribute that they wish (includes Chi score).

Class Level

This raises the class level of the character by 1 step up granting them the Per Level HP bonus, Saving Throw Bonus for that class and skill XP Cost: 1,500 x the level being purchased in XP (ex: level 1 costs 1,500 XP and level 2 costs 3,000 XP)

points. They receive bonus hit-points listed and saving throw bonuses under the specific class that they gained a level in as well as more skill points to disseminate among their skills.

Feat

Feats represent extra or increased abilities gained through experience. The character gains 1 feat of your choice as long as it is from a category they can select from and they meet the prerequisites listed in its description.

Save Bonus

Same as the base class however a specialist class will have the other two save bonuses a character gets already chosen for them.

Skill Point

Characters can also buy skill points outside of a class level at 500 XP each but can only purchase a maximum of skill points equal to their I.Q. modifier. This is basically the skills a character develops on their own.

Combat Levels

Characters gain bonuses to their combat rolls by spending XP, see Chapter 6: Hand to Hand Combat, Selecting Your Hand to Hand Training; Level Advancements for a full explanation.

Note that the GM can decide whether or not if players will start out at zero level or at level 1 in a chosen class, in their hand-to-hand training and may even grant the players 1 feat at level 1. XP may be saved up but only 1 of each item can be bought at any one time. The GM decides when players are allowed to purchase levels or feats which can be at the beginning or end of each game session.

Experience Bonus:	XP Cost:
Attribute Increase (+1)	4,000
New Class Level	1,500 x (next level)
Feat	5,000
Save Bonus (+1)	1,000
Skill Point	500 ea (IQ mod max)
Combat Level:	XP Cost:
Attack/Action (+1)	4,000
Discipline Bonus	3,000
+1 Combat Bonus	1,000



Character Ranks

Sometimes character ranks are mentioned concerning the experience level of a character especially where the prerequisites for certain feats are concerned. Experience levels are grouped into ranges called ranks that are meant to illustrate the separations in power attained from experience. Those of levels 0 to 5 are Low level, 6 to 12 are Mid level, 13 to 20 are of the High level rank and those of level 21 and up are of the Master level.

Per Level of Experience

Certain abilities get more powerful as a character progresses in experience levels. Sometimes only a certain aspect of the ability such as range, area of effect or damage increases with the character's experience level listed under the specific ability. Sometimes these effects are listed as per a specific class, this for those characters who are multi-classed characters who will receive it for only the levels in that class such as caster levels under spell descriptions.

Training and Studying to Gain XP

Characters can train or study to gain extra XP. They must train or study uninterrupted for 8 hours to gain +25 XP. If they are interrupted at any time they must begin again.

Specialist Classes

A specialist class is a standard character class specialized to excel in a narrowed area. Every time a character gains a level in a specialized class they gain special bonuses and abilities. Specialist classes are a more traditional RPG type class than the previously described generic classes (referred to as base classes) but are all based on one of them. A specialist class however does have a greater experience cost per level (2,000 x the level being purchased in XP).

Multi-classing with specialist classes is possible as long as the character uses the right amount of XP to purchase new levels. If a multi-class character has some generic class levels and some specialist class levels then whenever they go up in either they must have the proper amount of XP, needing more for their specialist levels than their generic levels.

The designer of a specialist class should make an experience level chart listing the class bonuses at their respective experience levels for the GM to approve or disapprove, see Appendix IV the Specialist Class Experience Progress Sheet. Below is a description of the per level bonuses for a specialist class.

Name: All specialist classes regardless of their base class require a name to set them apart from their base class and are usually related to their purpose (i.e., an Woodlands Ranger, Undead Slayer or a Bloodstone Wizard etc.). Note that the specialized class can also draw its name from campaign specific regions and be tailored to a specific campaign world.

Included Skills: Lists skills included with the specialist class (optional) as bonus skills.

Per Level H.P. Bonus: Same as base class.

Saving Throw Bonuses: Same as base class but all are fixed, determined when the class is designed.

Class Abilities: A specialist class gains a +1 bonus to a roll (except saving throws) or special ability per class level although these bonuses can be spread apart stacking the unused bonus until it is finally granted. Abilities can also be increased by granting larger bonuses later as an ability that would normally be a +1 ability (GM's use your best judgment when granting abilities) can now be better (+2 ability or better) when given at a later level.

Disposition

A player should have a Disposition for their character to help flesh out and give the character a unique personality. Dispositions should be able to be described in 4 words or a single sentence. Also adding culture and family to a character's background can add flavor to a game. A culture can be included with a selected race or a geographical region or country. Further contributing to the factors that shaped a character's background and personality.

Character Flaws

Characters can opt for character flaws which limit a character's abilities by imposing a penalty to the character in some area allowing them to select an additional feat of choice keeping prerequisites in mind. A character flaw imposes a -1 penalty to a single combat roll or A.C. or a reroll of a successful percentage roll (usually miss chance), or a -2 penalty to all skills reliant on a specific attribute or -4 penalty to a common skill or a -2 penalty to a single saving throw. Each character flaw you select grants you an additional feat but you can only select 2 flaws maximum. Flaws can only be selected at level 0 but the GM can allow selection at a later time. GM's are encouraged to make lists of flaws in order to make creating characters easier for players.

Table 1-3: Random Disposition

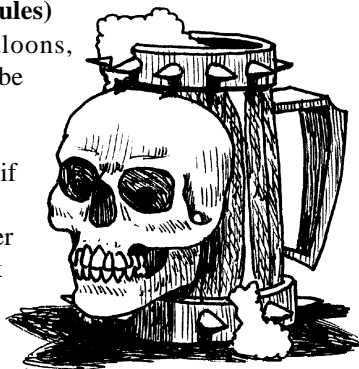
01-10	Mean, suspicious, vengeful
11-15	Shy, timid, tends to be a loner
16-20	Gung-ho, guts and glory type who sees himself as a hero. Likes combat.
21-25	Worry wart, nervous and cautious.
26-37	Hotheaded, quick tempered, emotional, but basically nice.
38-45	Schemer; Gambler who likes to take chances.
46-50	Blabbermouth, nice guy but too talkative.
51-56	Wild man, cocky, overconfident, takes unnecessary risks
57-66	Nice guy, friendly, courteous and hospitable
67-76	Snob, arrogant, feels superior to others
77-84	Tough guy, self-reliant, cocky, a lone wolf.
85-89	Paternal, overbearing, overprotective of others, especially young characters
90-94	Complainer constantly aggravated about something.
95-00	Paranoid trusts no one.

Chapter 2: Insanity & Addiction

Insanity and addiction rules can add flavor and new risks to any game or setting. Characters can suffer from insanities resulting from a spell or strange power or a horrific experience suffered in an adventure. Insanity and addiction can provide role-players with more avenues to express their character's inner demons or relish in the complete strangeness of the character.

Drunkenness (Drinking Rules)

Since taverns, saloons, nightclubs and bars tend to be the major meeting place for adventurers, criminals and rogues alike it makes sense if they pound down a few as well any tough guy character challenging others to "drink them under the table" it makes sense that they often become drunk.



There are general rules for drinking and how many drinks it takes to get drunk. Alcohol tends to impair motor skills, balance and perception as well as numbing physical sensation. The usual amount a creature can drink before getting drunk is equal to their CON modifier if it is negative then 1 drink gets them completely drunk.

The effects of being drunk can vary widely between individuals of the same species but the most common are listed in table 2-1. The character should roll on the once on table 2-1 to see how they act when drunk. This will apply to every time they drink and if they become an alcoholic they will be subject to the drug addiction rules. These penalties stack with those from the narcotic effects of alcohol.

Types of Drugs and the General Effects

Stimulant

These kinds of drugs temporarily speed up or increase a vital function of the body. They typically add a +2 bonus to a single physical attribute and a +2 to Reflex. Stronger versions can impart up to a +6 bonus and after the effects are gone they impart a penalty equal to the former bonus for double the time the effects lasted.

Barbiturate

These types of drugs are used as sedatives and hypnotics. They suppress strong emotions and stronger versions can make a character unconscious. Hypnotic barbiturates make the character's mind more vulnerable to suggestion and so impart a -2 for the weakest and -6 for the strongest to Will saves and CHA checks.

Hallucinogenic

These drugs cause hallucinations including those that fool the senses. There is always a 20% chance of a "bad trip", frightening and disturbing hallucinations during which a character must roll versus temporary insanity at a DC of 20 if failed the character must make a roll on the random insanity table which lasts as long as the drugs effects.

Narcotic

These drugs blunt the senses and in large doses produce euphoria and stupor. These are used as painkillers; sleep aids, and strong sedatives. They typically impart a -1 to -6 penalty on PER and all combat rolls. Weaker narcotics give a +2 fortitude versus pain while the strongest make the user impervious to pain. Note that alcohol is a mild narcotic.

General Notes on Drugs

- The effects last up to 1D6 hours.
- They remain in the system for 48 hours.
- Saving against a drug is typically a Fortitude save versus a set DC; some drugs may have greater potencies than others of the same kind (potency is the DC)

Drug & Drink Endurance

Table 2-2 describes how many doses or drinks a being can consume based on size and frequency of use before they begin to suffer penalties or effects since they will receive no saving throws for drugs and chemicals willingly consumed for recreation. Note that a character becomes a heavy drinker/user if the same drug is used on a regular basis (at least 4 times a week).

Table 2-1: Disposition while Drunk

01-10	Mean and Hostile	+1 to damage
11-20	Quick temper	+1 to initiative
21-30	Friendly, Happy	+2 to charm
31-40	Quiet; withdrawn	-5 on all skills
41-50	Impulsive; risk taker	+2 on initiative
51-60	Paranoid	+4 on initiative
61-70	Moody; sad	-5 on all skills
71-80	Depressed; Pessimistic	-10 on all skills
81-90	Hyper, always moving, distracted	-2 to initiative
91-00	Unnecessarily and brutally honest	-5 to charm; diplomacy

Table 2-2: Drug & Drink Consumption Bonus

Size	Number of Drinks/Doses Mod	Heavy Drinker/Drug User
Miniscule	Quarter	Quarter
Tiny	Half	Half
Small	Half	0
Medium	0	x2
Large	+25%	x3
Giant	Double	x4
Gargantuan	Triple	x8
Colossal	Quadruple	x10

Drug Addiction

Becoming Addicted

To become addicted a user/drinker has to use the drug frequently basically heavy use is at least 3 times a week after which time they must make a Will save versus the DC of the drug + the number of times of use that week every week that this goes on. If failed they are addicted and conform to the rules below.

The Effects of Addiction

Addiction has numerous psychological and physiological effects. Those who are addicts/alcoholics must have the necessary drug (they can substitute with drugs that take the edge off of withdrawals or that can replace the addiction completely with another (30% chance)) at least twice a day to not suffer from the effects of withdrawals.

Withdrawals

If the addict cannot get at least a single dose of the necessary drug they will suffer from the below effects without the benefit of a saving throw.

First Week: -8 to all D20 rolls including saves and is violently ill, suffering cramps, runny nose and vomiting. If any drugs are available the character must make a Will save versus a DC of 30 or they will take them.

Second Week: -4 on all D20 rolls and is very weak (STR is $\frac{1}{2}$ normal), shaky and nauseated. If any drugs are available the character must make a Will save versus a DC of 25 or they will take them.

Third Week: -2 on all D20 rolls and is weak and insecure but feeling better. If any drugs are available the character must make a Will save versus a DC of 20 or they will take them.

Fourth Week: Completely detoxified, only the psychological need remains. If any drugs are available the character must make a Will save versus a DC of 15 or they will take them.

The next six months: The battle to stay clean begins and there is a 10% chance of a relapse.

After those six months: Only the permanent effects of addiction remain.

Permanent Effects

Drug addiction and habitual use can leave permanent physical and psychological trauma as described below.

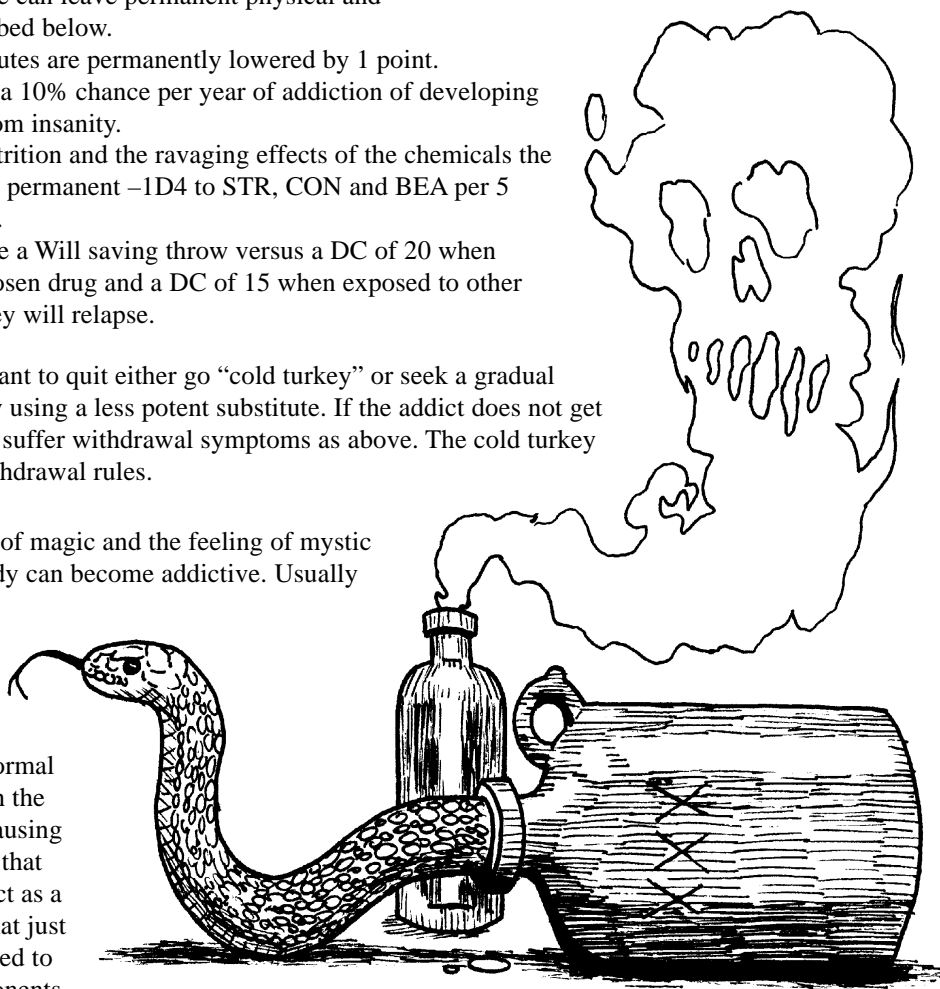
- All spiritual attributes are permanently lowered by 1 point.
- The character has a 10% chance per year of addiction of developing a permanent random insanity.
- Because of malnutrition and the ravaging effects of the chemicals the character suffers a permanent -1D4 to STR, CON and BEA per 5 years of addiction.
- Always must make a Will saving throw versus a DC of 20 when exposed to the chosen drug and a DC of 15 when exposed to other drugs. If failed they will relapse.

Curing Addiction

Typically those that want to quit either go “cold turkey” or seek a gradual weaning off of the addiction by using a less potent substitute. If the addict does not get any drugs to use then they will suffer withdrawal symptoms as above. The cold turkey solution simply follows the withdrawal rules.

Magical Addiction

As with drugs the use of magic and the feeling of mystic energy flowing through the body can become addictive. Usually only those that are more powerful than the norm for their race and are at the medium character rank run the risk for addiction. Usually the addiction is sparked by an abnormal flow of magical energy through the body causing no damage but causing an intense euphoric high. Note that sometimes an evil mage may act as a dealer having learned a spell that just does that. Those that are addicted to magic will treat magical components and spell magic, as a normal addict would treat their drug of choice. The following describes magical addiction.



- When intoxicated the character is in a euphoric stupor having only 1 attack/action per melee with no bonuses, skills are impossible to perform and speech is slurred.
- The character must get charged up with mystic energy twice a day to not suffer withdrawals.
- To break the addiction only the cold turkey method works; treat as normal under the withdrawal section.
- The character always has a 10% chance of suffering a violent psychosis and Delusion that they are godlike when using magic in this way once a month. If this happens the character becomes a mystic energy vampire able to drain mana and chi by touch at a rate of 2D6 per touch attack, gains +1 attack/action per melee, and the ability to emit bolts of mystic energy that deals 3D6 HP and has an impact and is a Reflex for ½. The character can cast spells as normal but their alignment while suffering this becomes chaotic evil.
- The permanent effects are simply that casting spells and using magical devices and potions count as relapses and the character is automatically addicted again. If the character suffered a magical psychosis then if they relapse they have a 25% chance of becoming evil permanently. They can be trained and schooled by another mage or scholar and after 1D6 months they can begin to use spells again but their caster level is always half of their mage level, they can use their full caster level if they choose but even after careful training and therapy it counts as a relapse.

Insanity & Mental Fatigue

The differing levels of insanity determine how functional and insane an individual is and perhaps from where their insanity originated from.

Mental Trauma

Mental trauma can be extended periods of torture (mental or physical), drug induced hallucinations, drug abuse, a terrible and frightening brush with death, witnessing or participating in grotesque and violent acts (usually against one's will) or being the cause of some horrible tragedy. All of these situations can cause the character to make a Will or Courage check versus permanent insanity at a base DC determined by the GM if failed they suffer from 1 insanity, which can be assigned by the GM or randomly rolled for. See also Insanities Due to Special Situations below.

Temporary Insanity

Usually brought about by an outside force such as drugs, alcohol, psionics, spell magic, curses etc. The roll versus temporary insanity is a Will check versus the DC of the cause (such as a spell or psionic). This kind of insanity typically lasts 1D4 hours unless otherwise noted.

Completely Insane

The character, usually an NPC because player characters may become unplayable if completely insane. The completely insane person also lacks a base alignment and base alignment modifier and may suffer from 1 or more specific insanities. They almost solely depend upon their personal alignments to guide their behavior and sometimes they don't even do that. These types of characters can no longer function normally in or relate to the outside world and in many instances are very dangerous.

Functionally Insane

This means a character suffers from 1 or more insanities but can function and act normally until their insanities come to the surface (failed save versus insanity). Player characters will mostly fall into this category and can add flavor and enrich the role-playing aspects of a campaign. Those that suffer from insanities must make a Will save versus insanity (DC 30) when a triggering situation is encountered and if failed their insanity kicks in and lasts for 2D4 minutes or until they can calm down.

Types of Insanity

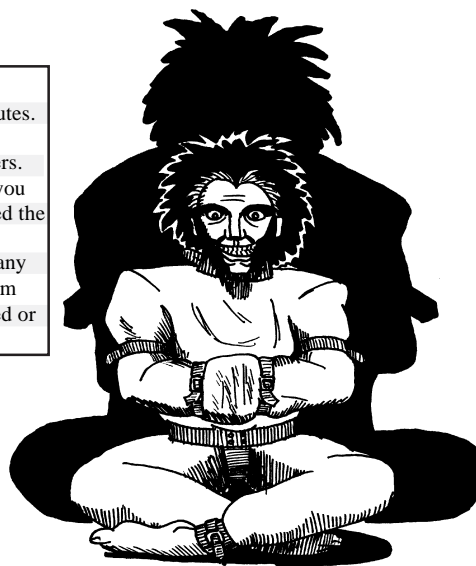
Phobias

A phobia is an intense, irrational fear that is clearly related to a particular category of object or event. Those who suffer from phobias typically know that the fear itself is irrational but they simply cannot fight it and this causes them more

pain. The focus of the phobia (also the trigger) is decided upon the situation from which it was first acquired or decided by the GM or randomly. Those with phobias that come into contact with the feared object will suffer from phobic panic and must roll on table 2-3 to see what their reaction will be if they fail their saving throw versus insanity.

Table 2-3: Random Phobia Reaction

	Pass out and fall unconscious for 2D4 minutes.
01-25	Flee/run away at top speed. You are panic-stricken and will ignore all pleas and barriers.
26-80	All you know is that you must escape and you will flee until you are sure you have escaped the object of your fear.
81-00	You are paralyzed with fear unable to take any actions, you can only whimper, cry or scream until the object of fear is destroyed, removed or your dragged away from it.



Neurosis

Neuroses are intense anxieties and mild phobias that arise from some sort of past trauma but the victim is still grounded in reality. Victims of these anxieties will avoid the focus of their insanity but are mindful of the consequences. Usually the victim is fine even if they know the focus of their anxiety is near or they are in the feared situation as long as they cannot see, hear or perceive in any way the focus of the neurosis. A failed save versus insanity for a neurotic individual will mean their initiative is 1, they lose ½ of their attacks/actions and cannot perform skills while their neurosis is in effect.

Psychosis

The same as Neuroses but the victim has lost all connection to reality. Their mental condition may cause severe psychosomatic conditions such as rashes, hysterical blindness or stigmata. Such conditions such as intense paranoia, manic-depressive episodes and schizophrenia are also possible. Delusions are common to psychotics with any of the previous conditions and the majority of psychotics often suffer from at least 1. The psychosomatic symptoms are often brought about by stress. Those with psychoses should roll once on table 2-4 to see what shape their insanity takes and that is the effect whenever their insanity takes hold.

The character should also see if they have delusions and how many: 1-70% chance of 1D4 delusions. The character will believe that these delusions are 100% true and real and will attempt to act on them if they can.

Obsessions

An obsession is a disturbing thought that intrudes repeatedly upon someone's mind even though they know it may be irrational they may feel compelled by it. The victim often performs a repetitive action in response. More commonly the victim may experience an intense love or hatred for the focus of their obsession. Those with obsessions should roll once on table 2-5 to see what shape their obsession takes and that is the effect whenever their insanity takes hold.

Affective Disorders

Otherwise known as impulse control disorder the victim engages in impulsive and pathological behaviors that are harmful to themselves and others. These insanities are usually triggered by something that excites the senses (PER) such as noises even background noise, colors, cleanliness, and lights. Examples are kleptomania, pyromania, and outbursts of aggression resulting in assault or destruction of property, pathological gambling and pathological lying. Whenever the victim is presented with a situation that reminds them or allows them to indulge in these activities they will if they fail their roll versus insanity.

Multiple Personalities

The character's main personality has fragmented into several different personalities (random roll for the disposition of each on Table 1-3) and each with their own alignments (should be randomly determined). Each personality has a 1-50% chance of not having any insanities their selves; if they do however roll once on the Random Insanity Table 2-7. There is also a 1-10% chance that the personality is of the opposite sex (or at least believes they are). The Dominant personality will reject the idea of having multiple personalities outright or will not even know that they have multiple personalities. The player can pick the dominant personality and name each one. To determine how many separate personalities there are, roll 1D4. The dominant personality is the one that is in charge and control the majority of the time however a random personality rises to the surface and takes control under the following circumstances:

- Severe shock or trauma: seeing a comrade, family member killed; psionic, magic or chemically induced hallucinations, feeling helpless or intense pain especially under torture. Normally the personality best suited to protect the individual from the situation is the one that takes control.
- Stunned, Knocked unconscious or near death: If stunned or knocked out the character will not go down but their personality will change to a random one after being knocked out 1D4 + 1 times in a row they will go down as normal.
- Psionic or magical mind control, divination or ESP effects are used on the character with success will cause a change of personalities which completely negates the effects of the spell or power used on them.

Table 2-4: Random Forms of Psychosis

01-24	Psychosomatic condition brought on by stressful situations
25-50	Intense paranoia; everyone's out to get you or an invisible enemy is keeping tabs/spying on you at all times.
51-75	Manic-depression; +2 to skills when manic (happy, upbeat); -2 to skills when depressed (nobody loves you). Every other week your manic all others you are depressed.
76-00	Schizophrenia; you hear voices in your head; you're passive, jumpy and easily frightened (-2 to Courage).

Table 2-5: Random Forms of Obsession

01-25	Love/Desire	You must obtain the focus of your obsession without regard to the consequences. You will also covet it to such an extent that no matter what, you will not part with it.
26-80	Hate	You intensely hate and loathe the focus of your obsession and will either try to destroy it (01-50) or avoid it (51-00) at all costs regardless of the consequences.
81-00	Compulsion	Whenever you come into contact with the focus of your obsession you will spend 1 melee round performing a small ritual or repetitive action regardless of the consequences.



Insanities due to Special Situations

Popeye Syndrome

This special case of insanity usually only effects super-beings or those with uncanny powers. They believe that a special item or eating a certain food provides them with their powers even though they do not. If they cannot get what they think provides them with their powers they cannot use their powers at all as if they do not possess them. Super-beings with this insanity should roll once on table 2-6 to determine the focus of their bizarre neurosis. Note that if food is the power object then they must eat it to obtain their powers which last for 1 melee round per level until they must eat it again. If it is an object then as long as they have it on their person their powers are intact. If the object is ever lost the character will look for it obsessively (same effects as if it were the focus of an obsession).

Space Madness

Space madness is a special form of psychosis that occurs from isolation and a feeling of being disconnected or completely cut off from civilization as well as being confined to the inside of a space vessel. Typically space travelers must make a save versus space madness every 6 months of continuous space travel when not in stasis and conscious.

The symptoms of space madness are as follows:

- **Insomnia:** you can only get $\frac{1}{4}$ of the sleep that you require because you have intense feelings of claustrophobia and suffer from a general nameless anxiety.
- **Paranoia:** They're all out to get you and they may even hate you. You tend to avoid others and are constantly accusing others of imagined crimes.
- **Acute Claustrophobia:** The spacecraft has become incredibly small and the air is stale, noxious and slowly suffocating you. You sweat 24 hours a day drenching your clothes and if you are ever near an airlock you feel the need to try to open it to escape into outer space but you are so jittery and sweaty that only on a successful roll of an unmodified 18,19 or 20 can successfully open it. If stopped or restrained you will beg to be let out of the spacecraft.
- **Hallucinations:** You suffer very real hallucinations of your being in a favorable situation such as back on an alien or home type paradise or of alien creatures crawling through the ship. Things that ought not be flying through space can be seen from the view ports of the ship.
- **Paranoid Delusions:** The others are trying to kill you because they're aliens or some other horrible thing is going to happen; the captain may even be homicidal planning to drive the ship into a sun just to kill you. Others also may be stealing or going through your things.
- **Violent Psychosis:** You become completely psychotic and fly into random and extremely violent rages often destroying vital equipment or attacking crewmembers because of some imagined slight.

After the initial failure the character will suffer from the first symptom and then every week afterwards a roll versus insanity is made if failed the next symptom takes its effect. Whenever a character reaches the final stage (Violent Psychosis) they have an 80% chance of suffering a permanent random psychosis (01-50) or permanent phobia of space (51-00). Usually space madness requires 1D4 months of rest and/or hospitalization for the patient to fully recover.

Shell Shock (Post Traumatic Stress Syndrome)

Those that have been tortured, suffered a breakdown from extended military tours or been exposed to horrific situations for extended periods of time tend to suffer from severe nightmares and hallucinations that relive the same situation over and over again. This is called Post Traumatic Stress Syndrome or commonly Shell Shock. Whenever the character experiences any kind of situation or even an object that reminds them of the traumatic situation they must roll versus insanity and if they fail they will get a "flashback" and begin hallucinating believing that they are reliving the same thing over again and will behave that way for 2D6 melee rounds. If they pass they must make another save when they go to sleep if they fail that save they will suffer intense flashback type nightmares and wake up in cold sweat and/or screaming and unable to get a good rest ($\frac{1}{2}$ normal).

The Random Insanity Table

Table 2-7 is included to randomly determine the type of insanity a character may suffer from.

Curing Insanity

Most sure and permanent cures for insanity lay within the realms of psychics, mages, or those with uncanny abilities but mundane therapy can provide some treatments the results of which are somewhat random or inconsistent. One roll on table 2-8 represents 1D6 + 2 months of therapy. Medications can also prevent the insanity from taking hold or coming to the surface while the character stays on them as soon as they stop the effects of insanity are no longer suppressed. Therapy sessions typically cost about 75\$ (75 sp) per 1 session.

Table 2-6: Power Object

01-34	Mundane Object (usually worthless)
35-68	A specific food or vegetable (must be eaten)

Table 2-7: The Random Insanity Table

01-14	Reborn: base alignment completely reverses
15-29	Multiple Personalities
30-45	Phobias
46-60	Psychosis
61-75	Obsessions
76-90	Neurosis
91-00	Affective Disorders

Table 2-8: Insanity Treatment Results

01-29	No Effect
30-69	Half cured; but there is a 48% chance of the character reverting if under stress or the trigger is happened upon.
70-00	Completely Cured

Chapter 3: Feats

Feats are special abilities player characters develop through XP representing an increase in ability as a character matures and advances in experience. In order to select a feat the character must be able to purchase it with their XP and must meet or exceed all the prerequisites for the feat that they want to select. These are the conditions a character must meet in order to select any feat.

All player characters get to purchase feats if they possess the appropriate amount of XP. Most feats can only be selected once if the feat can be selected more than once it will be stated somewhere in the description.

Feat Categories

All feats are segregated into 5 specific categories each shares a common restriction as described below.

Common: Any character regardless of their Class can select these feats as long as they meet the prerequisites.

Magic: Only characters that are spell casters can select these feats. Level prerequisites refer to the caster level of a character (mage class level).

Psychic: Only characters with psionic powers can select from these feats.

Clergy: Only characters that have a clergy class can select from these feats.

Chi: These feats concern characters that use chi energy as a source of power. To be able to select these feats a character must select the Chi Feat beforehand.

Feats Listed By Category

Common Feats

Acrobatic Roll	Endurance
Additional Physical Training	Enlightened Fist
Adrenaline Rush	Evasion
Agility Training	Expert Aim
Alertness	Expert Hacker
Ambidexterity	Faith
Animal Friend	Favored Enemy
Anticipation	Finesse
Armor of Scars	Flyby Attack
Armor Proficiency	Force Aligned
Arterial Strike	Forceful Blow
Assassin	Ghost
Back Swing	Grappling Training
Barbarian's Toughness	Great Cleave
Berserker	Great Fortitude
Blind Fight	Greater Resiliency
Blooded	Ground Fighting
Bravery	Hacker
Break Fall	Hamstring
Bullheaded	Harmless
Charmer	Healer
Chi	Hurl
Chink in the Armor	Improved Bull Rush
Clarity	Improved Critical
Cleave	Improved Defensive Stance
Combat Ferocity	Improved Evasion
Combat Reflexes	Improved Fencing
Combat Training	Improved Initiative
Comprehension	Improved Quick Draw
Counter Attack	Improved Rage
Crash Survivability	Improved Trip
Crippling Blow	Improved Two Weapon Fighting
Cut Throat	Improved Unarmed Strike
Dark Vision	Instantaneous Rage
Dedicated Martial Artist	Iron Chin
Deflect Arrows	Iron Will
Demolitions Expert	Leadership
Destructive Rage	Light Step
Diabolic	Lightning Reflexes
Dire Charge	Luck of Heroes
Dirty Fighting	Lucky
Discipline	Lunge
Distraction	Machine Affinity
Dodger	Master Thief
Drinking Proficiency	Meta-Cleave
Drunken Brawler	Mobility
Educated	Monster Friend
Empathy	

Monster Tamer	Tumble Attack
Mounted Archery	Tyranny
Mounted Combat	Warlord
Mr. Fixit	Warrior
Multiple Arrows	Weapon Expertise
Musketeer	Weapon Focus
Offensive Draw	Weapon Hand
Pain Resistance	Weapon Mastery
Paired Weapons	Weapon Specialization
Pathfinder	Web of Death
Perfect Self	Whirlwind Attack
Perfect Zen	Winter Stride
Point Blank Shot	Woodland Stride
Poison Resistance	Zen Combat
Power Attack	Zen Enlightenment
Power Through Defenses	Zen Mastery
Purity of Body	Zen Meditation
Pyro	Zen Wisdom
Quick Draw	Zero Gravity Combat

Magic Feats

Adept
Arcane Archer
Arcane Performer
Arcane Specialist
Arcane Talent
Augmented Summoning
Battle Magic
Blood Magic
Chained Spell
Charge Magical Items
Chaos Magic
Combat Casting
Delay Spell
Dimensional Rift Home
Dual Rod Wielder
Eldritch Might
Eldritch Senses
Empower Spell
Energy Admixture
Energy Substitution
Enlarge Spell
Eschew Materials
Extend Spell
Greater Familiar
Heighten Spell
Improved Familiar
Innate Spell

Leyline Drifting
 Leyline Rejuvenation
 Leyline Teleportation
 Leyline Transmission
 Magical Ricochet
 Material Admixture
 Maximize Spell
 Open & Hold Portal
 Permanence
 Persistent Spell
 Quicken Spell
 Reach Spell
 Redirect Leyline Energy
 Repeat Spell
 Sculpt Spell
 Silent Spell
 Sorcerous Ability
 Sorcerous Fury
 Specialty Detection
 Spell Fire
 Spell Focus
 Spell Knowledge
 Spell Mastery
 Spell Penetration
 Spell Secret
 Spell Slinger
 Split Ray
 Still Spell
 Summon Familiar
 War Mage
 Wield Spell
 Wild Counter Spell
 Wild Mage
 Wild Seed
 Wizeded

Psychic Feats

Alter Pheromones
 Astral Projection
 Bio-Regeneration
 Chakra
 Channel Essence
 Charge Crystal
 Closed Mind
 Cloud Minds
 Create Personality Crystal
 Disrupt Magic
 Dream Manipulation
 Ecto-Golem
 Ecto-Weapon
 Empathic Transmission
 Encode Crystal
 Enhanced Bio-Regeneration
 Enhanced Healing
 Errant Effect
 Extended Telepathy
 Greater Inertial Armor
 Greater Third Eye
 Group Hypnosis
 Group Mind Block
 Healing Hands
 Hyper-Telekinesis
 Inertial Armor
 Increased Telekinesis
 Mental Focus
 Mental Illusion
 Meta-Reality
 Metaphysical Combat
 Mind Blast
 Mind Block
 Mind Block Auto-Defense

Mind Fire
 Natural Telepath
 Paired Psionic Weapons
 Past Life Regression
 Physical Manifestation
 Physical Union
 Psi-Blade
 Psionic Multi-Attack
 Psionic Vigor
 Psychic Vampire
 Psychic Vision
 Psycho-Portation
 Pulse Control
 Remote Viewing
 Ride the Dream Flux
 Savant
 Sculpt Ectoplasm
 Sense Death
 Sense Favored Enemy
 Sense Life
 Sense Supernatural Evil
 Sense Truth
 Sixth Sense
 Spirit Guide
 Spirit Medium
 Super Bio-Regeneration
 Svengali
 Sympathetic Link
 Telekinetic Acceleration Attack
 Telekinetic Construct
 Telekinetic Flight
 Telekinetic Force Field
 Telekinetic Shield
 Third Eye
 Transcendence
 Usurp Control
 Weapon Meditation

Clergy Feats

Acolyte
 Aura of Courage
 Bless
 Blessed Faith
 Cleric
 Consecrate
 Crusader
 Dedication
 Demon Death Blow
 Desecrate
 Devotion
 Divine Health
 Divine Might
 Divine Spell-Casting
 Extra Turning
 Exorcist
 Faith Healing
 Forge Holy Weapon
 Hierophant
 High Priest
 Holy Avenger
 Holy Succor
 Laying of Hands
 Missionary
 Mortification
 Paladin
 Piety
 Relentless Faith
 Religious Fervor
 Religious Zeal
 Righteous Might
 Smite

Turn/Rebuke the Dead
 Turn/Rebuke the Soulless
 Zealot

Chi Feats

Abundant Step
 Bare Hand Cleave
 Chi Balance
 Chi Death Blow
 Chi Disruption
 Chi Focus
 Chi Immortality
 Chi Magician
 Chi Mastery
 Dark Chi Magician
 Death Touch
 Defeat Death
 Demon Transformation
 Diamond Self
 Dodge/Deflect Bullets
 Elemental Body
 Elemental Strike
 Energy Ball
 Energy Wave Attack
 Falling Technique
 Far Strike
 Final Strike
 Flying Head
 Flying Leap

Flying Technique
 Foresight
 Good Chi Magician
 Harden Chi
 Healing Chi
 Heartless Immortality
 Heat Point
 Lethal Hands
 Magnetic Hands
 Manipulate Element
 Martial Yell
 Mental Mastery
 Minor Breath Weapon
 Purification
 Realize Inner Power
 Sense Chi
 Shadow Skill
 Spirit Blast
 Spirit Bomb
 Spirit Strength
 Still Mind
 Strength of Chi
 Vibrating Palm
 Vorpall Attack
 Wholeness of Body
 Wind Blade
 Yin & Yang Separation



Common Feats

Acrobatic Roll

Prerequisites: Acrobatics skill rank 5+

When you roll with impact you can somersault or roll away up to your normal movement.

Additional Physical Training

Prerequisites: Expert or Martial Combat training

You have employed unorthodox methods in your training and have focused on developing one of your physical attributes. You can add 1 point to any one physical attribute you wish.

Adrenaline Rush

Prerequisites: None.

When your H.P. total drops below ½ of your maximum, you gain a +2 to STR, +2 to CON, +1 to all combat rolls, and x2 base Spd which lasts for 1 melee round.

Agility Training

Prerequisites: Expert or Martial Combat training

Your training has been focused on improving your defenses and has made you harder to hit and grab. You gain a +1 to A.C.

Alertness

Prerequisites: None.

You have finely tuned senses. You gain a +2 bonus on all Detection checks. The master of a familiar gains this feat whenever the familiar is within 100 ft.

Ambidexterity

Prerequisites: None.

You get 1 extra attack/action to strike with your off-hand only, which gets ½ your normal strike bonus.

Animal Friend

Prerequisites: WIS 12+.

This character has the ability to appear non-threatening to animals. Normal animals will not attack this character unless threatened, attacked, diseased or controlled.

Anticipation

Prerequisites: Improved Initiative.

You have learned to intercept an opponent's melee strike with a simultaneous attack. A successful strike intercepts the attacker's blow negating their attack and inflicting damage but loses your STR mod to damage because there is no time to put any real force behind it. The strike may be a jab/snap attack or a weapon thrust but cannot be used against an opponent with this same ability.

Armor of Scars

Prerequisites: Blood Magic or Mortification feats or Body

Hardening skill.

Your body is crisscrossed with severe scarring the hardened scars acting as a protective layer granting a DR of +1.

Armor Proficiency

Prerequisites: None.

You have been trained in the use of armor in combat and therefore the Max DEX bonus for armor you are wearing is increased by +2.

Arterial Strike

Prerequisites: Level 6+, Sneak Attack

You aim for blood vessels and arteries on a sneak attack. On a successful sneak attack you can forego 1D6 in sneak attack damage to inflict a wound that will not stop bleeding. The victim suffers 1 H.P. in damage at the end of every melee round until given medical attention or healed. This damage is cumulative for every arterial strike dealt to them. Note this will not work on certain creatures.

Assassin

Prerequisites: Martial Arts

Combat Training, Arterial Strike feat, Prowl and Hide skills at rank 10+.

You have become very deadly in combat and have learned to make confusing movements while fighting allowing you to make 1 sneak attack or arterial strike per melee round whether or not your enemy has already detected you. Making a sneak attack in this manner costs 2 attacks/actions. Note this feat cannot stack with the Cut Throat feat.

Back Swing

Prerequisites: W.P. and Weapon

Focus for the weapon this will apply to.

Your attacks are just as effective against foes on the back swing of a double-edged bladed weapon or a blunt weapon. You gain an additional number of attacks equal to ½ of your current number of attacks but these attacks get only ½ the normal bonuses including damage bonuses and they cannot be called shots. A back swing attack occurs on the same attack as your normal attacks and is always the second of these two (cannot cleave on backswing).

Barbarian's Toughness

Prerequisites: None

The hit die type for a selected class increases by one step (1D8 becomes a D10 etc.). This feat can be selected multiple times.

Berserker

Prerequisites: Adrenaline Rush,

Chaotic alignment modifier.

You have learned how to put yourself into a rage and use that rage in combat as a free action on your turn. Once in a rage you gain +1 attack/action per melee, +2 to melee damage, +2 to strike with bare hands or melee weapons, -8 to A.C and become impervious to horror and mind control effects. You also gain all of the bonuses from the Adrenaline Rush feat as well as a number of temporary H.P. equal to 2 H.P. per character level as long as the rage lasts. You will attack any character in front of you in battle; you get to roll a will save if a friend is the next target. You must make a Will save versus a DC of 20 to stop the rage and keep from attacking friends. A berserker rage lasts 1D4 melee rounds and can only be done 1 + CON Mod per day.

Blind Fight

Prerequisites: None.

You know how to fight without having to see your foes. You can re-roll your percentage miss chance to hit a concealed foe to see if you hit them. An invisible attacker gets no bonuses to strike you because of invisibility.

Blooded

Prerequisites: Must have been brought below ½ of your total H.P. score in a battle.

Enemies find it tough to catch you off guard because you know what it means to fight for your life. You gain a +2 to Initiative and a +2 to all Detection checks.

Bravery

Prerequisites: None.

You gain a +2 to Courage. This feat may be selected multiple times.

Break Fall

Prerequisites: Martial Arts combat training.

An advanced and practiced form of the reflex saving throw when falling from 50 ft or less. On a successful Roll with Impact check, you suffer no damage from falling.

Bullheaded

Prerequisites: None.

You are incredibly stubborn and determined. You gain a +1 to Will and a +2 to Intimidate.

Charmer

Prerequisites: CHA 12+

Your personality is so well defined that you gain a +1 misc. bonus to all D20 checks that rely on CHA.

Chi

Prerequisites: Skill Focus

(Meditation) feat.

You can harness and use chi energy, the type of chi that you can harness is either positive or negative all living beings possess some positive chi and some negative chi however only 1 kind of chi can be harnessed by using this feat. You can now also select chi feats.

Positive Chi: Positive chi represents the light of life. You can make chi strikes as below with negative chi but it only affects those with negative chi (such as undead or those with this feat for negative chi) in all other cases it will add 1 chi point to their chi score. Positive chi is treated as positive energy when dealing with undead.

Negative Chi: Negative chi represents anger and aggressiveness. You can make negative chi strikes which negates 1 chi point of the target per 1 chi point you spend if they possess positive chi (includes those without this feat) on a successful touch or unarmed strike (those that are in EBA or better are immune), otherwise if they possess negative chi it simply adds the point spent to their chi for 1 day. Undead characters can only harness negative chi.

Chink in the Armor

Prerequisites: None.

You can find small openings and weak spots in your opponent's armor including natural armor. After spending 1 action/attack studying your opponent's armor your very next attack bypasses 50% of the armor's DR.

Clarity

Prerequisites: None.

Your character can ignore distractions and focus on the task at hand; you can ignore your PER Mod penalty when using Concentration. When using this feat the action being performed takes twice as long to perform.

Cleave

Prerequisites: Power Attack

When using hand held melee weapons a character can do damage to 2 foes with 1 strike if the first target is brought down past 0 hit points then a character with Cleave gets to roll a strike again to hit a second target. The second target must be within 10 ft. of the first. This can only be done to 2 targets, the initial target and the second target that is being cloven into.

Combat Ferocity

Prerequisites: Combat Reflexes
You gain additional attacks of opportunity equal to your DEX modifier per melee round which are counted as free actions. You can only use a maximum of 1 attack of opportunity on any 1 target at a time.

Combat Reflexes

Prerequisites: None.
Your attack of opportunity counts as a free action.

Combat Training

Prerequisites: None.
You have taken it upon yourself to prepare for confrontation and have honed your combat skills. You can select +1 secondary discipline.

Comprehension

Prerequisites: Level 3+
You can remember what you learn better than normal and receive a misc. skill point bonus of +2 to skills that you learn (not buy).

Counter Attack

Prerequisites: None.
Once a melee round you can make a free simultaneous attack immediately after a successful parry.

Crash Survivability

Prerequisites: Pilot Skill, Toughness, and Saddleback (Vehicle).

You have learned to roll with impacts and forceful blows incurred from crashes or a fall as well as to go limp when necessary and in effect take less damage from such situations. When in a crash or fall you automatically take half damage; on a successful Reflex save you only take ¼ damage; this is for crash and fall impacts only.

Crippling Blow

Prerequisites: Sneak Attack Feat
You can deliver such an accurate and devastating blow when using Sneak Attack that the target takes 1 pt of temporary STR damage in addition to normal damage.

Cut Throat

Prerequisites: Rogue class character, Light Step, Crippling Blow feats.
You can attempt to cut throats in battle as long as you can still get a sneak attack on your target.

Dark Vision

Prerequisites: Detection rank 4+.
You have adapted to fighting in the dark. All penalties are halved for attacking targets in the dark, you do not have any chance of tripping and can move at normal speed in the dark.

Dedicated Martial Artist

Prerequisites: Must Pick at Level 1.
You have dedicated your life to the study of the martial arts and can now pick 2 stylized forms of martial arts at no skill point cost although the bonuses from each do not stack you keep the highest bonuses granted from either one. The drawback to this is since you have concentrated on studying martial arts your skill points per level are reduced by -2.

Deflect Arrows

Prerequisites: Improved Unarmed Strike.
You can deflect 1 projectile automatically as a free action if you have at least 1 hand free in 1 melee round. You can deflect an additional projectile or thrown weapon at the cost of 1 attack/action in the same round. This does not apply to firearms, any large projectiles or energy attacks.

Demolitions Expert

Prerequisites: Demolitions Skill rank 6+
You have become adept at working with explosives. Explosives set by you always do a bit more damage (+1 die to damage) and never explode in your face, when setting them (not disarming) even on a critical failure.

Destructive Rage

Prerequisites: Berserker feat.
You gain a +8 to STR checks when kicking in doors and breaking down barriers and walls.

Diabolic

Prerequisites: Evil base alignment, Force Aligned (Evil) feat

Evil courses through your very being and lives in your blood allowing you to exercise some measure of control over evil beings with less HD than you have experience levels. They will never attack you first and you can attempt to Rebuke them (see Turn/Rebuke divine feat) and put them under your control but if they ever have a chance they will either turn on you or run away.

Dire Charge

Prerequisites: Adrenaline Rush, Combat Reflexes
It only takes 1 attack/action for you to charge and attack your enemies but you can still only charge once a melee round.

Dirty Fighting

Prerequisites: Any Non-Good Alignment.
You know how to fight dirty and catch your opponents off guard with dirty tricks. You gain +1

attack/action to use a dirty trick if you do not use a dirty trick you do not get that extra action. The dirty trick amounts to kicks to the groin or shins, kicking in the back, punching in the neck, biting, throwing dirt or various liquids into your opponent's face or spitting in their eye. After a successful strike on your "dirty" attack you can do one of the following:

- Add +1D3 to your damage roll
- Blind or stun your opponent for 1 action (counts as a called shot with no damage)

Special: You can use this feat out of turn.

Discipline

Prerequisites: None.
You have a single-minded determination and clarity of purpose. You gain a +1 to Will and a +1 to Concentration Checks.

Distraction

Prerequisites: Dirty Fighting feat, Sleight of Hand and Bluff skills at rank 7+.

Once per melee round you can attempt to distract a foe that is directly attacking you. When a foe attacks you, you can attempt an opposed Sleight of Hand or Bluff skill check versus their Detection and if successful you distract them stopping their attack. On the very next attack directed at them they lose their DEX modifier to any defense rolls and AC..

Dodger

Prerequisites: None.
You have learned to get out of the way of an attack gaining a +1 to dodge and a +1 to A.C.

Drinking Proficiency

Prerequisites: None.
You can consume large quantities of alcohol (or another intoxicant) over a short period of time. As a result of a life of heavy drinking you only get half of the penalties due for your level of intoxication (for heavy drinker/user). In duration contests only another character that has this proficiency can compete. That is you only need to roll against a challenger in a duration contest if they also have this feat. A duration contest is an opposed CON check.

Drunken Brawler

Prerequisites: Drinking Proficiency feat.
You can shake off the effects of booze or drugs in combat and do not suffer the penalties of intoxication during combat but must make a Fortitude save versus

the DC of the drug/alcohol after the battle is over, if failed you pass out until the intoxication wears off.

Educated

Prerequisites: Must have had a formal education.
You gain +2 skill points per level of experience.

Empathy

Prerequisites: None.
You have learned to read other peoples' body language and expressions and have a 1-60% + 3% per level chance to guess what emotions they are feeling. On a successful roll you get a +5 to Charm or Bluff the subject.

Endurance

Prerequisites: None.
You are capable of amazing feats of stamina. You get a +4 bonus on Fortitude or CON checks when performing a physical action extended over time (swimming, running, lifting, etc.).

Enlightened Fist

Prerequisites: Zen Enlightenment, Improved Unarmed Strike feats.
You can add your WIS mod to your unarmed damage instead of your STR mod.

Evasion

Prerequisites: None.
On a successful Reflex saving throw you do not take any damage. This includes spells, psionics, or any attacks that have a Reflex save including those that have a Reflex for half damage.

Expert Aim

Prerequisites: W.P. for a ranged weapon this feat will apply to.
You can now add your PER mod as a damage bonus to your ranged attacks because of your deadly aim.

Expert Hacker

Prerequisites: Computer (Hacking) skill at rank 10+ and Hacker Feat.
The percentage chance of you being traced after a failed hacking skill check is 0%, you must be located with an opposed computer or communications skill check.

Faith

Prerequisites: Must have a religion or Clergy class.
You have total faith in your god(s) and church gaining the ability to use faith rolls. Your faith level will start at 2 with certain religious items adding a 1-time bonus to your faith level which remain until lost but when they're lost that bonus is also lost. Religious artifacts of your faith add a +3. Religious items cannot

cause your faith level to exceed 10.

Every time your faith fails you then your faith gets a -1 added to it and a +1 every time it is successful. A faith check is made to dispel the effects of a spell, psionic or uncanny power that are already in effect on yourself or if you are facing death (such as a luck roll). All faith checks are made on a D12 and a roll of a 1 is always a success and rolls of 11 or 12 are always failures. You must make a roll equal to or below your faith level to succeed. Faith is also treated as a Horror Factor roll when you are confronting Demons or Spirits (evil only). Faith has max level of 10.

Favored Enemy

Prerequisites: 1 Lore skill that is applicable to the chosen enemy. You can pick a creature type and that becomes your preferred enemy from now on. Due to your character's study and training techniques your character gains a misc. bonus to all skill, saving throws, combat and damage rolls when used against (or incurred by) your favored enemy. Combat bonuses apply to a ranged attack only within 30 ft. of the target. Depending on the level of specificity of the favored enemy you select you gain differing levels of bonuses: A general creature type or creatures with a specified template grants a +1 bonus, a specific race of creature grants a +2 bonus, and if you select a specific sub-race of creature or with an applied template you gain a +4 bonus. You can select this feat multiple times applying it to a different enemy each time, bonuses for general types, race and sub-races do not stack they overlap using the highest.

Finesse

Prerequisites: DEX 12+. You can add your DEX modifier instead of STR mod to your damage bonus because of your accuracy when using DEX based attacks/weapons.

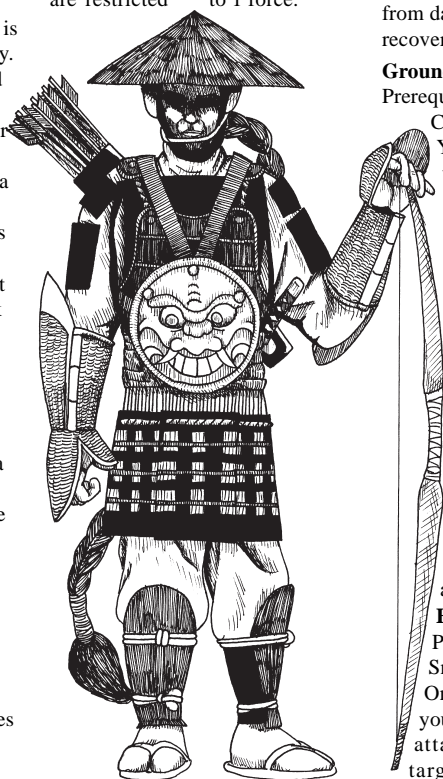
Flyby Attack

Prerequisites: Flight ability. You can attack a target anytime during a full movement while flying.

Force Aligned

Prerequisites: Your alignment must agree with your chosen force (if applicable) and you must pay an additional 1,000 XP.

You have aligned yourself with a force or energy which courses through the heart of the universe. You can pick an elemental force, damaging energy or 1 of the 8 universal forces. Your appearance begins to share some features of your alliance even if it is unnatural. You gain a Resistance of 4 + CON mod + any other Damage resistances you may have where your chosen force is concerned. The drawback is anything that relies on or uses a force diametrically opposed to yours always has a backlash of 2D6 HP (cannot be prevented) and suffers a -50% to Spell Strength, Damage Dealt and Duration when used by you. You can only select this feat once and are restricted to 1 force.



Forceful Blow

Prerequisites: Power Attack feat. On a successful power attack made by you (doesn't have to be using the Power Attack feat) you can make an opposed STR check versus the target's DEX if failed they are knocked down and prone. You can only use this feat on those that are your same size class or smaller.

Ghost

Prerequisites: Dark Vision. In darkness, or at night, your character gains a +5 to all skills that are dependent on DEX.

Grappling Training

Prerequisites: Expert or Martial

Combat training

You have been trained how to grab onto opponents and pull them into grappling range. You can attempt to grapple your opponent as an auto-parry and using grappling attacks does not incur an attack of opportunity.

Great Cleave

Prerequisites: Cleave feat.

Same as the Cleave Feat but now you can inflict damage to more than just 2 opponents as long as opponents are within reach.

Great Fortitude

Prerequisites: None.

This feat adds a +2 bonus to your Fortitude.

Greater Resiliency

Prerequisites: None.

You can recover better than most from damage gaining a +2 to all recovery rolls.

Ground Fighting

Prerequisites: Expert or Martial

Combat training

You are trained how to fight when on the ground and therefore do not lose your DEX mod when on the ground and conscious and when making a strike you can get on your feet as a free action.

Hacker

Prerequisites: Computer, Computer: Programming and Computer: Hacking skills.

You perform the hacking skill in 1 action per attempt when trying to gain access to a system or obtain an access code.

Hamstring

Prerequisites: Level 6+, Sneak Attack feat.

On a successful sneak attack you can forego 2D6 of sneak attack damage to reduce a target's speed by half. The effects of this attack are not cumulative.

Healer

Prerequisites: 1 Medical Skill.

You have become adept at healing others. You are able to restore an additional 2 H.P. when any medical skill is successfully performed.

Harmless

Prerequisites: Bluff rank 4+, Sleight of Hand skill.

Your innocent demeanor makes it easier for you to steal from people adding your CHA Mod to your Sleight of Hand skill as a misc. bonus.

Hurl

Prerequisites: STR 12+.

You use your strength to hurl objects and throw weapons rather than a keen eye and thus may use your STR mod in place of your PER bonus for all ranged attacks when throwing objects or weapons.

Improved Bull Rush

Prerequisites: Power Attack.

When you perform a bull rush you do not incur attacks of opportunity.

Improved Critical

Prerequisites: Weapon Proficiency. This feat lowers your critical strikes by 2. If a weapon has a critical at 20, then you can get a critical strike at 18, 19, or 20. This feat is applied to a different W.P. each time it is selected.

Improved Defensive Stance

Prerequisites: None.

You have honed your defensive ability while in a defensive stance. You can add up to a +6 to parry, gaining 1/2 of that bonus to dodge but also incurring a penalty equal to the parry bonus to strike. The minimum strike penalty and parry bonus is 2.

Improved Evasion

Prerequisites: Evasion feat.

Same as the Evasion feat except that you take only half damage from a failed Reflex saving throw.

Improved Fencing

Prerequisites: W.P. Sword, Fencing Skill.

On a successful parry you can attempt to disarm your target at the cost of 1 additional action.

Improved Initiative

Prerequisites: None.

You can act quicker in melee combat. This feat adds a +4 bonus to your initiative.

Improved Quick Draw

Prerequisites: Quick Draw, W.P. for the weapon this feat will apply to.

You gain a +2 to Initiative when drawing the weapon that the chosen W.P. skill applies to.

Improved Rage

Prerequisites: Berserker feat.

You can now rage an additional number of times per day equal to your character level.

Improved Trip

Prerequisites: None.

If you trip an opponent in melee combat, you immediately get a free melee attack against that opponent.

Improved Two Weapon Fighting

Prerequisites: Paired Weapons feat.

You can use any combination of paired weapons without the normal penalties.

Improved Unarmed Strike

Prerequisites: None.

You are skilled while fighting unarmed gaining a +1 to strike with your bare hands and grapple and disarm attempts do not incur attacks of opportunity.

Instantaneous Rage

Prerequisites: Berserker feat.

You can go into a rage instantly using the Berserker feat as a free action even if it is not yet your turn.

Iron Chin

Prerequisites: Toughness.

You are harder to knockout. On an instant Knockout or stun you get a Fortitude saving throw at a DC 5 + the strike roll to negate knockout or stun but you still suffer the damage.

Iron Will

Prerequisites: None.

This feat adds a +2 bonus to your Will.

Leadership

Prerequisites: Magnetic Personality feat, Speech rank 4+.

You can now influence and control large groups of intelligent beings. After making a successful speech check you can recruit other beings into your service. You can have a maximum number of followers equal to your character level x 10 + your CHA modifier. You can have 2 henchmen per character level and 1 cohort per level (see Chapter 12 for full explanation of Protégées, Cohorts, Henchmen and Followers).

Light Step

Prerequisites: Level 8+.

You are light footed and less likely to set off traps. You automatically get a DEX check versus the trap's DC when stepping on it to see if it was triggered even if you had no knowledge that it was there and when triggered you still get the saving throw versus the trap.

Lightning Reflexes

Prerequisites: None.

This feat adds a +2 bonus to your Reflex.

Luck of Heroes

Prerequisites: None.

You receive a +1 bonus on all saving throws.

Lucky

Prerequisites: None.

You are extremely lucky. You can now use your luck roll to negate fatal damage, halve damage suffered from critical blows, or negate negative effects of a critical failure. You may make a luck check and if passed then somehow you either miraculously avoided all damage/danger, took

½ of a critical blow or succeeded in the task you were about to critically fail in how you did this is purely by chance and the visual effect of this (such as the bullet ricocheted off of a rock and hitting the target after a critical miss) are up to the GM. A luck check is made with a D12 and a roll of 1 is always successful and a roll of 11 or 12 is always a failure. To succeed at a luck check you must match or roll below your luck level. A character's luck level is always fluctuating throughout the game. Whenever you make a critical success this adds a +1 to the your luck level and likewise every critical failure adds a -1 to it. If your luck ever falls below zero then that modifier is added to all rolls you make (except proficiency checks). Note that luck level has a max of 10 and your luck level starts at 2.

Lunge

Prerequisites: W.P. for a piercing weapon, Weapon Focus for that weapon.

You can leap forward 10 ft (+5 ft per size class above medium) to stab an opponent out of your reach in 1 attack action once a melee round. A lunge is always a thrusting attack and a critical blow.

Machine Affinity

Prerequisites: Mr. Fixit feat

You possess a near psychic affinity with machines allowing you to repair, jury-rig, pilot or identify any kind of machine or vehicle. 25% of the time you can simply bang on a broken down machine after a failed repair attempt that missed the DC by no more than 5 points and it will start up and begin functioning for at least 1 hour.

Master Thief

Prerequisites: Rogue Level 10+.

You have honed your thieving skills to a fine edge and do not have to make skill checks on any rogue skill that you use against a DC less than or on a character with a level less than your experience level they are considered automatic successes.

Meta-Cleave

Prerequisites: The ability to cast spells or use psionics.

Any psychic or spell attack that causes HP damage can carry over any left over damage from 1 opponent that has been brought to 0 HP to another no more than 10 ft away. You can do this as long as there is left over damage. This

feat can only apply to either spells or psionics when chosen.

Mobility

Prerequisites: None.

You gain a +4 to your A.C. against attacks of opportunity incurred on you when you are moving past opponents in battle.

Monster Friend

Prerequisites: Lore: Monster skill.

The same effects as the animal friend feat but applies to any monstrous creatures that have an animal I.Q. or are unintelligent.

Monster Tamer

Prerequisites: Monster Friend feat.

You are able to tame monsters and make pets or servants that the monster friend feat applies to because they are convinced you are superior and their welfare will be improved by serving you. To tame a creature you must make an opposed CHA check. If you win then the creature will become subservient and consider you its master and act as a pet/servant. If the creature wins it simply does nothing out of the ordinary and this feat cannot be performed on it again by you.

Mounted Archery

Prerequisites: Horsemanship or applicable Pilot skill, Mounted Combat.

This feat allows you to keep your attribute bonus to your strike roll when making a ranged strike from a moving mount or vehicle.

Mounted Combat

Prerequisites: Horsemanship or applicable Pilot skill.

When your mount or vehicle is hit you can make a check using your horsemanship/pilot skill at a DC of the strike to totally negate the damage done to the mount or vehicle even after a dodge.

Mr. Fixit

Prerequisites: Repair skill.

You have become adept at figuring out machines and repairing them. You can always attempt to repair, jury-rig or replicate something even completely alien machines or machines/devices that are not normally included in your repair skill at a base DC of 25.

Multiple Arrows

Prerequisites: W.P. Archery.

A character with this feat can shoot 1 to 3 projectiles from a bowstring weapon during the beginning of the first melee round of combat which counts as only 1 attack/action (1

strike roll for all 3 projectile) at a -1 penalty per arrow beyond 1.

Musketeer

Prerequisites: W.P. for any archaic firearm.

You can now reload any archaic firearm that you have a W.P. for in 2 attack/actions (cannot apply to cannons).

Offensive Draw

Prerequisites: Quick Draw.

When you draw your weapon you can make a pommel strike as a free action to a target within your unarmed reach.

Pain Resistance

Prerequisites: None.

You have learned to ignore pain to a certain extent and only suffer half effects from any failed saves versus pain. You gain a +4 to intimidate onlookers if displaying this ability as a performance or used as an intimidation technique. You do not have to make a save versus pain under average circumstances.

Paired Weapons

Prerequisites: Ambidexterity feat,

W.P. for the weapons this feat will apply to.

Certain kinds of weapons can be used in pairs. Users of paired weapons can parry and strike simultaneously (in 1 action), do twin strikes to one target (both weapons striking), single strikes to twin targets, or parry attacks from two opponents at the same time. Every time paired weapons are used you lose your auto-parry against the very next attack directed at you. Also when using paired weapons you can suffer a combination penalty based on the sizes of the weapons used see Table 3-1.

Only one-handed weapons can be used as a pair. Pistol type ranged weapons can be used as a pair with this ability.

Table 3-1: Combination Penalty

1 Med, 1 Small	-1 strike/parry
Identical (both same size)	no penalties
1 Large, 1 Med	-2 strike/parry
2 Large	STR above 20;-3 strike/parry

Even with paired weapons you can only strike 1 target on a simultaneous attack but can parry the simul with your other weapon. This feat can also apply to natural weapons and any attack made with them if the creature possesses a pair of them with the same restrictions except that the creature does not suffer any

combination penalties. This feat applies to only 1 of your W.P. and to apply to another you must select this feat again.

Pathfinder

Prerequisites: Survival skill.

You have become acquainted with the wilderness and can find hidden paths and shortcuts. If you are leading a group it will cut travel time by 25%.

Perfect Self

Prerequisites: Zen Mastery, Purity of Body, Poison Resistance.

Your spirit has transcended the mortal coil and you are now effectively immortal, immune to disease including magical disease, bio-manipulation, and poisons & toxins.

Perfect Zen

Prerequisites: Zen Mastery, Master level character

Your spirit has transcended beyond the belief of physical harm. As long as you can maintain concentration at a DC of 40 while meditating you can ignore all physical effects and damage directed towards you.

Point Blank Shot

Prerequisites: None.

You are great at making precise shots in close quarters. You get a +1 bonus to strike and damage a target within a 30 ft. range with a ranged weapon or spells, powers or psionics that require a ranged strike or that have the missile area of effect.

Poison Resistance

Prerequisites: Use & Recognize Poison skill.

You have been exposed to several different toxins and have built up a semi-immunity. You gain a +4 versus all poisons.

Power Attack

Prerequisites: None.

You can make exceptionally powerful attacks. For your first attack/action per melee you can do a power attack using only 1 attack/action. You can also combine a move that takes more than 1 action with a power attack but the attack's time to perform will be reduced by only 1 attack/action.

Power Through Defenses

Prerequisites: STR 15+, Power Attack feat.

You use your STR modifier instead of your DEX modifier to make melee strikes against foes by attempting to over power your opponent's defenses. When using DEX based weaponry however, this ability causes 1 pt of damage

per successful strike to the weapon because of the way these types of weapons are designed and forged.

Purity of Body

Prerequisites: Meditation skill rank 7+, Discipline feat.

You have through meditation, proper personal habits and strict discipline taken control of your body's immune system. You are completely immune to all natural (includes bio-engineered) diseases. You are not immune to magical disease or psionic bio-manipulation.

Pyro

Prerequisites: None.

You are adept at setting fires and igniting things. When you use a fire attack (includes incendiary grenades, breath weapons, etc.) you can inflict an additional +1 point of damage per damage die and the Reflex DC (if any) gains a +5.

Quick Draw

Prerequisites: None.

You can draw your weapon as a free action even when the circumstances, or the GM, dictate that it is a move equivalent action to do so.

Quick Healing

Prerequisites: None.

You recover HP more quickly than normal. You can now add your CON mod to your healing factor.

Ranged Disarm

Prerequisites: Weapon Focus.

You can use Disarm at a distance with a ranged weapon. Using your ranged strike roll as the disarm check.

Ranged Grapple

Prerequisites: Weapon Focus

You can incur a grapple check on a limb after a successful aimed shot versus your strike roll. When using bow or thrown weapons you aim for clothing attempting to nail it to a wall or object directly behind, within 5 ft. of the target. the target is considered grappled on a successful strike until the arrow/weapon is pulled out at a grapple check at a DC of the original strike roll.

Ready Shot

Prerequisites: applicable W.P.

If you make a ready attack with a ranged weapon against a foe that is either charging you or towards you, you gain +2D6 to the damage if you wait until they are within 15 ft of you.

Rapid Shot

Prerequisites: Point Blank Shot feat.

You gain +1 attack when using any ranged weapon.

Raw Hide

Prerequisites: Toughness feat.

You are tougher than normal and can shrug off some damage from every hit you take ignoring damage equal to your CON Mod.

Rapid Punch

Prerequisites: Martial Arts combat training.

You can use any single handed hand maneuver that you know and use it against 1 target hitting them a number of times equal to your DEX modifier in 1 attack/action but you cannot move (travel) before or after doing this. You can do this once a melee round.

Ride-By Attack

Prerequisites: Horsemanship or Pilot Skill, Mounted Combat.

When you charge an opponent while in or on a vehicle or mount you can attack the opponent and ride past them in 1 action and you do not incur any attacks of opportunity.

Saddleback

Prerequisites: None.

You are as comfortable riding or driving as walking. You gain a +3 on all applicable skill checks performed while riding or driving.

Sage

Prerequisites: at least 1 level from each standard class.

You have prepared your body and mind in an attempt to find enlightenment or ultimate power. You gain a one-time +1 HP bonus for each class level you have and +1 HP and +1 skill point whenever you gain class levels.

Sharpshooter

Prerequisites: 1 W.P. Ranged skill
You are able to shoot farther and more accurately with ranged weapons than normal. Adds +10 ft. to a ranged weapons base range increment and you suffer no penalties for targets under partial cover, those under full cover are not affected by this feat.

Shield Proficiency

Prerequisites: None.

You gain the combat maneuvers of Shield Bash, Shield Parry and Shield Slash and you gain a +1 to parry while using a shield.

Silent Running

Prerequisites: Prowl rank 9+.

You can run at full speed while prowling.

Slayer

Prerequisites: Favored Enemy, Level 4+

You have trained and studied and are able to inflict serious wounds on favored enemies. You deal an additional damage die to favored enemies on a successful hit. This feat only applies to ancient style weapons and sci-fi versions of them.

Skill Focus

Prerequisites: None.

You gain a +2 to 1 skill of choice. You can select this feat multiple times for a different skill each time.

Sneak Attack

Prerequisites: Prowl at rank 4+.

When flanking a target or any time the target loses their DEX modifier to A.C. or defense rolls you can deal +1D6 in extra damage per 2 levels of experience after a successful strike. This damage bonus is not retroactive, that is you start gaining the bonuses after you pick this feat. If a character picks this feat at level 4 then the bonus is only 1D6 with an additional 1D6 at level 6 not 2D6 at level 4 when it is picked. This can apply to ranged attacks within 30 ft of the target.

Spirited Charge

Prerequisites: None.

When charging on a living mount only, you can deal double damage with a melee weapon, or triple damage with a lance or spear.

Spring Attack

Prerequisites: None.

You can spring forward ½ of your movement, make an attack, and spring back or continue forward ½ of your speed in 1 attack/action. You do not incur attacks of opportunity from the defender and you cannot use this feat when wearing medium or heavy armor.

Steel Mind

Prerequisites: Meditation skill, Discipline feat.

You have become impervious to all mind control attempts against you. You lose an attack/action per melee when an attempt to implement mind control against you is made. This loss of action is because you are mentally deflecting the attack. For spell casters this means an automatic interruption with no concentration roll to save when using this feat.

Stonewall

Prerequisites: Raw Hide feat.

It takes more damage to knock you down and thus your knockdown percentage is reduced by 5%.

Strong Back

Prerequisites: None.

You gain +50 lbs. to your carry weight.

Strong Arm

Prerequisites: None.

You use your STR mod instead of your CHA mod when using Intimidation or Charm skills.

Stunning Fist

Prerequisites: Improved Unarmed Strike.

You know where to hit where it hurts. You must declare that you are using this feat before the strike and after a successful unarmed strike roll, the target must succeed a Fortitude save at a DC of 10 + your WIS Mod or be stunned and lose their next melee attack.

Sunder

Prerequisites: Power Attack feat, 1 W.P. this feat will apply to.

When you target an enemy's weapon in combat you can attempt to destroy it in 1 blow. After a successful called or aimed shot on your enemy's weapon it is destroyed even if they attempt to parry or block the blow with the targeted weapon. Moving the weapon out of the way of the blow is considered a dodge (no auto-dodge allowed).

Special: If you also have the Cleave feat you can cleave through the weapon into the enemy or cleave into another weapon, which can be held by a different foe, you can also apply the Great Cleave feat but you cannot target limbs or natural weapons.

Thug

Prerequisites: None.

You are very aggressive and quick to fight gaining a +1 to Intimidate and a +1 to Initiative.

Tough Guy

Prerequisites: STR 12+.

You use your STR mod in place of your CON mod for saves and bonus H.P.

Toughness

Prerequisites: None.

You gain +3 H.P. per character level. You can select this feat multiple times.

Trackless Step

Prerequisites: Light Step feat.

You cannot be tracked by any normal means because you do not leave tracks behind, but to accomplish this you must reduce your speed by half.

Trap Sense

Prerequisites: None.

You gain a +1 bonus to any saving throw incurred by a trap,

ward or trap-like spell because you somehow anticipated it.

Special: Each time this feat is selected its bonus stacks.

Tumble Attack

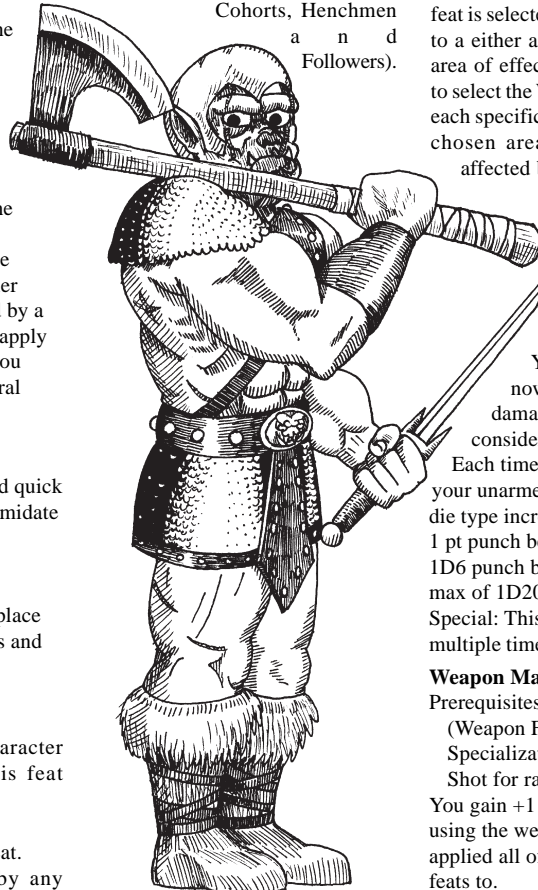
Prerequisites: Somersault maneuver or Acrobatics skill.

You can make 1 attack while somersaulting or during a successful tumble.

Tyranny

Prerequisites: CHA 12+, Evil base alignment, Intimidate rank 5+.

You have learned to bully others into submission and get them to serve you. You rule less with charisma and compassion and more with fear and brutality. After making a successful intimidate check you can recruit other beings into your service. You can have a maximum number of followers equal to your character level x 20 and you can have 1 henchman per character level (see Chapter 12 for full explanation of Protégées, Cohorts, Henchmen and Followers).



Warlord

Prerequisites: Leadership or Tyranny, Military Commander skill.

Because of your leadership skills and reputation you impart a +2 morale bonus to any combat units that you personally lead as commander (see Chapter 12 under Mass Combat).

Warrior

Prerequisites: None.

You are more skilled than most when it comes to hand-to-hand combat and gain +1 attack/action per melee.

Weapon Expertise

Prerequisites: Weapon Focus, Weapon Specialization feats. You can auto-parry any incoming melee attack even paired and multi-weapon strikes with the 1 weapon this feat applies to rolling against the highest strike roll.

Weapon Focus

Prerequisites: Weapon Proficiency for the weapon this feat will apply to.

You get a +1 to all attack rolls with 1 specific type of melee weapon such as a long sword or mace. This feat only applies to 1 W.P. each time it is selected. Mages can select this feat for spells with an area of effect of line, ray or missile without the above prerequisite. Each time this feat is selected by a mage it applies to a either a line, ray or a missile area of effect; mages do not have to select the Weapon Focus feat for each specific spell, a spell with the chosen area of effect will be affected by this feat.

Weapon Hand

Prerequisites: W.P. Unarmed, Trained Punch maneuver.

Your unarmed attacks now deal as much damage as a weapon and is considered a natural weapon.

Each time this feat is selected your unarmed hand strike damage die type increases by one step. A 1 pt punch becomes a 1D4 and a 1D6 punch becomes a 1D8 with a max of 1D20.

Special: This feat can be selected multiple times.

Weapon Mastery

Prerequisites: Weapon Expertise (Weapon Focus, Weapon Specialization, Point Blank Shot for ranged weapons).

You gain +1 attack/action when using the weapon you have applied all of the prerequisite feats to.

Weapon Specialization

Prerequisites: Weapon Proficiency for the weapon this feat will apply to.

Specialization means that you not only trained in the use of that weapon but have focused on its use and have learned to use it with great accuracy gaining a +2 to strike.

Web of Death

Prerequisites: W.P. and Weapon

Focus for weapon this feat will apply to.

You have learned how to twirl your weapon like a propeller while moving it in a figure eight motion creating a better defensive zone. You can auto-parry incoming projectiles (not bullets) and melee attacks. Enemies who are charging towards you or are using unarmed attacks automatically take damage from your weapon before they make their attack. You automatically forego 1 attack/action when using this feat. Attacks that originate from behind you are not subject to the web of death. If you are using a sci-fi melee weapon then this feat can apply to energy attacks.

Whirlwind Attack

Prerequisites: Basic combat

training or better and you must have 4 or more attacks/actions per melee that are not temporary or based on a spell, item, or psionic.

You make 1 attack/action on every foe within the reach of your weapon this uses all of your attacks for that melee round and can only be used on your first action.

Winter Stride

Prerequisites: Survival Skill, Light Step feat.

You can walk on top of the snow without sinking in or leaving a footprint while moving at full speed.

Woodland Stride

Prerequisites: Survival Skill rank 3+.

You can find your way through tangled flora and dense foliage. You do not suffer any speed penalties due to flora, do not suffer any potential damage for traveling through it and cannot get entangled in normal dense foliage or dense concentrations of plants, vines, branches etc.

Zen Combat

Prerequisites: Zen Enlightenment You gain your WIS mod to Initiative, Parry, Ranged and Melee rolls instead of PER and DEX.

Zen Enlightenment

Prerequisites: Zen Meditation You can now use your WIS mod as the base for your Reflex, Will, and Fortitude saves instead of DEX, M.E., and CON.

Zen Mastery

Prerequisites: Zen Wisdom You can add your WIS mod as a bonus to all of your skills that do not normally use WIS.

Zen Meditation

Prerequisites: Meditation skill and Discipline feat.

You gain a +1 HP bonus to healing per 1 hour of meditation and a +1 to all saves while meditating.

Zen Wisdom

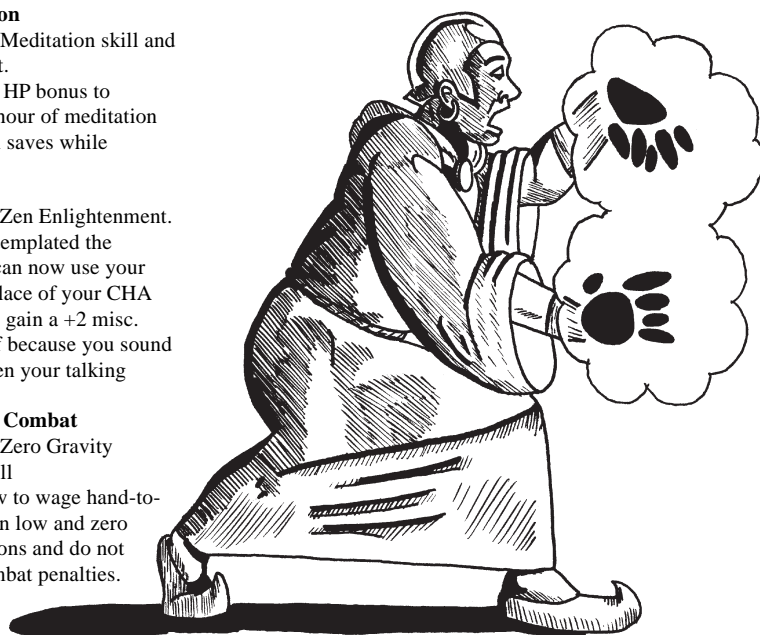
Prerequisites: Zen Enlightenment.

You have contemplated the universe and can now use your WIS mod in place of your CHA mod. You also gain a +2 misc. bonus to Bluff because you sound wise even when your talking nonsense.

Zero Gravity Combat

Prerequisites: Zero Gravity Movement skill

You know how to wage hand-to-hand combat in low and zero gravity situations and do not suffer any combat penalties.



Magic Feats

Adept

Prerequisites: High level or better mage class.

You can pick 1 spell that you know and cast it as if it were a racial spell 3 x day.

Arcane Archer

Prerequisites: Targeting rank 4+, Weapon Specialization (Bow), Quicken Spell

You have learned to combine magical power with your archery. When used this feat charges the arrow/quarrel with 1 spell which it delivers to its target or that affects the missile itself even if it normally effects a different area of effect.

Arcane Performer

Prerequisites: Performance skill rank 8+.

You can weave spells without the evocation effect into a song and dance. The spells effects apply to all that are within earshot and doubles all of the numeric features of the spell to those with any kind of heightened sense of hearing. All somatic components are turned into a dance and verbal components become a song. The casting check for the spell becomes a performance check. Then proceed as usual for the spell including the victims' saving throws. Spells without a (V) or (S) component cannot use this feat.

Arcane Specialist

Prerequisites: At least 4 spells with the chosen spell effect.

You have chosen to specialize in spells with a certain spell effect. Such as a mage using this feat to

specialize in illusion effects. All spells with the chosen spell effect take 1 less action to cast the minimum casting time is 1 action so this feat does not affect spells with a casting time of 1 action.

Arcane Talent

Prerequisites: None.

You have a particular talent for spells with certain effects. You can select 3 spells with a specific spell effect with a casting DC of 10 or lower and can now use them as spell-like abilities 1 x day each. The caster level for these abilities is always at 1.

Augmented Summoning

Prerequisites: None.

Any creature(s) that you summon gain an additional +1 HP per Hit Die they possess and this HP bonus does not add to any control rolls or the casting DC.

Battle Magic

Prerequisites: Combat Casting.

You can now use a spell to make a simultaneous attack on an assailant. The spell must have a casting time of 1 action and can only affect 1 target. Your assailant still gets the standard saving throws if any for the spell and you do not incur an attack of opportunity.

Blood Magic

Prerequisites: Pain Resistance.

You have learned to harness the mystic potential of blood and flesh. You can draw 1 mana pt from 4 pts of bleeding damage which can be from you or another. You can also draw mana pts from fresh blood no more than 4 hours

old and once used it disintegrates (1 mana pt per 1 oz. of blood).

Chained Spell

Prerequisites: Empower spell feat. Same as a cooperative spell (see Spellcraft skill) except that the spell's caster level increases by +1 per caster involved with the level dependent benefits limited by the combined caster level of the involved casters allowing the spell to exceed its normal caster level limits. All involved casters must possess this feat.

Charge Magical Items

Prerequisites: None.

You can charge any magical item that requires recharging. This takes 1 hour and 1 XP to complete per 20 charges or less.

Chaos Magic

Prerequisites: Wild Mage feat.

Your spells harness the power and unpredictability of wild magic and thus 1D4 of a spell's attributes become wild when cast. You can decide which attributes become wild and those must be rolled for randomly on Table 8-2 for each of the decided upon attributes.

Combat Casting

Prerequisites: None.

You gain a +2 to Concentration rolls versus spell interruption. Special: This feat can be selected up to 3 times.

Delay Spell

Prerequisites: Spellcraft rank 4+.

You can delay any spell that you cast for your WIS mod in hours or until a certain trigger is tripped. Example: A wizard casts a fireball

spell into a box and uses the delay spell ability to delay the fireball exploding until someone opens the box.

Dimensional Rift Home

Prerequisites: Leyline Teleportation feat.

You are attuned to dimensional nuances and can always find your way home from another dimension. You can always magically teleport yourself and your familiar home as long as you are on an active leyline or at least within 10 ft of a magic well.

Dual Rod Wielder

Prerequisites: Spellcraft rank 6+.

You can wield 2 magic rods at once as if they were paired weapons using both on the same attack but using this feat causes the use of the auto-parry maneuver to behave as a normal parry.

Eldritch Might

Prerequisites: At least 1 spell that inflicts energy damage.

You can emit a bolt of energy (of 1 type only, once chosen the choice is permanent) from your hands with a 20 ft range and deals 1D6 HP damage per caster level (non-retroactive)(max 3D6). Your target gets a Reflex save versus your spell strength for half damage.

Special: The Meta-Cleave feat and any other feat that can apply to a bolt of energy can apply to this ability.

Eldritch Senses

Prerequisites: None.

Your senses have evolved beyond the norm and are sensitive to certain supernatural stimuli. This feat has a 10 ft per caster level radius range (non-retroactive) unless otherwise stated. Every time you pick this feat you gain 1 of the following abilities:

- *Sense Elementals*: You can sense elementals and para-elementals within range of you.
- *Sense Magic Creatures*: You can sense magic creatures within range of you.
- *Sense Spell Casting*: You can sense if a magical spell is being cast within a 1 mi radius of you.
- *Sense Spirits*: You can sense the presence of spirits and areas containing a lot of spirit activity within range of you.
- *Sense Rifts and Dimensional Portals*: You can sense opening rifts and Dimensional Portals within range.

Empower Spell

Prerequisites: None.

All variable and numeric aspects of an empowered spell are increased by +50% (not doubled) but takes +1 extra action to cast an empowered spell. Spells without variables are not affected.

Energy Admixture

Prerequisites: Energy Substitution.

You can add a second kind of energy into a spell that uses another kind to do equal amounts of damage. Each type of energy in the mixture causes the full damage of the spell and has the full effects for its energy type. An example would be a sonic fireball would do the full damage of the spell for the fireball and have the effects of fire energy and do the full spell damage for the sonic ball part with all the sonic energy's effects effectively doubling the spell's damage. Even two opposed energies such as fire and frost can be mixed together for full effect. A spell cast with this feat takes +2 more actions to cast. Each time this feat is selected it can add in only 1 kind of energy.

Energy Substitution

Prerequisites: Lore: Magic skill rank 5+.

You can substitute the energy type in a spells effect with another kind of energy without having to relearn it. Each time this feat is selected only 1 kind of energy can be used as a substitute. The damage of a substituted spell is basically the same except it uses a different type of energy.

Enlarge Spell

Prerequisites: None.

You can double the area of effect or distance of any given spell. An enlarged spell adds a +10 to the casting DC.

Eschew Materials

Prerequisites: None.

You can cast spells without the material components as long as the spell can be logically cast without them without affecting the casting DC of the spell.

Extend Spell

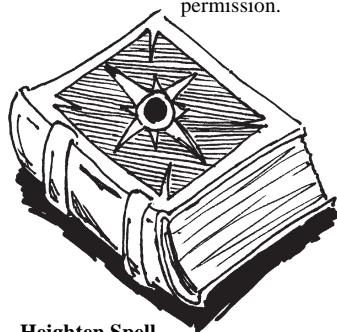
Prerequisites: None.

Spells last twice as long. Instant or permanent durations are not affected. Extended spells add a +10 to the casting DC.

Greater Familiar

Prerequisites: Summon Familiar feat.

The same as the Summon Familiar feat but you can summon a familiar that is large sized or smaller. This can be applied to the Improved Familiar feat with the GM's permission.



Heighten Spell

Prerequisites: None.

You can raise the save DC for a spell by taking extra time to cast it. You can add a +1 to the spells save DC per 1 action beyond the spell's casting time that you take to cast it.

Improved Familiar

Prerequisites: Summon Familiar feat.

You can pick a small sized (or smaller) monster with a max racial I.Q. of no more than 4 as a familiar.

Innate Spell

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Choose 1 spell you already possess and now you can cast the spell as a spell-like ability as per the uncanny ability but all its attributes remain unchanged and the caster level is frozen at the level you selected this feat.

Leyline Drifting

Prerequisites: Geomancy rank 4+.

You can walk or float through the air along the length of a leyline at a max altitude of 100 ft. Your movement speed is limited to 10 ft requiring no exertion on your part.

Leyline Rejuvenation

Prerequisites: Geomancy rank 8+.

You can use a leyline to increase your rate of healing. To do this, you must concentrate and relax on a leyline. Once a day you can do an instant rejuvenation, which completely heals all wounds in just an instant. You can heal 2D6 H.P. per 10 minutes of rest on the line and can regenerate missing limbs and organs after 1D6 days.

Leyline Teleportation

Prerequisites: Geomancy rank 4+.

You have the power to instantly teleport yourself and your familiar from one place on a specific leyline to another on the same leyline. The maximum number of teleports per 24-hour period is 4 plus your CON mod because the energies involved take a toll on your body.

Leyline Transmission

Prerequisites: Geomancy rank 4+.

You can send a one-way verbal and/or a visual message directly along a leyline to another person so long as that person is located somewhere on the line. You can send 1 message to 1 person per level even if they are in different places, as long as they are on the line. Characters with the power of Telepathy can eavesdrop on the message if they sense the transmission (1-20% chance of that) and they pass a Telepathy check DC of your spell strength. You cannot encode the message and cannot tell if the message has been received or intercepted.

Magical Ricochet

Prerequisites: Weapon Focus (missile, line or ray) feat.

Spells with the ray or missile area of effect can strike more targets than normal by bouncing off of the initial target and striking another target within 20 ft. of the original even if the second target is beyond the reach of the initial casting. The second target suffers ½ the effects of the spell and still gets a save if there is one.

Material Admixture

Prerequisites: Spellcraft and Lore: Magic skills.

You can insert a material component (M) into a spell that does not normally have one so as to make use of the Advanced Spell Component Rules (see Chapter 8).

Maximize Spell

Prerequisites: Mage level 5+.

All variables of the spell are at their maximum values. A maximized spell uses up all of your actions for the melee round, must be begun on your first action of the round and adds a +10 to the casting DC.

Open & Hold Portal

Prerequisites: None.

You can open any previously opened portal if you are within 10 ft. of the area in which it was formerly opened and within 1 year of it having been opened. You can also stop a closing portal by making a successful opposed Will check versus the one trying to close it or at a DC of 25 if no one is holding it open. You get only one try to attempt to hold a closing portal open.

Permanence

Prerequisites: Delay spell and

Persistent Spell feats.

Using this feat you can make spells on objects and creatures permanent if they are willing. Unlike true spell-like abilities or magical items the permanent spells cannot be turned off and on (they are always on) and are vulnerable to anti-magic and counter spells in which case they are to be treated as normal spells. When used on wards this feat makes them indestructible and impervious to erasure, draining effects and destruction. Every permanent spell costs you its casting DC x 100 in XP.

Note: The GM can limit what spells can be made permanent.

Persistent Spell

Prerequisites: Extend Spell feat.

1 spell with a range of self or a fixed area has a duration of 24 hours when cast. A spell with an instantaneous duration cannot be affected by this feat. A persistent spell expends 10 XP if you lack the XP then you cannot make use of this feat until you have the XP to spend.

Quicken Spell

Prerequisites: None.

You can cast a spell as a free action once a day (still need to make a casting check) adding a +5 to the casting DC. This does not work on a spell that requires more actions to cast than you have per melee.

Reach Spell

Prerequisites: None.

Any spell with the area of effect of touch now can use a ray with a 20 ft range to deliver the effects as a ranged strike.

Redirect Leyline Energy

Prerequisites: Geomancy rank 10+.

Lore: Magic rank 10+.

You can prevent anyone in a 50 ft. area per level of experience around you from drawing on or using mana from a leyline negating its effects on spells after a successful opposed Will check (good for 1 melee round at a time).

Repeat Spell

Prerequisites: 1 other magic feat.
A spell cast with this feat will repeat once the next round. The repeat spell will be cast from the same spot where the spell was originally cast and can only affect the original target if it is within 30 ft of its original position; if not the spell fails and doesn't repeat. This feat adds a +5 to the casting DC. This feat cannot be used with spells that have a range of touch.

Sculpt Spell

Prerequisites: 1 other magic feat.
The shape of the area of effect of a spell can be changed to any other listed under Area of Effect description as long as the area is below or equal to the original spell's area the same goes for any other shape of area. Spells with an area of effect of ray, touch or self are not affected by this feat. A sculpted spell adds a +5 to the casting DC.

Silent Spell

Prerequisites: None.
You can cast spells ignoring the verbal (V) component without affecting the casting DC of the spell.

Sorcerous Ability

Prerequisites: None.
Your magical abilities have become almost innate allowing you to select one of the following each time this feat is selected:
Energy Ray: ranged attack, same as a magic ray, deals 1D3 H.P. damage of one kind of energy you select, the choice is permanent, per 3 caster elvels and can be incremented in 1D3's. The range is 10 ft per caster level.
Clairvoyance: Same as the psionic ability except the spellcaster uses their Concentration skill. But they require a reflective surface to gaze into in which they see it as a magical vision.
Telekinesis: The spell caster can lift a max of 5 lbs. per caster level within a 5 ft radius per caster level as a snadrad action.
Hypnosis: As a gaze attack the spell caster can attempt to put another intelligent being into a trance-like state the target gets an additional Will save versus the casters spell DC. The victim will be unable to act by themselves and can be instructed to any simple task that does not require killing an ally or themselves.

Sorcerous Fury

Prerequisites: Berserker,

Empower Spell feats.

You can channel the mystic energy in your body into your rage while berserk (must go berserk first), magical flames appear to erupt from your eyes and mouth and you are surrounded by a crackling aura that deals 1D4 in mystic energy damage per melee round to a 10 ft radius. You lose the ability to cast spells while raging but can launch energy balls (6D6 damage, +2 ranged, 600 ft range, 1 target), hover up to 5 ft off of the ground and shoot a bolt of energy from your hands (1D6 per caster level, 200 ft range, Reflex for ½ at your spell strength).

Spell Fire

Prerequisites: Must select at level 1.
You can convert your very flesh or a magical object into magical energy. You can burn 1 H.P. or 1 point from any of your physical attributes and convert them into +2 mana points for every 1 point burned while casting spells. You can also drain mana points from magical items for your immediate use but utterly destroying the item in the process. You can drain up to 2 mana pts per the item's creator level. While using this feat a glowing mystical aura will surround you and it takes +1 extra action to cast a spell while using this feat.

Specialty Detection

Prerequisites: Adhere to a single school of magic.
You can detect the presence of, the direction of and the amount, exact number or size of 1 kind of object, creature type, or energy that shares a relationship with your chosen school (should get GMs approval for the item) within your visual or earshot range. Once the item is chosen you cannot change your decision unless you select this feat again.

Spell Focus

Prerequisites: None.
All spells with 1 type of spell effect or those included in a specific school of magic or spells using a specific method (such as rune spells) gain a +2 to the save DC.

Spell Knowledge

Prerequisites: Lore: Magic skill rank 4+.
Every time this feat is selected you can select 1 additional spell with a casting DC no more than 15 + your caster level that you now know because of your arcane training instead of the normal way.
Special: This feat can be selected multiple times.

Spell Mastery

Prerequisites: I.Q. 13+, Level 6+.
You can pick a number of known spells equal to your I.Q. mod and these spells can now be cast without KO damage or an extra time per day each.

Spell Penetration

Prerequisites: None.
This feat grants a +2 bonus to your spell strength when rolling versus magic resistance. This feat can be selected up to a maximum of 4 times stacking the bonus.

Spell Secret

Prerequisites: Lore: Magic rank 6+, Spell Knowledge feat.
Your impressive arcane knowledge allows you to cast 1 spell that you know as if it were permanently affected by one of the following feats; Enlarge Spell, Extend Spell, Still Spell or Silent Spell. This feat can be applied multiple times to a single spell applying a different effect each time.

Spell Slinger

Prerequisites: Combat Casting, Quicken spell.
You are more proficient at slinging spells in combat than normal. You gain +1 attack/action to cast a spell or read a scroll that effects another being (cannot affect you).

Split Ray

Prerequisites: 1 other magic feat.
Any spell with the ray area of effect can strike 2 targets at once. The ray splits into two and deals the effects of the spell to both targets at half strength. Only ½ of the spells effects and duration are dealt to either of the targets because the power of the spell was also split between the two rays.

Still Spell

Prerequisites: None.
You can cast spells ignoring the somatic (S) component without affecting the casting DC of the spell.

Summon Familiar

Prerequisites: None.
You can summon a familiar that can be any small sized natural animal, which imparts a +1 to one of your skills that corresponds to one of it's racial skills or the bonus can apply to a saving throw that reflects the nature of the animal chosen. These bonuses are only granted to you when the familiar is within 20 ft. You gain the feat Alertness when the familiar is close (see Alertness Feat). The familiar is a magical creature that is joined to you via magic and possesses ½ of your total H.P instead of its racial norm. The

familiar can speak with other animals of its own kind, its I.Q. starts at 6 gaining a +1 for every 2 of your levels starting at level 3 and it can speak with you as if it spoke your language.

War Mage

Prerequisites: Spell Slinger, Wield Spell feats.
You have become proficient at casting spells while wearing armor. You do not suffer the casting DC penalties for wearing light armor, every time this feat is selected it applies to a heavier suit of armor, medium when selected for a second time and heavy for a third.

Wield Spell

Prerequisites: Weapon Focus (missile, line or ray)
You are proficient at wielding spells with the area of effect that the Weapon Focus feat applies to as a ranged weapon. All targets within 30 ft. suffer +2 to the spells damage per missile or per ray because your accuracy is excellent within this range.

Wild Counter Spell

Prerequisites: Wild Mage feat, ability to cast counter spells.
You can attempt to contaminate another caster's spell with the effects of wild magic after making a successful counter spell check. After a successful check they must roll on Table 7-3 for their spell.

Wild Mage

Prerequisites: M.E. 12+, Chaotic alignment modifier
You have learned to harness magical energies in their more volatile and chaotic forms. You are immune to the insanity effects of wild magic zones and your M.E. mod is added to your spell strength and to the Spellcraft skill instead of I.Q. as the base ability mod.

Wild Seed

Prerequisites: Chaos Magic feat
You have mastery over wild magic and can now formulate and write down spells that have 1 or more wild attributes using Table 8-22 for the applicable attribute(s). The Casting DC to both cast and create it gains a +1 per random attribute; if the casting check is ever failed during a casting the mage must make a roll on Table 7-3, if "the magic works as normal" comes up then it simply failed as normal.

Wizened

Prerequisites: At least 10 magic

feats.

The magical energy flowing through your body provides you with unnatural long life. You gain a factor equal to your caster level to your life span (ex: caster level 2 doubles your lifespan) and are now considered a magical creature.



Psychic Feats

Alter Pheromones

Prerequisites: Bio-manipulation rank 5+.

You can alter your own pheromones to induce a desired reaction from animals or vermin within scent range of you. Animals and vermin receive no saves versus the power of the pheromones. The affected animals or vermin will either protect, be attracted to or be obedient to you or treat you as one of their own.

Astral Projection

Prerequisites: Meditation rank 4+. You can go into a meditative state and project yourself into the astral plane. Your mind enters the astral plane in an astral body leaving behind your physical body, which if attacked or threatened your mind is immediately thrown back into it (See Chapter 16: The Astral Plane).

Bio-Regeneration

Prerequisites: Bio-manipulation or Healing rank 4+
You can heal yourself of HP or KO damage at nearly supernatural levels. You can heal +2D6 pts as an action/attack.

Chakra

Prerequisites: None.
A chakra is one of the six points of spiritual power along the body. They provide a one-time +2 power point bonus to 1 psionic ability each time this feat is selected (max 6 times). To use a chakra the point must be tattooed, pierced, scarred or have a gem or crystal embedded into it.

Channel Essence

Prerequisites: Psi-Craft skill rank 10+, Charge Crystal feat.
You can use your body and mind as a conduit to transfer spiritual energy from a willing or dying creature (even if unwilling with no save) into a crystal. You may also channel a soul (all spiritual attributes) but not until Master Level. A small but near perfect

crystal is required worth about 50 gp for a single soul/essence or a very large crystal worth 500 gp or more for several. You must make a Psi-craft skill check DC 15 + 2 per skill transferred (with its rank only) + 4 per 1 memory + 6 per personality to successfully transfer the essence with the desired essence aspects or DC 30 to transfer a soul into a crystal.

Charge Crystal

Prerequisites: None.
You can charge psionic crystals by using your own AUR energy through touch. Only another psychic can use the powers or points stored in charged crystals, once a stored power/points has been used it is spent but empty crystals can be recharged. Every 1 AUR pt sacrificed which heals as temporary AUR damage adds +2 power pts to the crystal's charge. To store a power you must sacrifice 5 AUR pts as temporary attribute damage and the stored power has a power check of 10 + your psychic level. A crystal can store 1 psionic power +1 power per size class above small. A typical small crystal can also become a mystic battery which grants a +1 to the psionic ability modifier of any psionic being used +1 per pound of weight of the crystal. The crystal must be fairly transparent and the typical cost of a crystal suitable for charging is 10 gp.

Closed Mind

Prerequisites: must be picked at level 1.
You are impervious to Mind Control, all ESP, Leech powers, and possession. You cannot place ranks on your Leech or ESP abilities however.

Cloud Minds

Prerequisites: Mind Control rank 8+.
After a successful Mind Control check you become undetectable

by all those affected and that are within range to detect you by any means granting you invisibility. But whenever you attack you become partially visible while attacking allowing for simultaneous attacks as normal (no miss chance). Those lacking an I.Q. score and machines such as surveillance equipment are not affected. While this feat is in effect you forego 1 attack/action.

Create Personality Crystal

Prerequisites: Charge Crystal psychic feat.
You can create a personality crystal as described in Chapter 11 under Psionic Items. You may only create a maximum 1 personality crystal per psychic level.

Disrupt Magic

Prerequisites: Closed Mind.
You give off negative vibes that interfere with magical energies. You negate any spells or rituals within 20 ft. of you if the caster fails a Concentration check versus a DC of 1D20 + your psychic class level.

Dream Manipulation

Prerequisites: Telepathy rank 8+.
You can infiltrate another beings dreams. While inside the target's dream follow the rules found in Chapter 16 under The Dream Flux. To use this feat you must go into a sleep like trance and are totally unaware of what is transpiring in the real world leaving your body totally vulnerable because you cannot feel, hear or sense anything from your physical body. If the target awakens (or is killed) while you are using this feat it simply ends, you can always end the effects of this feat whenever you like.

Ecto-Golem

Prerequisites: Ectoplasm rank 8+.
You can create a golem created out of pure ectoplasm to carry out commands or fight for you. The ecto-golem appears as a creature of

any shape you desire composed of shiny gelatinous white ectoplasm that evaporates instantly if it is brought down to 0 H.P. or you are killed. Its base attributes are equal to your astral body (see Chapter 16 The Astral Plane section) and its STR gains your AUR mod and Psychic class level as bonuses but it does not possess any spiritual attributes. The creature is of the small size class but can be 1 size class bigger per 3 psychic levels. It cannot speak or communicate in any meaningful way and will not protect itself unless directed to. It is completely incapable of doing anything without being ordered to by you or of making any decisions for itself. An ecto-golem will repeat a given task until it is ordered to stop and can only accept 1 command at a time. Its main attack is a slam attack. An ecto-golem can be created inside of the astral plane with a circumstance bonus of +2 to your power check.

The DC to create an ecto-golem is 12 + 1 per natural weapon (cannot possess venom, chemical or energy attacks) and costs 300 XP to make it permanent, if not it lasts for 1 melee round per psychic level.

Ecto-Weapon

Prerequisites: Ectoplasm rank 5+.
You can create 1 weapon of a size suited to your size class or smaller of choice in your hands composed entirely of ectoplasm. The weapon appears as it normally would and functions just as the real thing dealing the normal amount of damage. It can exist out of your hands for the duration and be used or held by anyone. 1 weapon is created each time this feat is used but you must have at least 1 hand available to hold an ectoplasmic weapon to use this feat. For all intense purposes the weapon is treated as a normal melee weapon. Note that arrows and crossbow bolts can be created but the ranged weapons

themselves cannot. The power check to create an ectoplasmic weapon is DC 10 + any duration modifiers.

Empathic Transmission

Prerequisites: Empathy rank 5+.

You have learned to use your empathy ability to instill powerful emotions into another living being. Below are the descriptions of some of the emotions and their effects that can be transmitted. All other aspects of the empathy ability remain the same. Note this is not mind control but the transmission of emotion.

- *Confusion*: Disorients the target so badly that they have no sense of direction, time, or of what is exactly going on. They are -3 to strike, parry and dodge, and lose initiative (automatically last to react for as long as the duration lasts).
- *Despair or Sorrow*: Invokes great emotional upheaval, deep sorrow and a sense of loss. There is a 1-50% chance of the victim surrendering or leaving without a fight; victims are -2 to parry and dodge for the duration.
- *Fear*: Invokes unreasoning terror. Victims are -3 to strike, parry and dodge, plus there is a 1-66% chance that they will turn and run.
- *Hate or Anger*: Will prompt victims to act rashly, charge, attack, argue violently etc. Victims have a 1-66% chance of attacking, harming, killing, or betraying those they dislike. All victims gain a +2 to initiative, and a penalty of a -2 to parry and dodge.
- *Love or Peacefulness*: Induces a deep feeling of serenity dispelling all other negative emotions including those resulting from this feat. Hostile opponents have 1-60% chance of reconsidering their actions, deciding not to attack, leaving without being overtly cruel or destructive, halt a rampage and so on. It does not make the victim completely docile but curbs hostility, if attacked or threatened all effects of this ability are negated.
- *Trust*: Will make the victim believe everything the psychic tells him while under the influence of this feat. Suggestions that are life threatening, go against deep-seated fears, ideals or any aspect of the victims alignment cause a second

Empathy check with a +3 to the check DC.

Encode Crystal

Prerequisites: Charge Crystal feat, Empathy and Telepathy rank 5+.

You can encode a crystal and imbue it with any knowledge you may possess including stories, lore or emotions. The encoded crystal then becomes like a psionic book permanently storing what was put within and is accessible through telepathic means only to other psychics by way of touch. To encode a crystal has the same requirements as charging a crystal and 100 XP. The crystal remains encoded until destroyed.

Enhanced Bio-Regeneration

Prerequisites: Bio-Regeneration Feat.

Adds +3D6 to Bio-Regeneration.

Enhanced Healing

Prerequisites: Mind Over Matter rank 5+.

You heal quicker than normal gaining +2 to healing factor.

Errant Effect

Prerequisites: Psychic Level 3+

You can cause any power with a radius of effect to follow you around with you at the center.

Extended Telepathy

Prerequisites: Telepathy rank 10+.

You can send telepathic messages (full sentences as if speaking normally) to a friend or ally no matter where they are as long as they are on the same planet. Enemies and strangers are exempt from this. Non-psionics and characters without the telepathy power can send a telepathic message to you as long as you possess this feat by making a successful Concentration check at a DC of 20 as long as they are within at least 1 mile of you, this cannot be done in combat.

Greater Inertial Armor

Prerequisites: Inertial Armor feat. Same as inertial armor but can be applied to energy attacks as well.

Greater Third Eye

Prerequisites: Third Eye feat.

You can now fire a ray of mystic/psychic energy with a range of 100 ft + 10 ft per psychic level as a ranged attack. The ray deals 1D4 in HP damage (max 5D4) per psychic level but requires 1 AUR point per use, which heals as temporary attribute damage.

Group Hypnosis

Prerequisites: Psionic Multi-Attack (Mind Control) feat.

You can affect your CHA mod in additional people while using a psionic mind control multi-attack.

Group Mind Block

Prerequisites: Mind Block feat.

You can use the mind block feat on all willing persons within a 10-foot radius including your self. But forego 1 attack while maintaining it.

Healing Hands

Prerequisites: Healing rank 6+.

You can heal others with greater efficiency than most. You restore an additional 1 die without adding to the DC when using your healing ability to restore HP.

Hyper-Telekinesis

Prerequisites: Increased

Telekinesis feat

You can now lift or hurl massive weight. The power check DC gains a +2 per additional 100 lbs.

Inertial Armor

Prerequisites: AUR 12+.

As long as your AUR score is not at zero, you are not wearing armor or are surrounded by another energy field a tangible field of force surrounds your body. You can make the field glow faintly whatever color you wish and you gain a D.R. of your AUR mod. This applies to physical attacks such as melee weapon attacks, bullets and unarmed strikes but not to energy attacks. It takes 1 attack/action to activate the field but is a free action to cancel it.

Increased Telekinesis

Prerequisites: Telekinesis rank 8+.

Your telekinetic powers have increased adding +1 to the power check DC per every 10 lbs. added and +1 per 10 ft for range.

Mental Focus

Prerequisites: None.

You are able to block out the outside world and ignore pain and all distractions and do what needs to be done gaining a +4 to concentration checks.

Mental Illusion

Prerequisites: Mind Control rank 5+.

After a mind control check all those that are within range will either see a figment of size equal to the area of effect or you as a another person. The figment will appear real in every way and will appear as each target believes it to be, the figment appears to deal real damage but doesn't although it can contribute to K.O. You can also appear as anyone your target is familiar with. If in either case the target(s) become suspicious of you or the figment then you must make another power check at a -2 penalty to see if they can see through it.

Meta-Reality

Prerequisites: Mental Focus, Ride the Dream Flux, Master Level Psychic.

You can now manifest any single ability that you can in dreams at the standard DC for that ability (see Table 16-2) and possess it as long as concentration can be maintained.

Metaphysical Combat

Prerequisites: Mental Focus, Warrior feats.

You can enhance your physical abilities in combat with your mind. You gain your AUR mod as a bonus to all your combat rolls.

Mind Blast

Prerequisites: Any psionic power rank 8+.

You can focus your psychic energy and emit a blast of pure psionic energy from your forehead or third eye after a power check. The bolt of energy deals 1D6 HP of psionic/mystic energy per psychic level (non-retroactive) to 1 target.

Mind Block

Prerequisites: None.

You are completely closed off from all psychic influences and transmissions becoming impervious to telepathy, empathy, leech and mind control psionics also gaining a +1 vs. all other mind influencing effects but cannot use any psychic abilities while this feat is in use. You can do this for a maximum of 1 minute per AUR mod in a single day.

Mind Block Auto-Defense

Prerequisites: Mind Block and Mental Focus feats.

The mind block feat is automatically engaged when mind control, leech, or ESP psionics are being used on you.

Mind Fire

Prerequisites: Must select at level 1.

You use your body to fuel your psychic power. You can burn 1 H.P. or 1 point from any of your physical attributes and convert them into +2 mana points for every 1 point burned. When using this feat your hair appears to float in the air as if it were in water and you float 1 inch from the ground moving at your normal speed. The act of converting physical points takes 1 action regardless of the number that you convert.

Natural Telepathy

Prerequisites: Must select at Level 1 and have Telepathy rank 1+.

You can send telepathic messages as a free action.

Paired Psionic Weapons

Prerequisites: Psi-Blade or Ecto-Weapon feats.

You can form 1 psi-blade or ecto-weapon in each hand and automatically have W.P. Paired for them. This feat applies to only 1 of the prerequisite feats each time it is selected.

Past Life Regression

Prerequisites: Spirit Channeling feat.

You have come in touch with a tiny part of a past life or the past life of an errant spirit and have gained some extra knowledge. You get to choose 2 skills of choice with no restrictions (except combat training) starting at the max rank for your psychic level.

Physical Manifestation

Prerequisites: Any psionic ability rank 2+.

You can make your eyes glow with unnatural light at will and your AUR becomes visible when using a psionic power (its appearance being directly related to the power in use) but cannot do any direct harm, granting you a +2 bonus to intimidation and horror/awe factor.

Physical Union

Prerequisites: Mind Over Matter rank 1+.

You know your body, every muscle, nerve and scar and are keenly aware of injuries, illness, or disease even if you cannot feel it. You know how long you can perform, what distance you can run, how a wound or toxin will affect you if it already hasn't and how soon you will need medical treatment before it becomes life threatening. You will be able to tell if you are poisoned or drugged within 15 seconds of it being put into your body, what it will do to you and how long before it affects you and how long it will last.

Psi-Blade

Prerequisites: Psychic Level 3+.

A sword like energy blade emanates from your hand. The weapon cannot exist out of your hands and cannot be disarmed behaving as a solid object when used to parry or block. The weapon does 1D6 in mystic/psionic energy damage per 2 psychic levels (non-retroactive) that you can regulate in increments of 1D6 (5D6 max).

Psionic Multi-Attack

Prerequisites: ability rank 5+ that this feat will apply to.

You can now affect +1 additional target per psychic level (non-retroactive) with the psionic ability that this feat will apply to

without adding to the power check DC.

Special: This feat can only apply to one psionic ability each time it is selected.

Psionic Vigor

Prerequisites: None.

You now can add your highest spiritual attribute mod to your H.P. bonus instead of your CON mod and you gain +1 H.P. every time you gain a psychic feat.

Psychic Vampire

Prerequisites: Any non-good alignment.

All living creatures within 20 ft of you will suffer a penalty equal to -1 per psychic level (max -6) to all saving throws. You will gain a +1 to all saving throws and +1 temporary H.P. for every living creature within range. You lose the bonuses for every creature that leaves the area of effect and the victims lose the penalty the instant they leave the area of effect. This ability cannot be turned off.

Psychic Vision

Prerequisites: None.

You gain the ability to one of the following descriptors to your visual range every time this feat is selected.

- *See the Invisible:* you can see invisible creatures or objects
- *See Past Illusion:* you cannot be fooled by illusions but hallucinations are not affected
- *See Aura:* you can discern the AUR score, base alignment and character rank of those you can see by the strength and color of their aura.
- *See Sound Waves:* you can see sounds as waves and colors, in the dark and sounds from around corners and gain a +2 to detection checks.

Psycho-Portation

Prerequisites: Mental Focus and Errant Effect feats, Mind Over Matter and Telekinesis rank 8+.

Your mind can temporarily transcend time and space allowing you to teleport yourself and 50 lbs per psychic level (non-retroactive) up to 500 ft away instantly and without error as long as you can clearly see your destination.

Pulse Control

Prerequisites: Meditation skill.

You can control your heart rate and slow bleeding gaining a -2 to blood loss damage even while active. The effects of poisons will be delayed

by (avoids saving throw up to) 1 hour per 1 M.E. Mod point and frost damage is reduced by 1 point per M.E. Mod point while successfully meditating.

Remote Viewing

Prerequisites: ESP rank 5+.

You can see and hear a creature or an area that you focus on as long as it or they are in the same dimension as you. You can see and hear all that transpires in the area of effect in your mind. You must roll a successful ESP check on table 3-2 to be able to do this and must concentrate if it is broken you lose the connection.

Table 3-2: Remote Viewing DC's

Circumstances	DC or check bonus
Unfamiliar	30
Secondhand (heard of them or described to you)	20
Firsthand (you have met them or been there)	15
Familiar (you know them or the area well)	10
Likeness or picture	+5 bonus
Possession	+8 bonus
Body part (nail clippings, hair etc.)	+10 bonus

Ride the Dream Flux

Prerequisites: Dream Manipulation feat.

As per the Dream Manipulation feat except that you can mentally travel along the dream flux and enter any being's dreams as long as they reside on any of the physical planes.

Savant

Prerequisites: Must pick at level 1.

You have an instinctual talent for psionics and are incredibly powerful. You can treat 2 psionic powers as if they were cultural skills and treat 1 other as a racial skill as if you were a natural psychic. Unfortunately this has led you to ignore your mundane skills giving you a -2 skill point penalty whenever you place ranks on your skills.

Sculpt Ectoplasm

Prerequisites: Ectoplasm rank 1+.

You can mentally sculpt ectoplasmic emanations into any material object you desire as long as you can produce enough ectoplasm to create it. The object is indistinguishable from the real thing other than it will have the weight of ectoplasm (extremely light) the object will be spongy and soft regardless if it supposed to resemble something hard. It cannot be used to create living creatures although it can be used to create an inanimate facsimile of one. It will have the same color and texture etc. of the desired material or object although it will not have the hardness rating. Food will look like food but it will be ectoplasm and

give no sustenance and have no taste.

Sense Death

Prerequisites: ESP rank 1+.

You can sense death and destruction and can tell if an individual has ever killed another living being, how many they have killed, whether or not the character enjoys killing or not, and whether or not they feel remorse for their actions. You can tell if the character is returning from or is heading out to battle by line of sight. You can also sense the presence of the undead within 20 ft. radius per psychic level (non-retroactive).

Sense Favored Enemy

Prerequisites: Favored Enemy feat, ESP rank 5+

You can automatically sense any of your favored enemies within a 10 ft radius per psychic level (non-retroactive).

Sense Life

Prerequisites: ESP rank 1+.

You can sense life, birth and creation. You can sense whether any living creature is pregnant within 72 hours of conception and tell what sex it is and how many are to be born. You can tell whether a character is a healer, has healing abilities or powers or is a defender of life (paladin etc.). You can also sense whether or not a character is of a good alignment or not by touch.

Sense Supernatural Evil

Prerequisites: Good or Evil alignment.

You can sense any supernatural creature that is of the evil alignment within a 20 ft radius per psychic level (non-retroactive), can tell if there is one or many, you can also use this feat to pinpoint an evilly aligned magical item. Note if you're evil this power can be changed to apply to good alignments instead.

Sense Truth

Prerequisites: ESP rank 5+.

You can tell if someone is lying or if the target believes it's the truth. If the target doesn't know or realize what they're saying is a lie or they are not consciously lying then it will be sensed as the truth. You can also sense if someone is

trustworthy or not as well as tell if someone is under the influence of another person/being. This feat can only be used a number of times equal to your PER mod per conversation per day.

Sixth Sense

Prerequisites: ESP rank 6+.

Your psychic senses have become so sharp that you get precognitive flashes of imminent danger to yourself or somebody near you (within 100 ft). This ability is triggered automatically like a reflex whenever something dangerous is going to happen within the next 60 seconds to you, a loved one or friend within range but you will not know what the danger is or where it is coming from. You gain a +6 to initiative, +2 to parry and a +3 to dodge during the first melee round when the attack occurs and cannot be caught flat-footed by surprise attacks.

Spirit Guide

Prerequisites: Spirit Medium.

You have a spirit following you around only you can see. The spirit talks to you and gives you advice. Because the spirit is communicating to you from the spirit world the spirit can give you advice on the welfare of friends, relatives, etc. and can give descriptions of far away places and people. As well the spirit can tell you what is behind doors and walls and which way an exit is, however a spirit guide is always concerned with your welfare and may steer you away from a desired location because of danger posed to you. You can attempt to speak with your spirit guide at anytime by rolling a Will check at a DC of 15.

Spirit Medium

Prerequisites: ESP rank 1+.

You can open yourself to the supernatural and become a conduit through which entities and other forces can temporarily communicate and speak with others. You are completely open to empathic and telepathic transmissions (no saving throw) and are also completely vulnerable to possession even if you are normally invulnerable to it while using this ability. You must sit motionless and focus all your thoughts and energies. During this time you cannot make any actions or speak. While in this trance you are invisible to all psychic probes (impervious to them) and cannot be detected by any ESP powers. You can try to communicate to a specific spirit, ghost, or power rolling an

ESP power check versus a DC of 10 + their Will, which takes 1 full minute.

Super Bio-Regeneration

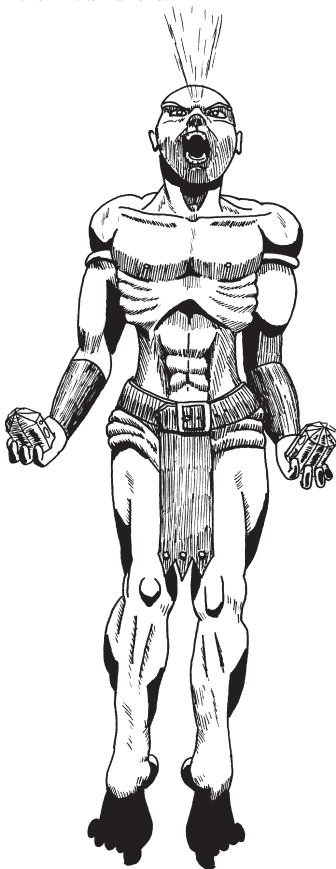
Prerequisites: Enhanced Bio-Regeneration feat

You can completely regenerate 1 severed limb or organ after 1D4 days (each) after using Bio-Regeneration and after all other H.P. damage has been healed.

Svengali

Prerequisites: Mind Control rank 8+.

You can use any mind control power that you possess on a target that has already failed to save against your mind control powers without a power check and they do not get a saving throw to resist. The subject is vulnerable to this feat for 1 week (7 days) after the initial failure.



Sympathetic Link

Prerequisites: Empathy rank 5+.

You can establish an empathic link with 1 willing subject for as long as you are both willing. Both of you can use empathy on each other as a free action and know in which general direction each other are no matter how far apart you are; you can also get a general sense of the distance between you. This does not extend into other dimensions or planets.

Telekinetic Acceleration Attack

Prerequisites: Telekinesis rank 10+

You have learned to use your telekinesis to accelerate small particles of dust and debris to near the speed of sound. The damage dealt by a successful ranged attack against 1 target does 1D3 x 10 in HP damage; treat the attack as if it came from a modern firearm.

Telekinetic Construct

Prerequisites: Telekinesis rank 8+.

You can create a humanoid construct (usually ape-like) composed of pure telekinetic force. The creature is naturally invisible and possesses no H.P. making it invulnerable to attack. It also cannot act on its own and must be directed by you (subject to concentration & power checks). The creature possesses a number of actions equal to you + 1 and a supernatural STR equal to your M.E. score. Its fists deal 3D4 + your M.E. mod in damage. The only way to get rid of it is the duration runs out (1 melee round per 2 psychic levels, non-retroactive), you lose concentration or are knocked out or killed. The creature is usually ½ your M.E. score in feet tall. Note that it does leave foot print impressions as well as fist marks. Those that can see the invisible will see a glowing outline of the creature as well as glowing eyes and mouth.

Telekinetic Flight

Prerequisites: Telekinesis rank

13+, Increased Telekinesis feat. You can now propel yourself through the air at a speed of 100 ft using Increased Telekinesis mimicking flight.

Telekinetic Force Field

Prerequisites: Telekinetic Shield feat.

You can create a sphere of telekinetic force in a radius around yourself. The field must be destroyed before you or anyone within the field can be harmed. The field possesses 5 HP per psychic level after these HP are reduced to zero the field is dispersed. You can create a field as a standard attack/action and you can do this a number of times a day equal to your AUR mod.

Telekinetic Shield

Prerequisites: Telekinesis rank 5+.

You can create a brief shield of pure invisible force to protect yourself as an auto-parry against any kind of attack a number of times a round equal to your AUR mod. The field is indestructible

but only lasts a second dispersing all potential damage.

Third Eye

Prerequisites: Psychic Vision feat

You can use the psychic vision feat without using your eyes. In addition, you can see in normal vision at ½ your visual range when the vision through your eyes is impaired. Since you can see totally blinded or with your eyes closed, you do not suffer the normal penalties from darkness, blindness or blocked vision. You can have a third eye literally grow in the center of your forehead if the GM allows it but you will suffer a -2 to your BEA score but gain a +2 to your PER attribute.

Transcendence

Prerequisites: Mind Over Matter feat and Master level Psychic.

Your mental power has grown such that you have transcended your physical limitations and now your physical attributes follow the Astral Self rules (including HP; see Chapter 16). You can also physically travel into the astral plane (if you can travel to the astral plane that is) since your body is considered an astral form. You can also use the Intangibility uncanny ability after passing a Concentration check DC 40 and maintain it as long as concentration can be maintained. You may also teleport after passing a concentration check DC 50 using the teleport rules under the Remote Viewing feat if you fail then you simply do not teleport.

Ursup Control

Prerequisites: Telemechanics rank 8+.

You can attempt to take control of any mentally controlled construct or animated creature. To do this you must make an opposed Will check versus the controller, the highest roll wins. If successful the controller has totally lost control of the creature/device and now you have total mental control and must obey the rules for operating the device. The range is 100 ft. from the target and this may be attempted by you a number of times a day equal to your AUR Mod.

Weapon Meditation

Prerequisites: Meditation skill, W.P.

for weapon this feat will apply to. You have integrated a weapon into your meditation routine. You have achieved oneness with it and gain an additional bonus equal to your AUR modifier to rolls versus disarm, entangle, and grapple attacks against your weapon.

Clergy Feats

Acolyte

Prerequisites: Force Aligned, Paladin or Cleric, Divine Might feats.

You have dedicated yourself to your religion and aligned yourself with a force that agrees with it gaining a DR 5, an additional +1 damage die to all melee damage of the chosen force damage, and you deal double damage to those of opposing forces and they to you.

Aura of Courage

Prerequisites: Faith.
You have absolute faith that your deity will protect you and in effect become impervious to horror factor (H.F.) and all those within 10 ft of you gain a +2 bonus to all Courage saves.

Bless

Prerequisites: Faith.
You can imbue an object with holy (or unholy) energy guarding it against spiritual possession and dealing +1D4 H.P. damage by touch to undead, demons, infernal and fiendish creatures (if unholy blessing then celestial creatures, and divine beings). The version of this ability depends on the character's alignment, evil alignments get the unholy version, good alignments get the holy version and neutral alignments get a choice. You can only bless objects or willing living creatures (do not gain holy damage by touch); intelligent and magic items cannot be blessed. The effects last until destroyed or desecrated, or 1 day per clergy level on living beings.

Blessed Faith

Prerequisites: Devotion.
Your faith has grown to such an extent as to protect you from forces that rally against you. You have a resistance to certain creatures and their powers and abilities equal to your Faith modifier. That is you subtract your Faith level from the damage dealt to you or points drained from you. This can be applied to any combination of the following types of creatures only if it is fitting to your religion: Demons, Undead, Fiendish, Infernal, Spirits and Divine.

Cleric

Prerequisites: Must have the same base alignment as the deity or the

pantheon worshipped and Divine Spell-Casting feat.

You gain 2 clerical abilities conferred upon you by your god(s) (see Chapter 15: under Divine Domains). Your hit die per level for your clergy class becomes 1D6 (non-retroactive) and you gain a +2 to your faith. Special: You cannot possess the Paladin feat.

Consecrate

Prerequisites: Bless
You bless a 20 ft radius area and infuse it with holy energy. The ground in the area is blessed ground and has all the effects of blessed ground on demons. All undead that are in the area of effect suffer a -1 to all combat rolls and initiative. All turn attempts within the area gain +2 HD and all rebuke attempts a -2 HD penalty. Ground that is already consecrated or that contains a statue, seal or holy symbol of a deity other than yours cannot be consecrated. If the area has a statue or altar dedicated to your god(s) then the effects and area are doubled. Lasts until desecrated.
Material Components: A vile of holy water that is sprinkled on the ground until empty.
Special: You cannot have the desecrate feat.

Crusader

Prerequisites: Religious Fervor.
You have taken up the cause of your deity/deities and you do not let anything sway you from that path. You become impervious to magical and psionic mind control effects and get a +2 versus drug, technological or chemically induced mind control effects.

Dedication

Prerequisites: Faith.
You have dedicated yourself to your religion and gain a +1 to your faith level. Your faith level can never now drop below 2.

Demon Death Blow

Prerequisites: Paladin feat.
When using a melee weapon you can draw on divine energy channeled through your faith bypassing all natural armor, hardness ratings, mystic or psionic protections or invulnerabilities to deliver full damage of the blow. This attack is so devastating that the creature cannot heal its wounds for 1D4

hours by any means. This attack counts as 3 attacks/actions per melee and cannot be used on objects. A demon deathblow cannot be used on spirits, undead or animated creatures.

Special: If you are of a good or neutral alignment this power cannot apply to animals, plants or sentient beings. If you are evil this ability can apply to all living creatures.

Desecrate

Prerequisites: Bless feat, and Evil base alignment.
You charge a 20 ft radius area of effect with unholy energy. All demons, infernal, fiendish and undead creatures within the area of effect gain a +1 to all combat rolls and gain +1 temporary H.P. per hit die while inside the area of effect. All turn attempts within the area suffer a -2 HD penalty and all rebuke attempts gain a +2 HD bonus. This spell also negates all effects of the Bless and Consecrate clergy feats in which case the area is not charged because the opposing energies obliterated each other. If the area has a statue or altar dedicated to your god(s) then the effects and area are doubled.
Material Components: 1 H.P. worth of blood (doesn't have to be from you).
Special: You cannot have the consecrate feat.

Devotion

Prerequisites: Faith
Your devotion to your religion grants you an additional +5% one-time bonus for your deity to hear your prayer.

Divine Health

Prerequisites: Faith, Purity of Body feats.
You have become utterly immune to all diseases including magical disease; this does not include psionic bio-manipulation.

Divine Might

Prerequisites: Faith.
You call upon the power of your deity to grant you the ability to inflict more damage to your foes gaining your CHA mod as a damage bonus 1 time a day per 3 Clergy levels.

Divine Spell-Casting

Prerequisites: WIS 12+
You have learned to draw mystical power from your chosen deities.

You must pray once a day (takes 15 minutes) and can pray for as many spells to fill the available spell slots equal to your WIS modifier + Clergy level. The attribute your channeling relies on is your WIS and your Clergy class is your channeling class (see Chapter 8: Channeling Magic).
Special: You still cannot pick from the magic feats.

Extra Turning

Prerequisites: Turn Dead/Rebuke the Dead.
Allows you to use the turn/rebuke dead ability an additional 4 times a day.

Exorcist

Prerequisites: Faith.
You use your faith to drive out evil forces and possessing entities from the afflicted. You must make an opposed Will check + your faith modifier versus the possessing entity if successful the entity was driven away. The exorcism ritual takes 4 hrs per attempt. Every failure incurs a -1 to faith and every successful exorcism attempt grants a +1 to faith.

Faith Healing

Prerequisites: Faith.
You can restore an amount of HP or temporary attribute damage equal to your Faith level to those who share your faith. Although you are not limited to how many times a day you can do this you can only use faith healing once per day on any one creature. This can stack with medical skills or other healing abilities.

Forge Holy Weapon

Prerequisites: Holy Avenger, Blessed Faith, Divine Spell Casting feats and the Craft (Weapons) skill
You can forge a weapon (must be a Superior Quality weapon that you have created) that is infused with divine energy. The weapon deals +3D6 worth of divine energy damage to those of evil (or good if you're evil) alignments, has a Horror Factor of 12 to undead within a 20 ft radius when held aloft (takes 1 action) and is always considered to be blessed. If you can create magical or psionic items you can add those kinds of features to the weapon. Note the weapon is not a magical item nor does it have a Dweomer but it does emanate

divine energy, which may be sensed the weapon also adds a +4 to the faith level of the owner while in their possession.

Hierophant

Prerequisites: Spell Craft rank 8+, IQ 12+

You can now cast and learn ritual spells as a mage. Your mage and clergy levels stack when determining caster level and the save DC is modified by your I.Q. mod instead of WIS.

High Priest

Prerequisites: Clergy level 10+

You have a powerful link with your god(s) and gain a +1 to all saving throws and can invoke a divine omen or prophetic dream (see Chapter 15: common deific abilities) after a 1 hour-long ritual prayer.

Holy Avenger

Prerequisites: Clergy level 2+.

You can deal extra damage to those of other faiths and creature categories that your religion is opposed to. You gain +1D6 to your damage using melee weapons when striking these foes.

Holy Succor

Prerequisites: Faith (10).

Your faith can sustain you in times of need and thus you can pray for 1 hour using 1 chi pt. which allows you to act as if you have been fed well for the day as well as diminishing your need for water for that day.

Laying of Hands

Prerequisites: Divine Spell-Casting feat.

You can heal others (cannot use on yourself) by touch which uses up 1

available spell slot. You must lay your hands upon the injured and their wounds will heal. You can restore an amount of H.P. equal to 1D8 per 3 clergy levels + 1 per die when using this feat.

Special: Evil aligned characters always cause damage instead of healing and if you possess a neutral alignment the effect is reliant on your deity; however once this decision has been made it is irreversible.

Missionary

Prerequisites: Faith.

You have chosen to take up the mission of gaining converts and establishing a church of your faith

in a foreign land. You have learned 2 new languages of choice in preparation and gain +1 skill points per level every time you gain new clergy levels.

Mortification

Prerequisites: Religious Fervor

You subject your flesh to disfiguring punishment including being exposed to the elements to demonstrate your faith. You permanently lose 2 BEA point and 2 H.P. but you gain 4 points to distribute on your spiritual attributes including chi points.

Paladin

Prerequisites: Must have the same base alignment as the deity worshipped or the pantheon and at least 2 levels of the fighter class.

Paladins are church knights that have been granted a clerical ability by their chosen gods and are considered champions of their faith.

You must choose 1 domain that belongs to your god or church gaining the respective clerical ability for that 1 domain. Paladins hit die per level for their clergy class becomes the same as a fighter.

(not retroactive). You also gain a +2 to your Faith.

Special: You cannot have the cleric feat.

Piety

Prerequisites: Faith

Your devoutness has sharpened your senses when dealing with others. You can discern the base alignment of those whose alignment is contrary to your faith within 10 ft. You can also determine if a character possesses the faith feat or not.

Relentless Faith

Prerequisites: Faith, Divine Spell-Casting feats.

This feat adds a bonus of ½ of your faith level to your spell strength when rolling against magic resistance.

Religious Fervor

Prerequisites: Faith

Your faith is so intense and your emotions are so powerful when applied to your faith you can pull off amazing physical or spiritual feats. You can convert your Faith points to H.P. or Spiritual Attribute points after 1 melee round of prayer (concentration) 1 for 1 which lasts for 1D4 melee rounds after which time they return to normal.

Religious Zeal

Prerequisites: CHA 12+

You have such an energetic enthusiasm when it comes to your religion that you can add your CHA mod to your Fortitude, Reflex, Will and Courage saving throws.

Righteous Might

Prerequisites:

Devotion.

You can deliver

can use this feat on a base alignment or base alignment modifier that you choose but once chosen the choice is irreversible and permanent.

Special: This feat cannot stack with the Righteous Might feat.

Turn/Rebuke the Dead

Prerequisites: Divine Spell-

Casting feat, Faith

You can focus positive (or negative) energy through a holy symbol (considered a Material component) and repel or command animated dead and undead creatures. The version of the ability you gain depends on your alignment, good alignments Turn and evil alignments Rebuke. Neutral alignments can pick either one; only one version of this feat can be selected. Both Turn and Rebuke causes those affected to immediately leave the 60 ft radius area of effect around you without harming anyone or anything unless attacked and will attempt to get as far away from you as quickly as possible and not return for 24 hours unless the special effects for the different versions apply. The turn/rebuke check is 1D20 + your clergy class level which effects all undead creatures within the 60 ft radius whose DC you meet. The DC is 12 + their CR those whose DC you do not meet are not affected.

- Turn Dead: If any affected creatures CR is less than ½ your clergy level then they are destroyed.
- Rebuke Dead: Same as Turn Dead those who would be destroyed are under your control indefinitely and will carry out any orders that they are given. You cannot control more undead than you have clergy levels.

You can do this a number of times a day equal to your CHA modifier.

Turn/Rebuke the Soulless

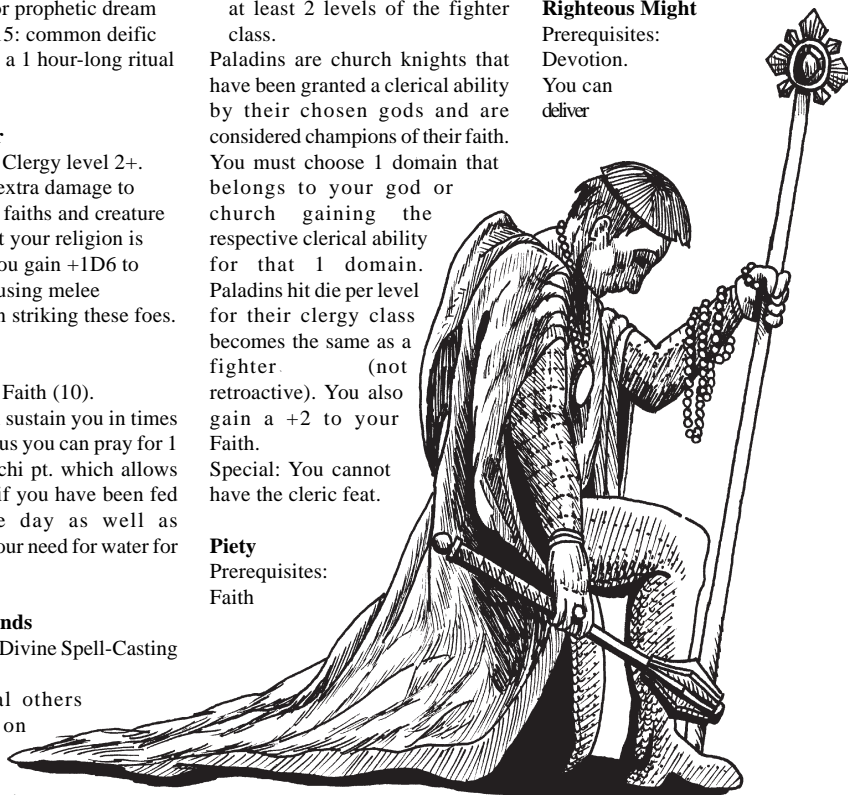
Prerequisites: Turn/Rebuke the Dead feat.

You can apply the effects of Turn/Rebuke the Dead ability to any creature that lacks a soul.

Zealot

Prerequisites: Religious Zeal, Faith (10).

You gain +1 clerical ability based on the domains of your god(s).



a tremendous blow upon a foe when invoking the name of your deity doing x3 the normal damage but the strike uses up 3 attacks/actions. You can do this up to your CHA mod times per day.

Smite

Prerequisites: Devotion, Crusader and Divine Might feats.

You can channel divine energy through yourself and deal divine energy damage equal to your clergy class level in addition to normal damage to a creature of an alignment that you select (cannot be your own) after a successful melee strike a number of times a day equal to your CHA mod. You

Chi Feats

Abundant Step

Prerequisites: Prowl rank 15+.
At the cost of 1 chi point you can move through the slightest crack or space between bars as if you were smoke. The maximum distance you can travel through such tight spaces is only 5 ft.

Bare Hand Cleave

Prerequisites: Trained Punch maneuver, Cleave and Lethal Hands feat.

Your focus and ability to call upon your chi energy has made your hands lethal weapons. The Vortal strike, Cleave and Great Cleave feats can now be applied to your punch using a karate chop like attack.

Chi Balance

Prerequisites: Clarity Feat.
You have achieved perfect balance within your self between your positive and negative chi. Unlike most beings you can make use of both the negative and positive chi contained within your being. You can now pick feats that require negative or positive chi.

Chi Death Blow

Prerequisites: Chi Focus feat, Death Blow maneuver.
Your Death Blow now deals +1 pt of temporary CON damage per your character level. You can perform this 1 time a day per your WIS mod.

Chi Disruption

Prerequisites: Chi Feat (Negative Chi)
You have learned to disrupt the very core of a living being. To use this you must make a successful touch attack. The victim of the attack has their chi score reduced by ½ and cannot use any chi feats or related powers for 1 melee round.

Chi Focus

Prerequisites: Chi Feat.
You have learned to focus and concentrate chi energy to achieve greater damage in melee combat. For every 1 action spent “charging up” you gain a +1 in mystic energy damage to all unarmed or melee strikes for every 1 chi pt spent, you can only spend a maximum of 1 chi pt per character level per attack of charging, during this time you cannot make any actions other than parrying blows directed at you. The energy lasts until it is used in combat.

Chi Immortality

Prerequisites: Chi Mastery, Purity of Body, Lore (Chi) skill at a rank

of 20+.
You have completely purged 1 type of chi from your being gaining immortality by filling your body with 1 type of chi thereby upsetting the natural balance of life and death.

Positive Chi Immortality: This incarnation of the feat means you have turned all negative chi into positive chi have become effectively immortal reverting to the appearance of youth and strength. However you are unable to sleep without the aid of chemicals or potions and start suffering from 1 random insanity.

Negative Chi Immortality: This incarnation of the feat means that you have turned all positive chi into negative chi and have become effectively immortal becoming an undead creature, you will gain all bonuses from being an intelligent undead creature and lose your CON and AUR scores. You appear as a withered corpse with skeletal facial features and wide bright eyes. Basically apply the intelligent undead template but you take no penalties due to the template.

Chi Magician

Prerequisites: Mage class or spell caster, Brew Potion feat.
You can now tap your chi energy as if it were mana energy while casting spells. This also applies to magical potions whose potencies (DC's) can be boosted in the same fashion.

Chi Mastery

Prerequisites: Chi Focus, Realize Inner Power, Chi Balance feats, Meditation Skill rank 10+.
You have mastery over the chi contained within your being. You now gain a number of chi points per new class level equal to your WIS modifier (this is not retroactive) in addition to the Realize Inner Power feat. This build up of chi energy in your body will allow you to live twice the maximum normal lifespan for your race.

Dark Chi Magician

Prerequisites: Chi (negative) and Chi Magician feats.
You have learned to harness your negative chi to boost your offensive magical power. You can add your chi pts as bonus damage to a

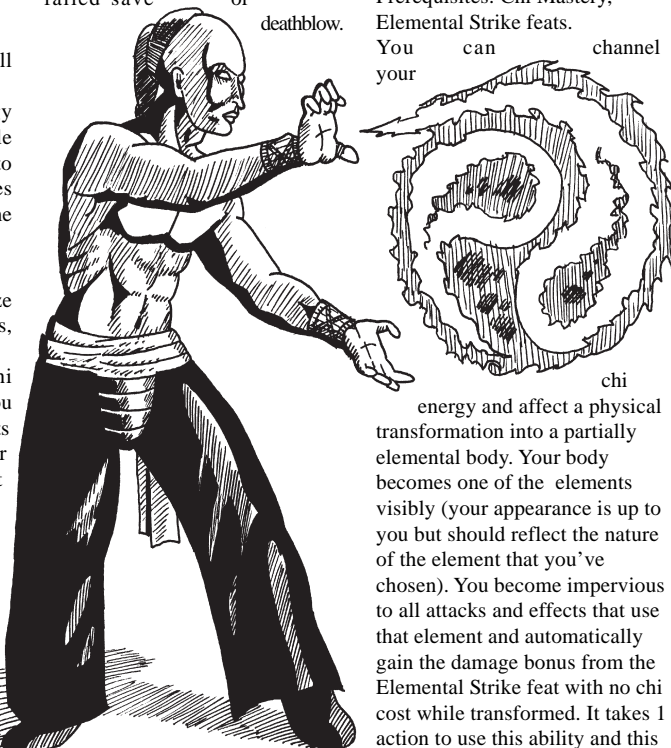
damaging spell 1 for 1 or add chi pts. to your spell save DC.

Death Touch

Prerequisites: Chi Death Blow.
You have learned to use chi energy as a deathblow once a day after making a successful touch attack against the target dealing no physical damage if missed it still counts as a use. If successful you can decide when the victim will die anywhere within 3 months after touching them, afterwards the energy of the touch dissipates. The victim must make a save versus death DC 10 + your character level + WIS mod, if successful they lose ½ of their total H.P. for 1 month per your character rank.

Defeat Death

Prerequisites: Chi Focus, Realize Inner Power, Chi score of 10+.
You can negate death effects incurred by a failed fortitude save, deathblow or death touch by using all your remaining chi points and losing all attacks for 1 full melee round (equal to your total number of attacks). While doing this you appear to flex your muscles and concentrate intensely negating all damage from the failed save or deathblow.



Demon Transformation

Prerequisites: Evil Alignment, Chi Mastery, Lore (Demon) and Lore (Magic) skills at a rank 8+
You have used the mastery of your chi to transform your body into that

of a minor demon. Your STR and CON become supernatural and you gain all the abilities of a demon and may choose 3 natural abilities/weapons that your race does not normally have. Your physical form is also visibly altered by this transformation and cannot change back once transformed into a demon.

Diamond Self

Prerequisites: Perfect Self feat.
Chi courses freely through your body and mind making you resistant to magic spells and effects gaining a magic resistance of 10 + your character level.

Dodge/Deflect Bullets

Prerequisites: Lightning Reflexes and Deflect Arrows feats
The chi coursing through your being and your quick reflexes allow you to perform superhuman feats. You can deflect bullets with any hand held weapon or object made of combat ceramics, hard plastics, stone or metal on a normal parry as well as dodge bullets as a normal action with none of the normal penalties.

Elemental Body

Prerequisites: Chi Mastery, Elemental Strike feats.
You can channel your chi energy and affect a physical transformation into a partially elemental body. Your body becomes one of the elements visibly (your appearance is up to you but should reflect the nature of the element that you've chosen). You become impervious to all attacks and effects that use that element and automatically gain the damage bonus from the Elemental Strike feat with no chi cost while transformed. It takes 1 action to use this ability and this transformation lasts for your CON score in minutes. The elemental force selected for the elemental strike feat always applies to this feat.

Elemental Strike

Prerequisites: Chi Focus

You can now add +1D6 pts. of damage from 1 element, electrical damage counts as air, kinetic counts as earth and frost counts as water to your melee attacks which costs 2 chi points when used. This feat applies to only 1 elemental force every time it is selected.

Energy Ball

Prerequisites: Chi Focus.

You can emit a ball of damaging mystic energy once a melee round. You charge up (concentration (C) component) collecting ambient mana and chi energy into a ball of energy. For every 1 action charging up, the ball travels up to +20 ft and deals +1D4 mystic energy damage (max 1D4 per character level) after a successful ranged attack at 1 target.

Energy Wave Attack

Prerequisites: Chi Mastery, Energy Ball

Same as the energy ball feat but you instead emit a wave of energy dealing 1D8 in damage and which is +10 ft per action charging up wide and high. The wave does damage to all objects in its path as long as its not stopped by a barrier (something bigger than itself). Targets must make a Reflex for ½ damage or Dodge at DC 10 + your character level.

Falling Technique

Prerequisites: Chi, Break Fall feats. You have learned to combine your break fall training and chi ability allowing you to fall from a distance of 50 ft. and take no damage. When falling from greater heights you take only 1 point of damage for every 20 ft of the fall. Any distance greater than 1200 ft however is treated as a normal fall.

Far Strike

Prerequisites: Chi feat, Discipline and Realize Inner Power feats.

After spending 2 chi pts you can inflict your Will save score in damage to a target up to 100 ft away after making attack like motions (somatic (S) component). If you make physical contact with a surface you can have the force of the strike travel along the range inflicting damage to the area along the range.

Final Strike

Prerequisites: Realize Inner Power feat

You can make 1 action/attack after being "killed" including after being decapitated. This move must come immediately after being killed (same melee round) if you are

already unconscious this cannot happen. Chi, general, and/or magical or psionic feats can be applied to this final action. You need not have an action/attack left to use final strike.

Flying Head

Prerequisites: Chi Mastery

You have the ability to control your chi energy to such an extent as to split your life energy between your head and body. You can detach your head and it can fly as per uncanny ability Flight: Wingless (50 ft spd). The head can speak and use its senses as normal but if it is separated from the body for more than 1 minute (4 melee rounds) per character level you die; no saving throw. The head can feel and control the body as if it were still connected. This means this incurs no spell or psionic interference or failure rolls. Your actions/attacks per melee are split evenly between the head and body (round down) which means they can be doing completely different things during the same melee round. Decapitation has no effect on you.

Flying Leap

Prerequisites: Any Flying combat maneuver.

When jumping or using a Flying maneuver you can leap an additional 10 ft. + 5 ft. per character level up and forward as well as run along a vertical surface for the same distance. You can also remain in the air for 2 of your melee actions without touching the ground on a successful jump.

Flying Technique

Prerequisites: Falling Technique, Flying Leap, Chi Focus feats, Chi score 10+.

You have gained the ability to fly at a 100 ft spd. without wings as long as you have at least 10 chi pts remaining.

Foresight

Prerequisites: Chi feat, Discipline You have learned to channel chi through your senses granting you an almost clairvoyant ability to foresee immediate danger and detect ambushes even if your foes are completely hidden from view. 1 full melee round before a surprise attack you get a Detection check against your foes even if you are unable to see them at the time and if successful you know exactly where they are located and how many there are within a 20 ft radius around you. All hide checks within your visual range and all Prowl checks within your earshot must meet or exceed

a DC of 10 + your character level or you automatically sense their location. When this feat is selected you permanently lose 1 chi point.

Good Chi Magician

Prerequisites: Chi (Positive), Chi Magician and a good base alignment.

You have learned to tap your positive chi to strengthen the defensive power of your magic. You can increase the spell save DC pt for chi pt of any spell with the Abjuration effect that you cast. You can also increase the amount of damage healed pt for chi pt for spells that heal.

Harden Chi

Prerequisites: Chi Focus, Body Hardening skill.

You can use your chi to reinforce your very being. Activating this power takes 1 action after which time all damage directed towards you regardless of its origin or if it is directed towards your HP or attributes is subtracted from your chi score every 2 chi pts. can absorb 1 damage point. It is a free action to cancel this ability.

Healing Chi

Prerequisites: Chi (Positive), Chi Focus feats.

You can heal 1 point of any kind of damage for every 1-chi point expended. You can only use this on another and it takes 1 minute of intense concentration and can be interrupted just like a spell.

Heat Point

Prerequisites: Chi feat.

After making a successful concentration check DC 10 + 1 per 5 ft distance you can cause a small point of space to become hot and can cause small and flammable objects to burst into flames after 1 minute of concentration. If used on a living being it causes 1 point of heat/fire damage per melee round and will cause the victim to make concentration checks for all actions that require concentration DC 10 + ½ your level. You cannot move the point and if the victim moves (outside of a 5ft area) they are no longer affected.

Heartless Immortality

Prerequisites: Chi Mastery, Purity of Body, Living Creature

After an extensive and ritualistic meditative session you can remove your heart and use your chi to trap your life force within it. As long as your heart remains intact you continue to live. AS a result your are considered immortal and gain the immunities of an undead

creature but continue to live. The only way to surely kill you is to destroy your heart which continues to beat outside of your body. If your body is ever destroyed it will rematerialize within 100 ft of your heart and any severed limbs or organs can be reattached in one action or if destroyed will regenerate in 1 day. The heart removal takes 1 full day and requires 1,000 gold pieces.

Lethal Hands

Prerequisites: Chi feat, Body Hardening skill.

Your bare hands are lethal weapons gaining a +1 magic attack modifier the same as the magic item ability but it is not actually a magical ability. Special: This feat can be selected multiple times (max +5).

Magnetic Hands

Prerequisites: Chi Feat

You can magnetize your hands and attract and adhere to metal. You gain a +10 to climb metal objects, and can attract metal items that are at least 1 size class smaller than you and weigh no more than 5 lbs from up to 5 ft away per character level including attempting disarms of metallic weapons. Attracting metal objects can be done bound.

Manipulate Element

Prerequisites: Discipline feat, Concentration rank 3+.

You can manipulate 1 chosen element (fire, water, earth, air; metal is GM's call) by taking poses and moving as if practicing a martial kata. You use your concentration skill to manipulate the area of effect the skill check DC being 10 + 1 per 1 cu.ft. + other modifiers as in Table 9-1 excluding area of effect. Note that some manipulations such as with earth will result in permanent rock formations.

Special: You can only select this feat once unless directed otherwise by your GM.

Martial Yell

Prerequisites: Realize Inner Power,

Martial Arts combat training This ability allows you to affect multiple opponents with your voice alone. A martial yell takes up all of your attacks/actions per melee and must be the first attack of a melee round. The area of effect is a 40 ft cone. You can choose which of the below yells to use when performing this feat. All saving throws are made at a DC of 10 + your CHA Mod. Those with heightened hearing will suffer double the effects as long as a yell is made

within their earshot and all saves for this are made to negate.

- **Stun Yell:** This yell stuns all those within range (including friends) that fail to make a Fortitude save. The victims are stunned for 1D4 melee rounds. This version cannot affect deaf characters or creatures that lack a sense of hearing.
- **Force Yell:** This emits a sonic force that is able to deal 2D6 damage per character level (no actual damage) for knockdown purposes only.
- **Shock Yell:** Anyone who is in range and fails a Fortitude saving throw takes 1D6 H.P. damage.
- **Death Yell:** This can only be done to one target, which cannot be more than 20ft away and must succeed at a Fortitude saving throw or suffer 4D6 H.P. damage.

Mental Mastery

Prerequisites: Chi, Discipline, Iron Will, Realize Inner Power feats.

You can use 1 psionic ability chosen when this feat is selected and instead of your AUR modifier you use a modifier equal to the chi pts you spend to activate this feat.

Special: You can select this feat multiple times selecting a different psionic each time.

Minor Breath Weapon

Prerequisites: Chi Focus, Realize Inner Power

You can cause your chi energy to erupt from your mouth as a breath weapon with a 10 ft cone area of effect dealing 1D8 damage (+1 damage die/+5 ft per size class above medium) the save is a Reflex for ½ damage at DC 10 + your CON mod. The energy of the weapon can be any damaging energy but once chosen is permanent.

Purification

Prerequisites: Chi, Clergy level 1+.
You can use your chi to “purify” the results of demonic forces. At the cost of 1 chi pt per 3 character levels of the originating creature you can completely dispel the effects of any uncanny ability or spell with an area of effect of radius or a wide area that originates from a demon, infernal or fiendish creature by touch. You can also charge objects with cleansing chi by touch and those objects can by touch achieve the same effects but objects only stay charged as long as you can concentrate but they can leave

your grasp.

Realize Inner Power

Prerequisites: Chi Feat.

You have realized your full potential and gain 1 additional chi point per character level, this feat is not retroactive.

Sense Chi

Prerequisites: Chi Feat.

You can sense chi energy and can tell if it is negative or positive chi, how much is present even the amounts within a single individual after a successful Detection check. Magic and psionics can also be sensed after a Detection check.

Shadow Skill

Prerequisites: Chi Focus, Realize Inner Power feats, Prowl Skill at rank 8+.

You can seemingly become invisible and disappear into shadows. This chi ability costs 5 chi points per 2 melee rounds and can have either of the two effects at any given time. You can become invisible until you make an attack and then you become and remain visible. You can also transform into a shadow and attack other shadows that in turn does damage to the being or object casting it as well as move shadows (as you would an object), which causes the object casting it to move. As a shadow your base speed is doubled and you are impervious to normal damaging attacks (even energy). A bright light shone directly on you will instantly negate this ability in both forms.

Spirit Blast

Prerequisites: Chi Focus, Realize Inner Power

You can focus your chi energy into a blast that can do H.P. damage and hit incorporeal creatures including spirits after a successful ranged attack. The blast has a 20 ft range increment and deals 1D6 damage per character level (non-retroactive; max 10D6) costing 5 chi pts.

Spirit Bomb

Prerequisites: Chi Mastery
You can create a small grenade sized ball of glowing explosive energy formed from your chi, which is created when you make a throwing motion (somatic (S) component). The spirit bomb has a range increment of 20 ft and deals 1D4 damage to a 10 ft. radius per damage die costing 2 chi per die. The bomb itself is mystic energy but the explosion is a kinetic energy attack.

Spirit Strength

Prerequisites: Chi Feat.

You can draw on ambient mana energy and use it to add to your STR which lasts for 1 melee round per character level. It takes 1 action to do this, your body is surrounded by a pale green glow and your muscles and veins bulge with power. Typically on any world you can draw on 1D6 mana points, and you gain the standard mana pt bonuses for such things as leylines or magic wells (see Chapter 7).

Still Mind

Prerequisites: Meditation rank 6+
Your chi has through meditation and concentration begun to shield your mind from harmful effects granting you a +2 to save versus spells with the enchantment or mind control effects as well as any empathy, mind control, or

telepathy psionics.

Strength of Chi

Prerequisites: Chi Focus, Realize Inner Power, Discipline feats.

You take 1 action/attack to concentrate (C component) and focus your chi, on your very next action you possess supernatural strength, which lasts for only that 1 action.

Vibrating Palm

Prerequisites: Chi Focus, Concentration skill rank 8+.

You can cause sympathetic vibrations to emanate from your palm and cause increasing amounts of damage to inanimate objects (cannot be a living being). You must concentrate while touching the target with a flat palm which causes 1 pt of damage for the first action and for every action afterwards causes double the amount of the previous damage. This ability requires you to have total concentration you cannot even talk without interrupting the vibrating palm and having to start from the beginning. You can only inflict damage as long as you are touching and focusing on the target, the target will not continue to vibrate on its own.

Vorpal Attack

Prerequisites: Chi Mastery

Any attack using a hand attack, a melee or ancient style ranged weapon acts as a vorpal weapon (Death or severed limb on a critical strike). This attack bypasses all hardness ratings and can be used against non-living objects and creatures to sever limbs.

Wholeness of Body

Prerequisites: Purity of Body
You can now instantaneously regenerate H.P. or stun damage

dealt to you. You can regenerate 2 x your character level in damage which can be spread out and not used all at once.

Wind Blade

Prerequisites: Chi Focus, Weapon Focus (any bladed weapon)

When you use a bladed weapon a wave of rippling air extends like a blade with a +5 ft range increment from the weapon (counts towards the melee strike roll). You must be able to make a full swing with the weapon to use this feat. The air blade deals 1D8 and + 1 pt. per 2 chi pts spent in damage and bypasses all H.R. and D.R. on a successful melee strike. If you strike a target with the weapon then this feat cannot be implemented.

Yin & Yang Separation

Prerequisites: Chi Balance, Chi Focus.

You have gained almost full control over both sources of chi within your self and can separate into two individual beings at will, 1 filled with positive, the other with negative chi. The two new characters are mirror images of one another, the negative chi half (the Yin half) embodies all that is masculine and aggressive as well as vulgar and brutal. The positive chi half (the Yang half) embodies all that is feminine and complacent as well as refined and gentle. Both become separate entities with their own desires and thoughts after you have activated this ability and must make a Will check vs. a DC of 10 + their own Will bonuses to make sure after they are separated into two halves those halves will work together but it does not guarantee that they will willingly merge back into a single entity. To refuse to merge back into one each side must pass an I.Q. attribute check (GM's call) and respond according to their alignment modifiers and personal alignments (which are opposite from one another, but their base alignments are the same) after they realize they only exist as conscious beings when separated. The two halves can only be separated for a number of days equal to the original character's CON score before they transform into chi immortals (one positive the other negative) and the original character is lost forever until both halves die in which case the character's spirit will reunite into a single spirit. All items carried are divided evenly between the two halves; intelligent and aligned items remain with the half that best reflects their nature.

Chapter 4: Skills

Skills represent a variety of learned or practiced abilities and allow a player to customize their character and develop their specialty or widen their usefulness and role-playing potential beyond combat. In game a skill is a dice check using a D20 allowing characters to perform a task or to make a determination about a person, place or thing.

Dice Checks (DC)

Dice Checks, referred to as DC's, are used to determine the outcome of an action or situation that directly affects a player character. All DC's are rolled on a 20-sided die. The number the character must roll above is stated by the GM or under the power, spell or skill, as well as what bonuses apply to the roll. Skills are used using this system to allow the GM the maximum control and to improve the flow of the game.

Critical Successes & Failures

Critical success occurs when a character rolls a natural 20, an unmodified roll of 20 on a D20 die meaning the character has performed the task perfectly, done something incredible or completely avoided harm. A critical failure occurs when the character rolls a natural 1, an unmodified roll of 1 on a D20 die meaning that the character basically blundered badly enough to suffer a little more effects, double damage, or receives the exact opposite of the desired effect.

Standard DC's	
10	Easy
15	Average
20	Hard
25	Very Hard
30	Extremely Hard
35	Impossible

Using Skills

For characters to use a skill they must either possess that skill or that skill must be a skill that can be performed by untrained persons. A character must state to the GM what skill they are using and what they hope to accomplish using that skill and the GM then gives the player a DC they must meet or exceed in order to be successful dependent on the situation.

Skill Checks

A skill check is how the game master and players determine if a character has successfully performed a skill. All skill checks are performed by using a single 20-sided die, this roll is made just like an attack roll or a saving throw, the higher the roll, the better. It's the total check result that matters, not the original roll unless its a critical success or failure. You're either trying to score a certain DC or higher, or you're trying to beat another character's check. Miscellaneous modifiers include racial bonuses and magic bonuses, among others. To make a skill check, roll:

$$1d20 + \text{skill modifier} (\text{Skill modifier} = \text{skill rank} + \text{attribute modifier} + \text{miscellaneous modifiers})$$

Improving Your Chances

You can also improve your chances of successfully performing a skill by taking more time. You can take 10 (10 x normal time to perform; min 10 minutes) gaining a +10 to your check or take 20 (20 x normal time to perform; min 1 hour) gaining a +20 to your skill check. A take 10 or 20 is impossible in combat.

Opposed Checks

An opposed check occurs when a character makes a skill check roll against another's skill check the highest roll wins. Example: one character is trying to prowl past another within their earshot. If the sneak gets the highest roll and the other fails at a detection check then the prowler has successfully snuck past them, note that the stationary character could have attempted a cooperative skill check with their companions (great for NPC groups).

Retries

In general, you can try a skill check again if you fail, and can keep trying indefinitely unless otherwise stated under the skill description and all attempts use up some time. If a skill carries no penalties for failure and a character has enough time you can assume that they worked at it long enough to succeed eventually, this usually doesn't warrant an experience reward for skill performance. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Circumstances

A GM can give a player a bonus or penalty of (+ or -) 2 to any roll if they believe the circumstance warrants it. Basically a check against a DC, the game master secretly decides on a DC for a character who is attempting to perform a skill under modifying circumstances. If the DC is either passed or matched then the character was successful.

Cooperation and Skill Synergy

When more than one character tries the same skill at the same time and for the same purpose, they can combine their efforts. If a group of characters are using the same skill, and it is logically possible, at the same time for the same purpose they use the highest skill check and add a +2 bonus to the roll for each participant to get the total for

the group effort. Characters can combine attribute checks for the same reasons, again if this is possible, by the same method. Opposed checks can be combined in the same manner if it is plausible for them to do so, an example would be a group of characters making a combined Detection check.

It's also possible for a single character to have skills that work well together. Synergy is when the same character possesses at least 2 skills that can work together for a specific goal (synergized). One of these skills gains a +1 synergy bonus but only one synergized skill of the two can gain this bonus. The bonus is not permanent but is granted to one skill after the character has rolled a successful check on the other skill that works with it to achieve the same goal. Cooperating characters can synergize their skill checks as well using this method.

Attribute Checks

Sometimes a character will try to do something to which no specific skill applies. In these cases, that character will make an attribute check. An attribute check is just like a skill check versus a specific attribute and using only the modifier for the applicable attribute. Such as rolling a check versus I.Q., a character with an I.Q. of 16 would get a +3 to their D20 roll. Strength, I.Q., and dexterity checks are among the most common attribute checks.

Basic Use

Skill checks are not always necessary especially when there is no pressure on the character performing it, a DC that is only 1 pt from the player's skill Mod score or the PC has more than enough time to be successful by simple chance. Basic use means a character has enough training to make using the skill routine granting automatic successes in ordinary circumstances or when trying to achieve ordinary results. Since basic use does not require a check it also does not acquire XP rewards.

Proficiencies

Proficiencies are different from skills in that proficiencies are based on percentile rolls. They can grow per level with the proficiency gaining a bonus of 1%, 3% or 5% at each level of experience or can be a fixed percentage that never increases. Proficiencies are a percentile check rather than a standard DC check because they allow the character to do something that has less to do with ability than luck although experience helps those chances a great deal (practice makes perfect). However all proficiencies have a max limit of 98% because no matter how good you are at that proficiency there is always a small chance of failure.

To use a proficiency you must roll within your proficiency an example would be if a character has a proficiency of 25% to track a magical creature by its magic emanations. They must roll 25% or less to successfully pull this off. Note that you cannot make a re-roll for 1 hour after a failed roll on the same proficiency.

Skill Points

Skill points are points that are put on a skill's rank to help build up the skill modifier representing the character's maturation and increase in skill or used to purchase new skills at additional levels of experience. Note that leftover or unused skill points cannot be saved and are lost forever if not used.

Skill Points Per Level: All characters gain a 4 + I.Q. bonus skill points per level beginning at level 0.

Skill Ranks

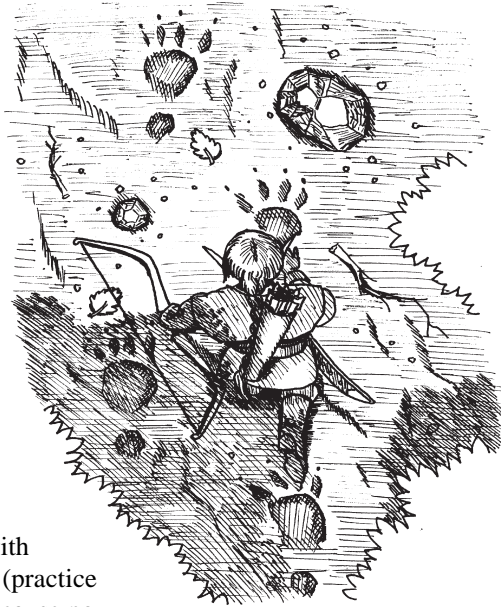
Skill rank is how many skill points a character has invested in a skill and represents the character's level of proficiency in that skill. The skill rank regulates how many skill points can be put on any one skill based on character level called the max skill rank. The max skill rank does not limit any other bonuses just the rank score of the skill.

Max Skill Ranks: 3 + Current Experience Level

Acquisition of Skills

Beginning Skills

All characters begin with 4 + I.Q. mod skills or 1 skill package (see below) at level 0. Education level can add to this and is determined by the GM or character's background. This beginning education level is called a Practical education. Skills purchased with skill points do not start at rank 1 as do skills gained as a result of selecting a skill package but must be added by the player.



Education

Educational levels are the biggest factor in adding to a character's number of starting skills and/or skill packages. Obviously, those who live in a civilized and advanced society will get more skills than those from a wild and untamed land. If a character attempts to gain a higher educational level they must meet the time requirements listed in parenthesis, the age of a starting character should reflect the time already spent, a Practical education requires 6 years.

High Education (16 years): Characters that have gone beyond basic education and have continued into colleges or continued their studies beyond most of those in their culture. Those of privilege are usually the most educated in most types of societies, however in certain societies those of the lower classes can obtain a higher education. Characters that have a formal education gain +4 individual skills or +2 skill packages.

Formal Education (12 years): Characters that have lived in a civilized area and been educated either in a formal setting or by a teacher or tutor will have more learned skills because of advances in culture and thinking. Characters that have a formal education gain +2 skills or +1 skill package.

Cultural & Racial Skills

Cultural skills are skills learned and practiced since childhood due to regional or local culture and thus characters from these areas have a better aptitude for them granting a +1 bonus to the normal max skill rank. Racial skills are skills members of a specific race automatically possess as natural abilities, which do not receive negative attribute mod penalties and are always "at max rank" which means they are possessed and used more by instinct and thus are always at the max rank based on character level without having to add skill points to them.

"Buying" & Learning New Skills

If you buy a skill you get +1 rank for each skill point spent beyond the skill cost (listed under the skill cost item in each skill description). A character can also pick up a new skill at any time by having someone teach it to them. This takes 1D6 days for them to learn; the starting rank for a learned skill is 1.

Skill Packages

Skill packages are collections of skills that are bundled around a common area of study. A character's educational level determines how many skill packages they can select. The ranks for all skills in a skill package start at 1 and all skills listed under the package heading are known. Note: Any piloting skill can be replaced by horsemanship in medieval settings.

Arcane

Alchemy, Spellcraft, Magic Script, Use Magic Wand, 2 Lore skills of choice.

Assassin

Combat Training (Martial Arts), Escape Artist, Prowl, Tracking, also select 2 W.P. of choice.

Athlete

4 from the following: Acrobatics, Gymnastics, Athletics, Running, Weight Training

Barbarian

Body Hardening, Lore (Tribal), Navigation (Land), Running, Survival, 1 W.P. of choice

Basic Skill Program

Character can select 4 skills of choice.

Business

Language (Literacy), Math (Advanced), Business & Finance, Computer, Lore (Law), and Research.

Communications

4 Communications and/or Computer skills of choice

Criminal

Streetwise, Disable Device, and 3 Skills of choice

Electrical

3 Electrical skills, Computer (Basic)

Espionage

Combat Training (Expert), Survival, and 3 Espionage skills.

Gambler/ Huckster

Math (Advanced), Streetwise, Gaming, Sleight of Hand and Seduction.

Gizmoteer

A total of 6 skills from the following: Design, Electrical, Computer, Repair, Communications, and Pilot.

Journalist/ Investigative

Computer, Research, Photography or 1 Communications skill, Language (Writing)(Journalistic Style)

Knight

Athletics, Combat Training: Expert, Horsemanship (Knight), W.P. Dagger, W.P. Lance, W.P. Spear, W.P. Sword

Language

Select 4 Languages of choice.

Maintenance

Electrical, 3 Repair skills of choice

Martial Artist

Acrobatics, Combat Training (Martial Arts), Gymnastics, Tumble

Mechanical: General

Design (Mechanical Systems), Electrical, Craft (Locksmith)

Mechanical: Robotics

Computer, Computer (Programming), Design (Robotics), Electrical (Robots)

Mechanical: Vehicle

Repair (Automobile), Repair (Aircraft), Electrical and 1 Repair skill of choice, Include Repair (Spaceship) if in a sci-fi setting.

Medical Assistant

Language (Literacy), Business & Finance, Computer, Science (Biology), Medical

Medical Cybernetics

Language (Literacy), Science (Biology), Computer, Design (Cybernetics), Electrical (Advanced Electronics), Medical (Plastic Surgery), Medical (Pathology)

Medical Doctor

Language (Literacy), Medical (Pathology), Medical (Doctor), Science (Biology), Science (Chemistry)

Medical Investigator

Language (Literacy), Science (Forensics), Science (Biology), Science (Analytical Chemistry), Medical (Pathology), and Math (Advanced).

Merchant/ Importer

Appraisal, Math, 2 Language skills of choice, Business & Finance

Military: Basic

Combat Training (Basic), Running, Military, Communications (Radio), W.P. Rifle (or 1 Ancient W.P. in Medieval settings).

Military: Elite

Combat Training (Martial Arts), Running, Military, Communications (Radio), W.P. Rifle (or 1 Ancient W.P. in Medieval settings), W.P. Knife.

Military: Mercenary/ Special Forces

Combat Training: Expert, Espionage, Forced March, 1 Language of choice, Military, Communications: Radio, W.P. Rifle (or 1 Ancient W.P. in Medieval settings).

Military Demolitions

Military, Electrical, Demolitions, Demolitions (Disposal)

Monk/ Temple

Lore (Character's Religion or Philosophy), Literacy (Native Language) and select a total of 4 skills from the following: Fasting, Meditation, Science, Tumble or Yoga

Necromancer

Alchemy, Lore (Spirits), Lore (Undead), Necrology, Science (Anatomy), Spellcraft

New Age

Astrology, Lore (Religion), Meditation, Yoga and 1 other Lore skill

Noble

Diplomacy, Horsemanship (Knight), Literacy (Reading & Writing), Lore (History), Lore (Nobility), W.P. Knife, W.P. Spear, W.P. Sword

Performer

Acrobatics, Performance Arts (Disguise), 2 Performance Arts skills

Physical

4 skills from the following: Acrobatics, Athletics, Weight Training, Fencing, Gymnastics, Rappelling, Running, or Swimming or you can sacrifice 1 skill for Combat Training (Basic), 2 for Expert or all 4 for Martial Arts.

Pilot

Navigation, 4 Pilot skills of choice

Pirate

2 W.P.'s of choice, Appraisal, Fencing, Seamanship, Targeting, and 1 applicable pilot skill

Police: Basic

Combat Training (Expert), W.P. Auto-Pistol or Revolver (Long sword in Medieval Settings), Law, and 1 of the following: Espionage (Intelligence), Communication (Surveillance Systems) or Streetwise.

Police: Investigative

Language (Literacy), Science (Forensics), Math (Advanced), Science (Chemistry), Research, 1 Science skill or Streetwise

Police: Elite

Combat Training (Martial Arts), W.P. Auto-Pistol or Revolver (Long sword in Medieval Settings), 1 Military Skill of choice, Law, 1 Espionage skill or W.P. skill

Profession

You can choose a Profession if it is not represented here and can pick 4 skills that correspond with the chosen profession.

Priest/ Cleric

Lore (Character's Religion), Literacy (Native Language) and select a total of 4 Skills from the following: Diplomacy, Medical, Research, or Science

Professional Thief

Craft (Locksmith), Communications (Surveillance Systems), Streetwise and 1 Espionage skill

Ranger

Lore (Wilderness), Navigation (Land), Survival, Tracking

Science

Language (Literacy), Computer, Math (Advanced), and Science (Chemistry), and 3 Science skills of choice.

Smuggler

1 Language of choice, Math (Basic), Performance Arts (Disguise), Streetwise, and 2 Pilot skills.

Street Rat

Begging, Contacts, Sleight of Hand, Streetwise

Weaponeer/ Armorer

Repair (Weapons), Design (Weapons), Military (Recognize Weapon Quality), and Craft (Weaponsmith/Gunsmith)

Weapons Program: Ancient or Modern

4 Ancient or Modern W.P.'s of choice.

Skill Description Format

Each skill has a complete description detailing its use, possible penalties, and outcomes. Below is a description of the format in which all skills are defined. Most skills are general and can be specialized by the player and GM such as applying Ventriloquism to the Performing Arts skill or by selecting the described secondary skills. Secondary skills listed under the main skill descriptions are specialized aspects of the general skill that can be selected in lieu of the general skill or are already included within it.

Skill Name (Attribute): The name of the skill and the attribute in parenthesis whose modifier is added to the skill modifier.

Untrained: Determines whether or not a character can use this skill even if they have not selected it as a skill. Yes means that they can perform this skill untrained, no means that they must have the skill to use it. When using an untrained skill you get only your attribute modifier that the skill relies on.

Skill Cost: The skill points required to purchase the skill.

Prerequisites: Any prerequisites the character must meet before they can select the skill.

Time to Perform: The time represented by 1 skill check which is needed to successfully perform the skill.

Description: Short description of the skill.

Retry: Determines if the character using the skill can attempt to use this skill on the same target after a failure.

Skills List

Acrobatics (DEX)	Divination (WIS)	Military (I.Q.)	Streetwise (WIS)
Alchemy (I.Q.)	Domestic (WIS)	Navigation (WIS)	Survival (WIS)
Animal Training (WIS)	Electrical (I.Q.)	Necrology (I.Q.)	Swimming (STR)
Appraisal (I.Q.)	Endure (M.E./CON)	Oxygen Conservation (CON)	Targeting (PER)
Art (CHA)	Escape Artist (DEX)	Performance Arts (CHA)	Tracking (PER)
Astrology (I.Q.)	Espionage (I.Q.)	Photography (I.Q.)	Trap Construction (I.Q.)
Athletics (CON)	Fasting (M.E.)	Pilot (WIS)	Use Magic Device (I.Q.)
Begging (CHA)	Fencing (DEX)	Psi-craft (I.Q.)	Use Magic Wand (I.Q.)
Body Hardening (CON)	Forced March (CON)	Rappelling (DEX)	Use & Recognize Poison (WIS)
Breaking (WIS)	Gaming (I.Q.)	Repair (I.Q.)	Vacuum Survival (WIS)
Breathing Technique (CON)	Gather Information (CHA)	Research (WIS)	Weapon Proficiencies (N/A)
Business & Finance (I.Q.)	Geomancy (WIS)	Robot Combat (DEX)	Weight Training (STR)
Combat Training (N/A)	Gymnastics (DEX)	Rope (DEX)	Yoga (M.E.)
Communications (I.Q.)	Horsemanship (DEX)	Running (DEX)	Zero Gravity Movement (DEX)
Computer (I.Q.)	Interrogation (CHA)	Safe-Cracking (I.Q.)	
Concoct (WIS)	Jury-Rig (I.Q.)	Salvage (I.Q.)	
Contacts (WIS)	Language (I.Q.)	Science (I.Q.)	
Craft (I.Q.)	Locate Secret Doors (WIS)	Seamanship (WIS)	
Demolitions (I.Q.)	Lore (I.Q.)	Seduction (CHA)	
Demonology (I.Q.)	Magical Script (I.Q.)	Sleight of Hand (DEX)	
Design (I.Q.)	Math (I.Q.)	Speech (CHA)	
Diplomacy (CHA)	Medical (I.Q.)	Spellcraft (I.Q.)	
Disable Device (I.Q.)	Meditation (M.E.)	Spirit Contact (CHA)	

Skill Descriptions

Acrobatics (DEX)

Untrained: No

Skill Cost: 2

Prerequisites: None

Time to Perform: 1 action.

Description: You can perform feats of agility and strength such as walking a tightrope (DC 15), high wire (DC 10 + 5 per 20 ft high), use a trapeze, and perform stunts in the air. Other activities include rolls, somersaults, leaps and falls. You also gain the following bonuses:

- Trained Kick & Somersault maneuvers
- +1 to Reflex
- +1 to STR, DEX, CON
- +3 H.P.

Tumble: You have learned to use acrobatic skill to move into and out of combat as well as past, over or under opponents without incurring attacks of opportunity after a successful skill check vs. DC 25. You can also use a tumble check to reduce damage from a fall instead of a roll with impact save. A successful check at DC 10 + 1 per 5 ft of the fall will reduce the fall damage as if the distance were shortened by 10 ft. Armor casting modifiers are added as penalties to this skill and heavy and medium suits of armor prevent the use of this skill at all.

Retry: No.

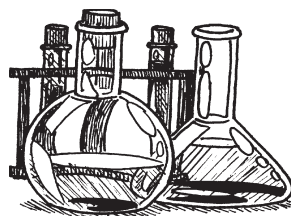
Alchemy (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 Day.



Description: Alchemy is the creation of magical substances and the transmutation of matter as well as the formulation and understanding of simple chemical and magical compounds. You can attempt any of the tasks listed in Table 4-1.

Simple compounds are simple chemical compounds such as acids, low explosives, smoke bombs and other similar substances.

You can formulate a magical potion like a spell except using the Alchemy skill. Every time you brew a potion you must roll an Alchemy check versus the casting DC of the spell to be made into a potion. It takes 1 day and spend the cost to brew 1 dose of potion (100gp). While brewing a potion you are subject to spell interruption rules and a critical failure for concentration or to create the potion results in a magical explosion. The saving throw for all spells turned into potions becomes Willing and the caster level is always 1 or the casting DC – 10. Those who drink potions willingly are considered the caster for dispelling purposes (until dispelled duration) and the drinker becomes the area of effect.

Potion Formulas: You can write down or find formulas for potions which are used to brew potions using the alchemy skill as if using the invocation rules for spells based on the original casting DC. A potion formula cannot be used to learn the spell it is based on.

Retry: Yes, but ½ of the ingredients are ruined.

Special: All creatures with a Heightened Sense of Smell or better gain a +2 misc. bonus to this skill.

Table 4-1: Alchemy Skill Table

Task	DC	Notes
Identify Substance/Potion	20	1 gp per Attempt
Make Simple Compound	15	1 gp per Attempt
Make Antitoxin	25	Must have knowledge of toxin, 2 gp per attempt
Make Alchemical Item	25	See Chapter 11
Brew Potion	depends	100 gp x casting DC per dose

Animal Training (WIS)Untrained: NoSkill Cost: 1Prerequisites: None.Time to Perform: 1D3 weeks.

Description: You have learned the art of training animals to obey spoken commands, perform tricks and even carry out simple tasks. The DC to successfully train an animal is 20 – its I.Q. attribute.

Train War Beast: This secondary skill is selected as a separate skill. You have learned to train animals for use in combat as either attack animals or as war mounts. A trained war beast gains +1 attack/action, +2 to strike, parry, dodge and damage, +2 AC and advances as a fighter class character (shares XP as a group member, but for class levels only). The DC to train is 25 – its I.Q. attribute.

Retry: No, if failed you must start all over again.

Appraisal (I.O.)Untrained: YesSkill Cost: 1Prerequisites: NoneTime to Perform: 10 minutes

Description: You can tell of what quality an item is after inspection and what the market price should be, if you are using this skill untrained then your estimates are 1D6 + 3 x 10% off one-way or the other even on a successful check.

Retry: No, not on the same item. A failed roll means you have no idea what it's worth or of its quality.

Art (CHA)Untrained: YesSkill Cost: 1Prerequisites: None.Time to Perform: Depends.

Description: You have the ability to carve, draw, paint or sculpt each time this skill is taken. See table 10-3 for item quality rules which also apply to works of art.

Generally a work of art is worth its creation roll x 5 gp in addition to any quality modifiers and any other bonuses from reputation.

Retry: No.

**Astrology (I.O.)**Untrained: NoSkill Cost: 1Prerequisites: None.Time to Perform: 1D4 hours to research.

Description: You have knowledge of the

connections of all things to the stars, constellations and planets. You can tell if someone is born under a bad sign (usually means misfortune or tragedy) or a good one, if someone has the stars to be great or infamous, know about planetary alignments and their relationship to mana energy. You can draw on 2 mana points for a 1 hour duration on any given day because of an astrological alignment at a 50% + 5% per level proficiency.

Athletics (CON)Untrained: NoSkill Cost: 2Prerequisites: NoneTime to Perform: Depends.

Description: The training in vigorous exertion for competitive sports, exercises, tests of strength, endurance, and agility. In a sporting match you and your opponent make opposed skill checks highest wins. You can also fake a legitimate match or contest with onlookers having to beat your skill check with a Detection check. You must select a sport such as Boxing, Football, or Collegiate Wrestling and this skill applies to the chosen sport. You are aware of all rules and regulations of your chosen sport. You may select this skill multiple times but cannot select the same bonuses this skill grants more than once.

You gain 2 of the following bonuses:

- +1 to parry/dodge
- +1 to Grapple
- +1 to Reflex
- +2 to STR or CON
- +2 to H.P.
- +10 ft to Spd
- +1 attack/action per melee
- +2 to pull punches

Retry: No.

Begging (CHA)Untrained: YesSkill Cost: 1Prerequisites: None.Time to Perform: 1 hour

Description: You have learned how to successfully beg strangers for money. After a successful skill check on a DC determined by the GM based on the areas attitude towards beggars you can collect 1D20 sp.

Retry: No.

Body Hardening (CON)Untrained: NoSkill Cost: 2Prerequisites: Expert or Martial Combat training

Time to Perform: 1 action.

Description: You have toughened your body by sitting under water falls, taking punches and kicks during training, and chopping outrageous amounts of wood in order to endure more damage. A successful skill check can reduce damage from exposure for 1 day or allow non-magical melee weapons to cause you no harm in non-combat situations you can also shrug off the effects of freezing water per 1 minute.

You gain the following bonuses:

- +2 to CON
- +10 H.P.

Breaking (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: Expert or Martial Combat training

Time to Perform: 1 action.

Description: You have practiced at breaking wood, bricks, stones, ice and glass with your fists, feet, elbows, knees, and forehead. After a successful skill check at a DC of 15 + the object's hardness rating you have either broken it in two or at least put a hole in it. This move limits your attacks/actions per melee round to 1 when using this skill.

Breathing Technique (CON)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You have learned to control your blood pressure and the way your body and mind react to certain stresses through breath control. After a successful skill check DC 20 you can staunch bleeding for 1 melee round or after a skill check DC of a poison can prevent it from effecting you for 1 melee round (reroll for each round; must concentrate while performing either, no other actions possible). A DC 15 halves penalties due to pain and a DC of horror factor prevents you from losing your place in initiative after a failed courage roll (lasts for 1 melee round).

Business & Finance (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy, Math (Advanced).

Time to Perform: Depends.

Description: You understand the ins and outs of finance, money lending, stocks, bonds and the basics to run a business. You can act as a broker, investor or accountant. You also understand how to read stock reports and financial records. You can also reasonably tell in what direction the market is going or if a business or financial proposal will be successful or not after a successful skill check.

Combat Training (N/A)

See Chapter 6: Hand-to-Hand Combat

Communications (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: Depends.

Description: You have in depth training in one type of communication system such as lasers, satellite systems, surveillance systems, radio, video or optic systems and can recognize, repair, install and operate these kinds of systems.

Cryptography: This secondary skill must be selected as a separate skill and requires the selection of one communication skill that it will apply to. You are skilled in recognizing, designing and cracking codes and messages as well as the use of electronic masking, scrambling and unscrambling equipment used to prevent the interception and interpretation of transmitted communications signals. The DC reflects the complexity of the code. To create your own code is a skill roll, which creates a code with a DC of your skill roll.

Retry: No, you either failed in your attempt or failed to keep your communication secret.

Computer (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: Depends, 1 hour for hacking, 4 hours for programming.

Description: You have knowledge of how computers work and possess the skills to operate computer equipment, can follow computer directions, enter and retrieve information, and similar basic computer operations.

Computer Hacking: This secondary skill must be chosen as a separate skill and requires the basic computer skill. It gives you the ability to crack security codes, disable computer-controlled defenses, open electronic locks and to steal or sabotage computer data. You are expert at tracing computer data to its source, bypassing defense systems and breaking codes.

Computer Programming: You have knowledge in designing, programming, debugging, and testing computer programs/software. If you already possess this skill you can choose Artificial Intelligence as the subject allowing you to create A.I. programs but reprogramming an A.I. you have not created suffers a -5 penalty and truly sentient programs and machines cannot be reprogrammed.

Certain pieces of technology particularly robots and intelligent vehicles can be reprogrammed using this skill. If the target piece of technology is successfully reprogrammed there is still always a 10% chance that the machine will revert to its original programming when faced with a situation that has even a small potential for it to exercise its old program. This is because the programmer usually cannot eliminate all traces of its original software especially any firmware which is software embedded into its electronics, a reprogramming

roll of a natural twenty means that the programmer completely reprogrammed it and there is no chance of its old programming resurfacing.

Retry: Yes, but someone attempting to trace you gets a +2 skill bonus and you gain a cumulative +10% per attempt that you will trip a security system or be automatically traced when hacking.

Concoct (WIS)

Untrained: No

Skill Cost: 2

Prerequisites: None.

Time to Perform: Typically 4 hours per batch (5 doses)

Description: You have learned how to brew and refine a certain type of concoction (3 of the most common are described below). You can extract the raw materials from plants and animals or know what raw materials you would need and what creatures, plants or chemicals contain the raw materials necessary to create the concoction or where to get them. You can identify a character under the influences of this concoction and the presence of this concoction by scent or visual cues. The base DC of any concoction begins at 10. Typically the concoction created adheres to the item quality rules, which adds to its DC (from the Damage/DR mod column). Concoctions that affect the mind or spiritual attributes incur a Will save; those that affect the body or physical attributes incur Fortitude saves.

Drugs: This secondary skill must be selected as a separate skill. You can produce one type of drug that always has the same effects as described in Chapter 2 under Types of Drugs and the general effects. The higher the quality of the batch the better the bonuses and the worse the penalties (quality bonuses for DC go to both) will be.

Medicines: This secondary skill must be selected as a separate skill. Typically extracted from plants and herbs and can restore up to 2 H.P., increase healing for 1 day by double or negate a particular toxin or poison or cure a non-magical disease. The quality bonuses for the DC are directly added to the HP restored if any.

Poisons: This secondary skill must be selected as a separate skill. Poisons gain bonuses for the size of the plant or creature as described under table 13-5. See also chemical weapons in chapter 10 for more details on poisons.

Retry: No, you get only one chance to make a concoction after which you must collect more raw materials. A critical failure means the raw materials and concoction are ruined.

Special: All creatures with a Heightened Sense of Smell or better gain a +2 misc. bonus to this skill.

Contacts (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 hour (have to ask around)

Description: You know a lot about the people around you and others by word of mouth. After a successful check you can identify someone by a name or associate an object or insignia with a name or have a 5% + 2% per level chance of knowing someone in the immediate area.

Retry: No, if failed you simply haven't heard of them.

Craft (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends (GM's call)

Description: This skill allows you to make a specific type of item from clothes, armor, ancient weapons, brewing, modern firearms or explosives even weaving baskets. Normally the raw materials needed to use the craft skill cost ¼ the cost of the item you are trying to craft. Unless you state what quality of item you are attempting to create it is always considered of standard quality except on a failure or critical success a critical failure means you ruined the raw materials (see table 10-3). Note that every roll on the craft skill uses up raw materials and only 1 item can be crafted at a time.

Retry: No, a failure means that either you failed to produce a product using up the raw materials or created a low to poor quality item based on your roll.

Demolitions (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You have an advanced knowledge of the uses and workings of explosives and detonation devices for the purpose of destroying bridges, buildings and sabotage. You can build, set and properly place explosive charges. You also gain a +2 to the DC of any explosive traps constructed via the Trap Construction skill. A critical failure means the device is a complete dud (won't explode).

Demolitions Disposal: This secondary skill must be selected as a separate skill. You know how to safely disarm and diffuse explosives in mines, bombs, missiles, booby traps, artillery rounds or any other explosive device. You can also remove the explosive charge from a device on a successful check.

Retry: Yes, but a critical failure means the device detonates immediately.

Demonology (I.Q.)

Untrained: No

Skill Cost: 1

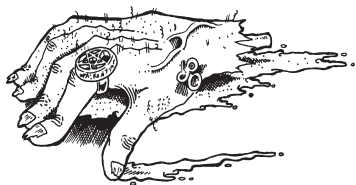
Prerequisites: None.

Time to Perform: 1D4 hours to research or summon.

Description: You know about specific demons (names, myths, stories, followers & religion, disposition, race, statistics, special weaknesses and base attributes as well as skills) and how to find (DC 20) and summon them (DC 15)

and a +5 per HD beyond 5, demons with deific/demonic ranks require a sacrifice and their rank adds to the check DC) and how to contact Alien Intelligences (DC 20 and a sacrifice).

Retry: Yes, if you fail the first time you have to research the demon provided you have access to the necessary materials.



Design (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy

Time to Perform: 1D4 days for design, 1 action to identify

Description: A skill from this category allows you to design the subject of this skill, or what it is applied to allowing you to make blue prints, spotting or knowing any weak points, identifying the make including who designed and built it and roughly when it was designed and built. You may also know how to bypass certain aspects of the skill subject or in the very least how to turn it off. The subject can be architecture, electronics, computers, software, robots, or a specific type of machine, weapon or vehicle.

Retry: Yes

Diplomacy (CHA)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 10 minutes.

Description: You know how to negotiate contracts and treaties as well how to influence others, change their minds and alter their attitudes by giving the right impression of yourself through courtesy and social tact.

Retry: Yes but you gain a -5 penalty for each retry, a critical failure means there is no retry.

Disable Device (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You can disable common machines and devices including locked doors and traps. This usually means you found a way to quietly break the device or sabotage it. You can recognize and cut wires, phone lines and cables that make the device function. You can perform certain actions at the DC's described in table 4-2.

Pick Locks: Picking locks requires lock picks though you can fashion crude lock picks from wire and pieces of metal at a DC of 15 but you receive a -2 penalty when using crude lock picks. A professional lock pick kit simply grants the ability to use this skill properly, a high tech lock pick set (power picks, graphite powder) will

grant a +2 to pick locks. The lock DC is its creation DC (table 10-3) + 10.

Retry: Yes, but only if you realize you have failed.

Table 4-2: Disable Device DC's

Action	DC
Disable a simple Alarm	10
Jam a Lock	10
Sabotage a simple device/clockwork	15
Disarm/Reset a simple trap	Trap DC
Remove a simple security door	25



Divination (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 hour

Description: You can divine useful information by using a certain method of divination such as tarot cards, Ouija boards, or palmistry. You can divine personal tidbits from present individuals at a DC 15 + their character level; find lost items or persons at a DC 25 and Locate a supernatural entity that is present at DC 20.

Domestic (WIS)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends on situation

Description: Domestic skills are those that are practiced by homeowners, domestic servants and housewives. They include animal husbandry, cooking, brewing a beverage, gardening, and sewing.

Electrical (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy, Math

Time to Perform: 1D10 hours to repair.

Description: You have a rudimentary understanding of the principles of electricity, simple circuits, and wiring. You can do basic wiring, repair electrical appliances and read electronic schematics, diagnose and locate electrical problems and identify what wires carry power from a power source.

Advanced Electronics: This secondary skill must be selected as a separate skill. The subject of this secondary skill is a general type of electronic device that this skill will apply to such as robots, computers, vehicles or energy weapons in which cases you can perform advanced operations on and can rewire them. You know all there is to know how these electronic devices function and know enough to repair, jury rig and diagnose problems on the electronic level. You can also design and build your own electronic devices as well as boost the output of an existing device (typically x2 to 1 aspect; range, damage, speed etc), but the life of the power source is cut in half). You can also change, alter or repair

power sources as well (can also boost the amount of power a battery or cell can hold up to x2 but there is always a 20% chance of the power source burning up and frying the electronics of the device rendering them useless and irreparable).

Retry: Yes.

Endure (M.E./CON)

Untrained: No

Skill Cost: 2

Prerequisites: None.

Time to Perform: Depends

Description: You have been trained to endure physical or mental stresses that would break others down. The version of this skill picked depends on if the skill relies on M.E. for mental stresses or CON for physical. The item this feat will apply to such as Endure Torture must be a type of physical or mental stress that can be endured. Typically this skill can be used as an opposed skill roll (as against interrogation) versus other skills used on you or to negate the effects of pain (Endure Pain) which would make the time to perform the same as the opposed skill or 1 action. You can also use this to endure a type of energy dominated environment such as Endure Cold, where you simply do not suffer exposure after a successful check DC 15 but it cannot negate damage inflicted upon you from an attack.

Retry: No.

Escape Artist (DEX)

Untrained: No.

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: This secondary skill must be selected as a separate skill. You are familiar with the principles, methods and tricks of escape artists. Includes muscle control, flexing and popping joints, knowledge of knots, and the ability to conceal tiny objects on the person. You can attempt to slip out of handcuffs, ropes and other restraints as described in table 4-3.

Table 4-3: Escape Artist DC's	
Situation	DC
Strait Jacket	20
Handcuffs	15
Bound (arms only)	12
Bound (legs only)	10
Bound (arms & legs)	20
Shackles (arms & legs)	25
Tied Down	30

Espionage (I.Q.)

Untrained: No.

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You have training in the practices and principles of recognizing and analyzing sources of

information about the enemy, observation techniques, counter intelligence measures and proper procedure. This includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance and the ability to identify enemy troops, officers and guerilla operatives. You can identify enemy operations and goals as well as know what to report and what not to report.

Camouflage: This secondary skill must be selected as a separate skill and concerns concealing a fixed base position, vehicle, equipment, individual or traps using natural and/or artificial materials. To spot a camouflaged object or area is a Detection check vs. a DC of your skill check. Combatants under camouflage that are not successfully detected are considered under full cover (Table 5-1).

Forgery: This secondary skill must be selected as a separate skill allowing you to reasonably duplicate signatures, coats of arms, seals and stamps and pass them off as authentic. You are also skilled in the creation of false documents and I.D.'s.

Sabotage: This secondary skill must be selected as a separate skill. You know how to rig a machine so that it is either rendered useless or so that after a certain amount of time or a condition is met it is rendered useless and/or the pilot/passengers/crew are injured in the process. Any other skills that allow you to repair or have a rudimentary knowledge of a machine's inner workings you can use this skill on it (including modern and sci-fi weaponry and vehicles). You do such things as rig fuel tanks or power sources to explode, engines to catch fire or simply stop working after a certain amount of activity.

Fasting (M.E.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You have learned to go long periods of time without food as long as you have water available. You can go 10 - your skill check in days without food without suffering the effects of starvation.

Retry: No.

Fencing (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 melee round.

Description: You are skilled in the sport of fencing and trained in the use of a foil. Although this doesn't make you a great swordsman it does give you an edge. Competition is simply an opposed skill check with the highest being the winner in other types of sword competition the GM can allow you to use this skill in opposition to another's W.P. sword skill.

You receive the following bonuses:

- Auto-Parry with swords or foils

- +1 to melee strike with swords or foils
- +2 to Parry with swords or foils
- +1 to DEX, CON

Retry: Yes.

Forced March (CON)

Untrained: No

Skill Cost: 1

Prerequisites: Limited to military (or paramilitary/mercenary) training.

Time to Perform: Depends.

Description: Practiced training in uniform marching with a full field pack and weapons done at an even pace and rhythm. This builds endurance and increases the ability to march over long distances for extended amounts of time. You can use this skill to sleep while marching or walking (DC 20; counts for ½ your normal sleep cycle) and you can stave off the effects of exhaustion due to lack of sleep and continuing activity after a skill check DC 10 + 5 per hour past your max for exhaustion while marching.

You gain these bonuses:

- +2 to Fortitude
- +2 H.P.

Retry: No.

Gaming (I.O.)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform:

Depends.

Description: This skill allows you to excel at playing games including understanding the rules and how to play. A gaming check is an opposed D20 roll and games of chance are percentage rolls where the GM determines the success percentage roll the house winning on a tied roll. When playing any game that relies on chance you get a 25% + 2% per level proficiency chance of winning (10% untrained). The house always has a +5 advantage to all D20 checks.

Cheating: You can attempt to cheat gaining a +2 to your gaming check after a successful opposed skill check vs. the Detection checks of your opponents.

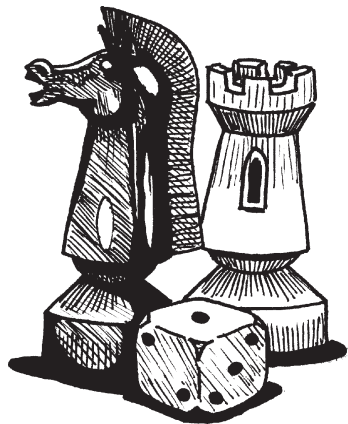
Retry: No, a failed roll means you lost or your trick or cheat method didn't work; a critical failure means you were clumsy and were spotted cheating by all looking at you (if cheating). Note those who are suspicious can make Detection checks at your skill check to spot what you're doing.

Gather Information (CHA)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.



Time to Perform: 4 hours.

Description: You can get general news and gossip about the local area and make contacts in the area. Using this skill means that you have spent the time talking and meeting people as well as buying a few drinks. You can also spread rumors using this skill which is an opposed roll and any modifiers should be based on its believability if the locals fail they believe and spread the rumor. You gain a +1 to your skill check per 2 gp you spend using this skill.

Retry: Yes, but when rumormongering you get a cumulative -2 penalty per retry to your roll.

Geomancy (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 hour.

Description: You can evaluate the level of mana or chi of a given area. You can also detect and find areas with a desirable level of mana, the higher the level the easier they are to locate.

Retry: Yes.

Gymnastics (DEX)

Untrained: No

Skill Cost: 2

Prerequisites: None.

Time to Perform: 1 action.

Description: You have learned to do falls, rolls (can substitute for roll with impact saves), cartwheels and somersaults, to work the parallel bars and rings and can balance on narrow surfaces building physical strength, grace and balance.

You gain the following bonuses:

- Karate Kick and Somersault maneuvers
- +2 to Climb and Prowl
- +2 to Reflex
- +2 to STR and CON
- +1 to DEX

Retry: 1 to prevent falling.

Horsemanship (DEX)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You can ride a mount and are skilled at staying mounted when riding at full speed but are not skilled in using your mount in combat, leaping over obstacles or quick mounting/dismounting. You do get skill checks to remain mounted if hit with a blast or blow that can knock you off of the saddle (enough for a knockdown). You also know how to generally care for the chosen mount animal and its natural habits and abilities. There are also 2 other levels of horsemanship, which must be selected as separate skills.

Equestrian: You are skilled at riding 1 type of animal used normally as a mount at full running speed; to perform show tricks while mounted and can leap the mount over obstacles as well as dodge on your mount after a successful skill check.

Knight: You have been trained to use your mount animal in combat and can use mount animals trained for combat (like warhorses and war elephants), you also suffer no penalties to strike with a melee weapon from horseback. Every time you make a strike from horseback you must make a skill check DC 10 to keep it from panicking which if failed you must attempt to control it as an action/attack and cannot move (your mount) or strike from its back until it is under control. You can also use your steed in a Charge including trampling targets and Bull Rush can be applied to your mount as well.

Exotic: This skill is used to apply the horsemanship skill to animals not normally used as mount animals but that can be potentially ridden. This skill can be selected in lieu of the standard skill but to gain the bonuses and abilities of the equestrian and knight secondary skills, which would then only apply to the exotic mount they must be selected separately.

Retry: No, only 1 check per single situation. When traveling on the mount a failed roll means the mount is stopped or will not move. A critical failure means you fell off.

Interrogation (CHA)

Untrained: No.

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You know techniques to get information from unwilling subjects. You can tell if someone is lying (opposed skill check vs. subject's CHA or other applicable skill) and know the common psychological approaches to get information (good cop, bad cop; misleading the subject etc.). Some characters whose alignment does not prohibit it will know the basic methods of torture such as sleep deprivation, using drugs and chemicals, psionics and magic as well as medieval instruments of torture. If the subject fails an opposed CHA (for mental) or a CON (for physical) check means that you have gotten the information you were looking for.

Jury-Rig (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You can repair a broken down machine with anything on hand but it is only a temporary fix and will work for only for 4D6 hours (1-50%) or 2D4 days (51-00%).

Retry: No, if failed you simply can't rig it.

Language (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends, typically talking during combat is a free action if a sentence or less.

Description: You can speak and understand 1 language of choice. if you also possess the Literacy skill you can also write in any language you learn. Note that you automatically know your native language.

Literacy: This secondary skill must be selected as a separate skill. You can read 1 + I.Q. mod pages per minute and write in one language that you know how to speak.

Writing: This secondary skill must be selected as a separate skill and requires the secondary skill Literacy. You are skilled in the written word and your writing is of professional quality. You can write essays and fiction as well as report current events through the written word very well. You can also achieve a desired effect through your work such as raising doubts, incite the authorities to action, insult an individual or organization and raise the desired emotions in your readers.

Retry: Yes.

Locate Secret Compartments/ Doors (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 10 minutes

Description: You can locate hidden doors, secret compartments and know where the best spot in a room for them to be located by careful observation even if it cannot be seen normally.

Retry: Yes.

Lore (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: I.Q. 8+

Time to Perform: 1 action.

Description: You know many obscure facts and myths about the subject of a lore skill. If you fail a roll on any lore skill it means you simply don't know of it; you cannot re-roll because you simply do not have that information. The subject of the lore skill can be specific such as one particular race, religion or creature or general such as a creature category or template it could even be about a specific geographic region or type of terrain. Note that Law and History skills are considered lore skills.

Retry: No.

Magical Script (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: 15 minutes.

Description: You are well educated when it comes to mystic symbols, runes and magic circles. You can identify wards as well as attempt to create any wards that you have already learned and can attempt to learn a new ward that you have successfully identified at the ward's casting DC + 10.

Retry: Only if you take a 20.

Math (I.O.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: Depends.

Description: The knowledge of basic math, counting, addition, subtraction, multiplication, division, and fractions.

Advanced: This secondary skill requires the selection of the basic math skill as described above and grants you knowledge of advanced math including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae.

Retry: Yes.

Medical (I.O.)

Untrained: Yes, No for the secondary skills

Skill Cost: 1

Prerequisites: Literacy, Science (Biology), Chemistry,

Chemistry (Analytical), Math (Basic) for all secondary skills only except Holistic medicine.

Time to Perform: Depends, cannot be attempted while in combat.

Description: You know how to apply rudimentary medical treatment, which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, use antiseptics, and give common medicines/drugs and painkillers. Other secondary skills cover the other general areas of medicine and can be selected in lieu of the above basic version.

Doctor: You are a trained surgeon with clinical skills and knowledge of physiology, pathology, rudimentary pharmacology, laboratory skills, and techniques and methods of data collection. You also have a rudimentary knowledge of cybernetic implants meaning you can remove or attach them (if applicable to the setting).

Forensic Medicine: This secondary skill allows you to find the time of death, cause of death, and other details when examining a corpse. This also requires the Science (Anatomy) skill.

Holistic Medicine: Training in the recognition, preparation, and application of natural medicines usually made from whole plants and their parts. You can make medicines and salves from plants/herbs.

Plastic Surgery: This skill allows you to apply your surgical skills to adding +1 to the BEA attribute of a patient.

Retry: Yes, but a failed roll means that treatment did not work or was applied improperly or you have drawn the wrong conclusions. A failed surgery means there is bad scarring (-2 beauty when visible) and/ or the cybernetic limb or organ does not operate properly (GM's call).

Meditation (M.E.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 hour.

Description: You know how to engage your mind and body while remaining completely motionless, but do not suffer fatigue or pain and your mind stays in a clear, calm and rested state. Your chi and AUR recovery rate doubles while meditating.

Retry: Yes.

Military (I.O.)

Untrained: No (Yes for Recognize Weapon Quality)

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You have a clear understanding of the way the military works, including rules of behavior, military procedures and routines, standard issue of equipment, special ordering procedures, proper display of rank and medals, advancement in rank, proper troop formations, how to deal with military bureaucracy, the chain of command, the proper channels, who to contact to get things done, and other useful information when dealing with the military you can also repair, maintain, modify, mount and figure out most military weapons (in a sci-fi setting this applies to sci-fi weapons; in such a setting you need the Electrical (Weapons) skill as well to work on energy weapons).

Military Commander: This secondary skill must be selected as a separate skill and is primarily based in mass combat more than adventuring. This skill allows you to command a combat unit (see Chapter 12 under Mass Combat) and grant it certain bonuses and advantages using this skill. For full description on what is possible with this skill see Chapter 12 under Mass Combat.

Military Fortification: This secondary skill must be selected as a separate skill and requires the Design (Architecture) skill. You are trained in designing and building defensive fortifications. This includes obstacles to impede movement, building protective structures, preparing mine fields, barbed wire, tank obstacles, tangle foot wire, trenches, tank ditches, fox holes, reinforced concrete or earthen walls, bunker complexes, artillery/mortar emplacements, and tunnel systems. Note in a medieval setting this can include castle building and fort/tower construction.

Recognize Weapon Quality: Untrained persons can attempt to use this secondary skill. You can accurately

determine a weapon's durability, reliability and quality. You tell if it is old, stolen, been misused or modified and if it has been damaged. You can also make the weapon appear as new after cleaning it and repairing any superficial damage.

Unconventional Warfare: This secondary skill must be selected as a separate skill. You know the fundamentals in the principles, tactics, construction, production and delivery of a specific mode of unconventional warfare such as guerilla, biological, chemical, or nuclear warfare. You know how to better defend from such attacks and therefore can lend your knowledge to other skills to construct better defenses or produce antidotes/antitoxins. You also know how to create these weapons when supplied with the proper materials.

Vehicle Armor & Weaponry: This secondary skill must be selected as a separate skill. You can assemble, install and repair armor and weaponry designed for a specific type of vehicle such as aircraft, tanks, trucks or automobiles. You have a working knowledge of most modern weapons (includes sci-fi weapons in some settings) mounted on or in vehicles and the ability to mount and repair them, add turrets to a vehicle, and repair and add armor plating. You can add a maximum of armor plating equal to ¼ H.P. of the original armor.

Retry: No.

Navigation (WIS)

Untrained: No

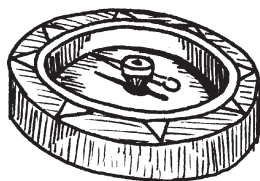
Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: This skill

allows you to navigate through a specific type of terrain including land, air, water or space and may even include temporal, dimensional or astral navigation. You can find your way by using landmarks, the position of heavenly bodies and maps. You also know the basics of using navigational equipment appropriate for the version of this skill that you possess.



Necrology (I.O.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1-action/ 1D4 hours to research.

Description: You are well versed in the lore and rituals of necromancy and undead creatures. You can determine the probable lairs, dining habits, and history of such creatures as per a lore skill. You can add quality modifiers (table 10-3) to any undead and animated dead you create after a successful skill check. You can also hold undead creatures at bay using simple folk magic at a DC 20 + 1 per HD.

Retry: Yes, if you fail the first time you have to research the creature provided you have access to the necessary materials.

Oxygen Conservation (CON)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You have been trained to reduce the oxygen (or whatever you breathe) you require to survive. By concentrating you can lower your heartbeat, metabolic rate and breathing to ½ the normal rate allowing you to survive longer than normal without oxygen (suffocating). A successful skill versus a DC of 10 + 2 per melee round of oxygen conservation allows you to survive twice as long as you normally would.

Retry: No.

Performance Arts (CHA)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: This allows you to have knowledge in the practice of a performance art such as dancing, playing a specific musical instrument, oration, juggling, singing, mime, impersonation, acting or even special effects and filmmaking. After a successful skill check versus the WIS of your audience grants an additional +1 to any other skill that relies on CHA up to 1 hour after your performance. Performers can also make money usually making their skill check x 1 sp in an hour on the street or as a novice, those that gain fame or are in a well patronized situation can make upwards of their skill roll x 1 gp. Below are the secondary types of skills that are part of the performance arts.

Disguise: You are well versed in disguising yourself so that you cannot be recognized as well as to enhance theatrical performance. You know how to use makeup to apply fake moustaches, scars and even prosthetic facial features. A theatrical makeup kit adds a +2 bonus while a standard makeup kit adds a +1 skill bonus. Those attempting to see past your disguise must make an opposed detection check versus your performance. Those who are familiar with you (have talked to you or seen several times) get a +2 bonus to recognize you. This skill also adds a +1 to any performance skill you use while disguised for performance purposes.

Stage Magic: This secondary skill must be selected as a separate skill and means that you know how to perform amazing illusions on stage and spectacular magic tricks in front of an audience. Given the time you can figure out new tricks and illusions and build the devices (usually large and elaborate) necessary to pull the performance off.

Retry: No, a failed roll means your performance was a bad one.

Photography (PER)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You are skilled in the art of still photography, the use of lighting, cameras, filters, and other camera equipment as well as storage, development, enlargement, and duplication of film/photos. The better your skill check the more artistic, clear and accurate your picture is as well as being able to capture images that are difficult to photograph.

Retry: No.

Pilot (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: Pilot skills allow you to pilot a specific type of vehicle such as fighter jets, automobiles, commercial vehicles, helicopters, commercial airliners, hover vehicles even a certain type of spacecraft or robot vehicles. A character with this skill will know how to read and interpret the sensor readouts, use the weapon systems, and drive the vehicle.

Combat Piloting: This secondary skill must be selected as a separate skill and it allows you to use your vehicle in both offensive and defensive combat maneuvers. You gain the ability to add your dodge and melee strike bonuses to your pilot skill when performing these maneuvers in combat.

Stunt Driving: You can select this as a separate pilot skill which allows you to pull off amazing stunts inside vehicles including jumping ramps, safely roll the entire vehicle, do donuts, stop on a dime and land the vehicle from a jump or fall where you want it on a successful check. Any strikes made with the vehicle while jumping at the target cause double damage. This version of the skill requires you to possess the pilot skill for the vehicle that this secondary skill will apply to.

Retry: 1 to regain control of the vehicle.

Psi-craft (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1-action

Description: You can identify psionic powers and items and effects as they take effect, are used, or while in effect.

Retry: None, if failed you simply don't recognize it, in the case of items yes. Note if you have 5+ ranks on any psionic power you can recognize it automatically.

Rappelling (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: Rappelling is a specialized rope climbing skill used in descending and ascending great heights particularly descending from helicopters and scaling cliff faces. Basically 1 skill check per 100 ft rappel means you were successful performing one of the previous. You gain the following bonuses:

- +1 STR
- +1 CON

Retry: 1 to prevent falling.

Repair (I.Q.)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 hour.

Description: This skill allows you to make repairs on or modify the subject of this skill restoring HP, DR or HR to it as well as making it function again if it was broken or non-functional before. The DC for the skill check should rely on the level of damage or complication of the subject. The typical DC to repair is 10 + the damage to be repaired. Note that destroyed items and machines simply cannot be repaired. The number of restored points is equal to 1 + your I.Q. mod per 1 hour used for this skill.

This skill also allows you to diagnose problems, defections and even sabotage in the subject. The subject is a type of machine such as robots, power tools, a weapon or vehicle.

Note: You must have tools to repair a machine and the quality of your tools can add a bonus or penalty to your skill check. Generally a toolset grants a +1 skill bonus per quality level above average and a -1 per level below.

Alien Technology: Any machines or technology that the repair skill could apply to incurs an initial repair check at a -6 penalty to see if the mechanic even has general idea about it. If failed the mechanic couldn't even start. If passed then any repair skills attempted on it suffer the same negative until they are familiar with it (GM's call).

Repair Costs: Generally small amounts of damage do not require money to fix however larger amounts of damage do requiring additional materials equal to the repair DC x 2 gp. This must be spent while fixing the damage and also requires a supplier to purchase the additional material needed, so even if the money is available in some instances the repair may still not be possible.

Retry: Yes, but a critical failure means you caused damage equal to that you could have restored.

Research (WIS)

Untrained: Yes

Skill Cost: 1

Prerequisites: Literacy

Time to Perform: 1D4 hours

Description: You are skilled in searching for information and looking specific tidbits of information up in books,

computers or libraries. Unlike a lore skill you must research specific things such as a specific race of monster, a name, or object. You can also research specific markings and symbols.

Retry: Yes.

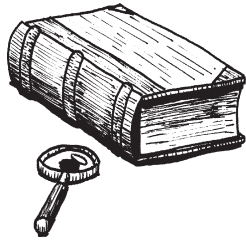


Table 4-4: Research DC's	
Task	DC
Public Records	10
Legendary person/creature/item	15
Info on a Monster Race	15
A specific monster	20
Obscure Legend/Story	20
A name	25
A specific spell	30
Obscure creature/item/symbol	40

Robot Combat (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: Pilot (Robot Vehicles).

Time to Perform: 1 action

You have combat training in robot vehicles and power armor that gives you a fair knowledge of the most basic of their combat abilities. You only need to select this skill once and it applies to both robot vehicles and power armor, but you still need the pilot skill to use them. You gain the following bonuses while inside of the vehicle/armor:

- +1 attack
- Body Block/Tackle
- +1 to strike/parry
- Critical strike same as your combat training level

Robot Combat Elite: This secondary skill must be selected as separate skill and requires that you also possess the standard version as previously described. This means that you have specialized in one specific model of power armor or robot vehicle and gain the bonuses from elite combat training all other robots or power armor types get the standard skill bonuses. The different types of robots and power armor all have different capabilities, weapon systems and differing control panel designs that make each type unique so you have chosen to specialize in one. This skill must be selected for each specific type of power armor or robot vehicle that you wish it to apply to. You gain the following bonuses while inside of the specific vehicle/armor in addition to those previously described:

- +1 attack/action
- Body Flip/Throw
- Kick Attack
- Jump Kick
- +1 to strike/parry and dodge
- +5 to dodge while flying

Rope (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You are adept at handling ropes and can tie knots that can only be untied after an opposed skill roll versus your check DC, tie down objects or tie other characters up (they can get loose at a successful DEX check at your skill check DC) as well as swinging on ropes or vines.

Lassoing: This secondary skill must be picked as a separate skill and allows you to use a rope in a called shot which if successful entangles or trips the target. This skill can be used in place of a grapple with a rope or lasso. Every 10 ft of distance adds a +2 to the Lasso DC but the rope must be long enough to make the range.

Retry: No, that is either the rope DC or the lasso strike roll.

Running (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: The ability to run.

Time to Perform: Depends.

Description: You have used running as an exercise to build speed and endurance. You can win a foot race by an opposed skill check (those without this skill use a simple DEX check) or out run foes in the same manner.

You gain the following bonuses:

- +1 to CON
- +10 ft to Spd.
- +1 to H.P.

Retry: No.

Safe-Cracking (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: 1D4 hours.

Description: You have studied the strengths, weaknesses, and construction of safes and how to open them without harming the contents. Your skill is such that you can feel the calibration of locking mechanisms (non-electronic) and can place explosives such that you can blow locks off, destroy security doors and safe deposit boxes without causing a large area of effect (5 ft area of effect if successful). You can also use standard tools such as crowbars, jackhammers, sledgehammers, drills and blowtorches to open safes and vaults.

Retry: Yes.

Salvage (I.Q.)

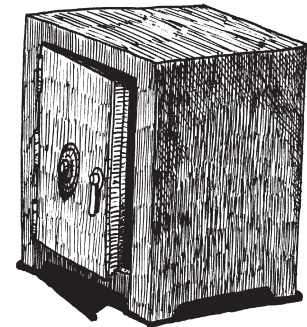
Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1D4 hours

Description: You can identify, pick up, strip, evaluate and possibly sell debris and various parts salvaged from non-working machines. You can also specifically hunt for



desired parts and even replace broken parts of a machine with salvaged ones. You can only replace parts not fix them. The level of destruction should dictate the difficulty (DC) of scavenging useable parts.

Retry: Yes, a failure means you put it in wrong or couldn't take it apart.

Science (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Description: The understanding of fundamental scientific principles including the scientific method and how to formulate hypotheses based on observations and experimentation. You have the basic understanding of one of the basic sciences such as Biology, Botany, Chemistry or Physiology, you can choose to make the subject more specific such as Human Physiology or the Biology of a specific creature.

Analytical Sciences: This secondary skill must be chosen as a separate skill and requires a basic science that it will apply to and Math (Advanced). You have training in scientific theories and are highly skilled in the use of laboratory equipment for use in synthesis, identification or analyzation.

Physics: This secondary skill must be chosen as a separate skill and requires Math (Advanced). You can predict trajectories, times and vectors of travel and the behavior of matter and energy using mathematical equations. Physics can also have dimensional or temporal as its subject enabling you to find and predict coordinates and the proper design and craft skills to create time machines and trans-dimensional craft.

Seamanship (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: You are familiar with the basics of seamanship and do not get seasick. You know how to raise sails, the terms used by boat crews, knot tying, patch holes in the ship, operate sump pumps, steer the ship, and maintain a sea vessel.

Retry: Yes, if you know you made a mistake.

Seduction (CHA)

Untrained: Yes

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You have practiced the ability make the opposite sex melt with desire through seeming attentive, sympathetic, and alluring/sexy. You can get an answer to a question and get information without being obvious. A person that has been seduced is distracted and has no

initiative, ½ on skills, and is easily caught off guard (flat-footed).

Retry: Yes, on a critical failure it's obvious to your mark what you are attempting to do and each failed attempt gains a cumulative -1 penalty to each attempt.

Sleight of Hand (DEX)

Untrained: No

Skill Cost: 1

Prerequisites: None

Time to Perform: 1 action.

Description: You are talented in the art of legerdemain and a student of the philosophy that the hand is quicker than the eye. You can perform simple magic tricks and palm small objects thereby making them appear to disappear. You also know how to hold objects that are of the tiny size class or smaller in your hands without them being detected. You can also attempt to pick pockets and cut purses without being detected (opposed by a Detection check).

Retry: No, a failure means you were either detected or your trick failed.

Speech (CHA)

Untrained: No

Skill Cost: 1

Prerequisites: Literacy.

Time to Perform: Depends.

Description: You know how to move people with your words and are learned in giving speeches to achieve an effect. You can incite a riot, play politics, raise morale, excite a crowd or start a chant after some stirring words. Those not open to your words get an opposed CHA check versus your skill roll.

Retry: 1 to try to get the crowd back.

Spellcraft (I.Q.)

Untrained: No

Skill Cost: 2

Prerequisites: None.

Time to Perform: See table 4-5.

Description: You can identify spells that are being cast, already cast or spell effects already in effect. You can perform all tasks listed in the below table.

To learn a spell after a successful spell craft check you must still spend 1 full day to learn it after a successful check. If you are not a mage you can still use this skill to learn spells as a mage but your caster level is always 0 and you still cannot pick magic feats or formulate your own spells.

Retry: Yes, if you already possess the spell you can identify it automatically.

Special: A mage that adheres to a school of magic gains a +2 bonus when using this skill on a spell from their chosen school (GMs call). Curses can be identified just as a normal spell or unique magical feature if built into an item, but the mage must have a clue that there is a curse present to do this.

Cooperative Spellcraft Check Notes: A cooperative spell is a spell cast by more than one caster using the combined skill check rules. When casting a cooperative spell the spell cast gains +1 to the Spell Strength for each cooperating caster using the highest base Spell Strength from among them. Each caster has to be interrupted separately and then it only removes their contribution to the cooperative spell on a failed concentration roll.

Table 4-5: Spellcraft Skill Table

Task	Time	DC
Identify a Spell Being Cast	1 action	15
Identify a Spell Already in Effect	20 min	20
Learn a Spell that is written down	DC in hrs	See Ch 8
Learn a Spell that is being cast	See text	30
Identify strange or unique magical properties	1 hr	35

Spirit Contact (CHA)

Untrained: No

Skill Cost: 2

Prerequisites: None.

Time to Perform: 1 hour

Description: You know methods to contact spirits and lesser deities without resorting to magic (DC 25). You can more easily communicate with these beings, gaining a +5% to prayer (no skill check required). Contact with the dead is established if a successful check is made and you can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. Contact may not be made more than once per day with the same spirits and if performed more than once per week certain spirits may not appreciate being disturbed.

Retry: Yes.

Special: Characters with psionic abilities gain a +2 misc. skill bonus to this skill.

Streetwise (WIS)

Untrained: Yes

Skill Cost: 2

Prerequisites: None.

Time to Perform: 1 action.

Description: You have a practical knowledge of the darker side of city life and the criminal element that roams the streets. You are able to recognize gang members by their actions, philosophies and gang colors, dangerous locations and gangland haunts. You can recognize when a brawl is about to break out, the ability to recognize and locate black market/drug dealers and illegal wares. You can also locate criminal organizations, recognize those that are drug addicted, dealers and smugglers; you can even tell what drug someone is on by their symptoms and how much black market items and drugs will cost.

Retry: Yes.

Survival (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None

Time to Perform: 2 melee rounds.

Description: You know techniques to survive in the wild such as foraging for food, finding drinkable water and shelter. This skill can apply to 1 kind of terrain each time it is selected such as desert, forest, jungle, arctic, mountain, and space. On a successful roll you can also forage for food that can feed 1D4 medium sized people. You have training in the recognition of plants/vegetables and where they grow and know what is poisonous, eatable, non-eatable, and can find herbs. You also know how to prepare food for storage and later consumption and can pickle, dry, make jellies, jams and preserves as well as smoke or salt a food item.

Hunting: This skill also allows you to track (use table 4-6) and hunt animals. You also have knowledge as to how to skin your quarry and preserve their hides. The number of people of your size class that you can feed with your kill is equal to your skill check - 10 any roll lower than 10 is typically a failure although in some situations the GM may increase that DC.

Retry: No.

Swimming (STR)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: Depends.

Description: The rudimentary skills of staying afloat, dives, swimming and lifesaving techniques. You can swim a distance of your STR x 3 in yards per skill check (no check if a pool or calm water).

Advanced Swimming: This secondary skill must be selected as a separate skill. You are skilled in advanced life saving techniques in and under the water and have knowledge and experience in S.C.U.B.A. diving as well as snorkeling and competitive swimming. You are also familiar with S.C.U.B.A. gear and other underwater breathing equipment.

Retry: Yes.

Targeting (PER)

Untrained: No

Skill Cost: 2

Prerequisites: at least 1 W.P. for a ranged weapon.

Time to Perform: 1 action.

Description: You have gained great skill and expertise when using ranged attacks because of practice and instruction. A successful skill check DC 10 + 5 per 1 range increment beyond the first (max 10 range increments) allows you to shoot that range without penalties to your ranged strike.

You gain the following bonuses:

- +1 to ranged strike per 3 levels from when you selected this skill.

Retry: No.

Tracking (PER)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 minute.

You can track creatures using this skill if they leave behind tracks or physical clues that can be smelled, seen, touched or sensed in other ways (psionics, spells, uncanny abilities). Depending on the environment the DC for tracking a creature fluctuates (see table 4-6) and the larger the group of creatures the easier it is for you to track (-1 to the DC for every 3 creatures in the group). You must slow down to track something and thus can only move at ½ normal speed while doing so.

The interference level refers to the situation and by what method you are using to track your quarry (supernatural senses, visual tracking, scent, tracking device).

Retry: One to get back on the trail.

Table 4-6: Tracking DC's

Interference Level	DC
Very Soft Ground/ Still Air/ Low Energy	5
Soft Ground/ Light Breeze/ Some Energy	10
Firm Ground/ Steady Wind/ High Energy	15
Hard Ground/ Strong Wind/ Very High Energy Levels	20

Trap Construction (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You know how to design and construct traps within your scope of knowledge and available skills (see Chapter 12 under traps).

Retry: No, the constructed trap does not function.

Use Magic Device (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action to use/Item save bonus in minutes to identify.

Description: You have learned some about magic and magic devices. With this skill after studying a magic item or magical device and a successful skill check DC of the device's fantastic item save you know how to operate it and what it will do when activated. You can also figure out any command words for the device. You can also identify 1 item ability per check on a magic item using this skill.

Retry: Yes.

Use Magic Wand (I.Q.)

Untrained: No

Skill Cost: 1

Prerequisites: Spellcraft skill.

Time to Perform: 1-action.

Description: You have learned to use a magic wand when casting spells. To successfully use a magic wand while

casting a spell you must make a skill check DC 10 + spell casting DC as the casting check to cast the spell using the wand.

Retry: Yes.

Use & Recognize Poison (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action to recognize, 10 minutes other.

Description: You know how to coat your weapons with poison without cutting yourself (no check needed), how to conceal the poison so that those attempting to detect it must make an opposed skill check (even when examining the victim), and how much to give your victim so that it is more effective (+2 to the save DC on a successful skill check). You can also recognize those who have been poisoned, by what poison and you will know what the antidote is (if any).

Retry: Yes.

Vacuum Survival (WIS)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: N/A

Description: You know how to survive a little longer in a vacuum by doing the right things such as not trying to hold your breath and curling into a ball. You can survive a number of seconds equal to your skill check result in a vacuum without suffering negative effects or damage.

Retry: No.

Weapon Proficiencies (N/A)

Untrained: See text.

Skill Cost: 1

Prerequisites: None.

Description: See Chapter 10: Weapons & Armor, Weapon Proficiencies. You can add ranks to these skills which are not mandatory, but ranks on such a skill can help in performing tricks or fancy maneuvers with the weapon (cannot substitute for a strike or parry roll). With a W.P. proficiency you can perform any of the below maneuvers.

Trick shots: By adding ranks on the applicable Weapon Proficiency (W.P.) you can perform trick shots such as ricocheting a shot to hit a target not in direct view or hitting near impossible targets. First you must make a successful strike roll then a successful skill roll at a DC decided by the GM, a failed skill roll negates a successful strike. When performing trick shots not in combat or against another being then you only need a successful skill check.

Faking It: You can also fake a fight with a weapon by rolling on your W.P. for believability and all onlookers get an opposed check as if against a successful Bluff. You can also reduce damage as if pulling a punch at the normal DC's for such a maneuver (see Chapter 6).

Unconventional Weapons: You can conceivably take W.P. skill ranks in unconventional weapons such as playing cards, trash can lids, sports equipment or small missile-like objects such as pencils or paper clips which will allow you to use them as standard weapons (the damage is up to the GM).

Improvised Weapons: Pertains to items or objects used as weapons which were not meant to be weapons such as using a chair, bottle or a spittoon as a club or parrying with a metal food platter. Typically this imparts a -4 strike/parry penalty but if this is selected as a separate W.P. skill (W.P. Improvised Weapons) this penalty is reduced by 1 + 1 every 3 levels from when this skill was selected (max +4). You can also now use W.P. rolls for improvised weapons.

Weight Training (STR)

Untrained: No

Skill Cost: 1

Prerequisites: None

Time to Perform: 1 action.

Description: The building of muscle tone and physical strength through repetitive exercise. This skill allows you to attempt to lift or push incredible amounts of weight (cannot throw or carry it though). You can push, pull or lift an object that weighs more than your normal weight constraints by exceeding a skill check DC 10 + 1 per 10 lbs of weight over your maximum.

You also gain the following bonuses:

- +2 to STR
- +5 H.P.

Retry: Yes.

Books

Books can be special types of treasures containing special knowledge such as spells, incantations, formulas of one type or another or grant a fixed bonus to one specific skill. They can also contain simple dry facts which do not grant any special bonuses alone. Note that item quality rules do apply to books for the quality of writing or research (based on those skills when written). Books can grant one or more of the following:

- Manual (+1D2 skill bonus to specific skill)
- Story (Writing DC denotes quality)
- Potion Formula (cannot learn the spell used for the formula but can brew a potion using it after an Alchemy skill check DC of the spell's casting DC or another concoction)(1D6 max)
- Invocations (see Chapter 8: casting spells)(1D6 max)
- Spell Knowledge (spells simply written down that can be learned)
- Religion (grants +1D3 faith to those of the same faith as long as it is on their person)

Booklots can impart greater skill bonuses to a specific skill depending on their comprehensiveness. A booklot consists of 10 books minimum and the more comprehensive the more books there are although the exact number is left to the GM to determine. Booklots grant the following bonuses and have the attached minimum price:

- General Booklot (+1 to all skills; exception to comprehensiveness)(2,000 gp)
- Standard Lot (+2 bonus to 1 skill)(1,000 gp)
- Comprehensive Lot (+4 bonus to 1 skill)(5,000 gp)
- Master Book Lot (+6 to 1 skill)(20,000 gp)

Yoga (M.E.)

Untrained: No

Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: A slow, constant routine of stretching exercises increases your flexibility and opens the channels of the body. Yoga allows you to take bizarre body positions for extended amounts of time and you can fold your limbs and cram yourself into a space fit for someone 1 size class smaller but you can only move at a 5 ft speed. You must make a skill check for every 5 ft of movement and a failed roll means you're stuck. A failed roll when trying to fit into a small place means you can't get in there.

You gain the following bonuses:

- +1 to DEX and CHA
- +1D6 to Chi

Retry: Yes.

Zero Gravity Movement (DEX)

Untrained: No

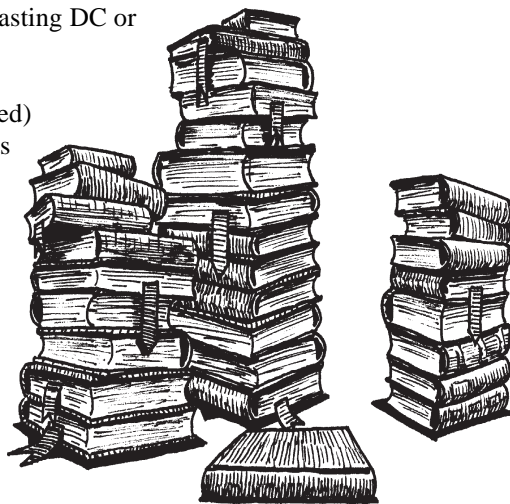
Skill Cost: 1

Prerequisites: None.

Time to Perform: 1 action.

Description: You have been trained to move with complete freedom and work in low and zero gravity environments so you suffer no penalties when working or moving in these environments after a successful skill check. Your speed is still reduced by 20% however.

Retry: Once a melee round.



Chapter 5: Basic Combat

This is the basic combat system used in all combat situations with sections focusing on specific kinds of combat situations most commonly experienced in role-playing scenarios.

Melee Round

One melee round is the time it takes for all combatants to use up all of their actions/attacks and is used only while in a combat situation. A melee round begins when all of the characters roll their initiatives. They then take turns until they have all exhausted their number of turns (actions/attacks) per melee. The round ends when all of the characters prepare to roll their next initiative if combat has not already ended by other means. The time represented by 1 Melee Round is 15 seconds, 4 melee rounds represent roughly about 1 minute.

Attacks/Actions Per Melee

A single attack or action represents what a character does or what actions they can perform in approximately 3 seconds counting as a character's turn during a melee round. A character's number of actions/attacks per melee are modified through Combat Training, by selecting specific skills, or race. If a character does nothing for their action it still counts as an action since that small portion of time has passed and cannot be regained. A character can move (a move action) and attack (an attack action) in 1 action/attack. Certain actions such as pulling out a weapon or picking something up count as move actions preventing the character from moving on that turn after performing them but still allowing them to attack if enemies are within range (these are typically GM calls).

Initiative

When a character first encounters a potentially violent situation initiative must first be rolled before any of those involved take action, however there are exceptions (see attack planning below). Initiative is rolled on a 20-sided die (D20) and is rolled by each player and by the GM for each NPC or NPC group. Bonuses to initiative are gained from either PER or DEX modifiers, the player can choose which to use and that choice is irreversible afterwards other bonuses can be gained from feats and gaining combat levels. The highest initiative goes first and the other characters each take their turns in descending order of their initiative roll.

Attack Rolls

Attack rolls are used to determine the success or failure of an attack on a target and are done on a 20-sided die (D20) and attack bonuses are added to these rolls.

Strike Roll

A strike roll is a roll that determines if a combatant has successfully hit or missed an intended target highest roll wins. Note that a tied roll always go to the defender. Strike rolls must be above a character's A.C. to even touch them. A failed roll indicates a miss.

Strike Bonuses

A character may receive strike bonuses from many sources but the main sources are from combat training and any attribute modifiers. Attribute modifiers are determined by the weapon used (see Chapter 10) or DEX for unarmed. Bonuses are separated into grapple, melee and ranged strike bonuses.

Grapple: Bonuses for maintaining a grapple. These bonuses are drawn mainly from combat training and STR modifiers.

Melee: The bonus added to all unarmed or hand held weapon strikes typically gained from combat training.

Ranged: The bonus added to all strikes made from a distance typically gained from skills or feats.

Called, Aimed and Wild Shots

A called or aimed shot is a strike directed to a specific target or specific portion of a target the strike gaining normal bonuses for the type of attack. An aimed shot is performed with a ranged weapon and a called shot is performed with a melee weapon.

Called Shots: A called shot incurs a -4 penalty to strike the target or a -6 for a small target such as an eye.

Aimed Shots: The character is making a carefully aimed shot at a small target granting the target a +8 to their A.C. against the aimed shot, outside of 60 ft they gain a +12 to A.C. A missed aimed shot that still strikes the target still hits the main body lending credence to the saying "aim small, miss small". An aimed shot of 4 or below simply misses the entire target. Note that smaller targets such as eyes, antennae, sensor pods etc. grant an additional +10 to A.C. of the target and may incur a total miss if the target is not hit (GM's call).

Wild Shots: A wild shot is any strike in which a character does not receive their attribute modifier (typically DEX or PER) to their strike roll. This applies to those striking while on the move or striking a moving target.

Directly Attacking Armor or Weapons: Directly attacking an opponent's armor or weapons is always a called or aimed shot and deals damage directly to the weapon or armor. In the case of armor the DR for the armor is taken from damage dealt to the armor.

Critical Strikes

Critical strikes represent extremely accurate and powerful attacks. A critical strike is determined by either the critical of the weapon used (see Chapter 10) or an unmodified roll of 20; called a natural twenty. A critical strike usually does double (x2) damage, however the critical damage modifier may be listed under the weapons description. If it is not then it is simply double damage.

Natural Twenty: A roll of an unmodified 20 is always a winner only another natural twenty can successfully counter it.

Fumbles

A fumble occurs if a character rolls an unmodified 1 on a D20 (natural 1) while making an attack or defending. When this occurs when attacking the fumbling character must make a Reflex save DC 15 or lose grip on their weapon flinging it up to their max throwing range away. If a fumble is made with a natural weapon or unarmed strike then the Reflex is made to negate falling down. When defending a fumble means that not only have you been hit but also suffer x2 damage. If a ranged weapon is fumbled it jams or the string breaks on a roll of 1 on a 1D4 otherwise it simply misfires.

Movement in Combat

Moving in combat situations invokes certain rules and limits the distance which a combatant can move during 1 turn. A character can move their speed in one action and still attack before or after that movement is made. Although some actions such as getting up from a prone position, drinking a potion, loading a weapon or pulling a weapon in certain situations will count as a move equivalent action. The character can only make an attack but is not allowed to move after or before performing a move equivalent action. Move equivalent actions are the GM's call and may change based on the situation.

Running

A character can choose to run to move faster than their base speed in or out of combat situations by running. A character can move up to quadruple (x4) their base movement while running but cannot attack on the same action while running. Running uses up the character's run factor in attacks/actions, example: if a character runs at x2 speed then they use up 2 actions instead of 1, if they run at x3 then they use up 3 actions.

Super Speed

Additional speed while delivering a physical blow grants a +1 to damage for every 5 mph of speed (each 110 ft traveled on the same action as the attack) and can be applied to attacks while running if the running character can get up to that speed and still attack while moving. All things are limited to 120 mph acceleration per attack/action (+2,640 ft per attack/action) and must travel in an uninterrupted straight line in order to build up this amount of speed per action until they reach their full speed and damage potential. For every 120 mph the running character also gains a +1 to A.C. and +1 Initiative.

Reach

A character's reach describes the distance at which they can make a melee attack without having to move. This is basically a given distance based on their size class but weapons and racial features can add to that reach allowing them to strike targets further away.

Combat Ranges

Combat range is the range at which an attacker can logically strike a target without moving outside of a 5 ft. step. There are 4 basic combat ranges as described below.

Grappling Range: Applies while combatants are grappling or entangling one another also appropriate for confined spaces that restrict the use of larger weapons (-4 penalty; usually less than 5 ft between combatants). The range where grappling and holding (including crush/squeeze) are easily implemented.

Melee Range: Within a combatant's reach, charge or weapon range generally within 30 ft of each other. This is the distance that is most desired for hand-to-hand and melee combat. There are no other penalties or bonuses unless otherwise stated within this range for most weapons and attacks.

Long Range: Combatants are 35 ft or more from each other. Preferred for ranged combat.

Point Blank Range: Used for modern ranged weapons (includes archaic firearms and sci-fi weapons) that use kinetic energy to deliver damage or have an impact. Within this range these types of weapons automatically do double damage. Point-Blank range is 10 ft or closer. Point-Blank rules do not include thrown weapons/objects or ancient style ranged weapons. Using ancient style ranged weapons at this distance incurs an attack of opportunity to those within reach of the shooter.

Weapon Reaches

The reach of melee weapons stacks with a character's reach increasing range but if a target is inside the reach of that weapon then using that weapon incurs a -2 penalty to strike the target for every 5 ft inside of its reach.

Combat Sequence

Combat is initiated when the characters run into a hostile situation. Combat in this game is a turn-based system and follows a set pattern to resolve a fight. Follow the steps below.

1. The Game Master tells the players what each Non-Player Character appears to be preparing to do
2. Each Player then describes what he/she is planning on doing for their first action/attack.
3. Each Player and NPC rolls Initiative.
4. Each Player Character and NPC take alternating turns in descending order of initiative until all of their Actions Per Melee are used up. That is all characters in combat take 1 action/attack or certain attacks or maneuvers that take 2 or more actions/attacks and then the next character in initiative gets 1 action/attack also this continues until all characters have used up all of their attacks/actions per melee round at which time the round ends.
5. Repeat the above steps until the fight has ended. However in a continuing battle the Game Master only tells the characters what the NPC's are preparing to do at the beginning of the melee round as do the players.

Attack Planning

Characters can gain various advantages by planning before combat as well as using terrain to their advantage in combat. Individual characters also have choices they can make to tilt the scales of combat in their favor. Attack planning is separated into three different categories; strategic advantages, combat decisions and concealment.

Strategic Advantages

Sometimes player characters or NPC's will find themselves in combat situations in which either they or their opponents will have an advantage based on the surrounding terrain. The most common of these are described below.

Higher Ground: A character on higher ground gets an additional +1 to strike their opponent and an additional +1 to all called and aimed shots. Note that characters on open high ground are easier targets for modern ranged weapons (includes archaic firearms and sci-fi weapons) and all characters using these types of weapons from a lower vantage point get a +1 to aimed shots.

Back Attacks: If an opponent's back is to an attacker the attacker gains a bonus of +2 to strike.

Surprise Attacks: A surprise attack occurs when a foe or group of characters attack others with no warning as to their presence. If a group of characters sneak up on another group by using stealth of any kind they get 1 free attack/action each before initiative is rolled as long as they remain undetected. This initial surprise attack is outside of the first melee round and does not use up any of the characters' actions/attacks because they caught the target group totally off guard. Targets lose their DEX bonuses to defend against surprise attacks (includes A.C.).

Flanking: Flanking is when a character and at least one other companion get just inside the blind spot of their enemy (usually on the left or right side just out of view). This provides a +2 to strike to one of the flanking characters. A single character cannot flank since the target will try to keep facing the attacker so they can see what's going on.

Multiple Attackers: A single character can be attacked from four directions (front, back, left, right). Obviously the number of attackers increases with the target's size and/or as the attacker's sizes decrease. The rule of thumb for this is that 8 attackers (2 from each of the four directions) can attack a target of the same size class, for every size class smaller than the attackers' size the total number of attackers decreases by ½ and for every size class larger than the attackers' size the total number of attackers increases by +4. If the attacking group is of varying sizes two medium sized beings or 1 large sized or greater creature can attack from 1 direction. Only 1 medium sized attacker can attack at one time from above the target, for every size class larger +1 more attackers can attack from above. A defending character can reduce the number of possible attackers by fighting along side companions or using obstacles such as tables, walls and backing into corners.

Overbearing Opponents: If a group of attackers is in combat with a single foe then that group can attempt any combat maneuver that can be attempted as a group using 1 strike roll such as ramming, tackling or grappling in order to overwhelm a single opponent. Every participating attacker adds a cumulative +2 bonus to the best among them for the purposes of STR checks or other saves versus the maneuver. Note that all of the individuals in the attacking group act on the highest initiative and use the highest strike bonus among the participants.

Combat Decisions

Individual characters can make decisions in or before combat to better cope with the situation or to increase their chances of victory.

Attacks of Opportunity: This occurs when a character moves through an area greater than 5 sq.ft. within an opponent's reach, attempt to cast a spell or use a psionic within reach, attempt to perform a non-combat action that is considered a move action that leaves them open to attack or when using any ranged weapon within point-blank range of a foe incurs an attack of opportunity. An attack of opportunity is made a second before the target makes their action/attack. Characters can normally only make 1 attack of opportunity per melee round which

counts as 1 action/attack but more than one character may get an attack of opportunity on one opponent in certain situations. Attacks of opportunity cannot be called or aimed shots.

Ready Attacks: This means that a character is prepared to attack any opponents that come into their range or react to an anticipated action or situation. They will immediately make an attack or action if the anticipated action happens regardless of their place in initiative before that action is completed as long as they have beaten their target in initiative. The character uses up a number of attacks/actions as went by (the turns that character has been waiting) as it took for the anticipated situation to come up. Mages can cast a spell on a ready attack if its casting time is 1 action.

Defensive Stance: A character taking a defensive stance is prepared to defend their selves against perceived aggression. The character gains a +2 to parry and dodge against all attacks directed at them. However a character in a defensive stance suffers a penalty of -2 to strike when attacking.

Charging Opponents: A character may choose to charge an opponent who is beyond the reach of their weapons in which case the target can take an attack of opportunity on them gaining a +1 to strike for every 20 ft (+10 ft for every size class beyond medium) of distance of the charge. The charging character can cover a distance equal to their speed x 3 and can make that distance and still attack in 1 action, however this uses up all the charging character's actions per melee but they do not incur any attacks of opportunity upon themselves from anyone else but the target. An exception is when charging a group of enemies (must be within 5 ft of the target) that have loaded ranged weapons in which case all would get an attack of opportunity on the charging character.

Simultaneous Attacks: Referred to as a "simul" in player jargon a character can attack instead of defending. This attack is made out of turn and only after they have been directly attacked by a foe; attacks that effect more than 1 target at the same time do not count. The simul-ing character will take the full damage of the attack as long as it is above AC 4 because they choose not to defend, attacking in response. A simultaneous attack takes 1 action/attack even though it is made out of turn. The only possible target of this attack is the foe that has struck at them however the target of the "simul" is also incapable of defending against the simultaneous blow at the cost of 1 attack/action or "simul" the defender. You cannot use the Cleave or Whirlwind Attack feats and cannot make called shots on a simultaneous attack. Both opponents can simul back and forth for as long as they both have attacks/actions left.

Concealment and Cover

Characters can take cover receiving bonuses to A.C. and Reflex saves depending on the degree of cover as well as using cover for concealment, ambush or to hide.

Full Cover: The character has full cover such as on the other side of the wall and is impossible to hit or see under normal circumstances until the blocking wall or object has been destroyed.

9/10 Cover: Characters fighting from 9/10 cover are completely shielded by an object, such as firing arrows through an arrow slit, and can only be hit with an aimed or called shot. Those under 9/10 cover receive a +10 to A.C. and +4 to all reflex saving throws.

¾ Cover: Characters that are ¾ covered have only a quarter of their body visible to opponents. Fighting from behind a doorframe would be one example. Characters receive a +5 to A.C. and a +3 to all reflex saving throws (they can duck behind the cover).

½ Cover: Characters that have one half of their bodies visible to an opponent are under ½ cover such as a character that is fighting through a window or from behind a boulder that is half his/her height. Characters receive a +2 to A.C. and a +2 to all reflex saving throws.

¼ Cover: Characters that are basically out in the open but have maybe an arm, leg and shoulder behind a corner are in ¼ cover. Characters receive a +1 to A.C. and +1 to all reflex saving throws.

Concealment is the subjective determination of how visible a character is as a potential target. The more well hid a character is the harder it is to see and hit them. Table 5-1 lists examples as well as the miss chance for each degree of cover; miss chance is the percentage chance of a complete miss on a successful strike roll even a roll of a natural twenty using percentiles.

Invisible Combatants

Any creature, object or character that is invisible is considered to have full concealment (see Table 5-1) and those attacking them must state where they are directing

Table 5-1: Concealment/Miss Chance Table

Concealment	Example	Miss Chance
Full	Total Darkness; Dense Fog at 10 ft.	50% Must guess at target's position
9/10	Near Total Darkness	40%
¾	Dense Foliage	30%
½	Dense Fog at 5 ft.	20%
¼	Light Fog/Foliage; Moderate Darkness	10%

their attacks if they cannot see their invisible target. If it is in the completely wrong place then they obviously miss if it is in the right place then they get a miss chance. Things that effect an area do effect the invisible creature if it is in the area of effect as normal.

Prone & Immobile Targets

Certain situations come with their own advantages for the attacker and penalties for the victim as with prone targets, those on the ground, and immobilized combatants.

Prone Targets

Prone targets are those that are more vulnerable to attacks than normal having left themselves open or are in some way less able to defend themselves. An attacker gains a +2 bonus to strike (with all weapons including modern and sci-fi) against a prone target.

Targets on the Ground

A target that is on the ground or lying down loses all DEX modifier bonuses to defend (including to A.C.) and suffers a -4 penalty to all combat rolls and is considered prone while on the ground.

Immobile Targets & Coup De Grace Blows

Targets that are unable to move and defend themselves such as those that are unconscious, tied down or otherwise completely immobilized are easy to hit. When rolling to hit an immobile target the character cannot miss. If the attacker decides to kill the immobile creature then the victim must make a save versus death of 15 + the damage dealt from a normal blow. If failed the creature is dead, if passed the creature appears dead which can only be determined for sure by someone with the appropriate medical skills but is clinging to life and can make a recovery roll.

Special Wound Types & Limb Damage

Characters can die or suffer penalties from wounds inflicted in battle. Wounds can cause several temporary penalties and afflictions and more serious wounds can cause permanent damage.

Bleeding

A character that is bleeding suffers 1 KO and temporary CON pt every melee round which is cumulative for every bleeding wound they are suffering from. To stop the bleeding anyone regardless of skill can make a skill check DC 15 with their WIS modifiers, characters with any medical skills can stop the bleeding after a successful applicable skill check.

Disabling

A limb or eye can be disabled in combat if it takes enough damage. If a character takes an amount of damage equal to or greater than the associated attribute score they suffer temporary disability and the damage is cumulative. The disabled limb/organ cannot be used and incurs the loss of the attribute bonus to all dependent rolls and/or a circumstance penalty or -5 ft to speed or -1 attack (GM's call). The associated attribute is decided upon based on the target (ex: Eyes are associated with PER, Limbs with STR or DEX etc.).

Amputation or Permanent Damage

A limb can be blown, ripped or cut off in the heat of battle and organs can be permanently destroyed if the H.P. damage suffered by the target exceeds 2 x (the character's CON score + their character level) then either 1D6 permanent attribute damage or amputation of the limb occurs.

Broken Bones

A limb that suffers enough damage to be amputated from a source that logically cannot chop, blow or crimp it off then the bone is broken and the limb is crippled. A broken bone also causes 1 KO pt of damage per melee round until a successful Fortitude save at DC of the damage suffered is made (made once per round until successful or reduced to zero KO).

Impalement

A character can be impaled by a piercing weapon after a successful thrusting/piercing attack that deals enough damage to cause amputation. While impaled the target is considered grappled with a DC of 5 + damage dealt. The impaling object can be pulled out or the character can be pulled off after a successful grapple check which counts as a power attack but the character suffers 1 HP of additional damage per each attempt whether successful or not and if successful the character immediately starts to suffer bleeding damage per melee round. If the weapon is barbed the effects of the barbs stack on the aforementioned damage. If the target is wearing armor then only the damage dealt directly to the target's body is considered.

Complete Destruction

A character's body is not normally completely destroyed in combat unless their entire body suffers an amount of HP damage that exceeds 5 x (their H.P. total) in a single blow. The blow should logically be able to affect their entire body blowing them into pieces or reducing them to ashes or a bloody crimson vapor.

Vital Damage

Damage to a vital organ or a headshot deals an extra die of damage. A successful critical strike to a major vital organ (such as a heart shot) means instant death.

Striking Sensitive Areas

Targeting sensitive areas (such as crotches, noses, or nerve nodes) automatically deals an additional 2 pts of KO damage per damage die.

Crushing Damage

When a character has something fall or lain on them that can potentially crush them they suffer damage according to table 5-2 based on the weight of the object and any other situational modifiers and if the weight of the object is greater than their lift weight then they are also pinned (unable to move and trapped underneath) and considered in a prone position, begin to suffer suffocation immediately if their chest is being crushed and crushing damage per melee round.

Miscellaneous Damage

There are several situations in which a character can suffer wounds and a few of the most common are listed in table 5-2 with their respective damages.

Ongoing Damage

Ongoing damage simply means that the victim or target suffers continuing damage usually per melee round such as with Acid (see Chapter 7) or when lit aflame.

Mounted and Vehicular Combat

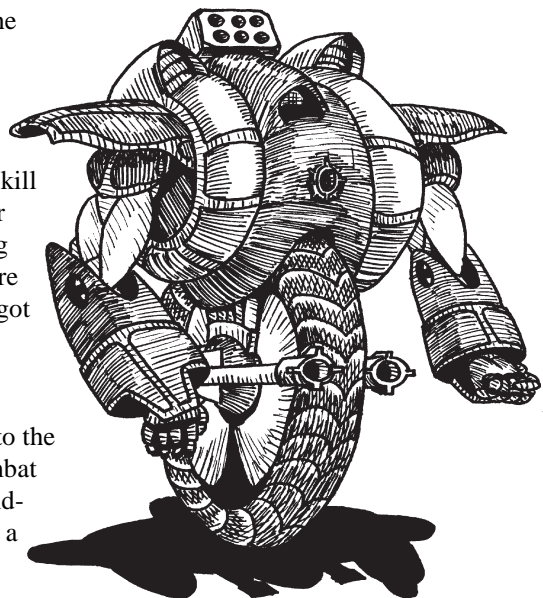
Sometimes characters engage enemies while they are inside of a moving vehicle or use the vehicle in a confrontation as both a weapon and cover. Typically this kind of combat is skill versus skill for all strikes and dodges since parrying is impossible, the initiative of the driver remains the same and their number of attacks also remains the same. All other combat rules remain unchanged except that a pilot can only initiate certain actions such as an outrun or ram on their attack/action but can always get a counter roll to oppose pilot skill checks as a free action. Follow the below guidelines when using vehicles and mounts in combat:

- Firing/striking from a moving vehicle or mount is done as a wild shot unless of course the character possesses some special feat, ability or skill (those aiming get only the strike bonus for aiming).
- Treat the vehicle as cover when passengers/pilot are targeted.
- Mounts/Vehicles have the same initiative as their riders/pilot.
- Vehicles have combat bonuses equal to the pilot skill modifier of its driver plus any modifiers for the vehicle itself. Mounts retain their own combat bonuses.
- Rounding a corner at high speeds (greater than 60 mph) always causes a loss of control unless the pilot has the proper pilot skills or feats.
- Ramming a target inflicts 1D10 + the damage from the collision, the ramming vehicle takes ¼ that damage and the passengers also suffer from collision damage (see Table 5-2 above). If the vehicle is designed to ram or has a ram prow then it and its passengers suffer no damage.
- The GM can grant situational modifiers due to special circumstances such as a flat tire and vehicle handling.
- To knockdown an opponent with a vehicle/mount use the knockdown table looking at the ram damage.
- All ram attacks or damage that destroys a large portion of the vehicle (GM's call) incur a control roll versus the pilot skill DC of the damage or the vehicle crashes.
- All pilots/horseman get only 1 skill check to avoid a crash without braking/stopping.
- Vehicle H.P. and damage are judged on a 1 sq. ft. basis.
- Outruns are determined by an opposed Pilot/Horsemanship skill check. Those running get a pilot check on their turn and their pursuers get an opposed check to keep up if failed the fleeing pilot is out of sight and on the pursuers turn they get one more chance to make a successful check to catch up if failed they got away.
- Co-pilots get 1 pilot skill check if the pilot fails to maintain control, avoid crashes etc.

Robot combat is a specialized form of vehicular combat and adheres to the collision rules for vehicles but behaves as a special hand-to-hand combat (see the Robot Combat skills). Power armor is treated as standard hand-to-hand combat unless involved in a collision in which case treat it as a vehicle.

Table 5-2: Misc. Damage Table

Situation	Damage
Crushing Damage	1D4 per 50 lbs. (ongoing)
Thrown Small Objects	1
Thrown Objects	1D3 per 5 lbs.
Dropped Objects	1D6 per 100 lbs. +1 die per 40 ft. +1 per 4 mph
Falling	1D6 per 10 ft.
Collision (to Vehicle)	1D8 per 100 mph
Collision (to Passenger)	1D4 per 10 mph over 30 mph
Smashing Through Glass	1D3



Chapter 6: Hand to Hand Combat

Hand to hand combat includes the use of unarmed attacks as well as hand held, ancient style ranged, and thrown weapons. To increase your combat bonuses in these areas as well as gaining new skills and combat abilities you can be trained in hand-to-hand combat. This improves combat bonuses, attacks/actions per melee and unarmed damage. Training also allows you to learn and use special attack maneuvers.

Character Combat Stats

All characters have combat stats. These are the bonuses derived from both your Base Attributes and the bonuses received from combat training. These stats determine how good a character is at fighting with his/her hands and hand held weapons. Below is an explanation of a character's combat statistics in the standard format.

Combat Training: Names the type of combat training a character or NPC has.

Combat Level: The number of times a character has purchased bonuses.

Disciplines: see Training Focus below.

Actions/Attacks Per Melee: How many attacks a character has during 1 melee round, all characters start with 1.

Initiative: See Chapter 5: Basic Combat, depends on PER or DEX modifier.

Agility Class (A.C.): See Chapter 1: Character Creation, Derived Statistics, depends on DEX modifier.

Grapple Bonus: See Chapter 5: Basic Combat, depends on STR modifier.

Melee Strike Bonus: See Chapter 5: Basic Combat, depends on DEX for unarmed strikes.

Ranged Strike Bonus: See Chapter 5: Basic Combat.

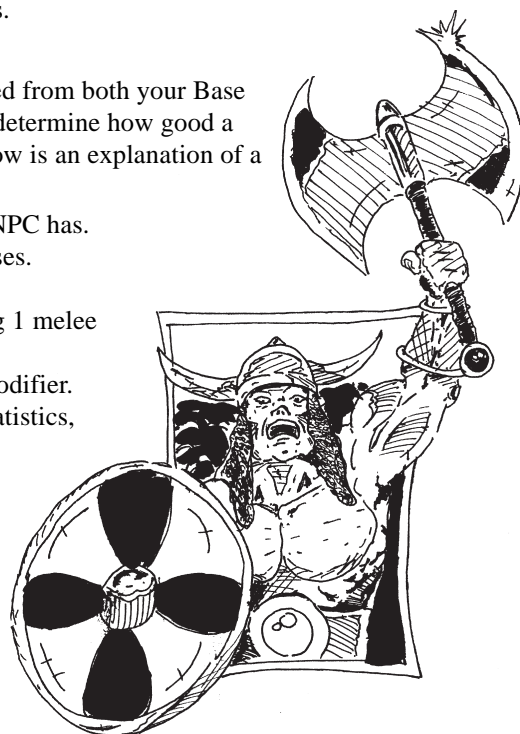
Damage Bonus: Added to the damage die roll of a strike with bare hands/feet or melee weapons usually dependent on combat training and STR modifier.

Dodge Bonus: Added to all attempted dodges. Not added to Reflex saves, dependent on both combat training and the Reflex of the individual. A character dodge bonus is the character's Reflex save + any other Dodge modifiers.

Parry Bonus: Added to all attempted parries, depends on DEX modifier.

Critical Chance: Tells on what unmodified rolls a character scores a critical hit unarmed. Modified by combat training.

Maneuvers: Lists what special attacks or combat maneuvers the character can perform.



Combat Training Types

There are 4 types of combat training, which range from untrained to martial arts (the most highly trained) making some combat training inferior to others.

Training Level Format

All forms of combat training have a list of stats as described below.

Skill Point Cost: This number is the number of skill points you must spend to select the desired form of training. This is the standard cost for most character classes although some may include a certain form of training. If you want to select a different form of training the skill point cost for the included form should be subtracted from the desired form to get the actual skill cost. Characters can spend skill points at different times to purchase combat training, particularly specialized martial arts forms and are considered in training and cannot make use of it until the full skill point cost has been met.

A.C Bonus: The bonus to Agility Class afforded to you by the selected level of training.

Primary Discipline: Every time you gain a combat level in your disciplines you gain both the Primary and Secondary bonuses (see Training Focus).

Secondary Discipline: You only gain the Secondary bonus whenever you gain a combat level in your disciplines.

Included Skills: Some levels of combat training may include skills without added skill point cost when they are first selected. These skills all start at a Rank of 1 when selected and increase 1 rank per Combat Level you attain. You cannot place ranks on these skills normally but all other aspects operate the same as a normal skill.

Included Maneuvers: This lists maneuvers available to you when you first select your combat training level.

Bonus Actions: Any extra actions/attacks per melee that the training grants when selected.

Max Attacks/Actions per Melee: This limits how many attacks/actions you can gain from your training by purchasing attacks (does not limit attacks/actions acquired by other means).

Training Type Descriptions

Below all the types of hand-to-hand combat are described.

Untrained

Skill Point Cost: 0

A.C. Bonus: 0

Primary Discipline: None.

Secondary Discipline: None.

Included Skills: None.

Included Maneuvers: None.

Bonus Actions: 0

Max Attacks/Actions per Melee: 4

You have no training in hand-to-hand combat or self-defense.

Expert

Skill Point Cost: 2

A.C. Bonus: +2

Primary Discipline: 1 of choice

Secondary Discipline: 1 of choice

Included Skills: 2 martial skills from the following:

Acrobatics, Athletics, Body Hardening, Breaking, Breathing Technique, Endure, Forced March, Gymnastics, Rappelling, Running, or Swimming.

Included Maneuvers: 6

Bonus Actions: +1

Max Attacks/Actions per Melee: 5

You have had professional training in self-defense and hand-to-hand combat techniques usually through military, police or government agencies.

Basic

Skill Point Cost: 1

A.C. Bonus: +1

Primary Discipline: 1 of choice

Secondary Discipline: None.

Included Skills: None.

Included Maneuvers: 4

Bonus Actions: 0

Max Attacks/Actions per Melee: 5

You have had minimal hand-to-hand training including self-defense training and some exposure to the martial arts. You could have also learned by experience; i.e., street fighting.

Martial Arts

Skill Point Cost: 4

A.C. Bonus: +4

Primary Discipline: 2 of choice

Secondary Discipline: None.

Included Skills: 3 martial skills from the following:

Acrobatics, Athletics, Body Hardening, Breaking, Breathing Technique, Endure, Forced March, Gymnastics, Rappelling, Running, or Swimming.

Included Maneuvers: 8

Bonus Actions: +1

Max Attacks/Actions per Melee: 6

You have had strict training and conditioning in some form of martial arts for a minimum of 2 years.



Disciplines

Disciplines are the core of combat training and are the primary strengths and areas of focus of a form of combat training. You can select a discipline that reflects the focus of your training, which decides what your training places importance on. Each discipline has a primary bonus and a secondary bonus; the primary bonus is gained only if you have selected that discipline as your primary discipline. The secondary bonus is gained every time you gain your discipline bonuses. The GM or players can come up with new disciplines using the below as examples if they feel those presented here are insufficient. You automatically gain your discipline bonuses (one-time) when your combat training is selected.

Accuracy

Primary Bonus: -½ to Critical Chance (critical chance typically begins at an unmodified roll of 20; the lower it is the better, remember two halves make a -1; limit is 15)

Secondary Bonus: +1 to Melee

You have focused on making your attacks more accurate.

Agility

Primary Bonus: +½ A.C.

Secondary Bonus: +1 Reflex

You have focused on perfecting your ability to avoid damage.

Aggression

Primary Bonus: +1 Intimidate

Secondary Bonus: +1 Initiative

Your combat style is focused on acting first and unsettling your opponent through intimidation.

Defense

Primary Bonus: +1 Parry

Secondary Bonus: +1 Dodge

You have focused on improving your defenses against incoming attacks.

Endurance

Primary Bonus: +2 HP

Secondary Bonus: +1 Fortitude

You have worked on increasing your sheer physical toughness.

Grappling

Primary Bonus: +1 Strike (unarmed)

Secondary Bonus: +1 Grapple

You have worked on your wrestling skills and grip.

Inner Focus

Primary Bonus: +2 Chi

Secondary Bonus: +1 Will

You have focused on building up your chi reserve and mental strength.

Power

Primary Bonus: -1/2 to Instant Knockout/Stun (the chance to knockout or stun a target typically begins at an unmodified roll of 20; the lower it is the better, remember two halves make a -1; limit 15)

Secondary Bonus: +1 Damage

You have focused your training towards increasing the damage potential of your attacks.

Skill Kata

Primary Bonus: +1 to all opposed skill checks involving the chosen skill.

Secondary Bonus: +1/2 misc. skill bonus to chosen skill.

You have concentrated on a specific skill that relates to or is the core of your martial art.

Style

Primary Bonus: 2 Moves of choice based on your training level (cannot select maneuvers that are beyond your combat training level)

Secondary Bonus: +1 Bluff

You have worked on improving the style and theatrical aspects of your attacks and as a result discover how to perform a wide variety of maneuvers.

Technique

Primary Bonus: 1 Move of choice from the Special training category or 1 Technique.

Secondary Bonus: None.

You have focused on perfecting special techniques and maneuvers that improve your combat ability.

Weapon Kata

Primary Bonus: +1/2 to weapon's Critical and to Strike with the weapon (Critical limit 15).

Secondary Bonus: +1 to execute any maneuver using the weapon (ex: trip, disarm, parry, etc.) but not to strike or using the W.P. skill.

A weapon Kata is a memorized and oft practiced series of movements with a specific weapon, such as a long sword, until they become instinctive and accurate. A weapon Kata only applies to a single specific W.P. each time it is selected as a discipline.

Selecting Your Combat Training

To select your hand-to-hand training you must first spend the skill point cost for the desired level of training. You must then select 1 or 2 (depends on training level) disciplines if you are untrained you do not get a discipline. Note if you change to a different training level you simply gain the additional bonuses a higher training grants that you did not receive from your previous training level but the bonuses are non-retroactive.

Level Advancements

As you advance in experience your combat ability can grow with you. As with class levels you can purchase different hand to hand combat bonuses each of these different types of bonuses or items has an attached XP cost. You can only purchase 1 combat bonus at any one-time which increases your combat level (as mentioned above) by +1. Basically you purchase a combat bonus at the same time you purchase class levels or feats (see Chapter 1). Below are the different combat bonuses and items with their attached XP costs.

Attack/Action

XP Cost: 4,000

Grants +1 attack/action per melee round when purchased but adheres to the max attacks/actions of your combat training.

Discipline Bonus

XP Cost: 3,000

Grants your discipline bonuses as mentioned above when purchased.

+1 Combat Bonus

XP Cost: 1,000

This is adds a +1 to Initiative, Parry, Grapple, Dodge, Ranged, or Melee (to one only).

Selecting Combat Maneuvers

You are allowed to select a number of combat maneuvers as designated by your combat training level when first gained. All players already can use any maneuvers marked as Untrained without having to select them first. You normally do not get additional maneuvers per level except by selecting certain disciplines.

Maneuvers can be learned at the cost of skill points regardless of your combat training level. Typically the level of training of the move determines the skill point cost (see Table 6-1). A player can spend skill points at different times to purchase a maneuver and are considered in training until the total cost is met meaning the maneuver cannot be performed until the point cost is completed.

When you select a maneuver it must be a specific one such as a Flying Jump Kick or other such maneuver to be useable in game context. It is recommended to have a list of pre-generated combat maneuvers for ease of play.



Table 6-1: Maneuver Skill Point Costs

Training Level	Skill Point Cost
Basic	1
Expert	2
Martial	4
Special	6

Your Body as a Weapon

You can apply a Weapon Proficiency to your body including hands, feet and any natural weapons (W.P. Unarmed) allowing you to select the Cleave, Sunder, Weapon Focus and Weapon Specialization feats among others and apply them to your unarmed combat.

Creating New Maneuvers

To create a new maneuver usable in game terms you select the attack type, determine the attack range and then apply the desired maneuver type to it. You can also combine multiple maneuvers to create more complex maneuvers but for every 1 maneuver added it takes +1 attack/action to execute.

Attack Type & Unarmed Damage

Unarmed attacks are divided into 3 types which are Hand/Arm attacks which includes attacks made with the hands, fingers, elbows and forearms, Foot/Leg attacks which includes attacks made with the toes, foot, knees, shin, and heels and miscellaneous attacks which includes everything else. The damage dealt by these attacks is illustrated in the sidebar and is modified by whether they are made by a trained (those with Basic or better combat training) or untrained person. All unarmed attacks deal K.O. damage unless you possess the W.P. Unarmed skill (deals HP damage) and the base damage die increases by 1 type per size class above medium and decreases 1 type per size below.

Attack Type	Untrained Damage	Trained Damage
Hand/Arm attack	1	1D3
Foot/Leg Attack	1D3	1D4
Misc.	1	1D3

Unarmed Attack Range

The same as Combat Range described in chapter 5 but when applied to unarmed attacks it determines how much room is needed to execute the maneuver as well as increasing the range of the attack.

Grappling Range: Only short range attacks can be made without penalty, referred to as grapple range attacks from here on, all others are made at a -2 penalty and Long Range attacks are impossible.

Melee Range: Standard range for combat and no special penalties apply.

Long Range: Typically only flying or jumping maneuvers fit into this category.

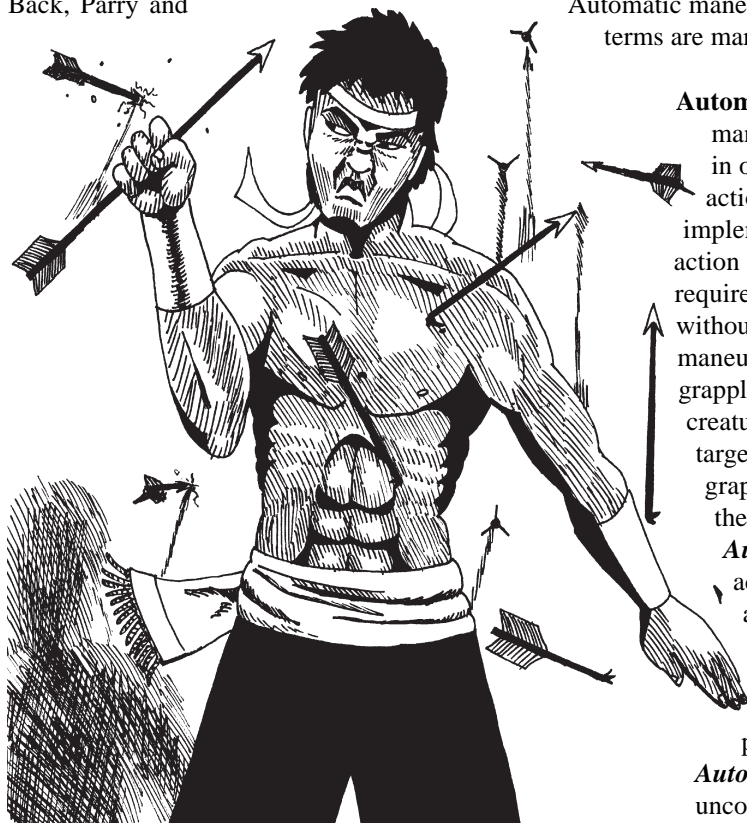
Combat Terms & Maneuvers

The maneuvers described below can be combined with an attack type and given an attack range to form a complete and new combat move altering the use of the strike in battle rather than just making a damaging strike. Each maneuver listed and described below is written in the following format:

Name (training level)(attack range)

The name being the name of the general maneuver with the training level in which it can be learned in parenthesis and the minimum attack range required (if any) it confers also in parenthesis. General combat terms such as Dodge, Knock Back, Parry and

Automatic maneuvers are described in detail below and all general terms are marked with the (General) label.



Automatic Maneuvers: Also known as “auto” maneuvers, any maneuver that has automatic or auto- in or before its name. Automatic moves are free actions if they normally take only 1 action to implement but if they require more then they take only 1 action to execute. Sometimes automatic moves that require a counter roll get implemented immediately without a counter if they are included as a part of another maneuver which must first be successful such as an auto-grapple after a claw or bite attack which means that if the creature makes a successful bite or claw attack then the target is automatically grappled without a counter grapple roll when struck. Following are descriptions of the most common automatic moves.

Auto-Dodge (Special): You can dodge as a free action allowing you to Dodge even if you are out of actions/attacks.

Auto-Parry (Expert): You can parry as a free action even if you are out of actions but you cannot auto-parry with a shield without the shield parry maneuver.

Automatic Knockout (Special): The target is knocked unconscious with no saving throws, see *knockout*.

Automatic Stun (Special): The target is stunned with no saving throws.

Bite (Untrained)(Melee): Normally incurs a -2 strike penalty (no penalty when biting while grappling or being grappled) when making a bite and does not normally receive your STR mod to damage.

Block (Untrained): You block a blow from an opponent with your arms, legs or an object as an auto-parry. If the block is successful the object/limb used to block still suffers ½ damage of the attack, but your and your attacker's weapons are still locked in a battle of strength until your next turn, which means your opponent cannot attack but still can defend with a free limb only. You can make grapple checks to keep your opponent tied up after a block is implemented.

If the attack does damage that is greater than the H.P. of the object/limb when blocked the object is destroyed and the remaining damage is delivered to you.

Buffet (General): A buffet is a strong but non-damaging blow or push meant to either unbalance or knock an opponent to the ground. A successful strike on a target smaller than you automatically knocks them to the ground (can be dodged or attempt to maintain balance) but does not deal any damage. An opponent that is of the same size class is unbalanced on a successful buffet suffering a loss of their DEX mod to all D20 rolls up until their next attack/action. Winged creatures can attempt this while flying only if using their wings but using a wing buffet prevents them from making flyby attacks. Creatures larger than you cannot be buffeted.

Bull Rush (General): A bull rush is when you charge an opponent with the intention of forcing them back 5 ft without unbalancing or knocking them down. A bull rush incurs an attack of opportunity from all those within striking range of you. During your charge you must roll an opposed STR check to push your opponent back for every 5 ft that you wish to push them. You cannot push an opponent farther back than your maximum charging distance.

Catch (General): Characters can attempt to catch things in battle by making a Reflex at the Ranged Strike roll of a thrown object as a simultaneous attack action.

Combination (Special): You can combine 3 actions worth of attacks into 1 action which uses 2 of your attacks/actions per melee to perform. Note that moves with the Special designation cannot be used in a combination. Once you have created a combination move it remains the same since that is how you learned it, to learn another combo you need to select this move again.

Constriction (Untrained)(Grappling): Mainly meant for those with the constriction ability such as certain snakes and those with tentacles with that ability. After a successful grapple you can begin causing crush/squeeze damage and incur the effects of suffocation immediately to your target at the cost of 1 action on any one of your turns.

Death Blow (Special): An attempt to kill an unarmored (no HR or DR) living opponent of your same size class or smaller with one blow. Always a hand-strike of some kind aimed at the torso of the target, and announced before you make the strike. Your victim can roll with the blow (Roll with Impact); if successful then the blow only has ½ effect, or can parry or dodge as usual, if these defenses fail then the victim suffers the full damage. The damage from a death blow is the same as the strike used to deliver it + 1D8 in H.P. (not K.O.) damage.

Disarm (Untrained)(Melee): You either make a grab for a weapon and snatch it away, or knock it from the hands of an opponent. This move cannot be parried but does incur an attack of opportunity if attempted unarmed. The target must make a successful grapple check versus your strike roll, counts as a called shot, to maintain a grip on their weapon, if failed you either have the weapon in your hands or knocked it out of theirs 1D4 x 5ft away.

Dive Attack (General)(Long): A dive attack can only be performed while flying or in mid air. You hurtle towards your target in order to deliver a powerful blow. Your movement is increased as a charge (x2 distance) and the attack deals an extra damage die as well as adding a +1 to damage per 50 mph of diving speed. A dive attack also does not incur an attack of opportunity but counts as 2 attacks/actions.

Dodge (General): A successful dodge means that you move out of the way of an attack typically avoiding damage after exceeding or matching the strike roll with your dodge roll, using up 1 action whether successful or not but you can make your full movement on a dodge allowing you to dodge for cover or into the way of attacks aimed at others. Once you are out of actions, you can no longer dodge.

You can dodge thrown weapons and objects as normal but lose your Reflex bonus to your dodge when dodging sling bullets and arrows. Dodging energy blasts and bullets from modern weapons and archaic firearms is done at a -6 penalty with no dodge bonuses.

Engulf (General): This is an attempt to engulf a portion or entire body of your target. An engulf is performed by using your grapple check as a strike which can only be dodged. Once your target is engulfed they must make grapple checks at a -4 penalty per size class below yours to get themselves free. An engulfed character is limited to only 1 attack/action per melee round but can be pulled free by comrades after a successful grapple check. If a creature's head is completely covered they will begin to suffocate. Note also any grapple attempt made against a creature with this ability causes the grappler to be automatically engulfed. Typically reserved only for monsters with gelatinous or gaseous bodies.

Entangle (Basic)(Grappling): You attempt to trap the weapon or limb being used to strike at you as a standard parry. If successful the attacker's limb or weapon (includes modern ranged weapons) is trapped within your arms or legs preventing your opponent from striking with

the entangled limbs or weapon. An entangled character can only attempt to break free on their turn on a grapple check. Note this is not a standard grapple attack and you cannot implement a hold while implementing this maneuver.

Flying Maneuver (Martial)(Long): A flying maneuver is one performed while jumping into the air and seemingly gliding for a distance. A flying maneuver deals x2 normal damage but is a long-range attack and must be begun from a distance. While performing a flying maneuver you can reach a target up to 3 x your jump distance and 2 x your max jumping height. Flying maneuvers always take 2 actions to perform.

Grapple (General): You may attempt to grab anything in combat which is called a grapple attack that may be made as a parry to any physical blow (with hands, feet, other body parts, and even hand held weapons) or an attack but used in this way against another grapple attack means you are automatically grappled. If successful you have a hold of the attacker or one of their limbs. To implement a grapple you must first make a successful melee strike to get your hands on them and then an opposed grapple check, highest roll wins and if grappled you may attempt to break free on your turn as a standard action/attack. If the target wins they were able to break free, if you win the target is held firmly and cannot defend or attack anyone besides you if they can use grapple-range attacks or holds. On your next turn after a successful grapple you may use a hold (see *holds*), disarm, use any grapple range attack, entangle, or attempt a throw at a +1 to attempt if these moves are available. Attempting to grapple an opponent wielding a weapon (or with natural weapons) incurs an attack of opportunity even on a parry.

If you successfully grapple the throat of your opponent they begin to choke and suffer from suffocation (see Chapter 12, suffocation & drowning) and continue to suffocate as long as you are choking them.

You can also inflict damage to a grappled opponent by simply squeezing them in a “bear hug” type maneuver. You inflict your STR mod in crushing damage on your turn as long as you can maintain the grapple.

If a creature or character is using their jaws or other weapon to grapple then they will also inflict bite/weapon damage or 1 pt per melee round that the grapple is maintained.

If you are grappled by a spell or psionic ability then the grapple check is versus the Spell or Power DC of the caster/psychic.

GM's may also use grapple as a saving throw in some instances, i.e. to maintain grip.

Maneuvering: While grappling or grappled you can attempt to maneuver to gain advantage or move into a different position. You first make a maneuver check which grants a (5 + opponent's Grapple bonus) – your D20 roll to your next grapple or hold check, if this number comes out negative then it is applied as a

penalty instead. Note this does not break an active grapple.

Pulling A Weapon While Grappled: To pull a weapon while grappled you must first make a successful grapple check which does not free you from the grapple but allows you to pull a weapon from your person (or your opponent, adds a +2 to the check), you cannot attack on the same action that you pulled the weapon however. The weapon adds a +1 circumstance bonus per size class above tiny to your opponents grapple when attempting to pull it.

Using Powers, Psionics or Casting Spells While Grappled: You can attempt to use any power, psionic or spell which does not require Somatic (S) or Material (M) components but must make an opposed power, spellcraft or power skill check versus the grapple check of your opponent with a -2 circumstance penalty. If you are being choked or suffocated then this also excludes those abilities that require Verbal (V) components.

Holds (Expert)(Grappling): These moves can only be implemented after a successful grapple attack is implemented and not already broken. Using both hands you attempt to grab and immobilize your target. If the hold is successful (see specific holds below) neither you nor your opponent can attack or defend for as long the hold is in use and both of you are considered prone. On their turn your opponent may attempt to break free as if from a grapple. Only short-range attacks can be used while in or performing a hold. There are several different types of holds you can use. These are listed below.

Arm Hold: This involves grabbing and twisting the arm behind the victim's back. Any item in the victim's hand is dropped.

Leg Hold: The victim is on the ground with his/her leg held up. The victim's leg must be grappled in order to implement this hold.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or standing.

Head Lock: Your opponent is held from behind with an arm around their neck.

Joint Locks (Martial): A joint lock is a hold that is implemented on a joint of the target and once successfully implemented the target suffers 1 pt of damage per unsuccessful attempt to get free. Once a lock is implemented you may also choose to break the bone which counts as a power attack.

Instant Knockout/Stun (General): Your hit is either so accurate or you hit just the right spot to knockout or stun your opponent without having to deal K.O. pt damage. Typically only applies to special types of weapons, disciplines or maneuvers.

Jab/Snap (Basic)(Grappling): A Short range, very quick, stinging attack. On a natural 20, a jab/snap automatically stuns an opponent for 1 action (see Stun). Since a jab/snap is so quick and kept close to your body, it cannot be grappled on a parry.

Jump (General): The ability to simply jump in the air or across a distance. The distance traveled is 5 + your STR modifier + 1D6 (1 die type up per size class above medium) in feet. A running jump multiplies the distance traveled by 2 ft per 10 ft (+5 ft per size class above medium) traveled.

Kick (Melee)(Untrained): A strike with the foot or knee.

Knockdown (General): If you are hit with enough damage you can be knocked down. The damage needed to possibly knock you down is determined by the Damage of the blow - 10 as a percentage and if this percentage is rolled then you are knocked to the ground whether you suffered damage from the blow or not (ex: 20 pts of damage has a 10% chance of knocking down a medium sized opponent) (-10% per size class above medium and -5% per pair of legs beyond 1 and per 100 lbs of weight beyond 100). The blow must have an impact to qualify for a knockdown. Flying creatures that are knocked down fall to the ground and suffer the damage for falling but their knockdown damage is the damage - 20 to be knocked out of the air.

Leap Attack (Basic)(Long):

An airborne assault in which hands, feet, or weapons are wielded in mid air dealing x2 damage and traveling up to 10 ft + 5 ft per size class above medium using 3 attacks/actions. Any one enemy along the leap distance and within attack range of the character can be struck.

Multi-Attack

(Basic)(Melee): These types of attacks involve striking multiple opponents that are within reach in 1 action not including area of effect type attacks. Most other attacks can be performed as multi-attacks such as a jumping double kick. But these types of maneuvers incur a -1 penalty to strike per target beyond 1. All multi-attacks prevent the use of auto-parry on your following action unless you possess multiple limbs. A creature with multiple limbs can attack with ½ of their limbs (limbs that they normally use for attack or holding weapons) in a single action using this maneuver. Note: The paired weapons feat is a special kind of multi-attack.

Parry (General): A parry is the ability to redirect the damaging force of a blow using a weapon or a hand. A parry is rolled just as a dodge. Each Parry counts as 1

action, once you are out of actions then you can no longer Parry and when using anything that is not made for parrying the object suffers ¼-damage on a successful parry.

Unarmed Parries: When parrying an armed opponent with your bare hands you will still take ¼ damage unless your combat training level is Expert or higher in which case you are better trained to deflect the force of the attack.

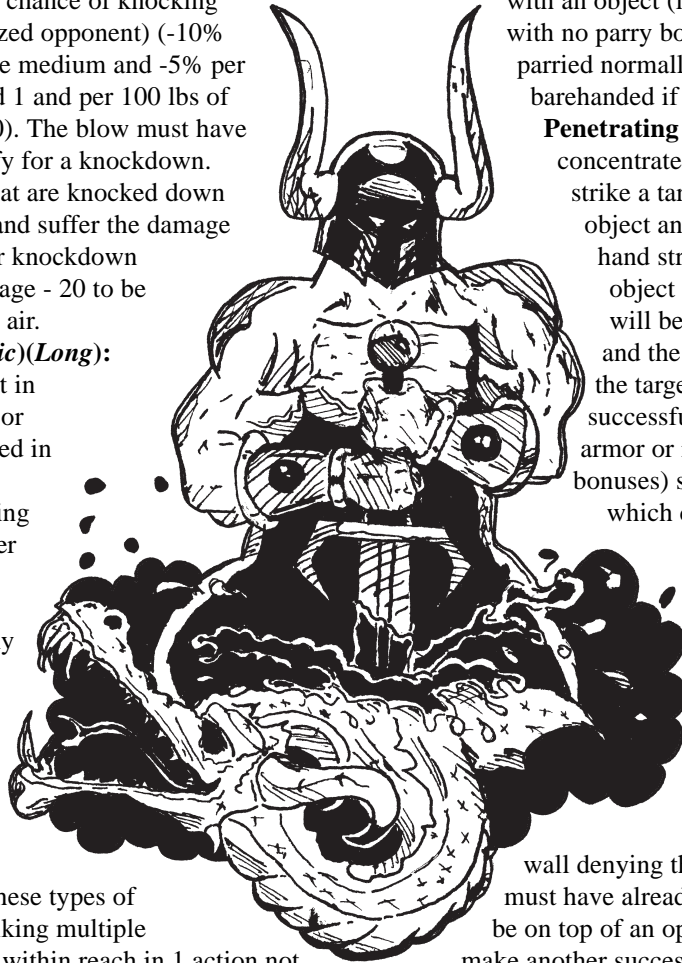
Parry Ranged Attacks: Bullets and energy attacks cannot be parried bare handed but gun barrels and ranged weapons within attack range can be to avoid the business end. Parrying energy blasts and bullets with an object (includes a shield parry) is done at a -6 with no parry bonuses but thrown weapons can be parried normally. Arrows can only be parried barehanded if you have the Deflect Arrows feat.

Penetrating Strike (Martial): This strike concentrates and directs the force of a blow to strike a target that is armored or behind another object and do damage just to the target using a hand strike. The target must be touching the object through which the force of the blow will be directed. This strike is a called shot and the strike roll must be above the D.R. of the target's armor + their A.C. On a successful roll the target, which is wearing armor or is behind a wall or door (no cover bonuses) suffers the full damage of the strike, which can be any hand strike that inflicts damage. This strike deals H.P. damage instead of KO damage. This strike can only be parried or dodged if possible. You can penetrate through 6 inches of any given material to hit what is behind and touching that material.

Pinning (Basic)(Grappling): This involves immobilizing an opponent that is on their backs or against a wall denying them leverage. To institute a pin you must have already made a successful grapple check or be on top of an opponent flat on their back and then make another successful grapple check at a -4 penalty. Once pinned a victim can only use hand strikes which do ½ damage because they have no leverage with which to make their attacks effective. The pinned character may attempt to get free as if breaking a grapple with a -2 penalty with an additional -2 per your size class above theirs. Only targets of your size class or smaller can be pinned.

Pommel Strike (General): A strike with the pommel of a weapon which deals 1 pt + STR mod in damage and counts as a bludgeoning attack.

Power Attack (General): You use all of your might to deal a powerful blow automatically dealing double damage on a successful strike counting as 2 actions/



attacks. This type of attack cannot be combined with other attacks or abilities that take more than 1 action to perform even when using the Power Attack feat and can only be performed with one weapon/limb at a time (no paired or multi-attack power attacks).

Power Block (Expert): Same as Block but on a successful block the object/limb used by the attacker suffers your STR mod in damage. Note that a body part cannot damage metal weapons under normal circumstances and so a Power Block in this case is impossible.

Pull Punch (General): You have the ability to control the force of an unarmed or melee weapon attack gaining your pull punch bonuses as your strike roll. On a successful strike you can reduce the damage to a half, quarter, a single point or no damage at all if the strike roll meets or exceeds the Pull Punch DC to be successfully pulled which is dependent on your combat training level.

Punch (Untrained)(Melee): A strike with a balled fist or elbow.

Rend (Untrained)(Grappling):

After making a bite or two-handed grapple on an enemy's limb or a double claw strike you can attempt to rip them apart or tear a limb off on the same action (GM's call if this is possible). This uses up another action and deals 1D3 pts of HP damage per STR attribute die.

Reverse (Basic)(Grappling): When grappled you can reverse the move after a successful grapple check and can implement a maneuver on your opponent.

Roundhouse (Martial)(Melee): A roundhouse maneuver involves swinging the striking limb around in an arc to build up momentum and deal a greater amount of damage. A roundhouse adds an additional damage die and uses 2 actions/attacks.

Shield Bash (Expert) (Grappling): You can use a shield to make a slam attack as a standard strike. This move cannot be parried only dodged.

Shield Block (Expert): You use a shield to simply block an incoming attack which can be done as an auto-parry even without the Shield Parry maneuver but the shield takes full damage from the attack.

Shield Parry (Expert): You can use a shield to parry blows including arrows receiving all parry bonuses as an auto-parry but it takes 1 attack/action if you do not possess this move.

Shield Slash (Expert) (Melee): You can use the edge of your shield as a slashing weapon dealing your STR mod in HP damage. Only those with this move can use this mode of attack.

Slam Attack (Untrained)(Melee): A slam attack is a bludgeoning attack with a portion of the body such as two balled fists or a ram (gains bonuses for any natural weapons used to ram). The attack deals +1 pt of damage starting at small, +1 per STR die and +1 per size

class up. A slam attack can only be dodged and incurs an attack opportunity from a target that is of the same size class or larger.

Somersault (Basic)(Long): This is an escape maneuver used to somersault or back flip into and out of combat. This can be used instead of a dodge (same roll as) getting full dodge bonuses. If failed you suffer full damage but still make the distance of the somersault. The distance traveled in a somersault is 20 ft (+5ft per size class above medium).

Stab (Untrained): Using a piercing attack a successful stab that meets flesh always causes blood loss if the strike roll exceeds a DC 15 and is always a called shot. A stab inflicts a cumulative 1 pt of blood loss per melee round.

Stomp (Untrained)(Grappling): A stomp is a foot/leg attack that is used against a target that is underfoot; if that target is also laying on the ground then a stomp is an automatic critical attack. A stomp adds a +1 per STR die (3 for galactic average STR; divide other STR attribute bonuses by 10, round up) + 1 per size class above medium to foot damage.

Strangle (Untrained)(Grappling): You can attempt to strangle your foes after a successful called shot and grapple on their throats or other applicable organ. On your turn every turn after your victim must make a Fortitude save at a DC 10 + your STR mod or suffer KO damage equal to your STR mod or they can attempt to break the grapple in which case they take the damage. If they fall unconscious while being strangled you can choose to kill them (takes 1 more melee round of strangulation) or let them go in which case they are only unconscious. Typically garroting and choke holds fit into these rules.

Swallow Whole (General): Larger creatures with great maws can swallow other creatures that are 2 sizes smaller than themselves whole. The creature will suffer damage or other effects immediately and at the beginning of each new round (damage varies) depending on anatomy. A swallowed character loses ½ of their actions/attacks per melee round and cannot get out until they are regurgitated or cut their way out by inflicting ½ of the creature's total H.P. in damage (bypasses KO points when attacking from within). You swallow your opponent after a successful strike and automatic grapple check which cannot be parried and does not incur an attack of opportunity, if the grapple fails then the target is grappled in the jaws or mouth and must break the grapple a second time to be completely free.

Sweep Attack (Martial)(Melee): A sweep attack is an attack that hits all targets within its range with a single blow. On a map grid a sweep attack can hit all occupied squares within range of the attack and can be a hand-to-hand maneuver such as a sweep kick, a weapon blow or use a large object (such as lamp posts in the case of super strong characters). A sweep attack made with limbs can only be made against a maximum of 4 targets of your size class within your reach. All sweep attacks are made with a

Pulling Punches	
Training	DC
Martial Arts	8
Expert	12
Basic or Untrained	15

-1 strike penalty per each intended target and can only be dodged. A sweep attack can be combined with other combat maneuvers but counts as a separate martial level combat maneuver (such as Sweep Kick).

Tackle (Untrained)(Melee): You attempt to leap onto and knockdown your opponent. You charge your opponent and make a grapple check, if successful your target is knocked down with you on top of them. This attack can only be dodged and implemented on an opponent of your size class or smaller.

Throw (Basic)(Melee): On a successful grapple you throw your opponent 5 ft x your STR mod away and stunning them for 1 action. You can use this maneuver on opponents up to 1 size class above yours. This maneuver gains a +1 to execute when your opponent is charging you. If you deliberately throw your opponent at a hard surface they suffer 1 pt of damage + ½ your STR mod. You can also attempt to throw an opponent into a pit or into a desired location as a called shot with the penalty added to the grapple check.

Thrusting (General): A thrusting attack is when you put all of your body weight into an attack directly in front of you. A thrusting attack provokes an attack of opportunity from your target if you strike below their A.C. but a thrust deals critical damage if using a piercing attack.

Touch Attack (General): A simple attempt to touch a target or a portion of the target. The target of the touch attack can only dodge and cannot parry a touch attack directed against it/them. A touch attack also offsets the base A.C. 4 and so touch attacks incur a -4 to the target's A.C. (or +4 to touch).

By Touch: This term is used in descriptions and usually refers to an ability or magic item and can be used as a touch attack or in a normal strike where the effects of the touch attack and strike stack but loses the touch attack A.C. penalty.

Trample (Untrained)(Melee): Mainly meant for monsters and mounts, a trample is an attempt to run down and over a target smaller than you. The only way to avoid a trample is a Dodge and deals the damage for 1 foot strike + Slam attack damage + ½ damage modifier and those trampled are automatically knocked prone. A trample is made at a full charge and the trample can only occur in the middle (half way through) or at the end of the charge.

Trip (Untrained)(Grappling): You can attempt to trip an opponent in several different fashions. Your opponent must maintain balance or is tripped and are on their backs in a prone position. Your opponent gains a +2 to save versus a trip per size class above yours and an attempt to trip an opponent in combat incurs an attack opportunity.

Martial Arts Styles

Martial arts training can be in a generic fighting form or have a specialized style to it reflecting its initial intention and use. These specialized martial arts forms use the ideas of stances, techniques and signature moves to distinguish themselves from generic combat training and to focus purpose instead of relying solely on disciplines to define them. Specialized martial arts styles also all have a strict training progression each new combat level granting additional bonuses and abilities.

Stances

A stance is the form taken by a martial artist which is usually the base of the martial art form they are using. A stance grants up to a +2 bonus to a specific kind of roll such as to all defensive or attack rolls or adding to a single type of combat roll or when using specific maneuvers or even when using a specific type of weapon but a stance also always penalizes another roll equal to the bonus. Such as the defensive stance which grants a bonus to defensive rolls but penalizes attack rolls. It is a free action to use or end a stance.

Techniques

A technique is how a martial artist employs the use of combat maneuvers. A technique is usually employed throughout an entire martial arts style when using that form. Techniques modify existing maneuvers by granting a +1 bonus to them. This bonus can be to one type of roll or maneuver or add a specific type of damage to them. Techniques however can only modify one attack type such as hand/arm, foot/leg or other (which applies to a specific maneuver or roll). Only 1 technique can be used at any time and it takes 1 action to switch to another technique but a free action to simply stop using one.

Signature Moves

A signature move is the expression in a maneuver of a specific martial arts style and thus distinguish it from all others. Signature moves cannot be learned outside of their native martial arts style. These moves can have special effects equal to a feat when used or if a chi point cost is associated with them then the effects of a spell with a DC not greater than a casting DC of 5 + the current training progression level or at the level it is obtained.

Training Progression

When using a specific martial arts style the normal XP purchase rules for combat level are ignored since the bonuses become very different when dealing with a specific style. Every individual style of specialized martial arts will have a progression table which gives the per level bonuses of that style at each subsequent level of experience which is purchased at 1,000 x combat level being purchased in XP similar to a class level.



Creating A New Style

When creating a new martial arts style use the following guidelines as a base.

Name: A name which is descriptive (and colorful) as to the style's intent or type of training

Prerequisites (optional): Some styles may have prerequisites based on what feats or skills the trainee may possess or attribute scores. The GM may add prerequisites if they make sense aside from those mentioned.

Signature Moves: A martial arts style can grant 1 signature move and up to 2 more at the cost of 1.5 design points each (can be included in the training progression).

Techniques: Can grant 1 technique.

Stances: Grants up to 3 stances.

Skill Point Cost: 6

A.C. Bonus: +4

Included Skills: Can have up to 3 specific skills that should reflect the style

Included Maneuvers: Up to 10 maneuvers reflecting the style's intent that cannot be from the special training category.

Bonus Actions: +1

Max Attacks/Actions per Melee: 6

Design Points

When determining the per level bonuses (progression) for a new style of martial arts you should use a point cost design system used to confer combat bonuses to rolls (point for point), grant new maneuvers (as skill points), or even certain feats. You get 104 design points when creating a new form but can use no more than 4 per each progression level with exceptions as noted below. Below are design point costs and bonuses for certain items those with more than a 4 point cost can be included on single level but still expends the given point cost.

- **Bonus Design Points:** Sacrificing Included Skills, Bonus Actions, Max Attacks or increasing the Skill Point Cost grant 1 design point per point or single skill used to gain them.
- **Attack/Action:** 8 points (max 6).
- **Discipline bonuses:** 4 points.
- **Combat bonus:** 1 point per +1 bonus (max +4)
- **Maneuvers:** skill point cost in design points.
- **Feats:** 4 points each, Still adhere to the prerequisites attached to them.
- **Additional Techniques or Stances:** 1.5 points each, existing techniques or stances can have their bonuses increased as if they were normal combat maneuvers.

Multiple Forms

Normally a character can learn only 1 stylized form of martial arts but some characters that already have a standard hand-to-hand combat training can learn a stylized form. In those cases they retain the bonuses from their previous training and begin at level 1 on the progression table for the newly learned style of martial arts. Their previous bonuses do stack with their new bonuses because they are more experienced in combat than a person starting out with just stylized training. Their number of attacks and AC bonuses do not stack they simply overlap retaining the greater bonuses.



Chapter 7: Energy

Throughout any game session the players will encounter many forms of energy used in spells, powers and weapons used by or against them. Energy can also be used in multiple other ways instead of just dealing damage as well as there being many different and distinct types of energy with varying natures.

Forms of Energy

There are many forms of energy in the universe among these are the damaging energies and living energy which includes chi/mana energy.

Damaging Energies

These are types of energy that cause some form of damage in most if not all cases. These damaging forms of energy take many forms some being mystical in nature. The most general types of damaging energy are described below.

Acid: Usually a chemical or compound that causes a chemical recreation which breaks down materials and objects.

Acid deals 1D6 in damage per melee round for its duration typically 1D4 melee rounds very powerful acids can also deal 1 pt of DR/HR damage to objects or creatures per damage die. Acid directly splattered into an eye automatically causes temporary blindness for 1D6 rounds or until washed out. If an acid strike to the eyes was a critical strike roll once (1D100 or percentiles) on Table 7-1.

Table 7-1: Effects of Acid on Vision

01-44	Vision impaired temporarily (2D6 days)
45-70	No damage if eyes are washed out immediately if not roll again
71-89	Permanently impaired vision (partial blindness)
90-00	Permanently blind

Anti-Magic: A form of mystical energy (similar to anti-matter) that is the polar opposite of all other types of mystical power. It cancels all magical effects, prevents the casting of spells and negates all spell-like abilities as long as the exposure lasts. It can only cause damage to magical creatures (see Chapter 13). If a spell caster is exposed to this energy they are immediately interrupted if attempting to cast a spell. Any active spells are completely negated if the subject is exposed to this type of energy. It also affects divine and legendary spells the same way as normal spells. Magical items lose 1 of their magical abilities forever per strike if they fail a saving throw versus a DC of 10 + damage dealt by the energy.

Anti-Matter: The opposite of matter and when it comes into contact with solid matter or gases it annihilates an amount of matter equal to it in a powerful and energetic explosion that can have a radius of up to 100 times the area or radius of the anti-matter itself. It can also have up to 100 times the damage potential as well than a comparable energy (example: a fireball can do 6D6 but an anti-matter ball can do 6D6 x 100; GM's call). Incorporeal creatures are unaffected by this type of energy.

Divine: The most powerful of all mystical energy, deific energy is derived directly from the gods or divine creatures. This kind of energy can appear as and behave exactly like any other type of energy described here mimicking them perfectly. The only difference is that deific energy bypasses all hardness rating, damage reduction and any invulnerability the target may have. Damage from this form of energy cannot be reduced by saving throws or other means only avoided if possible. Two of the most common variants of divine energy are cleansing flames and hellfire.

Cleansing Flames (Divine): Cleansing flames do not burn living creatures or objects but completely cures all disease and eliminates all poisons, filth and dirt. The flames instantly restore all permanent or temporary attribute damage by touch and heal 3D6 HP per melee round. Demons, infernal, fiendish, and undead creatures suffer damage as from normal fire.

Hellfire (Divine): Hellfire causes x 10 in damage to all non-living materials and creatures by touch but does no damage to living creatures. Living creatures engulfed in the flames must make a Fortitude save versus pain (DC of 10 + the number of damage dice) or be unable to act while in the flames. Even spirits, incorporeal and ectoplasmic beings are affected but demons, infernal creatures and fiendish creatures gain the benefits of cleansing flames and only angels and gods cannot be affected by hellfire. All those that are affected negatively are held fast within the flames and cannot move out of the area of effect.

Electricity: Energy resulting from the movement of sub-atomic electron particles causing damage when too much of it moves through an object at one time. Materials that are conductors take x2 damage and insulating materials will take only ½ damage when exposed to large amounts of electricity. Note that small amounts can course through most objects and living creatures without causing H.P. damage for this reason most non-lethal stun devices use this type of energy. Metal armors cannot protect their wearers from the full damage of an electrical attack (bypasses its DR) and the armor also suffers full damage from the attack.

Frost (Cold): A lack of energy and inactive particles cause cold and can cause H.P. damage to living organisms and most materials becoming very brittle when exposed to extreme cold; this is represented in the form of DR/HR damage. Cold can also cause numbness in living creatures causing 1 pt of temporary DEX damage per damage die.

Heat (Fire): Heat energy caused by fire or other sources can ignite flammable materials as well as just dealing damage. Ignited creatures and objects typically suffer 1D6 in damage per melee round until extinguished (a successful reflex save means the creature didn't catch fire).

Heat (Plasma): Plasma energy results from electrically charged gases causing them to become superheated. The heat generated by this energy is so intense that those that are immune to fire are not immune to plasma heat damage if they are not specifically immune to this type of energy.

Kinetic (Force): Energy that is transferred from a moving object to another by touch often referred to as blunt or piercing damage used by bullets, arrows, melee weapons, unarmed attacks, and physical attacks to cause damage. Kinetic energy can cause knockdowns depending on the damage dealt and the nature of the target.

Mystic/Psychic: A form of energy produced by a psychic's mind, directed by a mage's force of will or drawn from the inner core of a character as chi used to produce a desired effect, but deals damage in its raw form.

Negative: Pure negative energy is to life as anti-matter is to matter basically the energy of anti-life appearing as crimson, pitch black, deep violet or bluish bolts of crackling energy and causing damage only to living creatures. It deals HP damage but can deal CON or AUR damage usually if it deals HP damage then it also deals 1 point of CON or AUR damage per damage die. It also can emanate from negative emotions and in small non-damaging amounts can cause the magnification of these emotions. It also heals or bolsters (can grant misc. bonuses to) undead creatures.

Positive: Positive energy is the energy generated by living organisms and is pure AUR energy. AUR energy can heal HP damage or reverse the non-permanent effects of negative energy dealing HP damage to undead creatures and things composed of negative energy. It also can emanate from positive emotions and in small amounts can cause the magnification of these emotions.

Shadow: This strange form of energy appears as pitch-black energy, which gives off no light and can deal HP damage and WIS damage usually if it deals HP damage then it also deals 1 point of WIS damage per damage die. This type of energy can also come in solid or liquid forms as well as the raw energy form. In its solid forms it possesses 5 HP per 1 sq. ft.

Sonic: The energy of sound waves, this energy can only be generated inside of an atmosphere. The more dense the atmosphere the more intense the sonic energy becomes (see table 7-2). Sonic energy also deals 1 pt of PER damage (if the creature has the sense of hearing) per damage die when it hits a creature or it can deal only PER damage. This damage can be temporary or permanent depending on the intensity.

Table 7-2: Atmosphere Densities & Sonic Energy		
Atmosphere	Damage Modifier	Range Modifier
Thin, very high altitude	½	½
Normal	-	-
Thick, heavy gasses	Double	Double
Liquid	x10	Triple

Mana Energy

Mana energy and indeed chi energy are interchangeable and are essentially the energy of existence represented in-game as points. This energy when tapped can be put to use as bonus points to spells, psychic abilities or certain chi feats. Generally all creatures possess a chi score and all natural objects possess at least 1 mana/chi pt. per 1 sq. ft. artificial objects and structures possess less than 1 pt which simply cannot be drawn on. Any given area of land has only 1D6 pts of mana. Other areas may have higher mana levels (up to the GM and setting). Tapped points typically return to full the next day and although points can be reduced to zero, this simply means the points have been reduced to the point that they are too low to be useful it does not mean they are at absolute zero.

Mana Pools

Mana pools are small areas of concentrated mana having a mana level no greater than 5 but unlike ambient mana in an area they are localized to a small radius or area and the used mana points do not return unless intentionally recharged in some way.

Tapping Mana Points

Characters that use chi abilities, psionics and magic can tap mana energy to enhance their powers using the Geomancy skill. Tapping mana energy is always a skill check at DC 20 to tap 1D6 pts (+4 DC per extra 1D6 if that amount is available in the area) adding the tapped points to a single psionic ability, Spellcraft (or other casting skill) or to mystic/psionic energy damage. Tapped energy is expended as soon as the boosted mystical ability is used. It only takes 1 action to draw on additional mana points using this method but every time it is tapped within the same day and area the mana dice type is reduced by one-step which lasts for 1 day. Example: 1D6 mana level is reduced to 1D4 when tapped for a second time regardless of who is tapping it. Once the mana level is reduced below one it is no longer accessible until 24 hours have past.

Sacrifices & Mana Energy

Characters, primarily evil ones, can sacrifice creatures or other characters in order to gain the benefit of their chi energy. If a sacrificial victim is killed with a coup de gras blow during the casting of a spell or the use of a psionic power then 50% of their total chi score is available to the caster/psychic for a single use, regardless of the number of

points actually used, all the points immediately disperse after use if not stored properly (GM's call). Psychics require the use of a fist-sized clear crystal in this process.

Leylines

Leylines are a matrix of natural mystic energy that run in straight lines across a planetary body that represent the natural flow of mana energy across its surface and through its interior. The true source of these flows is a mystery but they are apparently inexhaustible sources of mana. Nexus Points are places where leylines meet and the energy is at its greatest.

Inactive leylines are invisible and semi-dormant only allowing for a slightly higher mana level than normal only through rituals and megalithic erections can those with the know how draw mana as if the leyline were active. Failed rolls when attempting to tap these structures will always have a percentage chance of opening a dimensional rift (GM's call).

Active leylines are visible at night as crackling walls of bluish white energy which are always present but the light of day overwhelms the light given off by the line. The leyline cannot block creatures or objects but does affect magic, psionic and chi abilities when within 1 mile of an active leyline doubling the damage dealt, range and area of effect of such powers when they are used and not actively drawing on the available mana.

All leylines and nexus points can be tapped for mana points allowing for 1D8 pts to be tapped on an inactive leyline, 1D10 on an active and 1D12 on a nexus point instead of 1D6.

Periods of Increased Nexus Point Energy

There are periods during the day and year when the energy levels at a Nexus Point are increased. On worlds where the leylines are strongest a dimensional rift may tear open. If mana is tapped at these times it incurs a percentage chance proportional to the available mana of a dimensional rift opening up. The GM can also decide if the leyline or leyline nexus has periods of increased energy such as Midday or Midnight, at seasonal equinoxes, solstices, eclipses or during planetary alignments. There can be super nexus points which are leyline nexuses that are the meeting places of multiple leylines making them points of incredible mystical magnitude.

Leyline Eruptions

Inactive leylines are prone to actually erupting and increasing in magnitude a thousand fold afterwards transforming into active leylines. They can erupt for no reason (only a 1% chance of that) or because of the actions of a deity or upper echelon demon. The most common occurrence that causes a leyline eruption is the death of 1 billion or more intelligent beings at the same moment on the same world. When a leyline erupts it sends a vast wave of crackling energy across several miles and every living thing in its path is completely destroyed also creating massive natural disasters all over the planet and if this energy wave comes across another leyline it can cause that leyline to erupt as well. All non-living things suffer 2D4 x 100 H.P. mystic energy damage to their physical structures bypassing hardness ratings. Numerous dimensional rifts will occur all along an erupting leyline and many off-world beings will be deposited on that planet.

Leyline Storms

Leyline storms are similar to electrical storms except they travel up and down active leylines typically lasting 3D6 x 10 minutes occurring at anytime along a powerful leyline. Storms that occur on nexus points last twice as long.

There is seldom rain during these storms and the sky turns dark green, purple or any unusual color for the planet they occur on. Large black clouds roll in and the wind gusts at about 35 mph. Bluish white bolts of mystic energy crackle across the sky and sometimes strike the ground. Everything within the storm glows with a bluish white halo. These storms of mystical energy have strange and dangerous effects on mages, psychics, magical items, spell casting and creatures of magic as well as dimensional or magical portals present at the time of the storm. These random effects are left up to the GM (random tables are recommended).

Dimensional Rifts

Dimensional rifts are basically naturally occurring dimensional portals that occur on an active leyline although a mage may be able to open a rift on an inactive leyline or nexus point. These rifts can lead to any number of worlds on any plane of existence or any location on any leyline on the same planet. All portals on all worlds are affected by leylines, which includes magically and scientifically created portals opening on leylines or nexuses with a -10 to the DC but opening a portal on a leyline or nexus has a 01-20% chance of opening a dimensional rift.

Magic Wells

A magic well is simply an anomaly of concentrated magical energy (in the form of mana) from which vast amounts of mana flow whose mana level is always up to the GM. These wells are typically invisible unless particularly powerful in which case they are visible to the naked eye. They appear as a flow of brightly glowing energy erupting from the ground sometimes coming up from an opening in the planet itself. Any of those that can sense magic can only sense the magic well when it is within their sensory range because its magical radiation is concentrated in the well itself. Magic wells also overwhelm and mask all other magical auras (dweomers) near them. These sources of magical

power are often jealously guarded secrets and are dangerous and unpredictable when tapped for energy. Although a magic well can only be tapped for mana points, tapping them causes a disturbance in the natural flow of energy causing a leyline storm to erupt in a 1-mile radius around the well which explains why an ancient temple (typically underground) or monolithic constructions are often found surrounding a known magic well. Creatures summoned using the mana from a magic well will have their number of HP doubled.

Magic Zones

There are patches of unstable or percolating mana energy on some worlds, which have their own and strange influences within their area and are often avoided. Known as magic zones and named as such because they seem to only affect magic and spell casters these strange areas of unstable energy come in two different flavors sometimes (but very rarely) these zones can encompass the entire planet.

Dead Zones

Dead zones are areas of land in which mana and leyline energy is completely inaccessible. Magic spells, magic items and spell-like abilities cannot be used within these zones however, magical items that do not have to be charged will function at half effect in these zones. Dead zones are permanent and mages or psychics will know immediately when they are in one because they feel the great emptiness and lack of magical energy.

Wild Magic Zones

Some magic zones cause magic to behave in an uncontrollable manner with no explanation as to why this is so though there are plenty of theories. Table 7-3 should be rolled on every time magic is used either through spells, items, or spell-like abilities within a wild magic zone.

Mages who take residence in wild magic zones have to save versus insanity for every 3 months they live on that land at a DC of 25. Mages can sense wild magic zones because they can sense the chaotic nature of the magical energies in the zone (psionics cannot sense wild magic zones). Psionic and other uncanny abilities are not affected at all.

Table 7-3: Wild Magic Table	
01-10	All aspects of the magic are doubled.
11-20	Magic did not work at all
21-30	Magical Explosion (see Chapter 8)
31-40	Magic works as normal
41-50	Magic powers are decreased all effects are halved.
51-60	Magic powers have a completely different effect roll on the Magic Effect and Spell Seed sub-tables on Table 8-24
61-70	The spell is a completely random one (roll on Table 8-24: Random Spell Table)
71-80	Magic powers affect everyone and everything within a 100 ft. radius around the caster except the caster.
81-90	Magic Power is completely inverted (see Chapter 8)
91-00	Only 1 of the spells attributes are inverted (roll Table 8-24 to determine which)



Chapter 8: Magic

What is Magic?

Magic is the manipulation of the underlying spiritual forces of the universe including the manipulation of mana/chi energy using sheer force of will and ritual machinations to tap into that energy. All magic inside of the context of the game requires certain conditions to be met in order to obtain the desired effects. These requirements and other vital game statistics describing the effects in game terms are collectively what are referred to as spells. Since magic is a component of the game universe certain conditions and phenomena such as magic dead zones, leylines and mana wells influence the effects and in-game use of magic spells, spell-like abilities and magic items (see Chapter 7 for more details).

The Game Elements of Magic

All magic in the context of the game has six basic elements which are the Origin of the magic used, the Casting DC, the Method used to cast the magic/spell, a Magic Effect, Spell Components which are required to work the magic and Other Game Statistics which are necessary to game mechanics such as range, targets affected etc. For simplicity all rituals or other methods used to cast magic are referred to as Spells, all spells consist of the previously mentioned attributes even if the caster may be unaware of them and those abilities which mimic or have a magical origin are referred to as Spell-like Abilities.

Origin

This spell attribute describes from where the magic is drawn or is derived from. There are 3 basic origins which are the Arcane, Channeled magic and Sorcery.

Arcane

Magic of arcane origins is drawn from the fabric of the universe using arcane skill and mystic knowledge, the primary ability of mages and wizards. Since magic of the arcane variety puts such a strain on the caster's mind and the magical forces involved also drain the body of vitality each arcane spell a caster successfully casts deals 1 pt of KO damage. Though experience toughens casters against this mystical exhaustion allowing casters to cast 1 spell per caster level with no KO damage. Although protections against damage do not protect the caster against 'arcane drain', mana pts can be used as a substitution and cantrips are exempt from this.

Channeled

Magic is channeled from a specific source and is limited by that source, its nature, alignment and sheer magical power. This type of magic is often granted by gods to their chief followers such as Clerics, Paladins or powerful priests and prophets. The source of the magical power is typically a deity of some sort but GM's can allow for other sources and even imprisoned sources held by the caster themselves maybe even items, spirits or other master level casters. The potential for channeling is only limited by your imagination and the GM. Of course, channeled spells are limited by the source itself and thus spells that are accessible to the caster are limited by factors set by the GM based on that source. Note that the caster has no knowledge of the actual spell even if they are channeling it because all of the power and indeed knowledge of the spell lies with the source but channelers still need to satisfy the spell requirements during a casting.

All channeled spells are limited by Spells per Day. That is, only a certain number of spells can be cast using channeling each day. The maximum channeled Spells per Day that can be cast are equal to Base Attribute modifier + Caster Level. The caster level of a channeled spell is always determined by the caster not its source and all casters of channeled magic must pray or meditate for at least 15 minutes to replenish their spells per day once a day though some sources may require an offering or sacrifices (GM's call) before their magic is accessible.

Sorcery

Magic that is drawn from the personal life force of the caster or a natural magic talent. Sorcery covers magic that requires an inborn/innate or transformative secret or talent to be workable, such as one who was born with a supernatural abnormality allowing for the ability to cast spells or a mage who has learned a secret that causes their eyes to glow red but can now use sorcery. It cannot be learned as arcane magic and cannot be accessed via channeling although a sorcerer can learn and cast arcane spells using sorcery.

Sorcery requires the use of mana/chi energy which can be drawn from willing creatures via touch (in the form of chi points) or from the caster's own chi reserves as well as from natural objects such as stones (see Chapter 7 for full description). Each spell cast via sorcery requires a chi/mana expenditure equal to the spell's Casting DC - 10 with the minimum being 1. As long as the caster has access to chi/mana points they can cast spells using sorcery.



Method

All magic has a method by which it is worked each has its advantages and disadvantages as well as differing in how spells using a specific method are used and behave in game.

Invocation

Invocations are simply spells read aloud from spell books, scrolls or notes sometimes followed as a recipe or as one would follow directions in a manual. They require all of the same casting requirements such as components to be met by the reader in order to make a successful casting. The Casting DC of an invoked spell is increased by +5 from normal and adds a +1 action (or applicable increment) to casting time. Spells from any of the 3 origins can be written down, arcane being the easiest but sorcerous spells (aka: sorceries) would require the expenditure of mana/chi points and/or require the caster to be able to use sorcery and channeled spells are typically written as specialized prayers to the source which would require the caster to be able to channel magic from that specific source.

Incantation

These are spells cast as they are with no special modifiers and used in game when a caster casts a spell normally. Typically only the Origin of the magic itself modifies the method in which it is cast.

Craft Item

These spells result in the creation of a fantastic item (see Chapter 11 for details). The item creation requirements are added to the base spell(s) and the Casting DC becomes the Creation DC of the item. Note this method can be used as an Invocation as if following a recipe from a book or scroll adding the modifiers for an invocation to it. Note that a caster does not have to work out a spell in order to create an item just meet the item creation requirements (see Chapter 11). If the skill required to craft the item is not listed under the casting DC of the spell then use the caster's base casting skill instead.



Eldritch Talent

An eldritch talent is a special spell that can be used without a casting check only needing to satisfy the basic requirements of the spell such as a certain Material component is needed or the target must be of a certain race or be an animal. For example: A druid learns the eldritch talent of Speak with Animals, thus the spell will only allow him to communicate directly to animals via telepathy but not with any other type of creature such as his comrades or a dragon. When an eldritch talent is learned or obtained it has a permanent one-time cost attached to it that only the caster can satisfy. After this is met the caster has the talent available to them at anytime as long as they can satisfy the spell requirements. The permanent cost is typically an attribute penalty or chi point cost but can be a permanent transformative effect instead (example: a mage gains a talent that causes his eyes to glow red reducing his BEA allowing him launch a fireball at a whim). This cost is equal to 1/10 of the spell's Casting DC with a minimum of 1 and fractions are always rounded up. Transformative options are up to the GM what they will allow.

Ritual

Rituals are spells that take a long time to cast and are often complex but are easier for novices (those without the appropriate skills) to cast, often by accident in horror style games. Casters can take a 10 or 20 on the casting of a ritual which has a minimum casting time of 1 hour. Rituals can be left incomplete if not canceled by the caster or another with the appropriate skills meaning that if the rest of the ritual or the components are spent or met then the ritual will be considered successfully cast even if those who completed it were unawares. Incomplete rituals remain active; they can still be completed even unconsciously, for a number of years equal to the spell's casting DC + the original caster's caster level or if the ritual was required to be cast during or before a special event then it remains until that event comes around for the second time.

Rune

Rune spells use the Magical Script skill (which is used as the casting skill) to imbue or store magical effects in script, sigils, circles and arcane symbols. All runes must be charged either during or after casting to be able to take effect. Rune magic takes effect and remains in effect as a normal spell after completion but any rune spell that is inscribed so that the runes and symbols are permanent can be "recharged" and are considered "uncharged" runes after the initial casting's duration expires. Uncharged runes can be charged as if using sorcery or by a caster who already knows the specific rune spell and simply recasts it without having to draw or carve the symbols. Attempting to erase a charged rune is considered a Dispel attempt, a failed attempt automatically triggers it. To charge a rune requires 2 mana pts.

Magic Effect

Every spell has just one overall magic effect which describes in general terms what it does. Below are the descriptions of all of the magic effects.

Abjuration: Protective, creates a physical or magical barrier, negates magical or physical abilities, harms trespassers, or even banishes the subject to another plane of existence.

Death: The spell snuffs out the life force of the targeted creatures up to a HD limit.

Divination: Generally enhances the senses of an individual and enables the caster to learn knowledge or sense something that would otherwise be impossible.

Enchantment: Imbues an existing target (object or creature) with magical effects.

Energy Damage: Uses energy to cause damage (see Chapter 7: Energy).

Energy Drain: Drains energy from the target. May or may not be channeled for use by the mage. The magic can affect any applicable statistic with a numeric value.

Evocation: Manipulates non-damaging energy or taps an unseen source of power to produce a desired end. In effect, creates something out of nothing.

Illusion: Creates false images, if the victim has no reason not to believe the illusion before then they receive no saving throws, if they do doubt it they receive a Will saving throw to disbelieve the effects. If at anytime the illusion is pierced by an attack with an iron object or weapon (if this is possible) the illusion immediately disappears.

Mind Control: The magical energies of the spell are used to manipulate another beings brain and mind.

Necromancy: Manipulates the dead or undead.

Summoning: The magic summons a creature against which a control check must be rolled by the caster in order to fully and completely control the creature. A control roll is an opposed Will check where the caster gains their caster level and the creature its CR as bonuses. If the caster fails they cannot control the creature nor dispel it by canceling the spell although the spell's duration still applies. Summoned creatures add their CR to a spell's Casting DC. The CR added to the casting DC can be used as construction points to add levels, HD or powers (see Table 12-2) if the spell is designed that way.

Transmutation: Magical energies alter or change the shape, texture, and color of an object and/or completely change the molecular structure of a material or object and transform it into a completely different material with different properties or alter a creature's abilities.

Spell Components

This describes what materials or objects are needed to complete the spell and in what portions or how much. Note all spells must have at least 1 component.

Verbal (V): Involves the verbal utterance of mystic syllables and sounds, if unable to talk or gagged, spells using this component cannot be cast.

Somatic (S): Involves certain movements of the arms, hands, head, or dance like steps, if the mage is restrained spells using this component cannot be cast.

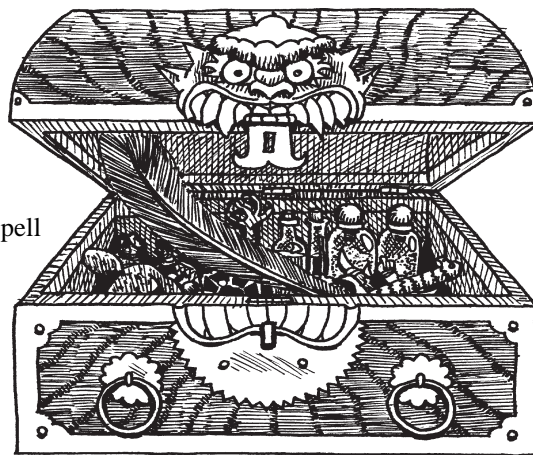
Material (M): Involves the use of some kind of material component, if the mage does not possess the materials required by the specific spell it cannot be cast.

Concentration (C): Involves the focusing of Will upon casting the spell in question, on a target or goal. If the mage finds it hard or impossible to concentrate then the spell cannot be cast.

Caster (Ca): A component entry that lists a special consideration such as race, class or template meaning the caster is required to be of the listed race or already have the template applied to them. This can include character alignments or the caster having to have perpetrated a specific act among other things that the caster must personally fulfill.

Context (Cx): Requires either the caster or the target to meet certain situational conditions in order for the spell to be successful such as experiencing anger or fear at the time of casting or in the process of carrying out a certain type of action while casting the spell. These spells are also modified by the context in which they are cast. Example: a healing spell with this component can cause damage when cast in anger.

Area (A): A component entry that lists a special consideration such as a special location or environment (a graveyard or in the air), a location under a special effect (consecrated ground) or an area containing an object (an altar) meaning the spell can only be cast in or on an area of effect that meets the required area component.



Other Game Statistics

All spells require additional statistics or game attributes in order to function smoothly while in play. These are the Casting Time, Saving Throw, Area of Effect, Range, Damage, Duration and Level Advancements descriptions. Not all spells require all of these however all spells should have a Saving Throw, Area of Effect, and Range entry.

Saving Throw

This gives the type of saving throw as described in Chapter 1, Fortitude, Reflex, Will or Courage to negate or reduce the effects which always having two parts. The first part describes what kind of saving throw is required and the other is the effect of a successful save. Spells can also have a secondary saving throw if the spell's effects warrant it. Three other types of saving throws which are not from the 4 standard saves used for spells are described below.

Dodge: The spell requires the target(s) to dodge the spell or out of the area of effect if possible to completely avoid the effects.

No Saving Throw: This cannot be added but is instead a common sense decision if the spell has effects that cannot be logically avoided or if it affects something that doesn't get a save but may require other checks, i.e. Grapple.

Standard Combat: The results of the spell do not call for a saving throw but are treated as a normal attack of the proper type (ranged or melee) which adds the spell strength – 10 of the caster to normal bonuses. The type of attack should be listed in parenthesis.

Willing: The spell can only affect those who are willing, which includes those who unknowingly accept the spell such as striking an enchanted target, which confers its effects to the attacker or those who sign an enchanted document. Those who are willing receive no saving throws.



What follows is the second part of a spell's saving throw, what results from a successful saving throw.

Negate: If the victim passes the saving throw then the spell does not affect them at all.

Half: If the victim passes the saving throw the main effect of the spell (usually damage) is halved.

Disbelief: If the target passes the saving throw (always Will for disbelief) then they simply don't believe what they sense if it is due to the magic of the spell. Whatever the spell causes them to sense they still sense it (see it, feel it, smell it etc.) but they know it is false and do not suffer any penalties or effects from the spell. Even if the spell logically blocks a sense such as vision they can see through the spell as if it were transparent. The disbelieving character can pass through the effects without being harmed as well as see through the effects of the spell as if it were semi-transparent.

Partial: The target makes a saving throw for either half effect or to negate 1 effect that this spell has but another of its effects cannot be avoided.

Area of Effect

The area of effect of a magic spell is given as a measured area basically all within that area are affected by the spell forcing a saving throw for each. Note that some spells can have secondary area of effects.

Range

How far the spell can reach or up to what distance the spell can still affect its target. Basically, the max distance usually given in feet at which you can place the center of area of effect given.

Damage

How much and what kind of damage the spell deals. Typically described in damage dice with damage type abbreviated after (example: 1D6 H.P. or 1D6 temporary DEX).

Duration

How long the spell's effects last. Duration can be given in melee rounds, minutes, hours or days but there are 4 other types of duration which require more explanation which are Instant, Until Dispelled, Concentration and Permanent.

Instant: The spell's effects last for only the action/attack in which it was cast. If the spell creates or transforms something then the effects remain until the result is destroyed or restored (the caster cannot cancel the spell). Most damaging spells have the duration of instant but the damage remains after the spell has expired.

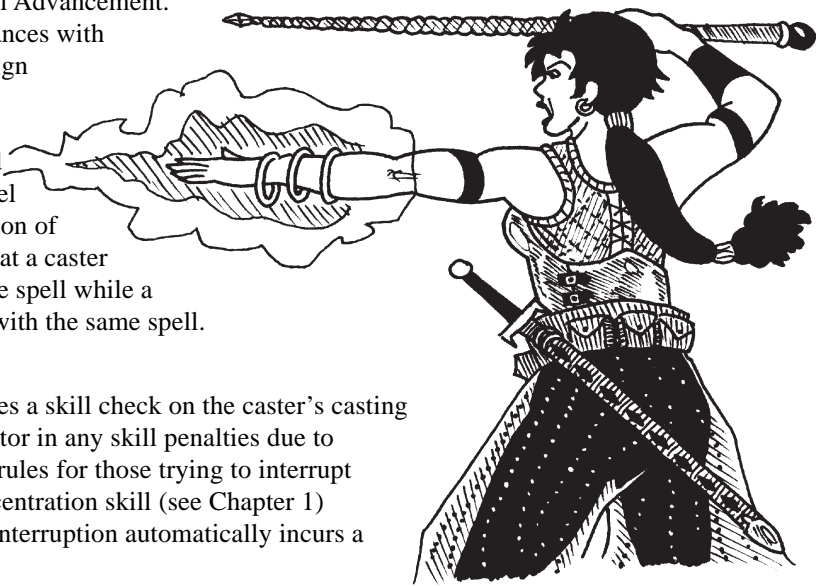
Until Dispelled: The spell's effects continue until it is dispelled, negated or canceled.

Concentration: The spell lasts as long as the caster can maintain concentration, which means that they cannot cast other spells or take any other actions besides moving while maintaining the spell. This also means concentration checks must be made whenever the caster is attacked while maintaining this type of spell.

Permanent: The effects of the spell are permanent and cannot be dispelled or negated by anti-magic energy but all spells with this duration require a permanent XP expenditure equal to the spell's Casting DC x 100 XP.

Level Advancements

Some spells' attributes increase when cast by casters of more experience (higher level) and this is what is called Level Advancement. Usually a spell attribute or statistic that advances with caster level will give a base then list a "+" sign followed by the increase for advanced level followed by the phrase "per caster level". The given number after the "+" sign is added to the base for every caster level beyond level 0. For example: A spell has a range description of '25 ft + 5 ft per caster level' which means that a caster level 1 character has a range of 30 ft with the spell while a caster level 3 character has a range of 40 ft with the same spell.



Casting Magic

Casting a spell in-game only requires a skill check on the caster's casting skill. This requires the GM and player to factor in any skill penalties due to situation or armor, and concentration check rules for those trying to interrupt them. Spells adhere to the rules for the Concentration skill (see Chapter 1) except that on a critical failure versus spell interruption automatically incurs a magical explosion.

Base Attribute

Spells and all magic are based on a single spiritual attribute of the caster called the Base Attribute. This attribute is used in determining the caster's Spell Strength and should correspond to the Casting Skill used for the Casting Check to cast spells but does not have to. The origin of the magic usually determines the base attribute as well as the skill used to cast spells.

Caster Level

The Caster Level of a spell casting character is the level of proficiency and magic experience they have based on the base class used to cast magic. This almost always is the Mage class of the individual but can be based on other classes especially when dealing with Channeled magic, where Clergy class characters are the primary example. If the caster has other non-caster classes they do not count towards caster level. Example: A 3rd level mage with 3 other levels in the fighter class would be a 6th level character but would only be a 3rd level caster. With sorcery caster level may rely on overall character particularly when dealing with Racial Magic.

Spell Strength

Spell Strength is the DC all saving throws are made against and must meet or exceed to negate or reduce the effects of a spell versus all spells cast by an individual caster. The Spell Strength of a caster is determined by adding 10 + Base Attribute Mod + ½ of their caster level.

Casting Spells

A spell or magic in general is used as a skill check on a base casting skill which is used as any other skill. The base Casting Skill is simply the skill used to make casting checks and is usually based on the Base Attribute for the method the caster is using. A spell is cast after a caster makes a successful Casting Check versus the spells Casting DC on their turn using the Casting Skill. If failed the spell simply has no effect unless it is a critical failure in that case roll once on the Wild Magic Table (table 7-3). Spells cast from magic items do not require a casting check. Canceling an active spell is a free action for the caster immediately ending the spell's effects.

Casting DC Penalties

Spells are harder to cast in certain situations incurring casting DC penalties which actually add to the casting DC of a spell making them harder to cast such as while wearing armor or if the casters hands are restrained or full. Armor adds to the casting DC of spells when worn because the weight and restrictive confines interfere with movement and sometimes speech and concentration. The casting DC modifier is specified under the armor description. The spell caster can also incur circumstance modifiers such as a +2 for full hands or while cradling something. As all skills, spells can incur situational modifiers.

Casting Time

All spells have a casting time with a minimum of 1 action. Basically this is the amount of time it takes to cast a specific spell and if it exceeds 1 action then any attacks or other situations that occur before the casting time is up can incur Spell Interruption. The caster is occupied during the casting time and can only move without incurring Spell Interruption and any other action on the caster's part may simply negate the casting entirely. The spell's magic immediately takes effect on the caster's turn after the casting time has expired.

Learning Magic

Typically, particularly with arcane magic, casters can learn new spells. With other casters this is also possible, channelers can learn new more powerful prayers or sorcerers can learn to tap into untapped depths of their potential. Of course, the nature of the two latter types of magic would modify and dictate the usefulness of these rules. All casters attempting to learn a new spell are limited to their I.Q. modifier in spells that can be learned in one day. It also takes 1/10 of the spell's casting DC to learn in hours with a minimum of 1 hour. These two factors are the only limiting factors in learning new spells as well, of course, as the casting DC of the new spell which also limits the caster's success in using it.

Starting Spell Knowledge

The number of spells and sometimes specific spells that a first level caster possesses or can choose from is solely dependent on their character class (see Chapter 1). The standard mage class specifies the starting spell knowledge and Specialist caster classes should as well.

Scrolls & Books

Scrolls, codex's and books can be rich sources of new spells for adventuring mages or those who frequent magic shops and libraries. Spells typically written on scrolls have a cost equal to (Casting DC x 150 gp). If the spell is being taught then the price is (100 gp x the teacher's Mage class level) + (the Casting DC x 100 gp). Blank spell books cost 25 sp + any wards if the book is not blank then treat every page as a scroll and add the books price into it.

Special Notes & Spell Options

Cantrips

Cantrips are extremely simple spells that always have a casting DC of 5. Cantrips are limited to a +1 maximum modifier for each spell attribute (see Table 8-1). Characters with at least 1 mage class level do not have to make a casting check to successfully cast a cantrip. Cantrips can use any method and in listed in parenthesis () after the method in spell description attribute blocks.

Curses

Curses are malignant spells that always have a permanent duration without the XP expenditure and can only be dispelled by the original caster, by fulfilling a special condition usually set by the caster or by another spell directly designed to counter curses. Curses can use any method and in spell attribute blocks should be listed in parenthesis () after the method. Anti-magic can only suppress the effects of a curse not dispel it nor can they be drained away. Curses are so potentially malignant that there is a 2% x Casting DC chance that a cursed subject can pass the curse on to their offspring if conceived while their parent is cursed, double the chance if both are cursed.

Racial Magic

Spells and knowledge gained per level or possessed at birth because of race can be cast without having to make a casting check but are still subject to concentration checks and spell failure as normal. Racial spells can use the creature's overall character level as the caster level or be independent of the creature's actual character level if specified. The number of spells the creature can cast in a 24 hour period is also specified as an exact number of spells per day or up to 3 x day for each racial spell. The number of spells per day is determined on a racial basis.

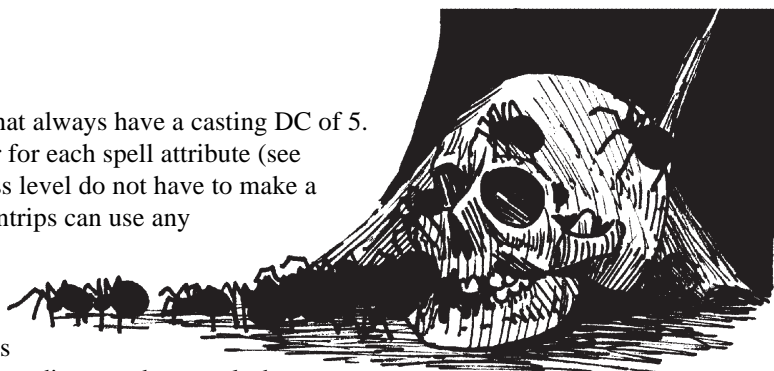
Tandem & Inverse Casting

Spells can be combined to achieve a desired effect not available to any one spell a spell caster may currently know. Spells can be combined by casting them in tandem; that is, cast one after the other with no breaks in between, and holding off of the spells effects until after the final one in the sequence is cast. The casting time for a tandem spell is ½ of the total casting time for all included spells and the Casting DC of the tandem spell is the highest casting DC + 2 per spell added to the tandem spell.

Inversing a spell is when a spell caster casts a spell backwards causing some or all of the effects to be reversed. The chosen aspects of the spell are reversed such as if the spell is aimed at a target the caster is the one affected, not the target if the spell is targeted at the caster it will affect a target and so on. To inverse a spell the caster must succeed at a Casting check at the casting DC of the spell + 5 for complete inversion with a + 1 per each reversed spell attribute (if not completely inverted). Successfully inverted and tandem spells can be written down for later use.

Series Spells

Series spells are spells that are part of a series such as fireball I, fireball II etc. All spells in the series are essentially the same except for varying levels of complexity and power. The caster gains a +1 misc. casting bonus per lower spell known when casting a higher spell in the series. Example: when casting fireball III a mage gains a +2 bonus for fireball I and II but gains a +1 when casting fireball II if they know fireball I.



Triggered Spells (“Trap-like Spells”)

These types of spells do not take effect immediately after being cast they are delayed until a certain condition is met such as a creature, or even a specific type of creature, steps into the area of effect or touches an enchanted object etc. after which time the spell’s effects become active. Of course the spell cannot remain dormant beyond its duration time after which time if it is not triggered it simply dissipates and becomes a wasted effort. These spells are also referred to as trap-like spells.

Counter Spells

Spell casters sometimes cast slightly altered spells to counter the same unaltered spell being cast by another which totally negates the effects of that spell. This is known as counter-spelling and the spells used in such a fashion are known as counter spells. To cast counter spells a spell caster must first know what spell is being cast and must already know and be able to cast that spell. The counter caster makes a normal casting check + the enemy caster’s spell strength added to the spell’s casting DC and if failed the counter spell did not affect the targeted spell if successful the countered spell is negated. A counter spell has the same casting time as the targeted spell and is performed as a simultaneous attack. Counter spells can be written down for later use eliminating the need for the base spell to do this.

Dispel Checks

Certain spells or situations may allow for a dispel check which is made to negate an active spell or the effects thereof. A dispel check is made by rolling a 1D20 + 1 per the dispelling character’s caster level versus the Spell Strength of the original caster + the casting DC of the spell to be negated.

Detecting Magic

Casters can sense the magic coming from magical items, spells or other casters within 10 ft. Typically they can both see and feel the “vibrations” of magical auras and emanations ,called Dweomers, within this range at a 25% + 5% per caster level proficiency. Whether the magic is weak, medium or strong can be sensed and depends on the Spell Strength of the caster/creator typically weak is below 10, medium is 10 to 15 and strong is greater than 15. If the caster has prolonged exposure to such items then they will eventually be able to detect magic successfully. A rule of thumb is if they are within 10 ft of a magic object or another spell caster for over an hour then they automatically sense magic.

Advanced Material Component Rules

Some components that are required to cast certain spells can be substituted to achieve altered or improved effects and it is not uncommon for mages to go on quests or hire adventurers to go look for certain components that can be useful to them. The Material (M) component is the most common type of component which is altered to achieve augmented effects. This can be achieved by using body parts from certain creatures (GM’s call) such as dragons or monsters which can add a circumstance bonus to the caster’s Spell Strength or add an additional die of damage to the spell’s damage. The body part should be synonymous or at least symbolic of the spell’s effects, origin or nature, in other words it should have some kind of literal or figurative relationship with the spell in order to actually work.

Casters can also incorporate potions or other such substances into their spells which can add their effects to it or augment the appropriate spell attribute. Objects can also be used with spells that use the Concentration (C) component using it as a magnifier granting other bonuses similar to those already mentioned.

The materials or objects used are always consumed unless using the C component rules where if the object is magical it acts as if activated normally although if the spell fails and there is an explosion then the item is automatically destroyed or if the magic goes wild then the effects apply to the item.

Magical Explosions

Sometimes when a spell fails or a magic item is subjected to certain situations there is an explosion of magical energy. The damage is an eruption of mystical energy damage and the damage dealt to a 5 ft radius per caster level is 6D6 H.P. The caster or the holder of the item takes only 6 H.P. worth of damage (1 H.P. per die). When this happens treat the area of effect as a standard explosion (Chapter 10, explosives).

Experience Point Costs

This is labeled in the spell attributes as ‘XP Cost.’ This does not include spells using the Item Creation method as item creation requirements are added into the spell’s attributes. The GM can impose a 1,000 XP cost to any spell he deems it necessary if its results are potentially overpowering.

Creating New Spells

Player characters can create their own spells. The GM can also require you to possess a particular magic feat or feats to develop certain spells but these will not be required to learn or cast them.

Spell Casting DC

The casting DC of a spell is formulated by adding 5 + all of the DC modifiers gained from the alterations you have made to the spell attributes as described in Table 8-1. The DC is a Casting Skill check that must be met or exceeded once in order to correctly develop the desired spell and is used to determine if it was successfully cast every time it is cast thereafter.

Spell Development

A spell also requires a certain amount of supplies and money to develop as well. The cost to develop a spell is determined by 100 gp x the casting DC for the specific spell. It takes 1/10 the casting DC in days to develop a spell. After all of these requirements are met, the spell is written down in your spell book or in your notes, which you can now memorize and use. The GM should approve every spell that is developed in game and can make changes to fit any developed spell into their campaign.

Your Spell's Description

After you have settled on all of the numerical aspects of your spell and its attributes you must come up with a description for your spell. Your description should answer all of the following questions about it.

- What was it designed to do?
- What does it actually do?
- What are the visual/auditory effects during or after casting?

A Complete Spell

A spell that you have finished developing should follow the following format. A spell's attributes cannot be changed on the fly and are the permanent only certain magic feats can alter the attributes or effects of a developed spell. The Spell Formulation Sheets at the back of this book were made for the purpose of helping players and GMs to easily develop and record their custom designed spells.

Origin: Not always required but can be used to narrow the spell's usage; states from where the spell's power comes.

Method: Defines how the spell will be cast, all spell descriptions require this.

Magic Effect: All spells will have 1 spell effect, all spell descriptions require this.

Casting DC: The DC of the casting check of the spell, all spell descriptions require this. The casting DC is determined by adding 5 + any other modifiers (see Casting DC Modifiers below).

Casting Time: Defines how long it takes to cast the spell, all spell descriptions require this.

Components: The components required to cast the spell. All spells must have at least 1 component.

Saving Throw: The saving throw type the spell requires to save against it. The DC itself is determined by the Spell Strength of the caster.

Range: The maximum range at which the spell can reach, all spell descriptions require this.

Area of Effect: The total area and its general shape that the spell can affect.

Damage: How much damage the spell deals listed in the standard damage format (<number of dice>D<die type; number of sides>)(ex: 1D6 or 2D4)

Duration: How long the spell's effects last, all spell descriptions require this.

Casting DC Modifiers

All spell attributes modify its casting DC in varying ways and degrees as shown in Table 8-1, however some these require some more explanation and are listed and further explained below. Note that an attribute can be marked special if it does not adhere to the following rules and thus adds a +10 if the GM allows it.

Level Advancement: If a spell attribute has a level advancement then it adds an additional DC modifier based on each advancing attribute (see table 8-1). If the spell grants a proficiency or includes one, for one of its effects, the base starts at 15% with a +1 to the casting DC per additional 5% base if the proficiency increases per level then use the level advancement modifiers (again table 8-1). Any HP granted by a spell should use the standard damage modifiers and the max die roll for damage die can also be used as a fixed number imparting the modifier for that die to the casting DC (example: using the DC modifier for a D20 for a spell that grants 20 HP).

Range:

Touch: The caster must succeed at a touch attack (see Melee Combat) to affect the target. Usually there is no saving throw for the target because the caster must succeed at a successful strike.

Self: Affects the spell caster only, does not add to the Casting DC.

Sight: Range is not given in feet, as long as the caster can clearly see the target it can be affected by the spell.

Area of Effect:

Bolt: A bolt of energy streaks from your hand/finger/eyes and delivers the effects of the spell to the target(s). The bolt automatically hits and incurs an appropriate saving throw. If the spell that uses this area of effect can affect more than 1 target then the bolt arcs from 1 target and strikes another but cannot arc to a target more than a 20 ft away from the original.

Column: The area of effect fills an area as long as its range and wide as stated under the column projecting from the caster. A column can follow the ground (horizontal column) or be projected into the air (vertical column).

Cone: The magical energy of the spell projects from the caster in a cone. The length and width of the cone is the same as the range of the spell. Typically a cone is projected in front of the caster, the caster being the focal point however the caster can aim the cone at a general area. The spell affects everything that it can affect within the cone and causes a saving throw for all targets if there is one.

Cubic: The area of effect is a three dimensional cube.

Line: This is exactly like a ray except that the ray is composed of liquid-like material. This kind of ray can only be dodged, not parried or deflected (as by a shield parry) by normal means.

Missile: The magical energy of the spell takes form as small projectiles or is used to propel small projectiles to a target. There are 3 different missile effects, any of which can be blocked with a shield at the spell strength.

Guided: The projectiles are magically guided to the target whom must be in full view and automatically hits.

Standard: The missiles are guided to the target but the target can dodge them at the caster's Spell Strength.

Ranged: The caster must guide the projectiles to their target by making a ranged strike, which can be defended against in the normal ways versus a ranged projectile attack.

Radius: The magical energy of the spell radiates from the caster or a chosen point in space. The radius is the distance in feet measured from the caster or focal point chosen by the caster to the edge of the area of effect allowing the spell to affect everything within.

Ray: The magical energy of the spell projects from the caster in a straight line. To hit a target the caster of the spell must succeed at a ranged strike. There is usually no saving throw for this type since the caster must roll to strike the target. All energy rays can be deflected by a shield or similar object on a successful parry or be dodged.

Rectangular: The area of effect is a flat two-dimensional rectangular area.

Self: Affects the spell caster only.

Stream: The area of effect is a line that projects from the casters hand or fingers equal in length to the range of the spell and the caster can move the line in a 20-degree arc each attack/action as long as the spells duration has not expired affecting all those within the area that is covered by the stream as a sweep attack.

Target: The caster can affect one or more targets by simply concentrating on them causing the targets to make a saving throw.

Damage Modifiers: The Spell deals physical damage in some manner, which could be HP, HR, Attribute damage or other. The casting DC modifier is based on what type of damage it deals, what kind of damage die it uses and what is the max number of damage dice. If the spell uses more than 1 die simply add the DC mod for the dice it uses such as 3D6 adding +6 to the casting DC.

Dice Modifiers: As damage modifiers but specifies what type of die the spell uses such as 1D6 (which adds a +2 modifier). Note that the spell does not have to use dice modifiers for just damage.

Duration: How long a spell's effects last typically gauged by actions, melle rounds, minutes, hours or days but 2 types of duration need a little more explaining.

Until Dispelled: The spell only ends when it is dispelled, negated or canceled.

Concentration: The spell lasts as long as you can maintain concentration, which means you cannot cast other spells or take any other actions besides moving. This also means you must make concentration checks whenever you are attacked while maintaining this type of spell.

Reducing Casting DC's

Casting DC's can be reduced by several methods two of the most common that do not require GM approval are discussed below.

Backlash: The spell deals some damage or partially affects the caster when cast imparting $\frac{1}{2}$ of the effects or damage to the caster unless they somehow protect themselves adding a -4 to the casting DC. Or deals a specific amount of damage to the caster subtracting $\frac{1}{2}$ the casting modifier from the damage suffered to the casting DC (ex: 1D6 HP damage grants a -2 (1.5 rounded up) to the casting DC), if the damage advances per level then it adds $-\frac{1}{2}$ of the advancingment modifier to the casting DC.

Rare & Expensive Materials: Material components that are particularly rare, hard to get or cost more than 100 gp can reduce the casting DC by -1 (GM's discretion) per 100 gp.



Table 8-1: Casting DC Modifiers

Casting Time Modifiers		Area of Effect Modifiers		Dice Modifiers	
Casting Time	DC Mod	Area of Effect	DC Mod	Die Type	DC Mod
1 action	0/-1 per extra action	Bolt	+3	Sides	+1 per type above 1D3
1 melee round	-3	Column	+2 per 5 ft width	1 pt./+1 bonus	-2/+1 per pt
1 minute	-6	Cone	+2	1D2	-1/+1 per extra
1 hour	-8	Cubic	+1 per 1 cu.ft.	1D3	0/+1 per extra
1 day	-10	Gallon	+1 per 1 gallon	Hit Dice (HD) *	+1 per HD
Component Modifiers		Line	+1	*= If the spell involves affected base HD, can also be used in reverse or use dice modifiers + 1 for random HD.	
Component	DC Mod	Missile: Guided	+2	Level Advancement DC Modifiers	
Verbal (V)	-1	Missile: Standard	+1	Advancement	DC Mod
Somatic (S)	-2	Missile: Ranged	0	Per caster level	+6
Material (M)	-3	Radius	+1 per 5 ft radius	Per 2 caster levels	+4
Concentration (C)	-1	Ray	+1	Per 3 caster levels	+2
Caster (Ca)	-2	Rectangular	+1 per 20 square ft	+1 pt per caster level	+1
Area (A)	-4	Self	0	+1% (proficiency) per caster level	0
Context (Cx)	-2	Stream	+2	+3% (proficiency) per caster level	+1
Saving Throw Modifiers		Target	+1 for each	+5% (proficiency) per caster level	+2
Saving Throw	DC Mod	Weight	+1 per 20 lbs.	Miscellaneous	
Dodge only	+2	Damage Modifiers		Proficiency	+1 per 5% above 15%
Standard Combat	+1	Type of Damage	DC Mod	1% per level	-1
Half	+2	K.O. Damage	-1	3% per level	+1
Negate	-1	Hit Point (HP)	+1	5% per level	+2
Partial	+4	Hardness (HR)	+2	CR	Equal to CR
Horror Factor*	½ HF	Damage Reduction (DR)	+3		
* = if not the Spell Strength of the caster		Attribute	+4		
Range Modifiers		Other	+5		
Range	DC Mod	Max Number of Damage Dice	DC Mod		
Self	0	5	0		
Touch	-1	10	+1		
Sight	+3	15	+4		
5 ft	-1	20	+8		
10 ft	0	Unlimited	+30		
25 ft	+1	Duration			
40 ft	+2	Duration	DC Mod		
50 ft	+3	Instant (1 action)	-1		
100 ft	+4	Melee Round	+1 per melee round		
400 ft	+5	Minute (4 melee rounds)	+2 per 1 minute		
500 ft	+6	Hour	+3 per 1 hour		
		Day	+4 per 1 day		
		Until Dispelled	+5		
		Concentration	+1		



Table 8-2: Random Spell Generation Table

Origin: Determined by GM or Player.

Method: Determined by GM or Player.

01-12 Magic Effect

- 01-08 Abjuration
- 09-16 Death
- 17-26 Divination
- 27-34 Enchantment
- 35-44 Energy Damage
 - 01-07 Acid
 - 08-15 Anti-Magic
 - 16-23 Anti-Matter
 - 24-31 Electricity
 - 32-39 Frost (Cold)
 - 38-45 Heat (Fire)
 - 46-53 Heat (Plasma)
 - 54-61 Kinetic
 - 62-69 Mystic
 - 70-77 Negative
 - 78-85 Positive
 - 86-92 Shadow
 - 93-00 Sonic
- 45-52 Energy Drain
- 53-60 Evocation
- 61-68 Illusion
- 69-76 Mind Control
- 77-84 Necromancy
- 85-92 Summoning
- 93-00 Transmutation

Casting DC: Determined by adding 5 + the DC modifiers (in parenthesis) from each randomly determined spell attribute.

13-26 Casting Time

- 01-20 1 action (0)
- 21-40 1 melee round (-3)
- 41-60 1 minute (-6)
- 61-80 1 hour (-8)
- 81-00 1 day (-10)

27-38 Components

- 01-20 Somatic (-2)
- 21-40 Verbal (-1)
- 41-60 Material (-3)
- 61-80 Concentration (1)
- 81-00 Roll 1D3 more times ignoring identical results

39-50 Saving Throw

- 01-20 Dodge (+2)
- 21-40 Standard Combat (+1)
- 41-60 Half (+2)
- 61-80 Negate/Disbelief (-1)
- 81-00 Partial (+4)

51-62 Range

- 01-20 Self (0)
- 21-40 Touch (-1)
- 41-60 Sight (+3)
- 61-80 Static Range
 - 01-12 - 5 ft (-1)
 - 13-24 - 10 ft (0)
 - 25-38 - 25 ft (+1)
 - 39-50 - 40 ft (+2)
 - 51-62 - 50 ft (+3)
 - 63-76 - 100 ft (+4)
 - 77-88 - 400 ft (+5)
 - 89-00 - 500 ft (+6)
- 81-00 Advancing Range
 - 01-10 25 + 5 ft per 3 caster levels (+2)
 - 09-20 100 + 10 ft per 3 caster levels (+6)
 - 21-28 400 + 40 ft per 3 caster levels (+9)
 - 29-36 500 + 100 ft per 3 caster levels (+12)
 - 37-48 25 + 5 ft per 2 caster levels (+4)
 - 49-56 100 + 10 ft per 2 caster levels (+8)
 - 57-64 400 + 40 ft per 2 caster levels (+11)
 - 65-72 500 + 100 ft per 2 caster levels (+14)

- 73-80 - 25 + 5 ft per caster level (+6)
- 81-84 - 100 + 10 ft per caster level (+10)
- 85-92 - 400 + 40 ft per caster level (+13)
- 93-00 - 500 + 100 ft per caster level (+16)

63-74 Area of Effect

- 01-08 Bolt (+3)
- 09-14 Column (+2 per 5ft width)
- 14-22 Cone (+2)
- 23-28 Cubic (+1 per cu ft)
- 29-34 Gallons (+1 per gallon)
- 35-40 Line (+1)
- 41-46 Missile: Guided (+2)
- 47-52 Missile: Standard (+1)
- 53-60 Missile: Ranged (0)
- 61-66 Radius (+1 per 5 ft)
- 67-74 Ray (+1)
- 75-80 Rectangular (+1 per 20 sq.ft.)
- 81-86 Stream (+2)
- 87-92 Target (+1 for each)
- 93-00 Weight (+1 per 20 lbs)

75-88 Damage

Roll once on each below sub-table:

01-25 Type of Damage

- 01-18 Knockout (K.O.) (-1)
- 19-36 Hit Point (HP) (+1)
- 37-52 Hardness (HR) (+2)
- 53-68 Damage Reduction (DR) (+3)
- 69-84 Attribute (+4)
 - 01-10 IQ
 - 11-20 ME
 - 21-30 CHA
 - 31-40 WIS
 - 41-50 AUR
 - 51-60 CON
 - 61-70 DEX
 - 71-80 STR
 - 81-90 BEA
 - 91-00 PER
- 85-00 Other (+5)

26-50 Damage Die Type

- 01-16 1D3 (0)
- 17-28 1D4 (+1)
- 29-40 1D6 (+2)
- 41-52 1D8 (+3)
- 53-64 1D10 (+4)
- 65-76 1D12 (+5)
- 77-88 1D20 (+6)
- 89-00 1 damage point (-1)

51-75 Damage Dice Advancement

- 01-25 Static (no advancement)
- 26-41 +1 Die per caster level (+6)
- 42-57 +1 Die per 2 caster levels (+4)
- 58-73 +1 Die per 3 caster levels (+2)
- 74-00 +1 point per caster level (+1)

76-00 Max Number of Damage Dice

- 01-20 - 5 (0)
- 21-40 - 10 (+1)
- 41-60 - 15 (+4)
- 61-80 - 20 (+8)
- 81-00 - Unlimited (+30)

89-00 Duration

- 01-14 Instant (-1)
- 15-28 1 Melee Round (+1)
- 29-40 1 Minute (+2)
- 41-52 1 Hour (+3)
- 53-64 1 Day (+4)
- 65-76 Until Dispelled (+5)
- 77-88 Concentration (+1)
- 89-00 Permanent ([1,000 x Casting DC] XP cost)

Chapter 9: Psionics

Psionics are the ability to affect the world using the power of the mind. Psychic powers are fueled by the living energy of the psychic and do not rely on mana energy as a result psychic powers tend to be more prominent on worlds with low or no magical energy. Psionic abilities are completely different from magical spells in that they are not affected by anything that normally affects magic unless it is specified that psionics are also affected.

Skill Points & Psychic Powers

Psychic abilities use ranks, as do skills and must be honed and developed by the individual that possesses them. Every psionic ability has a modifier determined by the power rank (just as a skill) plus the psychic's AUR modifier, which modifies all psionics in addition to any other miscellaneous bonuses. Since the rank of a psionic power relies on skill points a psychic can choose to focus on their powers fully or partially or not at all using some or all of their skill points for their powers. The rank of a psychic ability determines how talented an individual is with that ability if an ability has a rank of zero regardless of any other modifiers it cannot be used until it has a rank of at least 1 and all powers start at rank zero. All psychic abilities have rank limits just like skills which is 3 + Psychic class level. Note when gaining skill points outside of the psychic class, characters must use their I.Q. modifier as the base for their skill points as normal and cannot add these to their psionic abilities.

Psionic modifiers are used whenever a psychic uses their psychic abilities. They are used as a skill check the base DC of which is set by the GM depending on the difficulty level of what the psychic is attempting to do with any given ability called a Power Check and the psychic adds any other appropriate check DC modifiers from table 9-1.

$$\text{Psionic Power modifier} = \text{AUR modifier} + \text{Ranks} + \text{Misc. Bonuses}$$

Using Psionics

Psionics are used in a way very similar to spell casting. The psychic must first declare what psionic they are attempting to use and specify their target and what they hope to accomplish then make a successful roll at the DC given by the GM as with a skill. Using a psionic power takes 1 attack/action but canceling the effects of an active power is a free action.

Psionic powers are based on general ideas that are developed and used as skills. Typically if a player can think of how to use their specific powers the GM should be able to come up with the standard DC based on the difficulty of the check with any modifiers for range increment, the dice used etc. as listed in Table 9-1. If the check is successful the power took effect and the player achieves the results they desired.

Psychic Attacks/Actions per Melee

A psychic has a number of psychic attacks/actions per melee equal to their hand-to-hand attacks/actions per melee. This means that they can use a psychic power on each of their attacks or actions or mix and match with conventional attacks/actions.

Combining Effects

Psionic abilities cannot be used in tandem like spells but they can have stacking effects only one psychic power can be used by an individual per attack or action. The use of a psychic power always takes at least one attack or action and cannot be used as a free action.

Opposed Power Checks

Sometimes psychics will combat each other with the same psionic ability particularly telekinesis and in these cases they make opposed power checks and the higher roll wins. Psychics will also sometimes need to make opposed power checks versus the rolls of their intended target(s) including those against skills or certain combat rolls such as grapple where the same opposed roll rules would apply.

Saving Versus Psionics

When psionic abilities are being used on another being or creature they do not get a saving throw. Instead the appropriate saving throw modifier of the target creature(s) + 10 is added to the power check DC. Thus psionic abilities can only affect those individuals whose DC's were met or exceeded. The appropriate saving throw modifier is stated under each power if that ability can affect other beings.

Natural Psychics

Natural psychics gain the use of their psionic abilities from birth because of their race or special circumstances (GM's choice). This is primarily meant for the GM when creating races and monsters. A natural psychic treats their racial psionics as racial skills.

Psionics & Mages

Mages may have psionic powers as any other character class but their spell craft may suffer so they can develop their psionic skills.

Psionics & Interruption

Psionic abilities can be interrupted just as spells adhering to the concentration rules. A failed concentration check when trying to manifest a power means the psychic was distracted enough to prevent them from using their psionic ability. Armor does not add any modifiers to a power check but if the suit (such as power armor) blocks psionics from penetrating and affecting the pilot then a psychic wearing that type of armor cannot use their powers on anything outside of the suit.

Psionic Abilities Descriptions

Psionic abilities are what the psychic hones and uses to achieve specific types of effects. The better the abilities' modifier the better the psychic is at wielding that power. A psychic character is not limited to any number of below abilities but only those with at least 1 rank on them can be used. All psychics and most beings inherently possess all of the following abilities its just they never take the time or spend the skill points to develop them.

Bio-manipulation

Saving Throw Modifier: Fortitude

These powers are used to manipulate the bioorganic components of another living being's body, in game terms a psychic can control certain aspects of another character's physical attributes and all related stats. You can paralyze, inflict pain or even cause the target's body to bleed or suffer as if damaged. This is not a form of mind control but is the ability to control the physical aspects of a being. This ability cannot affect non-living creatures or those that lack a fortitude.

Extrasensory Perception (ESP)

Saving Throw Modifier: Will

This ability is primarily used to reach beyond the normal senses and see the outside world in a new light as well as glean information that would otherwise be impossible even potentially glimpsing the possible future. You can attempt to see or hear beyond your normal range or beyond barriers as well as detecting things you normally cannot such as feeling the vibrations of magic, psionic power, uncanny abilities or discern mana and chi levels.

Ectoplasm

Saving Throw Modifier: Standard Combat

This ability is used to create and manipulate the strange spiritual substance called ectoplasm. You can create this substance in all of its forms (glowing liquid, white mist, web-like fibers, semi-solid slime) and can manipulate existing quantities. You convert some of your psychic energy into ectoplasm which can exist on its own for as long as the duration lasts and then evaporates into nothing after its duration is up. Ectoplasm is always soft and spongy even in its solid forms and appears fibrous or gelatinous in nature as well as having a pale white, gray or green color sometimes glowing faintly with its own pale light. Ectoplasmic melee attacks deal as much damage as an untrained punch (1 point of damage) even if it appears as a weapon. Ectoplasm can drown or suffocate living beings, fuel ectoplasmic beings or spirits granting HP bonuses, act as a slippery slime or become sticky causing entanglement. Ectoplasm has a HR 0 and has H.P. per sq. ft. equal to your M.E. mod + psychic class level.

Electro-kinesis

Saving Throw Modifier: Reflex or Standard Combat

This ability focuses on manipulating electrical energy. You can cause electrical damage or resist damage from electrical attacks. If hit by an electrical attack you can immediately attempt to resist damage as if making a simul attack subtracting the damage dealt to you by the results of your power check using the dice modifiers.

Empathy

Saving Throw Modifier: None.

You are aware of and can feel the emotions of other creatures/entities. The stronger the emotions the easier they are to sense.

Healing

Saving Throw Modifier: Willing only.

These powers are minor forms of Bio-manipulation but are used to repair the body rather than control it. This ability cannot affect non-living creatures. You can give a wounded character the equivalent of professional hospital care including surgery, diagnoses, repairing broken bones, removing foreign objects and closing life threatening wounds and stopping bleeding using your bare hands. There is minimum bleeding and pain and no scarring when treated via this power. When used to restore HP this power deals 1 pt temporary AUR damage.

Hydro-kinesis

Saving Throw Modifier: Reflex or Standard Combat

This ability focuses on manipulating liquid water. Water in its vaporous or ice forms cannot be affected by this ability. Typically water controlled by this ability cannot deal any significant damage but can cause knockdowns (use dice modifiers to determine knockdown damage but inflicts no real damage), drowning, and temperature damage if extremely cold or hot (1D6 HP if boiling or below freezing). You can control currents, shape areas of water or manipulate water in other ways.

Leech

Saving Throw Modifier: Fortitude.

This ability is primarily used to steal natural strengths and drain energy from other beings affecting any thing with a numeric value as an energy drain effect adding the drained points to your own. You can only attempt to drain the same creature one-time a day per your psychic class level.

Mental Mastery

Saving Throw Modifier: Self only.

This ability concerns the mastery of one's own normal mental abilities using paranormal means. This ability can be applied to your powers of memory, intelligence, spiritual attributes, or skills. You can recall lost memories, read 30 pages in 1-minute and retain the information as if reading at a normal rate, or add temporary bonuses to your spiritual attributes or skills.

Mind Control

Saving Throw Modifier: Will.

This ability is concerned with controlling the minds of other beings usurping control of one or more aspects of another being's mind. In game terms you can control some aspects of another character's spiritual attributes and all related stats as long as they are intelligent. When using mind control on a creature you must make control rolls on them to get them to execute orders that would violate their base alignment or cause harm to themselves or their friends.

Mind Over Matter

Saving Throw Modifier: Self only.

This ability allows you to control and enhance your own body and physical abilities. You can do things such as control bleeding, ignore pain, shrug off damage (as a simul attack), suppress hunger/thirst, resist chemicals or add bonuses to your physical attributes.

Pyro-kinesis

Saving Throw Modifier: Reflex or Standard Combat

This ability focuses on manipulating fire and heat. You can cause fire damage or resist damage from

fire attacks. If hit by a fire attack you can immediately attempt to resist damage as if making a simul attack subtracting the damage dealt to you by the results of your power check using the dice modifiers.

Telekinesis

Saving Throw Modifier: Reflex or Standard Combat

This ability uses the force of your will to affect the outside world such as lifting, parrying, damaging, grappling enemies or throwing objects and adding damage bonuses to your melee damage or other maneuver such as jump or even rend. Telekinesis checks that require it use your M.E. mod as STR.

Telemechanics

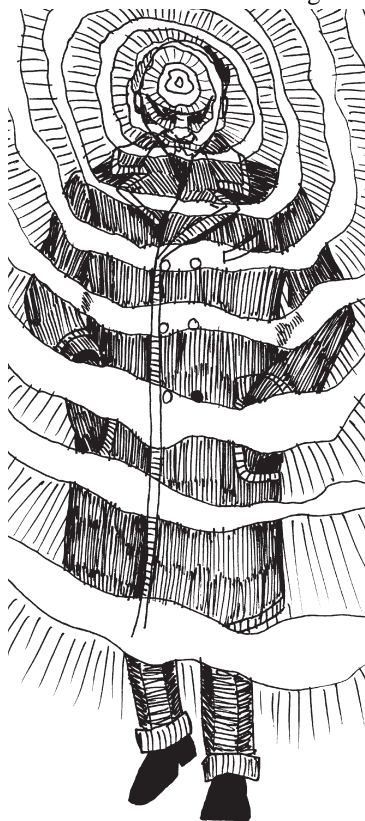
Saving Throw Modifier: Will (if applicable)

This is an area of psionics that focuses on using psychic abilities to deal with machines and electronics affecting any mechanical or electrical device even those implanted or fused with living tissue and beings. This includes cybernetics, bionics, artificial limbs and organs, or any other kind of implanted machine or electronics. You can diagnose malfunctions, know the schematics of the machine, how to repair it, and even accelerate its functions.

Telepathy

Saving Throw Modifier: Will

Psychic energies are transmitted to another mind allowing you to communicate with other intelligent beings mentally, read surface thoughts, see through other's eyes or even track the mental vibrations of specific beings within range.



Psionic Ability DC Modifiers

All psionic abilities have a range, area of effect and duration as do spells and uncanny abilities. Since psionic abilities are manifested as skills and require power checks these attributes are not fixed but add to the power check DC the psychic must roll to successfully manifest the desired effects. Each power attribute adds a DC modifier and the description under each psionic ability may also describe other modifiers specific to that ability.

Range: All psionic abilities have range increments of 5 ft. Every 5 ft increment beyond the first adds a +1 to the power check DC.

Area of Effect: Area of effects are listed in Table 9-1 along with their power check modifiers.

Table 9-1: Psionic Ability DC Modifiers

Area of Effect	DC mod
Gallons	+1 per 5 gallons
Rectangular	+1 per 5 sq. ft.
Radius	+1 per 5 ft radius
Self	0
Touch	-1
Target	+2 per 1 target
Weight	+1 per 5 lbs.
Duration	DC mod
Instant	-1
Melee Round	+1 per melee round
1 hour	+5 per 1 hour
1 Day	+10 per 1 day
Dice	DC Mod
Sides	+1 per type above 1D3
Number of	+2 per 1 die
1 pt.	0

Mental Combat

Actual psychic combat involves a struggle between wills, the attempt to cause mental and sometimes-physical attribute damage and the attempt to block such attacks. All those with any psychic abilities above rank zero can use psychic combat. The character's number of attacks remains the same as in standard combat. All attack and defense rolls are opposed Will checks if the defender fails their save the attacker can cause 1D4 points of damage to any of their base attributes and the defender suffers a cumulative -1 on Will checks each time they fail. A psychic can raise a psychic defense at the cost of 1 action on their turn gaining a +3 to Will against psychic attack and can ignore 1 point of attribute damage on a failed roll but gain a -3 to launch psychic attacks. A psychic can use the mind block feat, which makes them impervious to mental attack. Psychic attack tends to be the normal means by which incorporeal entities use as their primary mode of combat.

Non-psionic Buffer against Psionic Attack & Mind Control

When using the psychic form of combat, characters that are not psionic gain bonuses for defense because of their thick-headedness. A character gains a +2 bonus to their Will save for every I.Q. point below 12 versus psychic combat and any mind control.

“Cursed” Psychics

There are those psychics that have no control over their own abilities and thus usually feel that they are living a cursed existence and are shunned by society. These individuals tend to be nomadic or anti-social avoiding meaningful contact and even may suffer from insanity. This is more of a character concept but can apply to any character with psychic abilities and is included as an option for the GM to add flavor or an interesting plot point. Typically the GM maintains the control of the individual's powers and tells them what happens when one of their abilities is triggered. The psychic usually suffers pain or gets a bloody nose when their power is active unable to take any actions and sometimes their powers (particularly telekinesis) activate as a reflex to a situation such as a spooked psychic's telekinetic power hurling an object towards a friendly target.

Cursed psychic's however little ability they may actually have tend to build up a tremendous amount of psychic energy within them and sometimes this energy escapes or is released resulting in a psionic storm.

Psionic Storms

A psionic storm is swirling maelstrom of uncontrolled psionic energy that roars around the psychic. The storm affects all those within a 100 ft radius of the psychic who is the source of the storm. When a storm occurs the psychic at the center of the storm is always in $\frac{3}{4}$ concealment and cover being partially obscured by the storm itself. The ability providing the main effects in the storm's radius is either randomly determined according to Table 9-2 or based on the psychic's highest ranked power, note that some abilities are not included because their effects are not applicable to a psionic storm. Storms lasts until the psychic is killed or knocked unconscious. Psionic storms occur at irregular intervals and have a cumulative 10% chance of occurring per day whenever a cursed psychic (or other being that may happen to have this ability) is asleep or unconscious. While a storm rages the psychic who is the source suffers 1D3 K.O. pt damage per melee round.



Table 9-2: Psionic Storm Effects

Roll	Psionic Ability	Effects
01-10	Bio-Manipulation	All creatures suffer 2D6 bleeding damage per melee round
11-20	Ectoplasm	All creatures and objects are covered with a thick coat of ectoplasm cutting movement by $\frac{1}{2}$ and losing all DEX modifiers.
21-30	Electro-kinesis	All objects and creatures suffer 1D6 electrical damage per melee round and are stunned for 1 melee round.
31-40	Hydro-kinesis	The area behaves as if a rainstorm is raging within it.
41-50	Leech	All creatures suffer 1D3 temporary I.Q. drain per melee round.
51-60	Mind Control	All creatures suffer 1 random insanity within the area of effect.
61-70	Pyro-kinesis	All objects and creatures suffer 1D6 fire damage per melee round.
71-80	Telekinesis	All creatures suffer 1D4 damage per melee round; all objects and walls suffer 2 HR damage per melee round
81-90	Telemechanics	All machines are paralyzed or switch on and off randomly
91-00	Telepathy	All creatures suffer -6 to concentration

Chapter 10: Weapons & Armor

Weapons and armor are a necessary part of most role-playing games because they modify a character's abilities in combat. Weapons allow the character to inflict greater damage and armor helps to protect them from attack. Weapons and armor can also be treasure, imbued with power as magical items or created by player characters.

Hardness Rating (H.R.)

Inanimate objects suffer varying rates of damage depending on what they are made of. Hardness Rating is the amount of damage that must be surpassed in order to even damage an object. The HR is subtracted from the damage dealt to an object which represents how durable and damage resistant the material it is composed of is. This is important particularly for armors and weapons since the material they are composed of determines the rest of their in-game statistics. Basically, the H.R. and H.P. per sq. ft. of the base material determine all other statistics for a piece of armor or weapon.

Ricochet due to Hardness Rating

Whenever a high velocity projectile hits a hard surface it has a chance of being ricocheted all over the place. If the projectile's strike roll is less than or equal to the hardness rating of the material it hits then it ricochets hitting a random target. This does not apply to energy weapons or ancient ranged weapons.

Damage to Melee Weapons due to Hardness Rating

When a weapon is used to strike anything with a hardness rating within (more or less) 2 points than itself it suffers damage equal to the HR of the target per successful strike whether it causes damage or not to the target.

Penetration Through Barriers

When using piercing attacks or ballistic weapons a barrier can be completely penetrated without completely destroying it. If the strike roll exceeds a DC of 15 + HR of the material of the barrier and the weapon can conceivably accomplish this then the weapon penetrates and can deal full damage to those behind it if it does not exceed its reach or range.

Table 10-1: Hardness of Materials

Material	H.R.	H.P. per ft ²
Armor Ceramics	11	40
Bone	2	2
Concrete	7	50
Crystal/Gems	13	20
Diamond	14	400
Glass/Ceramics	1	4
Ice	3	8
Metal Alloy	5	100
Metal Alloy (Super)	12	200
Metal (Hard)	10	120
Metal (Soft)	9	80
Plastic	1	8
Plastics (Hard)	4	12
Plastics (Super Hard)	6	25
Stone/Masonry	8	75
Wood	5	38
Wood (Living)	4	30
Wood (Rotten)	2	10
Magical	+2	+20
High Tech Process	+2	+25
Reinforced	+4	+50

The Basics of Weapons & Armor

All weapons and armor have basic considerations, the base material they are constructed from which determines base H.P., the size class of the intended wielder which determines base damage die type, and Quality and Grade both of which modify several attributes.

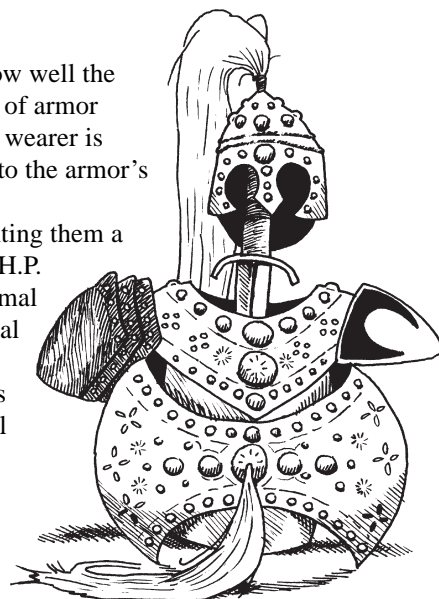
Damage Reduction (D.R.)

All suits of armor possess a Damage Reduction score. This defines how well the armor protects its wearer from damage. The Damage Reduction score of a suit of armor determines how much damage it can absorb from a single blow. Whenever the wearer is struck the D.R. score is subtracted from the damage dealt to them and applied to the armor's H.P.

Some creatures possess natural armor plating or extra tough skin granting them a D.R. even extra H.P. which is treated the same as typical armor except that its H.P. may be added to a creature's H.P. total. Natural armor does not impose the normal DEX limits for wearing armor and does not absorb damage via its DR as normal armor.

Although armor provides all around protection from most attack types there are attacks to which some types of armor are vulnerable including natural armors. That is the armor will take full damage from the attack and its wearer will take full damage from the attack as well bypassing the DR. The attack types to which a suit of armor is vulnerable to will be abbreviated in parenthesis next to the DR of the armor, the abbreviations are listed below. Armor can also be resistant to a specific form of attack still granting its DR to its wearer but not taking the damage itself. This is specified as a vulnerability previously except in brackets "[]".

- *Slashing (S)*: Applies to all slashing type attacks.
- *Piercing (P)*: Applies to all piercing type attacks.
- *Bludgeoning (B)*: Applies to all bludgeoning type attacks and includes damage dealt by explosives.



- *Energy* (E): Applies to all energy type attacks but can be limited to a specific type of energy.
- *Ballistics* (Ba): Applies to bullets fired from archaic or modern firearms; only includes rail guns if specifically stated

Base Material & Base Hit Points

Suits of armor and weapons must be made of something and thus require a base material. The base material is what comprises the majority of the item or its parts. The base material determines the base hit points of the item and modifies the DR of armor.

- Base HP = The same as 1 sq. ft. of the base material. Weapons possess 1/10 of this.
- Base DR = 25% of base material HR

Notes on Hide Armor: When using hide as a material special rules apply to determine the HR and HP of the base material that will be used to determine the armor's attributes. Hide has a base DR of +1 per HD or the HR/DR of its natural armor if any and only gains the bonuses for leather if turned into it but retains the DEX mod of leather. The base HP of the material for hide is considered 15 + 5 HP per 1 HD of the creature. The hide will also retain any special resistances (or applicable immunities) the creature may have had such as a fire dragon's hide will have fire invulnerability.

Notes on Cloth: When using cloth as a material the HR is 0 and HP are 15, cloth adds a +1 DR, +4 to Max DEX and a -2 to Casting DC Mod. Other types of fabrics may have more HP than others simply use the quality modifiers to reflect the different types of fabrics but can be used again for the quality of the said type of fabric.

Weapon & Armor Size

Weapons and armor can have their H.P., damage and reach modified due to size. Weapon size refers to the size of the weapon itself in

relationship to its intended wielder it was forged to accommodate. Example: A two-handed sword is considered a large weapon but meant to be wielded by a medium sized fighter but there could be two-handed swords forged for large

sized wielders. A tiny combatant can wield a two-handed sword made for him. The sword would still be considered a large sized weapon for all tiny sized creatures, but would suffer the size penalties listed under tiny in the table below for H.P., Damage Die, Reach (range for ranged weapons) and Cost. Some other creatures may use larger or smaller versions of the same weapon in which case the weapon will have more or less hit points and inflict greater or lesser damage.

Table 10-2: Item Size Modifiers

Size	H.P. Modifier	Damage Modifier	Reach Modifier	Range Increment Modifier
Miniscule	1/10	3 damage die types down	0	-15 ft
Tiny	1/4	2 damage die types down	0	-10 ft
Small	1/2	1 damage die type down	0	-5 ft
Medium	0	0	0	0
Large	Double	+1 damage die	+5 ft	+5 ft
Giant	Triple	+2 damage die	+5 ft	+10 ft
Gargantuan	Quadruple	+3 damage die	+10 ft	+15 ft
Colossal	Quintuple	+4 damage die	+20 ft	+20 ft

Weapon & Armor Quality

The skill and level of craftsmanship with which an item is created determines extra modifiers to H.P., cost and combat rolls while wielding it. These bonuses are for superior balance and craftsmanship not because of magic but these bonuses can stack with magical bonuses and powers. Weapon quality can be discerned easily (DC 10) by characters with a W.P. for the weapon they're looking at.

The DC column represents the minimum DC that a character must roll to create a weapon of that quality during the creation process. Superior weapons are frequently referred to as "masterworks" and those who create them are considered masters of their craft. Note that the Price mod column is not used for armor.

Table 10-3: Item Quality Modifiers

Quality	H.P. Mod	Damage/D.R. Mod	Bonus Mod	DC	Price Mod
Poor	1/4	-3	-2 strike, parry	8	1/4
Low	1/2	-2	-1 strike, parry	10	1/2
Average	-	-	-	15	-
High	1-1/2 (1.5)	+1	+1 strike, parry	20	1-1/2 (1.5)
Highest	Double	+2	+2 strike, parry	25	Double
Superior	Triple	+3	+3 strike, parry	30	Triple

Weapon & Armor Grades

There are 3 grades of both armor and weapons which relates both to actual weight and its protective value or damage potential. These 3 grades are Light, Standard (Medium),

and Heavy. The grade of the armor or weapon often refers to how much material was used to construct it, such as light armors use less material and heavier armors use more. Heavier armors would use more material to make the armor thicker or the use of more layers or plates to provide more protection and heavier weapons are either designed to be heavier using more material or release more energy thereby increasing the damage potential.

Table 10-4: Item Grade Modifiers

Grade	DR Mod	HP Mod	Damage Mod	Critical (20/x2)	DEX Mod	Range Mod
Light	0	1/2	1 Die type down	-1/0	+2	0
Medium	0	0	0	0	0	+5 ft
Heavy	+2	1-1/2 (1.5)	1 Die type up	0/+1	-1	+10 ft

Weapons

Weapons are an essential part in most campaign settings and help the players to handle encounters or certain situations they couldn't normally walk away from.

W.P. Base Attribute

The Weapon Proficiency skill in chapter 4 leaves out the base attribute for the skill because the base attribute is largely dependent on the individual weapon. The base attribute is what determines the weapon's effectiveness in battle to inflict damage. Most weapons require PER or DEX because they rely on accuracy to be effective as weapons while others may require STR since they may be heavy or awkwardly balanced.

The base attribute affects all combat rolls for the weapon adding to the wielder's combat bonus (strike & parry) but does not add to the weapon's damage. Basically when striking with a weapon or using it as a part of an applicable W.P. skill check use the base attribute mod. A quick rule of thumb is that most Ranged weapons require the PER attribute (although some thrown weapons may require DEX), and most melee weapons require either DEX or STR. Note that the Unarmed W.P. relies on DEX. Other weapons which are particularly exotic, supernatural in nature or based on strange technology can rely on other base attributes but are probably rare in most settings.

Weaponry Types

There are 2 basic weapon types which are melee or hand held weapons and ranged weapons.

Melee Weapons: Melee weapons are hand held weapons which rely on the physical power of their wielder to deal damage or in the very least rely on their wielder to physically wield them. Melee weaponry includes all ancient style hand held weapons including high tech or sci-fi versions of ancient style weapons. Applicable bonuses include all melee bonuses for hand-to-hand combat applies when using hand held weapons including those for the weapon itself or from applicable skills. Melee weapons get the full damage bonuses of their wielders in combat.

Ranged Weapons: Ranged weapons are weapons that can strike targets and deal damage from a distance using a ranged strike, maybe requiring the wielder to actuate its mechanism through pulling a draw string or pulling a trigger. Generally ranged weapons use ranged bonuses when shot, slung or thrown. Thrown weapons require the wielder to put muscle behind the weapon to throw it at a target in order to deal damage. Typically a character does not get their Damage bonus to a ranged weapon strike but if thrown then they receive ½ of their damage bonus to the weapon's damage.

Accuracy: Extremely accurate ranged weapons such as modern firearms or sci-fi energy weapons need only strike above 4 to hit a target bypassing their A.C.

Range Increments & Reach

All weapons have a range increment, which determines its maximum range and effectiveness at varying ranges or reach, sometimes both. The reach of a weapon is how much the weapon extends the reach of its wielder basically granting a bonus to their reach allowing them to hit a target farther away without moving than they normally could.

The given range increment for a ranged weapon is the range within which the weapon is most effective incurring no penalties to strike a target within that range. Targets outside of this range can also be hit however but it becomes increasingly difficult to do so the farther away a target is. For every range increment beyond the first incurs a -2 ranged strike penalty, outside of the maximum number of range increments for a given weapon targets can no longer be hit. For example if a pistol has a range increment of 20 ft then any targets within 20 ft can be hit with full bonuses, those at 40 ft incur a -2 strike penalty, those at 60 ft incur a -4 penalty and so on up to the pistols maximum range of 200 ft or 10 range increments. The max number of range increments is determined by the weapons max range listed in parenthesis next to the weapon's base range increment.

There are 4 sub-types of max range which are thrown (which is determined more on the thrower than the weapon), short, medium and long range.

Thrown: The maximum range for thrown objects is limited to 5 range increments and by a character's STR score.

For every STR attribute point above 10 the object can be thrown 1 additional increment. Those with Extraordinary STR have gain 2 additional range increments for each STR point above 10, those with Superhuman STR gain 2 additional increments per STR point above 5 and those with Supernatural STR gain 2 additional range increments per STR attribute point. Typically the wielder gains ½ STR bonuses to damage when using this type of weapon.

All objects including melee weapons not designed to be thrown incur additional penalties due to size when being thrown. A thrown object not designed for throwing incurs a -1 penalty for each weapon and wielder size class starting at tiny in addition to the penalty for each range increment. The base range increment for objects & weapons not designed for throwing is always 5 ft, weapons designed for throwing will have their own range increments.

Short Range: Short range ranged weapons have a maximum of 5 range increments.

Medium Range: These ranged weapons are the most common and have 10 range increments.

Long Range: These ranged weapons have the best range and have 20 range increments.

Wielder Size

The base size of the weapon in proportion to its wielder and determines its base damage and its base reach modifier, range increment and modifies the base price of the weapon. A character can use a weapon intended for one of their size class or 1 size smaller without any penalties. However, a character using a weapon larger than was meant for their size incurs a -3 on all combat rolls when using the oversized weapon for every 1 size step above their size. If two hands are used to wield a weapon 1 size larger then the penalties for wielding it are negated. Weapons made for larger wielders gain H.P. bonuses the same as on Table 10-2, a sword made for a large creature gains the H.P. bonus for large, if it is also considered a large weapon for a large wielder then it gains it twice.

Wielder Size*	Base Damage	Reach Mod	Range Increment	Price Mod
Miniscule	1	0	5 ft	-50%
Tiny	1D3	0	5 ft	-25%
Small	1D4	0	5 ft	-10%
Medium	1D6	0	10 ft	0
Large	1D8	+5 ft	15 ft	+10%
Giant	1D10	+10 ft	20 ft	+25%
Gargantuan	1D12	+15 ft	25 ft	+50%
Colossal	1D20	+20 ft	30 ft	Double

*The above chart assumes a medium sized wielder; for weapons made for larger or smaller wielders see table 10-2 for adjustments.

Critical Damage

The critical threat range of the weapon and the critical damage multiplier which gives on what unmodified rolls (on a D20) the weapon makes a critical blow and if the critical does double (x2) or triple (x3) damage. The critical threat range for all weapons begins as 20/x2. Example: If an unmodified roll of 19 on a D20 is made during an attack and the critical for the weapon used is 19-20/x2 then the weapon deals x2 damage. Critical damage due to called/targeted shots does stack with critical strike damage.

Attack Types

Essentially attack type is how the weapon was designed to be used and how it inflicts damage. Although if the weapon is used in unorthodox ways, such as using a sword's pommel to strike, it may deal damage via another attack type. Note that some weapons can have more than 1 attack type.

Ballistic: The weapon fires small projectiles at high speeds. Weapons with this attack type often rely on their ammunition for damage and thus the weapon can use different types of rounds as long as it was designed for it. The round size uses the wielder size chart to determine base damage and the bore size of the weapon uses the weapon & armor size table (relative size not actual). All wounds (on the main body) derived from a ballistic attack incur bleeding damage per bullet hole.

Bludgeoning: Basically a smashing attack that inflicts blunt force and is capable of Knockouts and breaking bones. A critical strike to an unprotected head incurs an instant knockout. A critical strike against armor causes an automatic crush meaning the attack deals an additional 1 pt + STR mod in DR/HR damage.

Energy: The weapon uses energy to deal damage. Energy weapons can damage almost any object bypassing HR but not the DR of armor.

Piercing: The weapon causes puncture wounds and is capable of piercing flesh and armor.

Slashing: The weapon is capable of cutting or ripping an opponent's flesh.

Toxic: The weapon is or uses poisons/drugs or chemicals to deal damage or some other effect (see Chemical Weapons). Typically only applies to gas bombs, breath weapons and sprays.

Training Level

There are 3 levels of weapon training that describe if weapons are easy or impossible to be used by untrained characters. Weapon proficiencies negate the penalties suffered by those that are untrained in a weapon's use.

Simple Weapons: These are the most common weapons that can be used by untrained persons receiving only a -4 penalty.

Martial Weapons: These require training in the weapon's specific category such as W.P. long sword. Untrained persons use these weapons at a -6 penalty and critical strikes are not possible.



Exotic Weapons: Untrained characters cannot use these weapons effectively. Untrained characters attempting to use these weapons must roll a critical strike to make a successful attack or defense with these weapons not receiving any critical bonuses; critical shots are not possible for untrained persons using these weapons.

Grip/Hands

How many hands it takes to wield or operate the weapon and any special bonuses associated with that type of grip.

One-Handed: The weapon only requires one hand to be used.

Melee weapons gain the normal damage bonuses.

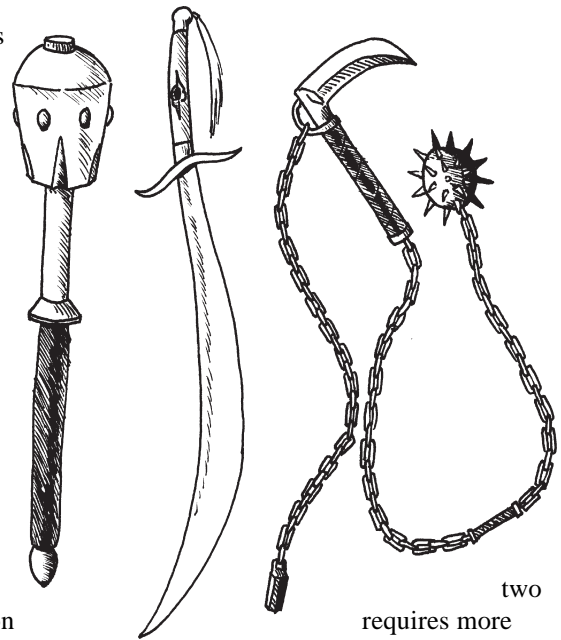
Two-Handed: The weapon requires two hands to use it and if used single handedly the weapon suffers a -2 strike penalty.

Melee weapons gain 1.5 x the wielder's STR modifier to damage only when wielded two-handed.

Hand & A Half: Also known as a "Bastard" weapon the weapon can be used two handed (as described above) or single handed which does not incur a strike penalty as a normal handed weapon being used single handedly. But the weapon training than its counterparts and thus its training level is raised by 1 step (ex: simple weapon becomes martial etc.). Commonly applies only to melee weapons.

Couched: The weapon must held in a couched position under the arm or against the shoulder while mounted.

Weapons that can also be used while dismounted will have the grip preceding a slash and the "C" for couched (example: 2/C = two-handed while dismounted and couched otherwise). A couched weapon cannot be disarmed.



(ex: Martial weapon becomes

Rate of Fire (ROF)

The rate of fire of a weapon is how many shots it can fire in 1 action/attack.

Standard Shot: Only one shot can be fired each Attack/Action dealing the normal damage for 1 bullet/round/arrow.

Burst: No strike bonuses and aiming is impossible. A number of rounds are emptied at one target dealing the normal damage for 1 round x the number of rounds fired. The number of rounds fired is dependent on the weapon itself in its description it should list the number of rounds used in a burst.

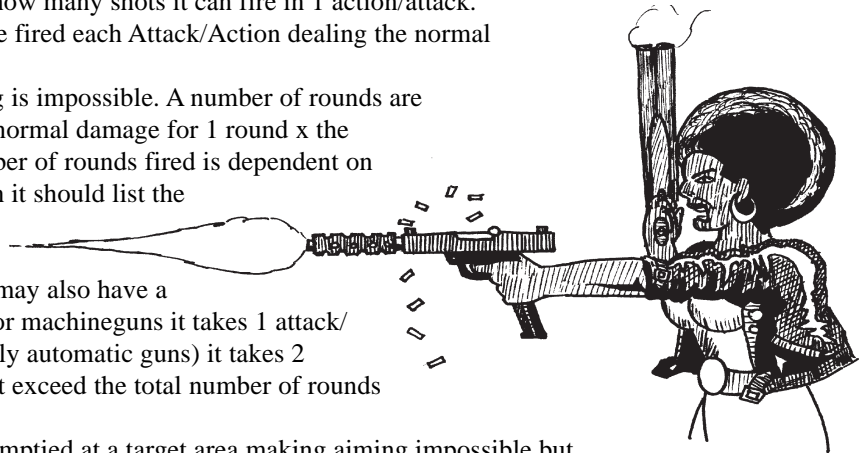
Example: 5 Round Burst or 10

Round Burst etc., some weapons may also have a few different burst capabilities. For machineguns it takes 1 attack/action for all others (including fully automatic guns) it takes 2 Attacks/Actions. Hit targets cannot exceed the total number of rounds fired.

Spray: The entire clip/magazine is emptied at a target area making aiming impossible but granting a +1 strike bonus. 1 target per round fired within the spray area has a percentage chance of being struck by 1 round. This percentage chance is calculated by determining the degree of the spray arc (typically 90° or 45°) which is the area that will be sprayed up to the weapons max range (max 90°). The percentage hit chance is determined by 100 - the spray arc and the result is the percentage chance (ex: 90° spray arc grants a 10% hit chance on every target, 45° a 55% chance). The number of rounds fired is dependent on the weapon itself in its description it should list the number of rounds used in a spray. Example: 10 Round Spray or 20 Round Spray etc., some weapons may also have a few different spray capabilities. For machineguns it takes 1 attack/action for all others (including fully automatic guns) it takes 2 Attacks/Actions. Hit targets cannot exceed the total number of rounds fired.

Semi-Auto: As many shots can be fired as the shooter has Attacks/Actions per melee in one action because the rate of fire depends on how fast the shooter can pull the trigger. Example: If the shooter has 5 attacks, then he/she can fire 5 shots in one action.

Multiple Barrels: The weapon has multiple barrels and can shoot a round from more than 1 simultaneously in 1 Attack/Action dealing the normal damage for the round x number of barrels fired. If the weapon is also capable of a Burst, Spray or Pulse shot then the damage is multiplied by the number of barrels fired. The number of barrels that can be fired at once will be stated for the individual weapon.



Pulse Shot: Rapid triple blast of energy dealing damage for a single shot x 3 in 1 attack/action. The weapon must be an energy weapon and specifically able to do pulse shots.

Weapon Features

All weapons have different attack abilities some weapons can pierce armor, others chop and some can do both or have other combinations of abilities. All weapon features & capabilities are explained below grouped under the weaponry types they are limited to.

General (Any)

Anti-Armor: The weapon was designed to specifically destroy armor and thus deals full damage to the armor and the wearer but the wearer still gains the benefit of the armor's DR. Anti-armor energy weapons receive a +20 to damage if they have an impact, if not then they receive a +10 to damage.

Melee

Barbed: The weapon has barbs or a serrated edge on its business end. When applied to piercing weapons it takes a STR check DC of the damage dealt to pull it out taking 1 action to do so and inflicts an additional 1 pt of damage whether successful or not.

Butt-spike: The weapon has a spike on the end of its pommel or grip allowing for an attack with that end of the weapon gaining the bonus for a spike to the pommel strike damage. The character can select a paired weapon feat for a weapon with a butt-spike and use it as a double ended weapon but all strikes made with the butt-end suffers a -2 strike penalty.

Chop: The weapon can chop away at a target and can hit harder than most weapons increasing the critical damage by +1 (ex: 20/x2 becomes 20/x3). Weapons with this ability require a broad blade or cutting surface (such as an axe).

Curved Blade: A curved blade allows for a greater amount of damage increasing the damage die type by 1 step. If the blade is sickle-like and is edged on the inside then the blade can also *hook* while inflicting damage, if it is edged on the outside then it's critical is lowered by 1.

Double-Ended: The weapon has two business ends such as a staff or pole-arm or has a blade on each end. The paired weapons skill or feat is required to make use of both ends in a single action. Using this weapon with the Paired Weapon skill or feat does not incur the loss of Auto-Parry but still requires two strike rolls.

Great Weapon: The weapon has a business end more broad or slightly larger than normal increasing the damage die by 1 step. Example: a long sword does 1D6 but a Great Sword would do 1D8. You do not need any special W.P. to make use of the weapon such as to wield a great sword you need only the W.P. Sword. The weapon also gains a +5 HP bonus.

Hook: The weapon can hook onto a target and is capable of tripping opponents on a successful called shot or after a successful strike. A successful grapple check will immediately pull the target to the ground.

Razor Sharp: The weapon is extremely sharp edged or exceptionally pointed increasing the damage die type

of the weapon one step up (a 1D4 becomes a 1D6 etc.). But the weapon is sharpened to such an extent that it is more fragile than normal having less hit points (-10 H.P. of the norm).

Serrated Edge: Applied to bladed weapons allowing for a vicious wound causing 1 pt of bleeding damage per melee round after meeting flesh.

Single Edged: The weapon has only one cutting surface or edge on its business end but will usually have a thick spine along the opposite edge granting a sort of reinforcement to the blade (+5 H.P.).

Spiked: The weapon (blades and spears cannot be spiked) is studded with spikes and deals an additional 2 points of damage.

Trap Weapon: The weapon has the ability to entangle a weapon on a successful parry with a -2 penalty. There are also 2 sub-abilities that the weapon may have if listed in parenthesis as described below.

Break: After the weapon is trapped on your next turn you may attempt to break the weapon after a successful DEX check DC 10 + A.C. of the wielder. If the weapon is magic the DC is 10 + the weapon's save bonus.

Disarm: After the weapon is trapped on your next turn you may attempt to disarm its wielder.

Whip: The weapon can wrap around a target and is able to trip opponents as well as entangle on a successful called shot.

Ranged (Ancient)

Bow: The weapon uses a bow in its construction to launch projectiles. The draw weight of the bow grants a +1 die type up above 70 lbs. or every 75 lbs. above 70 and -1 type per 20 lbs below.

Composite: This means the weapon is made from a composite of different materials improving the weapons' range increasing its max range increments by 5 and its power increasing its die type by 1.

Mighty: This means that the weapon was specially constructed with a system of pulleys and special flex points to increase damage. A mighty ranged weapon gains the wielder's STR modifier to damage.

Ranged (Energy)

Pulse Shot: The weapon emits a pulsing blast allowing it to deal more damage. Each pulse counts as 1 attack and deals the same amount of damage as if the trigger were pulled multiple times. Typically each pulse shot counts as 3 shots but the pulse shot of the weapon should be defined for each pulse weapon (ex: a normal single shot deals 1D6, a Pulse Shot (x3) deals

3D6 or a Pulse Shot (x5) deals 5D6 but uses up 5 shots).

Ballistic

The word ammo appears in parenthesis meaning that the described weapon capability is applied to the ammo for the weapon only and as long as the ammo is of the right size for the weapon and its design does not prohibit it, it can use the enhanced ammo.

Explosive Rounds (Ammo): The bullets carry a small explosive charge and explode when they hit or penetrate a target dealing more damage. The weapon gains a +1 damage die.

Full Metal Jacket (FMJ)(Ammo): The cartridge is made into a single package or round. The round is comprised of the firing cap, powder load and bullet. This is found in modern firearms and the ballistic weapon must be capable of firing these to use them.

Hollow Point (Ammo): Also known as “Dum-Dums” the ammunition has a hollowed out point causing it to mushroom when it hits inflicting more severe damage but reducing its penetration. This grants a +1 damage die but suffers a -4 damage to armored targets or -4 AP. It will also not pass directly through a target even if it meets the prereq’s for impalement.

Incendiary Round (Ammo): The ammo holds a small bit of flammable material which ignites when it is fired dealing an additional 1D3 pts of (heat) damage. Rounds of this type can ignite flammable and inflammable materials if struck.

Shotgun: Basically when the trigger is pulled the shot stays together in a radius effect that travels over the weapons max range. The basic radius size 5 ft radius which increases 5 ft in every direction for every single range increment it travels. The damage die type decreases 1 step per every 2 range increments traveled but all those that are within the area of effects (radius) suffer the full damage of the weapon which stops that portion of the blast. After the shot damage drops below 1 then the shot cannot travel any further. Note that certain types of shot may have greater range and some shotguns (such as sawed-offs) are designed to cause the shot to spread out quicker which limits the effective range.

Sniper: Sniper weapons are weapons that were constructed to deliver a devastating blow to a single target from a great distance. These weapons can come from the archaic firearms, modern ranged, or sci-fi type categories. These weapons receive these bonuses a +1 damage die and a +1 to strike because of better balance and a specialized design, energy sniper rifles only receive the +1 to strike. The maximum range increments gain +10 increments and the weapon always has a standard rate of fire.

Teflon Coated (Ammo): Teflon (or other similar substance) is coated on the projectile allowing it to slip through armor and bullet resistance. Completely bypassing armor DR on a critical shot.

Armor Piercing (AP)

All weapons have an AP gauging their ability to bypass the protection provided by armor, DR. AP bypasses a portion of the armor’s DR but the armor still takes only up to its DR in damage. AP is a number which indicates how much of the DR is bypassed, example: A gun with an AP (10) shot at armor with a DR 20 ignores the first 10 pts of DR although it can inflict only up to 20 pts of damage to the armor and the damage dealt to the wearer is reduced by 10 pts instead of 20. Most weapons will have an AP of 0 if not specifically stated and the AP of a weapon depends largely on its design and for those weapons forged and designed by players is the GM’s decision. If negative it adds to DR.

Weapon Proficiencies (W.P.)

Weapon Proficiencies are skills that denote what specific weapons a character has been trained in and with which they are most effective in battle.

W.P. Unarmed (DEX)

If your character is more of a martial arts type character then you can gain the W.P. Unarmed proficiency meaning that you can apply certain feats that are applied to W.P. to make your character’s body a lethal weapon (see Chapter 6: Hand to Hand Combat, Your Body as a Weapon).

Ancient W.P. Categories

Every weapon has a W.P. category of training all weapons within a single category are similar in attack abilities, design and use. A character with a weapon proficiency can use all weapons within that specific category without penalty. These categories also apply to sci-fi weapons that function similar to a melee or ranged weapon. The categories are explained below.

Archery: Combat skills with ancient style bow weapons.

Axe: Combat skills with non-exotic large and small axes and hatchets including throwing axes.

Ball and Chain: Training with all types of ball and chain style weapons. Includes flails, morning stars, & mace and chain but excludes exotic types.

Bastard Swords: Training in the use of all non-exotic types of hand & a half type swords.

Blunt: Training with non-exotic bludgeoning weapons, such as hammers, clubs and maces.

Chains: Combat skills in using chains as weapons and can use any length of chain as a weapon. Includes all non-exotic chain weapons.

Crossbows: Combat skill with all crossbow type weapons. Note: It takes 1 action/attack to reload a crossbow when the character possesses the weapon proficiency if not it takes a full melee round.

Daggers & Knives: Training with all kinds of non-exotic knives, including throwing knives.

Exotic Weapons: Training in one specific Exotic weapon.

Forks: Training with non-exotic forked weapons such as tridents or military forks.

Longswords: Training with non-exotic Long swords.

Net: Training in throwing and using all kinds of nets.

Polearms: Combat skills with non-exotic spear like weapons that cannot be thrown.

Short Swords: Training with non-exotic short swords.

Sickles & Scythes: Training with non-exotic sickle weapons and scythes.

Slings: Training with both modern and ancient types of slingshots and slings.

Spears: Combat skills with non-exotic spears of all types including thrown.

Staffs & Staves: Combat skills with all kinds of non-exotic staffs and poles (not polearms).

Thrown: Combat skills with all non-exotic thrown weapons such as rocks, darts, throwing spikes, throwing axes, throwing knives and hand torpedoes (does not include shuriken and hand glaives). Thrown weapons that are medium or larger receive only half of the character's strength bonus to damage. Tiny throwing weapons do not even receive this bonus because of their size.

Two-Handed Swords: Combat skills with non-exotic large swords that require both hands.

Whips: Training with all types of whips. Includes Bull Whips, Cat-O-Nine Tails, Spiked Whips, and Scourges.

Modern W.P. Categories

These categories apply to archaic firearms, modern and sci-fi weapon types.

Archaic Cannonry: Ability to load and fire black powder cannons. Reloading a standard sized cannon takes 5 melee rounds for a team of 4, and 1 melee to reload a small cannon.

Archaic Firearms: Includes all black powder small and medium firearms such as rifles and pistols. It takes 1 melee round to reload an archaic firearm.

Flamethrower: Any weapon that sprays a stream of fire/heat at its target. The user of a flamethrower can move the stream in a 20-degree arc per action/attack covering all those in the area with the flaming liquid that extends up to the max range of the weapon (2D6 typical damage, deals an additional 1D6 per melee of fire damage for 1D4 rounds).

Heavy Weapons: Includes bazookas, grenade launchers and mortars.

Heavy Weapons (Energy): Any heavy sci-fi style energy weapon.

Machine Guns: Includes light and heavy machine guns.

Pistols (Automatic & Semi-Automatic): All automatic and semi-automatic pistols.

Pistols (Energy): Any energy firing sci-fi style pistol.

Pistols (Revolver): Any cylinder or non-automatic pistol.

Rifles (Automatic & Semi-Automatic): Includes assault rifles such as the M-16, AK-47, and Carbines.

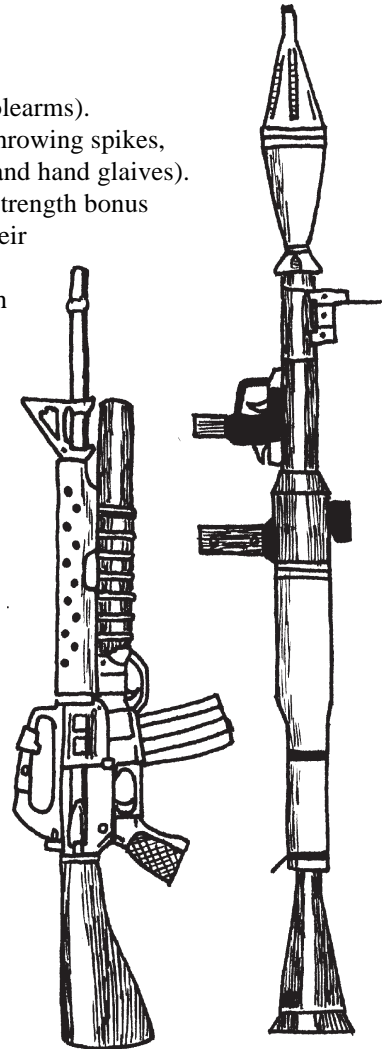
Rifles (Bolt Action): Some hunting and sniper rifles where after each shot the firing bolt must be pulled back to load another bullet into the firing chamber.

Rifles (Energy): Any energy firing sci-fi style rifle.

Rifles (Non-Automatic): All non-automatic or non-bolt action rifles. Includes the typical deer hunting rifle.

Shotguns: Includes single shot, double-barrel, pump action and automatic shotguns.

Sub-Machine Guns: All automatic machine pistols and SMG's; includes the uzi and Thompson sub-machine guns.



A Completed Weapon

A completed weapon will have at least 9 attributes to be playable in game terms. Not all weapons will possess all of the following attributes some being relegated to only ranged weapons or even only to firearms etc. Each is quickly described below.

Grip/Hands	As noted previously.
Attack Type	As noted previously.
W.P. Mod	See W.P. Base Attribute.
HP	1 sq. ft. of base material/10 x Weapon Size x Quality x Grade
Damage	Wielder Size + Quality + Weapon Size + Grade
Critical	20/x2 as base; dependent on capabilities
Reach	0 ft + Wielder Size + Weapon Size
Range	Base increment determined by weapon; max increments determined by effective range
ROF	As noted previously.
Ammo/Magazine	Typically described as a number which is the number of shots in a single magazine.
Weapon Capabilities	As noted previously.
AP	As noted previously.
Weapon Size	As noted previously.
Price	Damage Die in gp x Quality x Grade; Example: A longsword that deals 1D6 costs 6 gp

Explosives

Explosives come in the forms of grenades, missiles and bombs. Explosives will deal varying degrees of damage to a given radius based on the quantity of explosive typically per 1 lb. or 1 oz. thus the more you have the bigger and more damaging the explosion. All those within the radius suffer the normal damage for the grenade or explosive. All those within 5 feet of the explosive device suffer the normal damage x 2 (considered point blank damage). Explosives also adhere to knockdown and instant knockout/stun rules for those who are within and 5 feet outside of the damage radius. If an explosive device is attached to an object or surface it deals x5 damage to the object/surface.

High Explosives: High explosives are powerful explosive compounds and chemicals such as TNT and Plastic

Explosives. These types of explosives have the potential to deal much more damage and bypass Armor DR and HR making them very useful as weapons or for demolitions.

Low Explosives: Low explosives are simpler compounds than high explosives and are often highly flammable materials packed into an explosive package such as Black Powder. Unlike high explosives low explosives cannot bypass Armor DR and HR.

Incendiary Explosives

Certain explosives not only explode but also cause fire damage. They first cause their explosive damage and the fire damage occurs within the blast radius, everything that survived is covered in flames and suffering at least 1D6 in heat (fire) damage for at least 1D4 melee rounds. Of course the heat damage and duration will change depending on the type of incendiary. This includes phosphorus and plasma grenades. Some incendiary devices do not explode only causing heat damage to at least a 10 ft. radius and do not cause knockdown or point blank damage. This includes gas bombs (Molotov cocktails), napalm, and thermite.

Grenade-like Weapons

Grenades are small explosive devices or containers that detonate or deliver their contents upon a target after they are thrown. A grenade-like weapon (and grenades themselves) has a range increment of 10 ft (thrown; gains base range increment as a bonus per wielder size up) and have a base radius of 10 ft of effect (blast radius) delivering its effects to all those within the radius. All those within the radius get a Reflex saving throw to negate knockout (if explosive) or Dodge if possible to avoid damage other kinds of effects such as chemical or biological weapons would warrant an appropriate saving throw. If a grenade misses its mark (a missed ranged strike roll) then where it lands is determined by a 1D8 where 1 = North, 2 = South, 3 = East, 4 = West, 5 = NW, 6 = SW, 7 = NE, 8 = SE and the grenade lands 1D4 x 5 ft (or 1D4 5ft squares on a map grid) in that direction.

Characters can attempt to sacrifice themselves by throwing themselves onto a grenade as a Dodge preventing all those in the radius from suffering any damage. But the character who takes this action suffers the normal damage for the grenade x 10 meaning they will probably be dead after and if they are not they are in a coma in which case they must make a Fortitude saving throw DC of 10 + damage suffered versus death, if successful they must make a Fortitude save DC 15 every 7 days to awake from their coma if after 3 months they cannot wake then they die. If the character that makes this self sacrifice cannot cover the explosive entirely with their body (a failed Dodge as mentioned previously versus the grenades strike roll also counts for this) then all those within the blast radius suffer full damage plus an extra damage die because of the shrapnel from the would be hero's body.

Shrapnel

Shrapnel is caused by small bits of debris being propelled by an explosion creating deadly projectiles. Shrapnel causes 1D12 in damage and all those that can be hit by shrapnel only stand a 50% chance of being hit at all. To be vulnerable to shrapnel damage a character must be within 10 ft of the blast radius except where fragmentation is intentionally designed into a device, which pepper an additional 20 ft radius outside the blast radius with shrapnel.

Those explosive devices that use shrapnel as their primary mode of damage incur a Reflex save for half damage within the area of effect usually using a cone as its area of effect instead of a blast radius. The damage for these types of weapons is usually the same as the explosive load used in addition to the extra shrapnel damage but only within the area of effect.

Rockets, Missiles & Artillery

Rockets and missiles are simply explosives propelled as ranged weapons and may even be large enough to carry sub-munitions or warheads. Sub-munitions are a secondary explosive, device or a secondary weapon system of some sort that the initial round/missile distributes such as bomblets spread across a wider area after the round explodes over the target area. Missiles may have range increments in the hundreds of feet or even miles depending on their size, speed and use.

Artillery is basically larger versions of ranged or ballistic weapons used for sieges or bombardment. Ballistic type artillery incurs shrapnel rules if it explodes and can carry sub-munitions depending on its shell size.

Chemical Weapons

Some chemicals are used as weapons and can have a wide range of effects and just as many delivery methods. Chemical sprays and streams must strike a target to be effective or chemicals can be dropped into a common water source, delivered in bombs, syringes or darts. All chemical attacks require the victim to make a saving throw to negate the primary effect or for half damage. Any character with access to at least a makeshift lab, access to the raw materials and the proper skills can produce a chemical weapon or poison. Poisons also if introduced to the body via a limb the poison still deals damage to the victim's total HP score but also can incur the crippled limb rules.

Potency

All chemical agents including poisons, toxins and venoms all have a potency level, which is essentially the base save DC. Typically there are 4 levels of potency, which are mild, strong, powerful and virulent. Mild is a base DC 10, strong is a base DC 15, powerful is a base DC 20 and virulent is a base DC 25. Saves versus chemicals, toxins and drugs is always a Fortitude save but some chemicals may have different saves against their effects.

Exposure

Exposure is how the chemical must be delivered in order to take effect on its target. There are 3 methods of exposure, which are Contact, Inhaled and Standard. Contact means that the chemical must come into contact with exposed skin by touch, it is absorbed through the skin and thus takes effect. Those chemicals that are inhaled must be inhaled into the lungs and can be used in a wider area affecting more targets. These types of chemicals can be defeated by environmental protections such as air filters, gasmasks and some sci-fi style suits of armor. The standard method means that the chemical must be introduced under the skin or into the blood usually delivered by a weapon, dart etc., or ingested.

Time to Effect & Durations

All chemicals and poisons and indeed medicines have a time to effect and a given duration. The time to effect means that a given amount of time must pass in order for the effects of the chemical to be felt and observed. This can range from instant to melee rounds, minutes or even hours for the slowest acting chemical agents.

Duration is the amount of time the chemical effects continue ranging from melee rounds to days. Permanent effects are also possible but should only include attribute damage or blindness, which can be restored at a later time through magic, psionics or special medicines. Damage suffered from a chemical attack cannot be healed until its duration has expired.

Poisons & Toxins

Poisons and toxins are chemical agents that may or may not have a biological origin that cause damage to or are harmful to living organisms. There are six general categories of poisons and two categories of lethality for poisons. Poison categories describe what possible effects a poison is capable of describing the primary effect of the poison and its secondary effect. The primary effect is the only effect that can be negated by a fortitude save the secondary effects are always suffered in full. Note that mixtures of poisons or toxic cocktails can intermix their primary and secondary effects but still will only have 1 of each (for actual damage and penalty numbers see Chemical Effects following).

Poison Categories:

Anesthetic: These types of chemicals block the signals of pain through nerves causing numbness and unconsciousness.

Primary Effect: Sleep (up to 24 (4D6) hrs)

Secondary Effect: Numbness (penalty to all D20 rolls dependent on DEX)

Blistering Agent: These types of toxins cause open sores and blisters to form on or in the affected tissue causing damage and making the victim appear and feel as if their flesh has been burned or seared off.

Primary Effect: BEA damage

Secondary Effect: HP damage

Irritant: These chemicals irritate or inflame sensitive soft tissues particularly the eyes, mucous membranes in the nose and throat and the tissue of the lungs.

Primary Effect: Stun

Secondary Effect: Partial Blindness or penalty to all D20 rolls from itching & pain

Necrotizing: When living tissue is exposed to these toxins it turns black and begins to rot exuding the smell of rotting flesh as well as weeping puss. It simply kills living tissue.

Primary Effect: STR damage

Secondary Effect: HP damage

Neurotoxin: These types of poisons attack nerve tissue and the brain causing swelling in an entire limb or body, encephalitis (swelling of the brain) and/or a burning fever. The wounds contaminated with this agent also leak black blood and bile.

Primary Effect: CON damage

Secondary Effect: Pain (penalty to all D20 rolls)

Paralysis: These types of chemicals cause the muscles to become rigid and impair movement or complete paralysis in a limb or entire body.

Primary Effect: Paralysis (unable to move or take any action including speech)

Secondary Effect: DEX damage

Lethality:

All poisons and indeed most chemicals should have a lethality level determining how deadly they are. The two lethality levels are lethal and non-lethal which are described below.

Lethal: The poison is deadly and can easily kill most living creatures. Saving throws are always to negate death, which replaces the primary effect of the poison.

Non-Lethal: The poison is not immediately deadly but may still be able to kill or inflict serious or permanent effects.

A non-lethal toxin can also not deal any damage whatsoever but still retain its primary effect.

Gaseous Chemicals

Gaseous chemical weapons include both lethal and non-lethal agents such as Tear Gas, Mace, Pepper Spray, common poisons, Cyanide Gas, Mustard Gas, Acids, and Seran Gas. Gaseous chemical agents are usually delivered via a grenade-like canister having an effect radius of 40 ft. All those within the radius must make the appropriate saving throw depending on what the chemical inflicts, acid damage, poison, pain, etc. Usually a Reflex saving throw against physical damage or a Fortitude save versus poisons.

Gaseous chemicals tend to stay in the area in which they were put or sprayed into and will occupy the radius or other area of effect for 1 melee round and then spread out 5 cu. ft. in all directions on the next round. After that the gas disperses, note that some gases will take longer to disperse than others. Air currents can also blow the gas out of the area either completely dispersing it if strong, spread the area of effect of the gas up to 3 times its original area along the air currents path if weak or only dispersing a path through the gas if a concentrated blast.

Chemical Effects

All chemicals have effects some, such as poisons, have a primary and secondary effect others only have primary effects. Chemicals include drugs (see Chapter 2) and poisons (see previous) as well as other possible compounds but all can have effects with a bonus/penalty range or 1 to 6, a damage range from 1D6 to 6D6 and some will even have special effects such as sleep or paralysis.

Biological Weapons

These weapons are some of the most feared and easiest to create consisting of dangerous bacteria or viruses and a delivery system. A character with access to a moderately equipped lab and possesses the appropriate skills can create a biological agent.

Biological weapons can be delivered in the same ways as chemical agents as well as on sharp objects and inside living beings including insects the most lethal biological agents are delivered through the air as spores or even by touch. All biological attacks require the victim to make a saving throw as if versus disease (see Chapter 12).

Nuclear Devices

All nuclear devices, regardless of their size, will completely destroy anything within the blast radius unless a target possesses abilities where it is stipulated that they are proof against such a devastating attack. All those within 1,000 feet of the blast radius will automatically be knocked down for grenade sized devices. For small bomb sized devices the knockdown range is 1 mile. The GM should use his/her own discretion when dealing with larger weapons.

All non-fusion nuclear devices cause radiation poisoning for all those within 1,000 feet of the explosion and permanently contaminate the blast radius plus 500 feet with radioactivity. Only those who are impervious to radiation will not suffer poisoning but will still suffer from the explosion.

Radiation Poisoning

Every day the character will suffer 1D4 damage to all physical stats and I.Q. (but not CON), radiation damage can only be restored by magical means or some form of highly advanced super biotechnology. The character's CON attribute suffers a -1 penalty every 1D4 days. The symptoms of radiation poisoning are nausea, headache, loss of appetite, and vomiting and the character loses 1 action/attack per melee per hour until they have only 1 left. There is no saving throw versus Radiation to reduce damage; the character must be impervious to it. An individual poisoned by radiation has a 75% chance of being contaminated.

Radioactive Contamination

Not every nuclear device is a thermo-nuclear bomb sometimes spreading toxic waste or radioactive materials via a normal bomb (labeled a "dirty bomb") over an area is just as effective. Everything within this radius or the radius of a nuclear blast has a 60% chance of being contaminated. If something is covered with or touched by radioactive material there is a 90% chance of being contaminated. There is also a 25% chance of contaminating any surface that may come into contact with a contaminated object or creature.

Contamination means that the contaminated object is itself radioactive and emanates a radioactive field with a 10 ft radius causing those who remain in the field for more than their CON modifier in hours to take radiation damage. If the contaminated object is a creature then it also suffers radiation damage and when it dies its body is still contaminated.

Armor

Armor is worn to protect an individual from attacks in combat as well as attached to vehicles to protect those within and sometimes the vehicle itself. Basically a protective layer meant to reduce damage.

Body Armor

The most obvious and most common type of armor is body armor produced to be worn as a protective suit or vest and tailored to an individual.

Armor Attributes

All suits and pieces of armor have the same 5 basic statistics or attributes. These are Damage Reduction (DR), Hit Points (HP), Maximum Dexterity Modifier (Max DEX Mod), Casting DC Modifier, and Price. The Max DEX attribute refers to what maximum DEX bonus you can have while wearing it because of the restriction of movement incurred by the armor if a wearer's bonus exceeds the max DEX of the armor then their bonus is reduced to match while wearing it. Casting DC modifier refers what additional modifiers are added to spell casting DC's when casting spells while wearing the armor. Note also that a suit or piece of armor cannot have negative attributes in such cases the attribute will simply become zero or 1 where appropriate.

The Basic Types of Body Armor

There are a limited amount of basic types of body armors that determine how a suit of armor is designed and what form its components take sometimes bound by what materials are available to create the armor. There are 7 basic types of body armor which are Lamellar, Leather, Hide, Mail, Plate, Quilted/Padded, and Woven.

Lamellar: Lamellar is an armor constructed of strips or panels of hard materials which is lacquered and strung together on a cloth or leather base. Primarily meant to defend against piercing ranged weapons and spears.

Leather: Armor constructed from the tanned hides of animals usually cows, horses or stingrays.

Hide: Armor stitched together from the cured hides of beasts. This armor gives little protection normally and is fairly stiff but retains its DR and HP regardless of coverage.

Mail: These types of armors are constructed of a series of links or scales strung together over the surface of the armor meant to provide resistance to slashing attacks.

Plate: Plate armors are armor constructed of broad plates of hard materials constructed like articulated shells providing the best protection particularly against slashing and piercing attacks.

Quilted/Padded: These armors are constructed of layers of cloth or strips or panels of hide stitched or riveted together with padding in vital areas. These are the cheapest and most flexible of armors and provide best protection from bludgeoning attacks.

Woven: Similar to quilted & padded armors but are composed of threads or pieces of material that are woven together to form the surface of the armor.

<u>Type</u>	<u>DR Mod</u>	<u>Armor HP</u>	<u>Max DEX</u>
<i>Lamellar</i>	+4	20 + Base HP	+4
<i>Leather</i>	See Hide	5 + Hide	+5
<i>Hide</i>	See Hide	Hide	+4
<i>Mail</i>	+3	25 + Base HP	+3
<i>Plate</i>	+5	30 + Base HP	+2
<i>Quilted/Padded</i>	+1	10 + Base HP	+7
<i>Woven</i>	+2	15 + Base HP	+6
<u>Coverage/Suit</u>	<u>DR Mod</u>	<u>HP Mod</u>	<u>DEX Mod</u>
<i>Full</i>	0	0	0
<i>Half</i>	-1	-25%	+1
<i>Partial</i>	-2	-50%	+2

Coverage and Suits of Body Armor

Body armor comes in 3 different types of suits or coverage providing differing levels of protection and further modifying a suit of armor's attributes. These 3 types of coverage are Partial suits, Full suits and Half suits. All 3 of which are described below in game terms.

Full Suit: The suit completely covers the body usually only leaving the head or face vulnerable.

Half Suit: The suit has large gaps or vulnerable areas typically leaving parts or a portion of the body unarmored.

Partial Suit: These types of suits only partially cover the body usually leaving the legs, head and arms vulnerable.

Shirts, doublets and chest plates qualify for this type of armor suit.

The below chart describes the modifications based on the armor type and the coverage the suit provides.

Barding

Barding is body armor for a mount granting them some protection. Barding will generally have 20% more H.P. than armor of 1 size class smaller from the mount rather than the normal size bonuses for H.P. because the mount requires lighter armor to maintain a suitable speed and of the combined burden of its armor and rider as well as any saddlebags or other cargo it may be carrying. All other attributes of barding are determined as normal for the appropriate size class of the mount.

Composite Armor

Composite armor is armor that is constructed of several different materials rather than just one and could use plates of different material, have different material in different locations or have layers of differing materials. The HR/DR and HP of the base material (can use other armor as a base) for the armor becomes the sum of all materials based on the percentages used, add the percentage results of each base then add the armor modifiers for the overall type.

Homespun Armor

Armor constructed by joining together pieces of other armors together or from a hodgepodge of other materials and scrap. Sometimes constructed by those lacking the specific skills to forge armor instead rigging up an improvised suit from easily available materials. These improvised suits are more restrictive and often have more weak points than normally manufactured armors but are inexpensive. All homespun suits of armor have the following modifications after its attributes are determined:

- -2 DR
- -5 H.P.
- -2 Max DEX
- +3 Casting DC Mod
- ¼ normal price

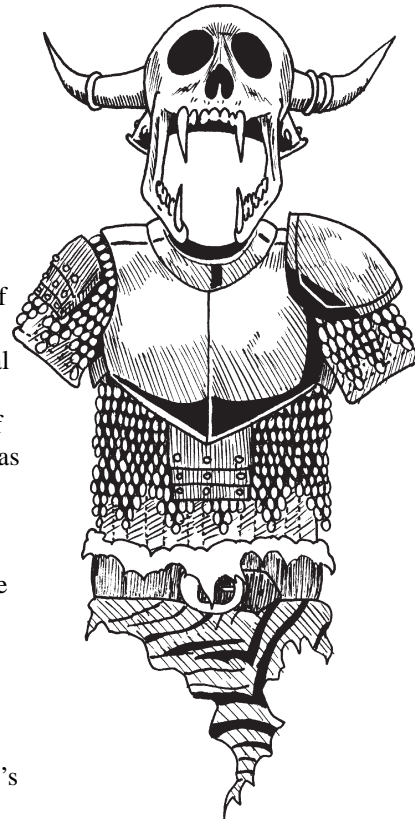
Piecemeal Armor

Piecemeal armor is armor that uses more than 1 basic armor type in its construction. These types of armors are usually constructed to make use of the properties of different kinds of armors to offer better defenses and sometimes to specialize the armor for a certain environment or against special attacks. Piecemeal suits attributes are built from the percentages of attributes from the different suit of armors used. That is if a piecemeal suit uses 10% of chain mail in its construction then it gains 10% of the HP and DR of the suit as well as from its other attributes. If the percentage is localized, only in a specific location, then the GM can determine what attributes it can retain for example if a suit only has chain mail or plate over the heart or chest the Max DEX can be ignored. Piecemeal can also be built onto a base armor using one type of suit as its base and adding the bits and pieces (percentages) from others.

Piecemeal can also apply to wearing different pieces of armor over each other. Such as wearing a chest plate over a padded or chain mail suit gaining the stacked benefits for all blows leveled at the main body. Basically suits of armor can be stacked on each other if this can be logically done (GM's call).

Shields

Shields grant varying amounts of cover as well as the ability to parry arrows without penalty using them. They can also be used in conjunction with the special shield maneuvers shield bash, shield parry, and shield slash. Shields can also be used to block attacks absorbing the damage itself and in the case of area of effects they take the full damage while granting cover. Note the following cover bonuses are granted to a wielder whose size is in proportion to their



shield. Shields made of animal hide follow the rules for hide armor regarding H.P. only and can retain any special properties inherent in the animal's hide as hide armor. The casting DC modifier of a shield stacks with that of any armor that may be worn while wielding it. The DR applies only to the shield itself if it takes damage. There are 3 basic types of shields as described below.

Buckler: A buckler is a small round or square shield that is easily worn on the forearm. A buckler grants a +1 to parry with it but provides no cover.

- HP Mod: ¼ of a medium shield
- Casting DC Mod: -6
- Base Price: As a medium shield 2 size classes smaller.

Medium Shield: A medium shield is the most common type of shield and is constructed as a suit of armor with the following adjustments. Medium shields provide ½ cover and grant a +2 to Reflex against area of effect attacks (such as a dragon's breath weapon).

- Casting DC Mod: -4
- Base Price: 1/10 base price for type of armor

Tower Shield: A tower shield is a large shield providing ¾ cover and a +3 to Reflex saves versus area of effect attacks.

- HP Mod: x2 of a medium shield
- Casting DC Mod: -2
- Base Price: Double of a medium shield

Pieces of Armor

There are some pieces of armor that do not fit specifically with a suit of armor such as helmets and gauntlets. These may provide some added protection and may increase certain penalties and modifiers due to armor. The most common types of armor pieces are described below along with the applicable attributes which are based on a medium sized wearer. These pieces do not add a casting DC modifier because they do not limit movement.

Bracers: Armor covering the forearms and wrists of the wearer much like broad arm or wrist bands. Allow for the parrying of melee weapon based attacks directed against the wearer without taking ¼ damage in an unarmed parry even without the Expert or Martial Arts combat training levels.

- Base H.P.: Same as tiny sized armor
- Price: 1/100 normal suit of armor

Gauntlets: Armor constructed for the hands much like armored gloves. Adds a +1 to punch damage or other applicable hand attacks and protect against attacks or damage directed at the wearers hands.

- Base H.P., DR: Same as tiny sized armor
- Price: 1/10 normal suit of armor

Helmet: Protects the wearer's head (headshots) from damage and attacks directed to the head negating additional damage due to headshot. Helmets unlike bracers and gauntlets can make use of the body armor coverage rules for full, half and partial suits. The casting DC modifier in these cases only applies to spells with the Verbal (V) component if they cover the face. A helmet also provides a +2 to Concentration if it provides full coverage (full suit rules). The price and DR are modified as below:

- DR: -1 (min 0)
- Price: 50% of normal suit of armor

Environmental Body Armor (EBA)

Environmental body armor is armor that is designed to be a self-contained environment that supports the being it was designed to fit. As with all armor there are three grades of EBA: light, medium and heavy and has all the normal attributes of armor except that it must be completely destroyed in order to hit the wearer because it covers the wearer 100%. But because of this EBA can only be full suits and spells are impossible to cast while wearing it thus the Casting DC Modifier is non-applicable (N/A). The DR of the armor is not applied except to damage from attacks that the armor is resistant to and is applied to the armor itself. EBA has a x 100 cred cost modifier.

All EBA has the following features:

- Completely Environmental
- Computer Controlled life support system
- Internal temperature control
- Complete air circulation, filtration, and humidifier systems
- 5 hour oxygen supply (or other gas, sometimes liquid if not an air breather)
- Insulated, normal heat & fire does no damage
- Radiation shielding
- Directional short range communication system in helmet (5 mi range)

- Helmet, faceplate or visor is removable
- Commonly composed of armor ceramics, super hard plastics, and super alloys
- Polarized light adjusting visor (prevents glare and blindness from bright flashes or lights)

Exoskeletons

Exoskeletons are suits of EBA that are enhanced with robotic systems that enhance the wearer's physical performance. Sometimes these suits have built in weapons systems.

All Exoskeletons have the following features:

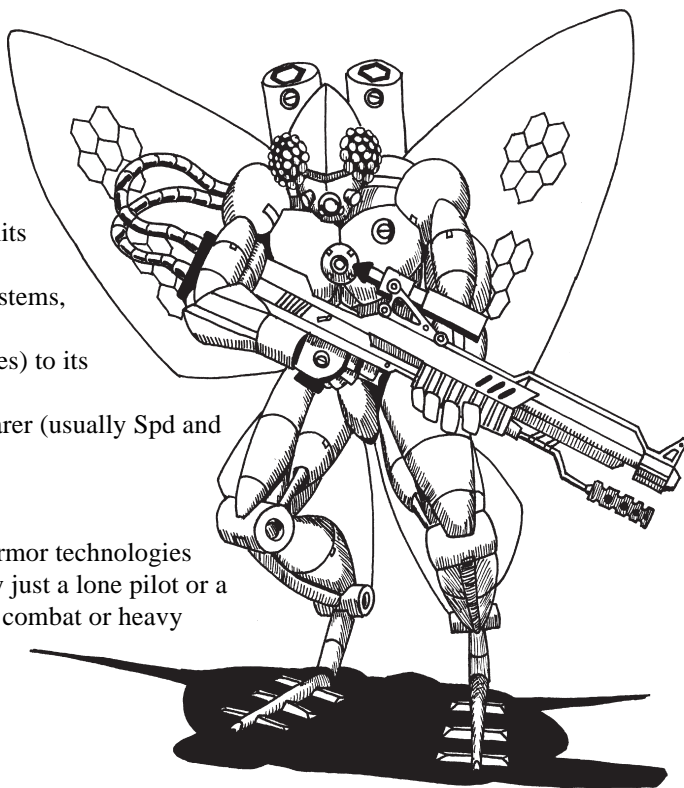
- All EBA features
- Enhances 1 or more physical attributes of the wearer (usually STR or Spd) more high tech suits may convert normal STR to superhuman strength (see Chapter 1).
- May have advanced visual or sensory systems
- May have radar
- May have up to 3 or 4 tiny to small weapons systems

Power Armor

The ultimate exoskeletons these are nearly robot suits and are usually loaded with weapon systems as well as enhancing the wearer's physical ability.

All suits of Power Armor have the following features:

- All EBA features
- Has several advanced visual or sensory systems
- Usually has radar (10 mile range)
- Computerized laser targeting system; assists in identifying and tracking targets
- Combat Computer; calculates, stores, and transmits data onto a heads up display (H.U.D.).
- Has several (at least 4) tiny to heavy weapons systems, may have missile launchers
- Grants supernatural strength (for damage purposes) to its wearer while worn.
- May enhance other physical attributes of the wearer (usually Spd and jumping ability).
- 12 hour oxygen supply



Robot Vehicles

Robot vehicles are a combination of the power armor technologies and vehicles. Often referred to as "mecha" they may carry just a lone pilot or a few passengers and cargo. These are often used for either combat or heavy mining or construction. It is possible to cast spells from within a robot vehicle as in any vehicle but logical considerations should be taken into account.

- All Power Armor features
- Can have tiny to giant weapon systems
- Often loaded with missile launching capability

Altering & Enhancing Armor

Armor can be both altered and enhanced in many ways including tailoring suits of armor to better fit individuals or modifying the design of a suit or the attributes of an existing suit to increase its durability or protective qualities.

Tailored Body Armor

Armor can be tailored to fit a specific person or creature in which case the armor does not impose a Max DEX and the Casting DC Mod is halved (round up) but the cost of the armor is x20 and it takes twice the time to create as well as adding +5 to the creation DC. The armor incurs the normal casting DC modifier + 2 and imposes the normal max DEX - 2 for that type of armor to all others who attempt to wear armor tailored to another character if at all possible.

Modifying Armor Attributes

The GM or the players can attempt to improve the attributes of an armor or customize it to suit their needs. The following general guidelines can be used to this advantage. Note also

Enhancement	Weight	Cost Mod
Armor Treatment	-	+\$1 million
Blast Protection	-	+\$10,000
Bullet Resistance	-	+\$2,000
Expandable	½ normal	+\$2 million
High Impact Lamination	5 lbs	+\$8,000
Variable Light Plating	6 lbs	+\$10 million
Stealth Plating	6 lbs	+\$6 million
Laser Protection	-	+\$8 million

also that the same rules can be used to reduce as well as increase (ex: subtracting 2 HP to reduce the Casting DC Mod by -1 and cost by -25 sp).

- Add +2 HP adds +1 to Casting DC Mod (+5 gp to cost)
- Add +1 DR adds -1 to Max DEX (+10 gp to cost)

Adjusting Vulnerabilities

Armor vulnerabilities reduce the price of a suit of armor by -10% or add a +1 bonus to DR, Max DEX or +2 HP per single vulnerability. If the DR is lowered by 1 then price is also reduced by 5 gp.

Armor Enhancements

EBA, standard body armor and armor plating can be enhanced in several ways the most common are explained below.

Armor Treatment: Special chemical treatment added to armor plating that can make it impervious to 1 kind of damaging energy (except anti-matter, mystic and divine). For every extra treatment added beyond one the cost is double the previous treatments cost.

Blast Protection: Rigid plates and special materials and design give armor protection to the wearer against explosives. High explosives do not bypass the Armor's DR.

Bullet Resistance: These types of armor use similar methods akin to composite armor but with a specific purpose in mind, stopping bullets and high velocity projectiles granting a +5 DR vs ballistic attacks but leaving the armor vulnerable to Piercing (P) attacks.

Expandable/Elastic: The product of very high technology, modern and sci-fi types of armor can be made to fit any size wearer within 2 size classes of its original size, this kind of armor does not impose a max DEX penalty. Expandable armor however is commonly a chest plate or vest because it simply cannot be made into a fully environmental suit of armor (EBA of this type is impossible).

High Impact Lamination: A process added to armor plating making it tougher against physical, projectile and kinetic energy attacks. Basically high impact lamination grants a +10 DR bonus and every additional +1 to that resistance costs \$3,000.

Laser Protection: A special polishing process added to the armor plating that makes it highly reflective and resistant to laser damage taking only ½ damage from laser beams but it cannot be added to variable light or stealth plating.

Stealth Plating: Added to any armor plating or in lieu of armor plating which makes the wearer invisible to radar/sonar and masks infrared and thermal emissions (invisible to infrared and heat vision).

Variable Light Plating: The same as stealth plating except that it can make the armor and its wearer invisible to visual detection as well (invisible combatant rules) as long as there is a power source.

Damaged Armor

Armor, as anything with H.P. can be damaged and thus destroyed. But armor is not destroyed all at once but must be gradually blasted, cut, ripped or peeled off piece by piece. When a suit of armor is damaged to the point of zero H.P. then it's coverage is reduced by 1 step. An example is a full suit of armor is brought to zero H.P. and thus becomes a half suit of armor. The suit retains all of its attributes except that the new coverage type is applied altering its statistics. This can continue until the suit becomes a partial suit that if destroyed is completely destroyed and is useless afterwards no longer providing any protection.

Damaged armor can of course be repaired as anything that has H.P. as well but repair cannot change what initial coverage type the armor started with. Repair can restore a full suit that has been reduced to half or even partial suit coverage but repair cannot upgrade a partial suit to a full or half suit.

A Completed Suit of Armor

A completed suit of armor will have at least 7 attributes to be playable in game terms, each is quickly described below. The statistics of the armor should be determined in the order that it is presented in.

Armor Type	As noted previously.
Coverage	As noted previously.
DR	25% Base material HR + Type + Coverage + Grade + Quality
HP	(Base Material HP + Type + Coverage) x Armor Size x Quality x Grade
Max DEX	Type + Coverage + Grade
Casting DC Mod	(10 - Max DEX) + Coverage
Price	1/2 Armor HP in gold pieces; 1 sp minimum



Chapter 11: Fantastic Items

Fantastic items are items imbued with abilities and powers that are beyond the realm of science and reason and are often the goal of a quest or a part of the rewards and plunder of an adventure. They are based on a mundane item possessing all the standard features of the normal item and some extra supernatural features. These serve to give the players more firepower, things to bargain with or an incentive for an adventure.

Creator Level

All fantastic items possess a creator level which for magic and enchanted items is the caster level of their creator. Psionic items use the psychic class level as their creator level. The creator level of the item determines the DC for all saving throws incurred by the item and the saving throw bonus used for the item for all of its own saves. All saving throws incurred by a fantastic item have a DC of $10 + \frac{1}{2}$ the creator level of the item. All saves made by the item itself gain a bonus equal to their creator level. Alchemical items do not have a creator level and are as vulnerable as a mundane item.

Fantastic Item Abilities

Fantastic items are typically defined by their abilities which may have many origins but regardless of their origin all item abilities have the same statistics. These are trigger, use and standard attributes. Each individual ability will have all of these attributes even if they are a part of the same item. Creation cost is also considered a standard attribute for an item ability used in its creation and in determining the market price for the item. Each attribute for each ability also adds to the creation modifier for that ability (see creation following) whose modifier is listed after each entry.

Trigger

Each fantastic item ability has its own trigger or how it is activated so it can be used. The wielder must satisfy the trigger conditions in order to use the specified ability of the item.

At Will: As long as the user is in contact with the item they can mentally activate the ability.

Creation Mod: +3

Command Word: The feature requires a special verbal command to be spoken (considered a V component, see Chapter 8) to be activated.

Creation Mod: +2

Strike: The feature only activates when it is used to strike a target. Typical for magic weapons that deal extra damage.

Creation Mod: +1

Strike (Critical): The same as strike except the strike must be a critical one for the ability to activate.

Creation Mod: +1

Other: The trigger is something else which can range from requiring a wielder of a certain race to requiring a spell to be cast on the item first.

Creation Mod: +1

Use

The use of an item ability determines how often and how many times that ability can be used.

Constant: As long as the item is wielded, touched or worn the effects of the ability are active.

Creation Mod: +3

Charges: The item stores only enough energy to grant limited use of the ability a given number of times. The ability can be used a number of times equal to the number of charges on the item. The maximum number of charges is equal to the creator level + 9.

Creation Mod: +2

Limited: The use of the ability is limited to a certain number of times per day with a maximum of 3 times per day (written: 3 x day).

Creation Mod: +1 per time a day

Single Use: The ability may be used only once and then the ability is spent, if the item had only 1 ability of this type it is no longer a fantastic item.

Creation Mod: 0

Standard Attributes

Each individual ability that is part of a fantastic item has its own spell-like or standard attributes determining the saving throw (if any), range of the power, area of effect, damage (if any) and the duration of the power's effects. These attributes are all similar to the spell attributes in chapter 8 (see Chapter 8 for full description of each). The creation modifier for each of these attributes are the same as the casting DC modifiers listed for each in Chapter 8 or in Table 9-1 for psionic items.

Saving Throw: Determines what type of saving throw must be made by the target of the ability to negate (-1) or for half damage (+2).

Range: The maximum range or reach of the ability typically based on creator level.

Area of Effect: The maximum area or target affected by the item ability.

Damage: The amount and type of damage the ability deals if any.

Duration: How long the effects of the ability last and/or how long the ability remains active, typically instant.

Creation Cost & Creation Check

All item abilities come with an attached creation cost which consists of the money required meaning the additional costs of materials or other components and the time to add it to the item. The overall item will also have a Creation Check DC which must be met in order to successfully add the fantastic abilities to the item. The item must already have been created which, of course, is a separate skill check. All of which are based on the ability creation modifier generated by the ability attributes (see previous).

- Monetary Cost: equal to 100 gp x the ability creation modifier.
- Time Requirements: equal to 1 day x the ability creation modifier (total modifier for abilities only).
- Creation Check DC: 15 + 2 per ability added.
- Overall Cost/Value: (The base price of the item including its quality level + each item ability cost) x Creator Level

Types of Fantastic Items

There are 6 basic types of fantastic items which define the base nature of the item and its abilities. These are Alchemical, Artifacts, Divine, Enchanted, Magic and Psionic items.

Alchemical

These fantastic items are the result of marrying pseudo-science and chemistry with mysticism and arcane knowledge. Typically a character needs the Alchemy skill to be able to create these items. Alchemical items are created with a strange fusion of modern chemistry and limited mystical knowledge. They often take the form of mystical fabrics, elixirs, stones, artificial jewels, pellets, fumes, powders or other offbeat items.

Limitations: All alchemical items may have only 1 item ability, have use limited by dosage, single use or constant only and are limited to the Transmutation or Energy Damage effects.

Creation Requirements: Alchemy skill.

Reduced Cost/Value: All alchemical items have a reduced Monetary Cost by 50%.

Artifacts

Legendary artifacts are the result of some strange accident, a one-time magical creation ritual or forged by very powerful beings. The secrets to creating these objects should be lost forever or the item itself is a one of a kind artifact and are often priceless. They can be based in magic or psionics and are often extremely powerful.

These legendary items can have any range of powers and are great for the focus of a campaign but artifacts should never be given to players lightly nor be in great supply anywhere. All artifacts have the following features:

History & Storyline: All artifacts have a history; who made it, used it and legends surrounding its location including the fates of some of the artifact's former owners. The history hints as to why/how it was created and what it was originally intended/used for giving players something to research and find out. Artifacts should be a part of if not the central story point of a campaign.

Unique: The design or appearance sets the item apart or is personalized to its original owner/creator making it unique.

Founding Event: All artifacts begin with a founding event. The event is the defining moment of the item's nature, and should be amazing, spectacular or just plain out of the ordinary.

Impossible to Divine: Those that can sense magic may sense a weak Dweomer from an artifact and any skills besides a lore or research check will not reveal anything about it. The psychic abilities that divine knowledge of the item will be mysteriously blocked although the psychic may feel the item has a "strange aura" about it.

Special Means of Destruction [optional]: This describes some colorful means of destruction for the item since these items are all indestructible and impervious to harm in all of the normal ways gods and divine energy may not even harm it. Some artifacts may even appear to be destroyed by normal means then mysteriously pop up somewhere else unless the criteria described under the item's special means of destruction has been met after which it is permanently destroyed.

Artifact Possession [optional]: Artifact possession means the artifact does not seize control of the mind but rather corrupts and alters the mind and/or body of its owner. The item may contain goals and ambitions (set by the GM determined by the founding event), which are then imparted slowly to the owner and/or slowly transform singular physical/spiritual aspect or features and even their alignment. One Will check versus possession must be made once

a week or whenever the owner comes into conflict with the item based on the item's goals and history. If the owner fails a number of times equal to their WIS score then they are permanently possessed by the item and will refuse to ever part with it and for each failure they slowly lean towards the item's goals, their alignment alters or a single physical or spiritual feature is transformed. These transformations are not supposed to be beneficial for the owner of these types of items.

Does Not Conform to the Typical Item Creation Rules: A GM can break, ignore or skirt the normal item creation rules when writing an artifact as they are supposed to enrich the role playing experience and meant to be used as a plot device or central story point. There are such things as minor artifacts that still conform to the normal item creation rules and limitations still possessing the aforementioned abilities and criteria but major artifacts are completely in the air.

Legacy Items

Legacy items are a special kind of artifact and are relics of a single character's career and legacy granting wielders a sense of heritage from a bigger than life figure. A legacy item is an item that has the potential to grow in power and ability taking on a life of its own. These items can hold abilities identical to magic items but are not magical in nature, they are the focus or the remainder of, a living legacy. They possess an aura instead of a dweomer and do not radiate magic. Their aura is only sensed as a normal aura but does not provide the item with an actual AUR score nor the vulnerabilities thereof. Legacy items are often figured into and play a part in the myths and legends of heroes and villains. Unlike normal fantastic items, legacy items are governed by fate (the GM) when being wielded in certain situations.

Legacy Prerequisites

Items that are to become items of a legacy must meet the following prerequisites even before the founding event.

- Can only have 1 magic item ability (+1 max on that ability) beforehand, if any, and that ability retains its caster level until the item's level exceeds it. The creator level for the item becomes the item's level.
- The item must be unique and can start out as a mundane item but the founding character must alter it throughout its "founding" to make it unique giving it an individual identity.
- The founder (the original owner of the item) must give up some of the XP earned in the founding event and it must be enough to gain the Omen ability. After this point the item becomes an item of legacy.

Legacy Abilities

All legacy items have abilities which are similar to magic item abilities and gain them as they increase in XP level. The XP level of a legacy item is called the "Item Level" which is the same as Creator Level for standard magic items. Every time a legacy item gains a legacy ability the item gains an Item Level. Legacy items gain XP points by gaining them from their founder when they choose to give up XP to the item or when defeating foes as defined below:

- *Defeating/Slaying Foes:* Grants the item 25% of the CR in XP as if it made a killing blow if it was used to defeat them or dealt the final blow.
- *Defeating Another Legacy Item:* The defeated item loses all of its legacy abilities, the victorious item gains 1 + 1 per character rank of the defeated item in Item Levels.

As a legacy item gains XP it can spend them as a normal character to purchase additional abilities as listed below, all caster/creator level dependent benefits are reliant on the items XP level:

- *Omen:* The item must gain this ability first and can only gain it once. The omen ability is an ability that reveals the item to be something more than it appears to those who have the potential to wield it. The omen can be visual, olfactory, sound or tactile in nature and once decided exactly what the omen is (item appears to sweat blood, a voice sounds delivering a prerecorded message, etc) the choice is permanent. The XP cost is 1,000 XP.
- *Wielder Limitations:* After the omen ability is added this ability will apply at no additional cost. This limits those who can wield or access the item's legacy abilities. This limitation is decided upon by the GM based on the founding event and apparent nature of its legacy, of course the founder is exempt unless something extreme changes about their character such as alignment.
- *+1 Magic Modifier:* Adds a +1 magic attack modifier (+1 to parry, strike, DR and max DEX, -1 to any casting penalties), Max +12. XP Cost: 1,000 x the desired bonus (+1 costs 1,000 XP, +3 costs 3,000 XP, etc.).
- *Common or Magic Feat:* applies to 1 of the item's abilities or to the item itself. XP Cost: 4,000 (same as normal)
- *Magic Item Ability:* Gains 1 magic item ability. If a spell-like ability is chosen the GM decides what spell it uses. XP Cost: Material Cost/2

Shared Legacies

Legacy items can be owned by others and added to after the original owner is long gone. To take ownership of a legacy item is not enough to access its power, the potential new wielder must first be able to use the weapon and then

must give up 500 XP which are gone after expenditure, after this its features are accessible to its wielder and the new wielder can add more XP to it.

Divine

These items draw on the divine energy of a deity to achieve their fantastic effects. Divine items cannot be repaired, have abilities added to them or altered in any way once they have been completed. Divine items heal at a rate of 2D6 H.P. per day.

These items channel divine energy from a deity to achieve their effects and fuel their powers. There are two kinds of divine items, greater divine items created by the deities themselves and holy items, those items created by clergy class characters who are not deities. Those items created by the deities themselves are of course very powerful and are sometimes forged not for themselves but those deserving of such a gift.

Limitations: Since these items channel deific power if the deity they obtain their power from is destroyed or loses their deific standing the item is no longer a fantastic item until the deity has been restored. A divine item is limited to 1 item ability per 5 divine/demonic ranks of the deity in addition to the divine item abilities.

Creation Requirements: Divine Spell-casting feat.

Divine Item Abilities: All divine items possess these abilities. Grant a +2 to Faith level of the wielder/wearer and are always aligned with the base alignment, sometimes the alignment modifier, of the deity it channels from dealing +2D6 damage to those of incompatible alignments as an aligned item. The item can also either Turn or Rebuke a particular type of creature (often undead) as the clergy feat when held aloft, the area of effect is a radius and adds to the creation check DC.

Enchanted

Enchanted items are items that have spells cast on them. If the spell is made Permanent on an item the magic is held in the item until it is negated or dispelled as per the standard rules for spell magic. Runes cast on items are not enchantments because the rune is what is holding the magic not the item. Unlike true magical items the enchantment effect is constant and cannot be turned off and generally only a max of 3 spells can be made permanent on any 1 item.

Magic

Magic items are items that have been infused with magic during their creation giving them permanent magical properties. Magical items cannot be repaired, have abilities added to them or altered in any way once they have been completed. Magical items heal at a rate of 2D6 H.P. per day.

Magic items are fantastic items based in magic and the manipulation of mystical energies. These items' abilities are based on magic and have magic effects (see Chapter 8). Magic items can use a spell as a substitute for a standard item ability using its casting DC – 10 for the creation modifier and the creator level for any level dependent benefits. These items are also vulnerable to anti-magic energy and wild magic zones as are spells and other magic based things.

Limitations: The maximum number of magical abilities that any 1 item can possess is limited to 5 + 1 per caster level character rank (max 10).

Magical Interference: If a magical item is covered by or is worn on the same body parts or has the same abilities as another magical item the magical energies emanating from both items causes interference. Only the item with the highest creator level will work and if both creator levels are the same then the items cancel each other out completely.

Creation Requirements (used as creation check): Spellcraft skill and the ability to cast spells.

Psionic

Psionic devices are objects that store and use psychic energy to create fantastic effects. Typically psionic items are composed of or encrusted with crystals and gems or built around a single crystal. The power is stored within these crystals. A character requires the Charge Crystal and Aura Channeling Feats as well as the applicable Craft skill to create psionic devices. A failed skill roll means the item simply doesn't work and only ½ of the used components are salvageable.

Psionic items are fantastic items with their basis in psionics and psychically charged crystals. All psionic items use charged crystals or an item crafted from solid crystal in their construction. Psionic items can store powers and use them as a substitute for standard item abilities. These are based on a fixed power check of 10 + 1 per psychic level with any alterations due to feats.

Limitations: Typically a psionic device is limited to 1 item ability per crystal built into the device or + 1 per psychic character rank (max 10) if created from a single piece of crystal.

Creation Requirements: Psi-craft skill & Charge Crystal feat.

Special Item Considerations

Some fantastic items have special considerations attached to them such as Aligned Items, Intelligent Items, or Cursed Items.

Aligned Items

Only those of the same alignment (can be any part of or complete alignment) determined by the creator can use the fantastic features of the item. The Force Aligned feat can also be used in place of character alignments then only those who are aligned with the same force can use it and it deals +1D6 in damage (composed of the aligned force or mystic energy) to those of an opposing force or incompatible alignments. This feature can be added as an item ability.

Intelligent Items

Some fantastic items may possess an intelligence either granted to them upon creation via an item ability or because the spirit of an intelligent being is trapped within it. All intelligent items have the following abilities.

Independent Character Level: Since intelligent items are intelligent they can gain XP and levels. All intelligent items start out at level 1 after creation unless they are imprisoned intelligences in which case they retain their character level from before their imprisonment. An intelligent item gains $\frac{1}{4}$ of its owners XP each time experience points are handed out by the GM. The item gains +1 attribute point to place on any of its attributes per 4 character levels starting at level 4.

Spiritual Attributes: All intelligent items possess the full set of spiritual attributes. An imprisoned intelligence will retain its previous scores and a created intelligence has 3 at 12 + 1 per creator level (max +7) and the rest at 10. Intelligent items cannot be possessed and are immune to mind control.

Personality: All intelligent items will have a personality which can sometimes dictate their actions they will also have a complete alignment as would any other character or NPC.

Ego: This attribute is the measure of the strength of personality and how much persuasion an intelligent item has. It is a static score based on the modifiers for I.Q., M.E., CHA and WIS which are added together, +1 per skill and +2 for each fantastic ability it has + any magic modifiers + $\frac{1}{2}$ character level. When the item exerts its ego any creature in contact with it must make a Will check versus its ego score. An ego save allows the item to prevent itself from being wielded or even used as if wrestling with a greater strength or even allowing for the complete control over the wielder's body though none of these effects can last more than 24 hours. An item cannot affect a wielder with any adverse abilities (except backlash) if it did not win an ego check.

Perception Level: Just how well an intelligent item perceives its surroundings can be limited by the creator or determined by its character level. Typically the item can increase its perception level by 1 step (beginning with no senses and ending with enhanced awareness) every 4 class levels.

- *No Senses:* The item is essentially a prison for the intelligence and the item's powers are always active since the wielder has no communication with the intelligence which if freed is definitely insane (does not add to the creation DC).
- *Empathic Senses:* The item can sense the emotional state of its wielder as the psionic ability of Empathy. The intelligence can also receive rudimentary commands via limited telepathy. It also gains the Empathic Transmission ability (as per the psychic feat) at Medium level character rank (adds a +5 to the creation DC).
- *Telepathic Senses:* The item has a telepathic link with its wielder that allows it to share its wielder's senses as well as communicate telepathically (adds a +8 to the creation DC).
- *Presence Awareness:* The item has a limited perception of its environment limited to a 100 ft radius, which is limited to its purpose. Example: A Spirit Bane weapon would be able to sense any spirits within the radius. The item is also keenly aware of its wielder's presence within that radius (adds a +8 to the creation DC).
- *Full Awareness:* The intelligence has full perception of its surroundings and if an imprisoned intelligence then it retains all of its former senses. The item can use the Detection skill as normal using its Creator Level as its skill bonus (adds a +10 to the creation DC).
- *Enhanced Awareness:* As full-awareness and the item has 1D4 + 1 psionic-like abilities (see chapter 14). If an imprisoned intelligence it can use ESP as a natural psychic (adds a +20 to the creation DC).

Skills: An intelligent item may possess skills which are based solely on I.Q. when created, imprisoned intelligences simply retain those from life, which are always at rank +10 (adds a +2 per skill to the creation DC).

Backlash: An intelligent item has the ability to send a surge of damaging energy (of a single type decided at creation or based on personality) from itself by touch. The item can control the damage in increments of 1D6 or just make it a harmless but painful experience. An item can deal 1D6 in energy damage per 3 levels beyond 1 and the target must make a fortitude save vs. pain at a DC of the item's ego, if the save is failed then the wielder immediately drops the item and is stunned for 1 melee round also suffering the damage.

Illumination: All intelligent items can emit light or similar effect lighting up a 20 ft radius, this power can be used at will whether the item is being wielded or not.

Activate Own Abilities: All intelligent items can activate their own abilities including any fantastic item abilities they may possess but they must channel these through a wielder and thus they can only use their powers, except for the illumination ability, if they are wielded.

Speech: This allows the item to actually speak. Not all intelligent items will have this ability and it adds a +2 to ego and a +4 to the creation DC.

Cursed Items

Fantastic abilities can be made just to harass or injure characters. All cursed abilities take effect 24 hours after a character takes possession of the cursed item meaning that they claim it for themselves. Gloves, gauntlets, any kind of coverings or using a cloth to pick it up a cursed item provides no protection. To rid oneself of the effects of a cursed item the owner must actually discard the item and state they relinquish all rights to the item if possible. Cursed abilities once built into an item cannot be removed, they become a permanent feature of the item. Cursed abilities are never beneficial and may take many forms from inflicting damage to its wielder, swallowing spells or psionics used near it or inflicting a penalty (negative magic modifier) and even becoming stuck to their wielder. Cursed abilities adhere to the normal item ability creation rules.

Special Instances of Fantastic Items

What follows are some special fantastic items that may or may not fall into any single category type of fantastic item and others are important to mention for ease of game play.

Runes and Rune Items

Runes, wards and circles must be engraved, stamped or carved into the item using the Permanence magic feat and are sometimes used in lieu of creating a magical item via the normal route. Because of the special nature of rune magic, items with only runes/runic item abilities on them and more than 4 permanent have special attached considerations. All rune items are considered magic items for the most part. All rune items become physically indestructible as a side effect of being infused with permanent rune magic. Each rune applies its effects to the item, wielder or has the effects of the rune spell when activated. Runes that need to be activated that is do not have a constant effect can be activated up to 3 x day.

Creation Requirements: Same as Magic items + Permanence magic feat (applied to runes)

Greater Rune Items

A greater rune item is identical in everyway to a normal rune item but is much more powerful and potentially dangerous. The creation of these items should be a lost art on any campaign world and the creation of such items is always considered an evil act unless the victim is willing. A greater rune item is created when a soul of an intelligent creature is imprisoned within a rune item during its creation granting it all of the abilities of an intelligent item with the spiritual attributes and personality of the sacrificed creature. The item can also cast each spell that it knew in life once a day as racial magic, keep in mind any feats the item's soul had in life, as well as any psionics it possessed in life which can be used as normal. All greater rune items also possess the Impossible to Divine and Artifact Possession artifact features. Rune items are harmless and behave as normal inanimate objects when not wielded, once a greater rune item has been claimed it cannot be wielded or used by any other until the current owner is slain. These items are legendary and kings have been known to leave entire kingdoms in order to possess one.

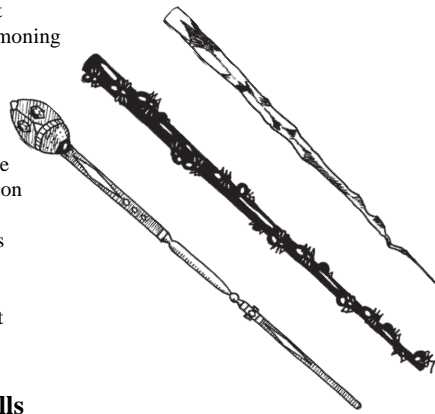
Wands & Magic Rods

Two essential fantastic items from mages and treasure hoards are wands and magic rods. A magic rod is a simple magic item that casts a single spell using Charges (see Use) and has the At Will activation, but rods cannot be recharged and are often crafted from common natural materials. Rods overall price is dependent upon the casting DC of the spell used multiplying the price by 10 - the casting DC (min 1) in gp. Wands however are completely different and are used as spell casting tools by mages. Wands do not have any magical properties and are the result of a Craft: Magic Wand skill check DC 15 using the standard rules for item quality.

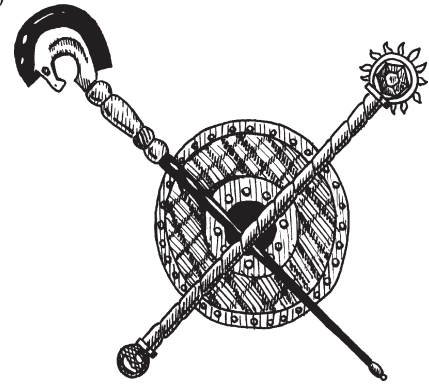
A magical wand although it is not enchanted or magical in and of itself instead it channels the magical energy of the mage using it. Spells are channeled through the wand by the mage holding the wand and casting the spell imparting the effects of the wand to the spell being cast. To use a magical wand a mage has to hold it in one of their hands while casting a spell (adds a somatic (S) component if the spell does not already use that component) must make a successful Use Magic Wand skill check in place of a Spellcraft check as the casting check. The effects of the spell will appear to emanate from the wand itself. A magic wand can confer any ONE of the following to spells cast through it:

- Percentage increase to one spell attribute (max 100%; in steps of 10%)
- +1D6 bonus to the casting check or to 1 applicable spell attribute (quality modifiers apply)
- Applies one of the following magic feats to an applicable spell cast through it:

Arcane Specialist
 Augmented Summoning
 Chaos Magic
 Combat Casting
 Delay Spell
 Empower Spell
 Energy Admixture
 Energy Substitution
 Enlarge Spell
 Eschew Materials
 Extend Spell
 Heighten Spell
 Magical Ricochet



Material Admixture (material that it admixes is used in the wand's construction)
 Maximize Spell
 Permanence
 Persistent Spell
 Quicken Spell
 Reach Spell
 Repeat Spell
 Sculpt Spell
 Silent Spell
 Spell Focus
 Spell Penetration
 Split Ray
 Wield Spell



Contingency Spells

Contingency spells are simply permanent spells that use fantastic item stats in order to be triggered when a particular or set of circumstances is met. The creation DC is the same as the spell's casting DC + any modifiers for item stats and the cost for item creation still applies. To create a contingency spell a mage requires the Permanency magic feat and the ability to cast the spell(s) used and create magic items. Contingency spells can be cast on people, items or places (rooms or buildings) but once triggered they are spent and cannot exceed the area of effect of the original spell.

Psionic Crystals

Crystals can be used not only to create psionic devices but can store energy, essences or even the minds of others acting as psionic items unto themselves. The minds contained within crystals can communicate empathically (same as Empathic Transmission feat) to any being that touches it. The being who is in contact with the crystal must make a Will save versus a DC of 15 + number of souls contained. If failed the being suffers 1 temporary I.Q. damage per contained soul lasting 1D4 days and is in a coma for 1 day per soul because of the empathic flood of energy. If passed the character can see images, memories, and sense feelings and motives from those contained within. A character that makes a successful communication (psychics only Concentration skill DC of 15 + 1 per soul contained) with the crystal will know about the history and knowledge held by those within and knows all languages known by those contained within while in physical contact with the crystal. The souls can be channeled out using the Channel Essence feat into new bodies even magical constructs, or even ectoplasmic golems and constructs. The transferred souls will gain all of their physical attributes from the body but all spiritual attributes will come from the soul. Usually created by dying civilizations to preserve the essence of its people or by psychics to save dying friends and companions. The energy contained within a soul crystal cannot be tapped just communicated with or transferred out. Note that incorporeal beings can become trapped within a crystal by the same means and destroying the crystal is the only means by which they can escape.

Trapped Essences

The essence of living being is not the entire mind nor soul of the creature just its spiritual vitality therefore it is not intelligent and cannot communicate through language or intent. The essence can be simply memories, knowledge or even emotions of a creature or group of creatures. Typically the essence within a crystal can be felt empathically or even heard telepathically (even though it may simply be heard as inane babble or similar to a book on tape) but only when touched by a psychic. These types of crystals are used to store special or secret knowledge by dying civilizations or psionic scholars. These essences cannot be transferred out as with whole minds or souls but can be used to perform the stored skills at their stored rank or access stored memories as long as the psychic maintains contact while concentrating.

Personality Crystals

Personality crystals are large gems that have been charged with a psychic's energy and a personality fragment. The gems appear as normal gems to all but the owner. The owner is granted some abilities depending on the personality fragment contained within the crystal as long as it is within a 20 ft radius of them (see Table 11-2). Personality crystals have a hardness of 8, and 20 H.P., when damaged they can regenerate 1D6 H.P. per day. A personality crystal's attributes and abilities increase as the level of its owner increases (see Table 11-3). The crystal retains its level advances permanently independent of its owner's levels; they do not begin to advance again until a new owner's level climbs beyond its current level. Anyone who can communicate with the crystal can own it if the creator and/or the current owner is dead. Once the new owner has communicated with the crystal it is joined to them and cannot be used by anyone else until they have died. Crystals do not have alignments even though they will have a personality and intelligence. Crystals can make 1 action per melee round autonomously (basically just move around or communicate with their owner, if possible). Crystals also can perceive the outside world up to a 40 ft radius being able to hear and see all within that range except invisible creatures and objects but darkness, fog or unnatural occurrences

(such as spells affecting an area) do not affect its perception. To create a personality crystal a psychic class character must meet the below requirements:

Creation Requirements: Must have the Create Personality Crystal Feat, Must use a 25 gp Fist sized semi-precious gem

Personality Crystal Abilities

Channel Power: The owner can channel any psionic power they possess through the crystal as if that is where the power originated from; treat this as a normal use of a psychic ability.

Empathic Link: The owner/creator of the crystal shares an empathic link with the crystal up to 1-mile away.

Levitation & Propulsion: The crystal can levitate and move itself around at a height of 4 ft + its character level at speed of 10 ft.

Speak with Others: The crystal can now communicate telepathically to any creature or another crystal within a 40 ft radius.

Sight Link: Once a day for 1 hour the owner can see and hear what the crystal sees and hears as long as they are within 1-mile of one another.

Telepathic Link: The owner/creator of the crystal has a telepathic link with it and can communicate as thus. The crystal will also gain knowledge of all the languages its owner knows.

Special Materials

Sometimes using special materials in the creation process of a fantastic item can improve its abilities and grant extra features, a few of the most common special materials are listed below. Special materials can also be forged into an item to grant it fantastic item abilities without resorting to other methods often using the body parts of monsters or the special materials below.

Materials with Mystical Properties

Description: Basically any kind of raw material, especially crystals and minerals that have mystical energy contained within them. These energies can correspond to a school of magic such as Necromancy or Illusion or favor a specific energy or force type. Often this tends to be a freak occurrence for example 1 diamond out of a whole mountain contains mystical properties and as such these types of materials and the items they are used to create are often very valuable and sometimes of a legendary caliber.

Special Properties: These materials will magnify any corresponding abilities or spells doubling all numerical aspects of the spell and adding a +2 to the Spell Strength. Market Value: 5,000 gp per 1 lb.

Magical Alloys

Description: Magical alloys are metals that are charged with magical energy and may have some unique and fantastic properties. Any item created from this metal automatically gains certain properties inherent in the substance itself even if the creator isn't trying to create a magical item.

Special Properties: Magical alloys can have up to 2 unique properties

Weapon Properties: May grant up to a +3 magical modifier.

HR: 11 (soft metals), 12 (hard metals)

HP per sq. ft.: 100 (soft metals), 140 (hard metals)

HP Bonus: +20

Market Value: Common: 200 gp per 1 lb.

Rare: 2,000 gp per 1 lb.

Table 11-2: Personality Crystal Granted Abilities

Personality	Granted Abilities
Artiste	+2 bonus to Craft skills
Bully	+2 to Intimidate
Coward	+2 to Hide
Friendly	+2 to Diplomacy
Hero	+2 to Fortitude
Liar	+2 to Bluff
Meticulous	+2 to Search
Observant	+2 to Perception
Poised	+2 to Balance
Resolve	+2 to Will
Sage	+2 to 1 skill
Single-minded	+1 on Concentration
Sneak	+2 to Prowl
Sympathetic	+2 to Sense Motive

Table 11-3: Personality Crystal Abilities

Owner Level	Crystal I.Q.	Special
1-2	6	Empathic Link
3-4	7	Telepathic Link
5-6	8	Levitation & Propulsion
7-8	9	Speak with Others
9-10	10	
11-12	11	Sight Link
13-14	12	
15-16	13	Channel Power
17-18	14	
19-20	15	

Very Rare: 10,000 gp per 1 lb.

Extremely Rare: 100,000 gp per 1 lb.

Adamantine (alloy)

Description: A rare pale gleaming gold colored metal found in veins along leylines or deposited by meteorites.

Special Properties: Weighs 20% less than normal steel

Armor Properties: +1 Max DEX

Weapon Properties: +1 Strike, Ignores HR less than 20

HR: 14

HP per sq. ft.: 220

Artificial Gems

Description: Any gemstones created by artificial means tend to leak mystic energy.

Special Properties: Stones created via science or magic can hold the same amount of mystic/psionic energy as natural gems but that amount decreases by ½ per 3 days it is stored within the gem.

Market Value: ¼ of the gem it is made to look like, \$20 if not made to look natural.

Astral Driftmetal (alloy)

Description: A pale gray metal that has a silvery sheen to it found floating in incomplete astral realms.

Special Properties: weighs +5 lbs more than normal

Armor Properties: 25% chance of blocking incorporeal or phase attacks

Weapon Properties: The weapon is considered heavy.

HR: 10

HP per sq. ft.: 120

Blood Metal (alloy)

Description: A glistening crimson metal which is always sticky and cool to the touch. It is often created artificially through magical means.

Special Properties: +2 to save versus poisons & diseases.

Armor Properties: Blood drinker, drains 2 HP worth of blood from a bleeding wound of its wearer/ wielder per melee round as long as the armor is worn if the armor is damaged, the drained points heal it. Blood can be used to repair the armor if it is fresh (no more than 1 hour old) by pouring it on the metal.

Weapon Properties: (Piercing/Slashing/Thrusting) Vampiric Weapon (drains 1 CON pt from the target per successful hit that meets flesh)

HR: 10

HP per sq. ft.: 120

Bronze Wood

Description: A metal hard wood that appears much as normal wood except for a slight golden metallic sheen as if composed of fine metallic fibers when exposed to light. Since this material is technically wood all that can affect wood can affect items made from it.

Special Properties: Weighs 10% less than metals

HR: 9

HP per sq. ft.: 80

Market Value: 25 gp per 1 lb.

Dark Metal (alloy)

Description: A pitch black metal with a bluish sheen and is cold to the touch, possibly native to a dimension of darkness.

Special Properties: During the day none; but at night the item automatically shadow melds in darkness or shadow becoming completely invisible. Shadow/darkness energy restores H.P. to damaged dark metal items.

Armor Properties: +4 Max DEX

Completely absorbs all shadow/darkness energy attacks directed at the wearer.

Weapon Properties: Behaves as if it were incorporeal against creatures aligned with shadow or darkness and deals no damage to them.

HR: 11

HP per sq. ft.: 100

Dark Wood

Description: This supernatural wood appears very much like dark oak but is much harder and durable. Since this material is technically wood all that can affect wood can affect items made from it.

Special Properties: Weighs ½ as much as normal wood

Armor Properties: +2 Max DEX

HR: 7

HP per sq. ft.: 58

Market Value: 10 gp per 1 lb.

Demon Bone

Description: The bones taken from the corpse of a demon.

Demon bone is as hard as steel and thus can be used to forge weapons and armor.

Special Properties: Demon Bones must be exorcised or the item they were used to created becomes Aligned to evil.

Weapon Properties: Demon Bane Weapon (x2 damage to demons)

HR: 10

HP per sq. ft.: 20

Market Value: 50 gp for a small tooth or claw, 500 gp+ for larger bones.

Dragon Bone

Description: The bones taken from the corpse of a true dragon which give off a faint dweomer. Dragon bones can enhance the power of magical items immensely but dragon bone items are extremely offensive to all dragons and may make their owner a target for their wrath.

Special Properties: A dragon bone item can store +20 more charges than normal if it has the Spell Casting (Charges) ability

Weapon Properties: Dragon Bane Weapon (x2 damage to dragons)

HR: 3

HP per sq. ft.: 30

Cost Mod: x5

Market Value: 1,000 gp for a small tooth or claw, 5,000 gp+ for larger bones.

Dragon Metal (alloy)

Description: A glistening silver metal that is extremely hard and resilient and when forged into a weapon, the metal of the weapon appears to become red hot upon impact.

Special Properties: Weighs ½ as much as normal steel

Armor Properties: +2 Max DEX

Weapon Properties: +2 magic attack modifier, deals damage as a fire based attack to those vulnerable to heat.

HR: 15

HP per sq. ft.: 140

Ectoplasm

Description: Ectoplasm can be used in magical or psionic item creation. All bonuses from using ectoplasm do not count towards the normal limitation for magical items. All features listed add 1 day to the creation time per feature and requires at least 8 oz. Ectoplasm and the Channel Essence feat.

Special Properties:

(Psionic Protection) The owner incurs a +5 to all psionics used against them.

(Psionic Detection) The item will glow with a bright (illuminates 5 sq ft.) pale blue light when it is within 20 ft. of a creature or character that possesses any psionic abilities.

(Psionic Absorption) The item can absorb 1 psionic ability aimed at the owner. It can then be unleashed and redirected at a target of choice but can only store 1 psychic power at a time. Absorbing a power is a free action but unleashing it takes 1 action. The stored power when unleashed has the same power check DC from when it was absorbed.

Market Value: 5 gp per 1 oz.

Fire Gem/Stone

Description: Appears as a normal gem or stone that has a bright flame-like light coming from deep within the same color as the stone.

Special Properties: Glows with a fairly bright magical light akin to a flame lighting up a 10 ft radius for a miniscule stone.

HR: 10

HP per sq. ft.: 95

Market Value: Double the normal value of the gem (such as an emerald or ruby fire gem) or 100 gp per 1 lb.

Infernal Slag (alloy)

Description: Appears as pitted dull grayish metal and typically found in the bowels of fiery hells or hellish dimensions. It's often used by demons and infernal beings to make crude weapons.

Special Properties: All items forged of infernal slag are low quality items

Weapon Properties: (Piercing/Slashing) Causes blood poisoning (Fortitude DC 20 negates fever (lasts 2D6 days, -1 temporary CON damage per day), -1 cumulative pain penalty to all rolls because of contaminated wounds)

HR: 10

HP per sq. ft.: 96

Ice Steel (alloy)

Description: A metallic substance that appears as ice and that generates cold energy. It is primarily found in dimensions of cold that partially straddle the elemental planes of air and water and thus is very difficult to obtain.

Special Properties: Produces cold akin to an arctic wind. Deals 1D6 pts of cold damage by touch.

Armor Properties: Provides a heat resistance of 5 but absorbs that damage as an Armor's DR.

Weapon Properties: Deals an additional 1 pt of cold damage and deals damage as a cold based attack to those vulnerable to cold. A piercing/thrusting weapon also deals 1 pt of temporary DEX damage (those brought to zero DEX are frozen solid).

HR: 11

HP per sq. ft.: 100

Iron Wood

Description: Appears as a dense grayish wood where the normal graining inherent in wood is not evident. Iron wood can be worked nearly like ordinary iron to craft weapons and armor but although it is as hard as iron it still retains the weight of wood allowing for lighter items. Since this material is technically wood all that can affect wood can affect items made from it plus it can float in water.

Special Properties: Has a hardness of hard metal and weighs as much as hard wood.

HR: 10

HP per sq. ft.: 38

Market Value: 100 gp per 1 lb.

Midnight Steel (alloy)

Description: A pitch black steel that reflects no light. It is unknown where this extremely rare ore is found in large quantities but because of its nature it is believed it originates from a world of darkness.

Special Properties: Completely absorbs all light.

Armor Properties: +6 to Max DEX, Completely absorbs all light based attacks.

Weapon Properties: Deals x2 damage to creatures vulnerable to darkness or shadow energy.

HR: 12

HP per sq. ft.: 140

Mind Steel (alloy)

Description: A dark dull gray metal found in small veins deep under ground. It is valued for its properties to those who wish to hide from the eyes of mages or other powerful beings.

Special Properties: Incurs a +2 to scry check DC's against wielder/wearer per 5 lbs.

HR: 10

HP per sq. ft.: 130

Mithral (alloy)

Description: An ultra-light silvery metal valued for its beauty and special properties in weapon and armor smithing.

Special Properties: Weighs 50% less than normal steel

Armor Properties: +2 Max DEX

HR: 12

HP per sq. ft.: 140

Nega-Steel (alloy)

Description: This metal appears as slick gleaming steel with a purplish sheen and is charged with powerful anti-magic energies and thus exhibits special properties related to anti-magic energy.

Special Properties: Impervious to magic. Nega-steel automatically dispels magic upon contact and thus inflicts 1D6 HP damage to magical creatures by touch and per melee round if contact is maintained.

HR: 12

HP per sq. ft.: 140

Silver

Description: Silver is valuable not just because of its aesthetic beauty but because it is a special metal that can bypass the damage reduction and hardness ratings of certain supernatural creatures and is very popular in the production of bane weapons and magical weapons in particular as well as magical locks.

Weapon Properties: Bypasses HR/DR and deals x2 damage to creatures vulnerable to silver.

HR: 9

HP per sq. ft.: 80

Market Value: 5 sp per 1 lb.

Star Metal (alloy)

Description: An ultra-rare dark blue ore found primarily in meteorites.

Special Properties: Weighs 20% less than normal steel

Armor Properties: Energy Resistance (1), +1 Max DEX

Weapon Properties: +1 Strike, Ignores hardness ratings

HR: 12

HP per sq. ft.: 140

Chapter 12: Game Master Section

Experience Awards

The table below lists the proper amounts of experience for miscellaneous actions.

Table 12-1: Experience Awards Table	
Experience Award	Action
25	Performing a skill (successful or not)
25	Clever, but futile idea
100	Clever, useful idea or action
100	Quick-thinking idea or action
200	A critical plan or action that saves the character's own life and/or a few comrades
100	Accepting a challenge (such as a sparring match)
150	Winning an accepted challenge
400-1000	A critical plan or action that saves the entire group or many people
100-300	Endangering the character's own life to help others
500-700	Potential self sacrifice in a life and death situation (including taking a hit for another who is near death)
100	Avoiding unnecessary violence
100-200	Deductive reasoning and/or insight
50	Good judgment
50	Playing in character
50-100	Daring (clever or not)
300	Mercy in Combat
200-500	Life Changing Experience (GM's Discretion)
350	Near Death Experience (Negative H.P.)
200	Team Work
Full Challenge Rating	Defeating and Slaying a foe
Full Challenge Rating + Mercy Bonus	Defeating a foe but not killing the foe
50% of the Challenge Rating	Fighting a foe but not defeating the foe
25% of the Challenge Rating	The killing blow on an enemy (for the character who dealt the deathblow)
Trap DC x 10	Disarming or Destroying a Trap
50 per mass combat round	Participating in Mass Combat

Creature Challenge Ratings

When players get into combat situations with other creatures the experience is determined by figuring out the Challenge Rating for the monster referred to as the 'CR'. To determine the CR of a creature, see Table 12-2. Note that a GM always can adjust the CR to fit the creature with a +2 or -2 modifier.

Table 12-2: Creature Challenge Ratings Calculation Table		
Category	Specifics	Rating Bonus
Base Attributes	Average (strata)	0
	Extraordinary (strata)	+1
	Superhuman (strata)	+2
	Supernatural (strata)	+3
	IQ, ME, WIS, CON, DEX, STR	+1/2 per die beyond 3
Hit Points		-1 per die under 3
	Racial Hit Dice	+1 beyond 1
	Size	+1 beyond large
		-1 below medium
Abilities	Class Level/Caster Lvl if separate	+1 per 5
	Invulnerabilities	+1 per
	Immunities	+1/2 per
	Resistances	+1/4 per
	Weaknesses	-1 per
	Permanent/Lethal/Death Effects	+1 per
	Deific/Demonic Ranks	+1 per
	Angelic Domains	+2 per
	Deific Domains	+4 per
	Uncanny (minor/major/deific)	+1/+2/+3 per
Class/Combat	Banned Class	-1 per
	Number of Attacks/Actions	+1/2 per beyond 6



Creature Experience Awards

The experience points awarded to the players for defeating a foe are determined by multiplying the creature's CR by 200 and then dividing that number by the number of members of the group that defeated it and that is the XP award given to each player. Generally the CR determines if the creature will be a decent challenge to a group whose average party level is equal to the CR but always remember some groups are just simply stronger or more capable than others.

Threat Awards

The below table is used to further modify the experience points of a creature based upon its threat towards the group and their level of difficulty in dealing with it especially if the creature's CR doesn't give very many XP to the group but the creature caused them a lot of grief. This is also used when dealing with creatures that have a CR of 0. Note that CR's cannot be negative.

Minor: A threat that can hurt a character but has little chance of causing serious injury or causing a character to use up more than 1 or 2 spells or items.

Major: A threat that can possibly cause serious injury on a critical blow. The characters may use up 1 or 2 spells or items.

Great: A threat that can cause serious injury to characters and causes the characters to use up more than 3 spells or items.

Extreme: A threat that does cause serious injury and/or killed one or more party members causing the group to use up most of its resources in combat.

Table 12-3: Threat Awards

Threat	Award
Minor	25-50
Major	75-150
Great	200-350
Extreme	450-1,000

Encounters

Encounter rolls are the rolls a GM makes to determine what and if a player character group runs into during a visit to a town, region, or during travel. Typically encounter rolls are made on 1D10 and the group encounters something on a low roll on exactly what numbers

Table 12-4: Encounter Distances

Environment	Light	Fog	Heavy Fog	Dense Fog	Dark	DimLight
Open Ocean	2D6x100	1D6x100	1D4x100	3D6x100	4D6x100	5D6x100
Open Plains/Fields	1D6x100	1D4x100	1D4x50	2D6x100	3D6x100	4D6x100
Swamplands	1D4x30	1D4x10	1D4x5	1D4x50	2D6x100	4D6x10
Canyon	2D8x10	2D4x10	2D4x5	1D6x10	2D6x10	3D6x10
Light Forest/Jungle	1D6x10	1D4x10	1D4x5	1D6x10	2D6x10	2D6x10
Heavy Forest/Jungle	3D10	2D10	1D10	1D4x10	1D8x10	2D4x10
Dense Forest/Jungle	2D10	1D10	1D8	2D10	1D4x10	1D6x10
Mountainside/Bluffs	3D10	2D10	1D10	1D10	2D10	1D4x10
Indoors	1D4	1D4	1D4	1D8	1D10	1D10+10

the group encounters something is up to the GM and the danger level of the area the players are in however the roll of a 1 guarantees an encounter. When an encounter is rolled the GM should roll to see how far the Encounter is from the Player Group in feet that is appropriate for the terrain and conditions. Characters may see the encounter before it reaches the distances listed below even if beyond their visual ranges in certain situations.

Movement on Maps

For simplicity every square on a map, a standard sheet of graph paper, represents a 5ft. square although some maps may give a different representation of scale. The terrain affects movement rate, open terrain (with little or no obstacles) does not affect movement, terrain with few obstacles cuts the rate by half, and terrain with large obstacles cuts the rate by one fourth. Size also factors in movement rate when the room to move around is limited. The penalty for a tight squeeze is double depending on the obstacles in the terrain as previously discussed.

Non-Player Characters (NPC's)

Non-player characters are created by the GM to populate the world they have created for the players and may be friends or foes played by the GM and may function as monsters, villains, friends, guides or background.

Morale Rolls

If a battle is going badly for a group of non-player characters they will usually have to make a morale roll to determine if they decide to make a hasty retreat or surrender. Some creatures especially unintelligent ones do not have to make morale rolls and creatures who simply do not surrender, go into a berserker rage, or are not known for running from battle usually will not make a morale roll. A creature or group of creatures' morale is determined by 10 + leader's CHA Mod (lost if the leader is killed) + 1 per each creature in the group. A creature must roll within its morale score on a D20 to hold its ground. If it rolls above its morale then it will either surrender or run whichever it thinks will give it the better chance of survival. Morale rules apply to all intelligent creatures and those with animal intelligence but do not apply to creatures that can be logically excluded such as constructs or animated creatures.

Reaction Rolls

Sometimes player characters do strange things or a GM simply has a hard time deciding how an NPC or group of NPC's will react to the player group. Reaction rolls solve this problem by providing a random way to determine what general reaction the NPC's will have towards players or a specific action that they take. Reaction rolls are determined using a 1D20 + the group's average CHA mod (a modifier determined by averaging all of their individual CHA modifiers) and the higher the result the more favorable the reaction. Reaction rolls can also be modified by skill or attribute modifiers based on skills such as a Lore: Magic modifier when authorities are confronted with magic, if they know more about it then they are less likely to react violently. This allows the GM to add simple ignorance into the equation.

Other modifiers decided by the GM can affect the result as when the player characters are trying to start a fight then obviously there is going to be a

Table 12-5: NPC Reaction Rolls

D20 Roll Result	Reaction
16+	Favorable
15-11	Indifferent
6-10	Offended
5-1	Violent

better chance that the result will be lower than if they were trying to be diplomatic. If the characters are using skills like Charm, Intimidate or Diplomacy then follow the rules under those skills. Reaction rolls are simply a tool to determine the NPC reaction to unforeseen circumstances when dealing with player characters or if the NPC's are deciding what to do when meeting with or confronting the player group after such skills have either failed or are simply being ignored.

Personality

Some NPC's may require more than just attributes, skills and items if they are to play more than a minor role in a campaign. They will also require a personality to flesh them out which can add depth and richness to the overall atmosphere of the game. Some supporting NPC's can also benefit from personality traits, which will help to distinguish them from every other non-player character roaming the streets.

History & Origins

To further flesh out important and long running NPC characters, heroes, friends and villains should have a personal history involving family, past relationships and dealings as well as reputation. The character's childhood background and personal history can also influence reactions to situations and other characters and give reasons as to why they are the way they are. A personal history also gives the NPC something to say to player characters when asked questions about themselves and material for campfire conversations when the action level is low.

Motivations

Major NPC's also require motivations as to why they are where they are and where they are going in a campaign. These motivations should be simple such as obtaining a powerful magical item or world domination but the means and plans of the character need not be. Their background can also give the reason for these motivations deepening the character's drive. Often the character has several immediate motivations but these are all in service to the main long-term motivation note that most NPC's will have only short-term goals (mainly regarding the players) especially monsters, bullies and highwaymen.

Equipment

The simple rule for NPC equipment is if you don't want your players to have it do not give it to an NPC.

Hirelings

Sometimes player characters have the money to hire low-level NPC's to use as servants, gophers, errand runners, squires, torchbearers, etc. Generally the rule is that the group can only convince those that are of a level $\frac{1}{2}$ of the group's average CHA modifier to work for the average rates. The average wage rates for hirelings are 1 sp x experience level per month noting that 0-level hirelings will work for 1sp a month. Hirelings of a higher XP level than the group's CHA mod will demand more pay which is typically +5 sp more per month per level above the group's CHA mod for the average NPC if they are beyond the average NPC or have reputations they will obviously demand more money (GM's call). A group can have as many hirelings as they can afford but as soon as they miss a payment the hirelings will desert or even betray them for a decent bribe.

Protégées, Cohorts, Henchmen and Followers

These types of NPC's interact closely with the player characters and thus need some special explanation although all the previous can apply to them. Typically a player character can recruit such NPC's to their cause only if they possess certain feats but the GM may allow for players to gather followers or cohorts as they see fit.

Protégées are NPC's that are smitten by the player character by deed or reputation and idolize them. They are intent on becoming just like them and carrying on their cause. A protégé is actually an NPC adopted by the player as a second character. A protégé is completely loyal and will die if need be defending or aiding the player character. A protégé starts at $\frac{1}{2}$ the player's character level and the protégé always has at least 1 level of the class of the player character and whenever they increase in level they go up as the player character's class and must be of the same base alignment as the character. A protégé goes up a class level for every level the player character gains after taking them in; their combat level is always equal to their class levels, begins with 1 feat and gains a feat whenever their master gains one. If the player character dies or is retired they can choose to play the protégé at which time the protégé becomes a player character and now adheres to the normal rules of play.

Cohorts are NPC's that are still under the control of the GM and may have their own agenda for joining up with the character. Cohorts will adhere closely to the previously mentioned morale rules and even reaction rolls when the situation warrants it but will usually do what the player character says unless their morale, motivations or reaction come into play. Cohorts are typically the more powerful of these types of NPC's and are always 2 levels lower than the player character they choose to follow. Their combat level is equal to their character level and they get a number of feats equal to $\frac{1}{2}$ of their character level.

Henchmen are NPC's that are under the complete control of the player character. They buy into the character's cause but can be swayed by extreme situations such as torture, bribes equal to 10 times the amount they would get each as hirelings (also depends on alignments) or imminent death. Henchmen are always of the same alignment as their master and have a character level equal to their master's CHA modifier but cannot be more than $\frac{1}{2}$

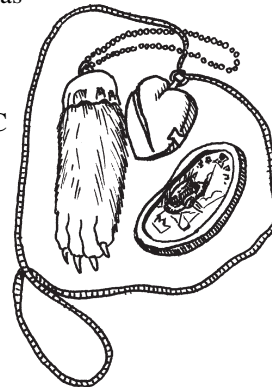
the level of their master. If a player wishes it they can give 10% of their own XP to a henchman as long as that henchman was involved.

Followers are NPC's that see the player character as someone to shepherd them and fanatically take up their cause. They can be up to ½ of their master's character level when recruited but cannot exceed 8th level. They are always classless characters (no direction in life) but will gladly do anything for their master. Their combat level is always ½ of their character level and they have no feats. These typically make up the mindless minions and cannon fodder of villainous player characters run into so much.

When dealing with other races besides those with a CR of zero consider their racial CR as a level bonus when determining if they will follow a player or potential master. Example: a creature with a CR of 2 and character level of 3 can be considered a level 5 NPC and will follow a master of level 10 or better as a follower or henchman.

Lucky Charms

Lucky charms are objects that have a special value to a character; it's an object that has some sort of critical roll associated with it that aided the character in a dire situation. The GM may allow PC's to have lucky charms to aid characters that do not have the lucky feat. In this case the character's luck level (see Chapter 3: Lucky feat) is directly dependent on the charm and if lost the character's luck is reduced to zero and they must make a roll versus insanity DC 10 + Luck level to see if they will attempt to find or pursue their charm regardless of the consequences. Since the character's belief in the charm is what dictates the character's luck level every time it fails them it adds a -1 to their luck level and every time it succeeds it adds a +1. If the character's luck drops to below zero due to the charm then when discarded their luck simply goes to zero (see lucky feat for rules on negative luck levels). A lucky charm will only grant a +1 to the luck level of those that possess the Lucky feat losing its bonus first whenever the character fails a luck roll. Note that a lucky charm given by its owner to another for luck grants only ½ of its original luck level to the new owner.



Money Conversions

To stay compatible with modern, sci-fi and medieval settings the money system for each of these types of settings should also change and for those campaigns that may span many worlds and thus settings need a stable formula for converting from one system to the other. The basic rule for this is that 1 gold piece (gp) equals \$10 and \$100 is equivalent to 1 credit (cred). For medieval settings you can also use silver pieces (sp), which are 1/10 a gold piece (\$1), copper pieces (cp) that are 1/100 of a gold piece (\$.10) or platinum pieces, which are worth 10 gold pieces (\$100). You can also use gems as currency whose values are gauged in gold pieces (GM's call on worth in gold pieces for each type of gem). Gold and silver can come in bar or dust forms in which case a 1 lb bar is worth 50 gp for gold or 50 sp for silver. Dust is worth half of what a bar is worth per 1 lb.

Inflation in hard times or bad economies can also be introduced into a campaign setting by the GM in which case the rule of thumb is that prices are increased by a percentage (+10% for example) and depending if the inflation is bad or based on a rapidly expanding economy then pay rates may increase at the same rate, increase at only ½ of that rate or even stay the same or in the worst cases decrease by much as ½.

Item Prices & Dealer Markups

When player characters want to buy items from shops or merchants they will usually pay a 20% to 50% markup on the price which is factored in after the item's quality (Chapter 10) and any fantastic features (Chapter 11) are added to the cost from the price the dealer paid to acquire it. Sometimes a dishonest shopkeeper will raise prices as much as 200% or sell poor quality items at inflated prices. Usually the best prices can be found at shops where the items are actually made. Note that goods that are foreign, exotic or rare may have up to an additional 50% markup.

Ransoms

Sometimes the player characters get into situations where they either are up for ransom or are ransoming an NPC. Typically in medieval settings the ransom amount is equal to 100 gp x Class level and only those of noble blood or vital members of the court are ever ransomed. In modern settings the amount usually depends on how much the victim's family can afford and are willing to pay the kidnappers.

Guilds

Guilds are a collection of individuals that share a common trade or character class and a common philosophy on how they should behave and what they want to achieve in life through their acquired skills and class. Guilds also offer certain perks to their members such as access to special equipment, knowledge or even provide safe houses or legal representation. All members however must make contributions to the guild in the form of dues.

Guild dues are a fee that must be paid to retain membership and access to guild resources, which apply to each member. A due can be a cash payment, volunteered time and skill or donation of an item or equipment (usually

somewhat specific such as a magical item) or any combination of these. Guilds also can send prospective and full-fledged members on quests to retrieve something or complete a quest or guild obligation as a guild due.

Guild memberships are exclusive and are limited to those that fit the prerequisites for that guild. A prospective member must also be invited to join the guild either because the guild took notice of them and their talents or because a member has invited them to a guild house after which the other members will decide if they will be invited back as a prospective member.

All guilds also have well-organized power structures usually in a pyramid scheme with a single leader called a guild master who is in charge although some guilds have a council of elders typically consisting of the longest running members who act as multiple guild masters or as a united council conferring with each other before making a decision.

The majority of guilds also have a guild coat of arms or marking that uses symbiology that any indoctrinated member can easily recognize but may appear archaic and confusing to non-members. A guild marking is usually stamped on guild made or guild owned property or products (such as in trade guilds that manufacture something). The markings on property make that property traceable to a particular member or guild chapter (or even guild house) in case of theft. Certain types of guilds even use guild markings as ways to identify members to each other such as in tattoos. This method is particularly used in thief and assassin guilds, which may be illegal, hunted and completely criminal.

Secret Languages

Guilds may have a secret language known only to its members and associates counting as an additional Language skill (ex: Language: Green Dragon Guild). In such cases members must learn this skill as a prerequisite when attempting to join the guild.

Creating A Guild or Secret Society

Game masters can easily construct various guilds for their campaign (or many if the need arises) by using the following point method. The points from part I are used to purchase features from part II.

I. Size

The size and scope of the guild is first determined by choosing one of the following. After the description of each is an attached point score which is the total points available to build the guild by “buying” features for the guild each which has its own attached point cost.

A. Small Local Organization

A small organization with few members and little or no political power and a tight budget with perhaps 2 guild houses in different geographic locations. It is limited to a local area where it may not have any real power. 50 POINTS

B. Large Local Organization

A large organization which may have several guild houses in several geographic locations and has many members. The guild will have some limited power in their local areas. 90 POINTS

C. Regional

A very large organization which may have a lot of political power and guild houses may be found throughout a specific political or geographic region. This guild has a fair amount of resources and has a small army of members. 200 POINTS

D. Secret Society

A large organization which typically has one central guild house with members and associates scattered throughout several geographic areas. Some of these guilds may have a frighteningly large amount of political power. 145 POINTS

E. National Guild

A very large organization that is limited to the borders of a political territory or country. This guild

will have at least some political power, several associates and have many guild houses located throughout the nation. 300 POINTS

F. World Spanning

The guild is enormous and has associates, members and guild houses throughout their native world and may have little to a lot of political power. 500 POINTS

G. Extra-Dimensional

The guild is based in a pocket dimension or some other anomaly. It has members and associates spread throughout several dimensions and has a great deal of exotic resources. Typically only members will know where the guild is actually based. 800 POINTS

H. Trans-Dimensional

The guild has guild houses, members and associates spread throughout at least a few dimensions and may even be based in another dimension all together. It has massive resources and a near limitless budget. 1,000 POINTS

II. Guild Features

A. Outfits

The standard clothing issued by the guild to its members and replacement of issued outfits is automatic.

1. None: Members are responsible for their own clothing. 0 POINTS
2. Utility: The guild has a standard uniform for all of its members complete with insignias and guild markings. These are provided free and there are plenty of replacements. 2 POINTS

3. Open Wardrobe: Common clothes of all kinds, disguises and uniforms of other organizations are available equivalent to cheap or discount quality. 2 POINTS

4. Specialty Clothing: Standard Armor, protective gear or clothing, and special gear such as SCUBA equipment as well as expensive clothing are available. 10 POINTS

5. Gimmick Clothing: A full range of clothing including high fashion and standard armor are available and a 1,000 gp budget for special clothing or armor features (includes magical features). 30 POINTS

6. Unlimited Clothing: All quality of clothing is available including special made to order outfits. 1 or 2 special features are included with all armor or clothing. 50 POINTS

B. Equipment

Describes all of the equipment provided free of charge by the guild and is replaced automatically if lost or destroyed.

1. None: Members are responsible for buying and replacing their own equipment. 0 POINTS

2. Cheap Gear: Every member gets an initial 50 gp budget for weapons, armor and other gear. 2 POINTS

3. Specialized Equipment: An unlimited amount of a standardized kit or equipment from a list determined by the guild is available. 5 POINTS

4. Expensive Gear: Every member gets an initial 500 gp budget for weapons, armor and other gear. 10 POINTS

5. Gimmicked Equipment: Every member gets an initial 3,000 gp budget for weapons, armor and other gear. 30 POINTS

6. Unlimited Equipment: Members can request any equipment from the guild but all requests are subject to review. 50 POINTS

C. Security Measures

The special precautions the guild takes to keep communications secret, guards guild property or structures itself to prevent infiltration or securitize knowledge of itself.

1. None: The guild takes no special precautions. 0 POINTS

2. Few: The guild takes only a few precautions making it possible for the guild to track down special items and some member's identities may be a secret. 2 POINTS

3. Good: The guild uses a secret language or cryptography in all of its written documents and all communications. Its structure may be cell-like meaning only a few members will know of its complete structure and membership. 5 POINTS

4. Moderate: As good but the guild can at anytime track down individual members and guild items with some difficulty. 10 POINTS

5. Major: As moderate but the guild keeps almost no written record of itself or its members and each member is given a few names to memorize as contacts so no guild member has complete knowledge of all members or even the structure of the guild. 30 POINTS

6. Extreme: As major but the guild can also track down any individual guild member or any guild item via magic, psionics or technological means. 50 POINTS

D. Transportation

Transportation provided by the guild to its members.

1. None: Members are responsible for their own transportation. 0 POINTS

2. Public: The guild has no means of transportation on its own but pays for or rents publicly available transportation services. 3 POINTS

3. Limited: The guild issues a single vehicle and/or driver for a specific location, group or member. 6 POINTS

4. Fleet Vehicles: The guild maintains a fleet of vehicles or mode of transportation available to its members. 10 POINTS

5. Specialty Vehicles: Unlimited common unmodified vehicles or aircraft are available and luxury vehicles and those with up to 50,000 gp in special features are also available. 40 POINTS

6. Unlimited: Any existing vehicle or aircraft are available including rare and expensive models or a modified model with up to \$1 million (100,000 gp) worth of features. 60 POINTS

E. Communications

A measure of how good the communications network of a guild is.

1. None: Members are not provided with any means of communication and must pay out of their own pockets. 0 POINTS

2. Basic: The guild uses the most commonly available means of communications including carrier services and the mail system. 2 POINTS

3. Secured: The guild uses scramblers or cryptography in its communications and uses trusted couriers and armored transports. 10 POINTS

4. Network: As secured but the guild uses sophisticated means of communications including computer networks and may have whole networks of messengers to relay messages. 15 POINTS

5. Wide Area: As network but the guild can provide almost instant communications within a wide area including planet wide using satellites, computers or magic. 30 POINTS

6. Unlimited: Basically the guild can communicate with any of their members or guild houses wherever they may be. 50 POINTS

F. Guild Houses & Hideouts

How widespread the properties and personnel of the guild are.

1. None: There is no central guild house or buildings associated with the guild. Members operate out of their own homes or abandoned buildings. 0 POINTS
2. Local: The guild is located in a single building and has a few safe houses complete with 60 gp worth of funds, medical supplies and some weapons maybe even a vehicle. 5 POINTS
3. National: The guild is limited to one country and has guild houses in every major city and has a few safe houses in each with up to 600 gp worth of special items or supplies within. 15 POINTS
4. Regional: The guild has houses and safe houses throughout all of the major cities in a geographic or political region. 25 POINTS
5. International: The guild has houses and safe houses in every major city and every capital city on the planet or known world with 2500 gp worth of special gear in its safe houses. 35 POINTS
6. Unlimited: The guild has houses and safe houses all over the planet, in multiple dimensions or on multiple worlds and may have 1 super hideout such as a reinforced bunker. 50 POINTS

G. Military Power

The amount of military force the guild possesses and can command.

1. None: The guild's main force is composed of its members. 0 POINTS
2. Security Guards: The guild employs a few armed guards. 5 POINTS
3. Militia: The guild can call on a 150 man force armed as average soldiers. 15 POINTS
4. Private Army: The guild can command a force of 200 professional soldiers (considered mercenaries in mass combat) complete with average equipment. 30 POINTS
5. Strike Force: A military force of 450 soldiers of the guild's originating nation are available. 40 POINTS
6. Major Strategic Force: The guild directly commands a force of 5,000 soldiers complete with vehicles, aircraft and/or artillery. 50 POINTS

H. Special Budget

How much money the guild has to fund, initiate or front a special project.

1. None: No money available for special projects. 0 POINTS
2. Nickels & Dimes: Up to 500 gp or even 1,000 gp is available at any one time. 5 POINTS
3. Small Time: The guild has 5,000 gp available. 15 POINTS
4. Large Loans: The guild has up to 100,000 gp to fund special operations. 25 POINTS
5. Big Time: The guild has up to 10 million gp for special projects at any one time. 35 POINTS

6. Mega Bucks: The guild has up to 500 million gp available. 50 POINTS

I. Internal Security

The level of security or what precautions a guild takes to minimize infiltration by rival guilds, government agents or traitors.

1. None: No security, anyone can enter or leave, 25% chance of infiltrators. 0 POINTS
2. Lax: Backgrounds of employees and members are scrutinized and only those with I.D.'s or a password are given entrance. 15% chance of infiltrators. 5 POINTS
3. Tight: Rigid checks of employees and members as well as special identification methods for members. 10% chance of infiltrators. 10 POINTS
4. Iron-Clad: All are searched and identified and all entrances to any house are watched and secured. 5% chance of infiltrators. 25 POINTS
5. Paranoid: Everyone is strip searched and under constant surveillance, there are multiple checkpoints in all guild houses and personnel are constantly checked. 3% chance of infiltrators. 30 POINTS
6. Impregnable: A complicated barrage of tests and coded language, searches and technological, psychic or magic forms of searching or reading are used on everyone entering or leaving the guild houses. 1% chance of infiltrators. 50 POINTS

J. External Infiltration

A measure of how well the guild has infiltrated and corrupted other organizations and governments.

1. None: The guild has no infiltrations. 0 POINTS
2. Minor: Low ranking members of other organizations are occasionally paid off and can provide rudimentary information and clues. 10% chance of infiltration in any organization. 5 POINTS
3. Information Source: A critical person in an organization is a mole and is privy to secret communications and information. 12% chance of infiltration in any organization. 10 POINTS
4. General: The guild has placed multiple agents throughout other organizations. 5% chance of each employee or member is working for the guild in any organization. 25 POINTS
5. Blanket: Every member of another guild or other organization has a 5% chance to be secretly working for the guild. 35 POINTS
6. Major: The guild has infiltrators throughout all competing and local organizations including at least 1 infiltrator in the leadership of each, but they can be used only once. 50 POINTS

K. Information Gathering

The available resources and methods of collecting and storing information.

1. None: Members must do their own foot work and spend their own money in research. 0 POINTS

2. Cheap: Every member has up to 200 gp to pay for information or informational equipment such as T.V's, Police Band Radios or computers, can be spying devices. 2 POINTS
3. Good: The guild has 1,000 gp worth of information gathering equipment such as informants, computers or information networks. 10 POINTS
4. Excellent: The guild has 3,000 gp in information collection equipment, each member has an information gathering device or communicator, and the guild has a staff of 3D4 people to do legwork and research as well as connections to major information outlets (printers, T.V. stations, news networks etc.). 20 POINTS
5. Superior: Has twice the resources of excellent and has informants and researchers in police or government agencies, access to laboratories, and the information services and libraries located in large learning institutions. 30 POINTS
6. Unlimited: The guild has access to any sort of information and may have up to the minute information services. 50 POINTS

L. Credentials

The reputation and authority of the guild also determines how much respect a member can command.

1. Hunted: The organization is generally despised and feared, authorities will attempt to apprehend members, and any existing media will paint an ugly picture of the guild. 0 POINTS
2. Unknown: The guild is widely unknown and lacks credibility. Most people will not cooperate and media coverage, if any, is rarely positive. 3 POINTS
3. Faceless: The guild is regarded as just another guild and cooperation is slow and reluctant and reaction to members will vary dramatically. 5 POINTS

The Hazards of Travel

There are many hazards both environmental and artificial that traveling characters may encounter from traps or difficult terrain to facing the elements.

Exhaustion

Travel and strenuous activity including combat can exhaust characters and severe exhaustion can lead to sickness and even death. Typically characters can travel on foot for 8 + CON mod hours without needing to rest. After that exhaustion sets in causing -1 KO pts and -1 temporary STR damage for every hour of continuance and the character cannot begin to recover these points until they rest. If the character falls unconscious from exhaustion they suffer -1D6 temporary CON damage. This also applies to strenuous activity such as carrying heavy loads, heavy lifting, running, marching or digging. Combat is the most stressful and fatiguing exercise characters will participate in and thus they can only fight a number of minutes equal to their CON mod without suffering the effects of exhaustion which if combat continues beyond this incurs the same penalties for exhaustion per 1 melee beyond this instead of per 1 hour.

Exposure

Harsh weather such as deserts or mountaintops can damage and kill characters that are improperly equipped to deal with the environment. Exposure happens when a character is unprotected from the weather or ill equipped and not properly protected. Normally a character makes a Fortitude save every 1 day of exposure to see if they are suffering the effects of the harsh environment. Normally exposure causes 1 KO pt of damage that does not heal until sheltered from

4. Known: The guild and its key members are widely known. Members will get cooperation and respect and are well covered in the media depending on the guilds nature and actions. 10 POINTS
5. Recognized: The average NPC will react either in fear or respect depending on the guild itself and cooperation is common. The guild and its members are usually recognized and identified and media coverage is common. 30 POINTS
6. Heroic or Arch-Villains: The guild and its members are known as larger than life characters and are loved or feared. NPC's may actively cooperate with or flee in terror from the guild and its members always receiving major media coverage. 50 POINTS

M. Administrative Control

Determines how much freedom individual members may have.

1. Rigid: Members must abide by the law of the land and/or by laws of the guild or face prison or worse. 0 POINTS
2. Loose: Members are allowed to get away with minor offenses against the law of the land and can skirt by laws. 5 POINTS
3. Free Handed: Members can break the law as long it is due to guild business but can still be held accountable for damages and unnecessary deaths. 15 POINTS
4. Legal Protection: Members are shielded from outside laws and are protected from legal suits or prosecution and includes legal funds and access to guild lawyers. 25 POINTS
5. License to Kill: Members are not bound by the law when it comes to guild business. 35 POINTS
6. Above the Law: The guild itself is above the law and legal authorities will allow members to get away with anything. 50 POINTS

the elements and if they fall unconscious from exposure damage then they suffer the effects as if collapsing from exhaustion (represents frostbite or sun burns).

Starvation & Thirst

Characters must also have the proper supplies when traveling to ensure good health. A medium sized character with an average metabolism can go without food for 7 days without any penalties. Any longer and the character suffers -1 temporary CON, STR and H.P. damage per day afterwards and is starving. They can also go without water for only 3 days and suffer the same damage per day afterwards. They also suffer a -1 to all Will saves to control themselves where food or water (depends if they are starving or thirsty) is involved per day after 1 day of deprivation. This damage does not heal until after receiving what they need then it begins to heal normally.

Cave-ins and Avalanches

Sometimes the characters get into situations where they are caught in an avalanche, cave-in or collapse. In these situations a D20 is rolled and this number determines who can act before the cave-in by their initiative roll (can happen in the middle of a battle but always at the beginning of a melee round). Those whose initiative is below the collapse roll must dodge out of the way if this is possible or get caught in the collapse. The collapse will do damage depending on the weight of material that falls on those unfortunate enough to get caught in it. If the debris is enough to bury them then they get a Reflex save (the DC is the same as the collapse roll) while being buried to see if they are caught in a position that they can move enough to grab items on their persons, maintain a grip on what they are holding (lost and buried and out of reach if failed), or have enough room to use a spell, power or strength. All of these things are determined in one Reflex roll. Note that buried characters are subject to suffocation as well a crushing damage.

Suffocation & Drowning

Whenever a character is deprived of oxygen (or whatever they breathe) for more than 2 melee rounds the character takes 1D3 pts of KO damage per melee round until they can breathe again. If they fall unconscious then they begin to suffer 1D6 in temporary CON damage until they die or can breath again. The CON damage from suffocation returns at 1 pt per melee round after they can breath. A character can hold their breath for a time equal to their CON mod in minutes and does not take any suffocation damage until this time in addition to 2 melee rounds is exceeded except when begin strangled.

Movement Penalties Based on Terrain or Environment

Some terrain and environments limit how fast/well characters can move which is illustrated on table 12-6.

Zero Gravity Notes

Generally flying creatures can only move at ¼ their flying speed, ground creatures can only move at 5 ft. by making swimming motions, all melee blows can only do half damage and all attack bonuses are cut in half while in zero gravity.

Disease

Travel can also expose characters to disease and those that carry disease. Diseases can have a wide variety of effects most of them temporary but some can be fatal. Diseases typically cause temporary attribute damage spread over a certain amount of time usually represented in days and can inflict penalties to skill checks and combat rolls for the duration.

All diseases have a Fortitude DC that determines whether or not the character even gets sick in the first place, an incubation period in which the diseased character shows no symptoms of the disease and does not suffer any damage until the incubation period is up. During a diseases incubation period it is contagious having a percentage contagion rate which means all those around them have that percent chance to have to make a fortitude roll versus the disease each day that they are exposed to the diseased character. Certain precautions or equipment can also block disease altogether the GM should use their best judgment in these cases. If a character contracts a disease then after the incubation period is up they must continue to make a Fortitude save versus the disease every day, if failed they suffer the damage or effects inflicted by the disease, a disease lasts until it is either cured or 3 successful consecutive Fortitude saves are made. Note that lethal diseases will deal attribute or HP damage while non-lethal diseases will deal KO damage.

When dealing with large populations, groups or military units disease kills a percentage of individuals equal to its contagion rate if the disease is fatal. A sick military unit suffers penalties from the disease to all of its rolls in battle. Medical care can reduce the fatality rate of a disease or its penalties by ½.

Nausea & Vomiting

With disease comes nausea and vomiting and these have standard effects and penalties associated with them. Nausea incurs a -2 penalty to all skill and combat rolls while Vomiting causes the vomiting character's attacks/actions

Table 12-6: Terrain Movement Penalties

Terrain/Environment	Speed Mod
Open Ocean (Swim)	-
Rough Waters (Swim)	¼ (½ if aquatic)
Open Plains/Fields	-
Swamplands	½
Canyon	-25%
Light Forest/Jungle	-25%
Heavy Forest/Jungle	½
Dense Forest/Jungle	¼
Mountainside/Bluffs	¼
Low Gravity	+20 ft.
Zero Gravity	½

per melee round to be reduced to 1 with no combat bonuses and skills, spells and psionic abilities are impossible to perform.

Mechanical Failure

Machines and other equipment, especially electronics, can fail due to many factors, particularly when traveling, the primary two contributing factors being the stress on the equipment due to the extremity of the environment and the age of the equipment. Since most equipment failures occur on extended stretches of use or when starting or powering up the device the GM should roll on the below table when the situation warrants it to add some flavor.

Table 12-7 gives the chance of failure due to the harshness of the environment but since age also factors into the chance of equipment failure the rule of thumb for this is the age of the equipment in years times 1% (if its 5 years old then 5%) is added to the chance of mechanical failure and other factors can also add to mechanical failure such as second hand or used hardware as well as the quality of the equipment or item (see table 12-8). Note also if the machine was recently repaired via the Repair skill it may add a +3% to failure chance when restarting it (GM's call). Also second-hand equipment incurs +10% to mechanical failure.

Table 12-7: Mechanical Failure

Environmental Factor	Failure Chance
Extreme	1-50%
Harsh	1-25%
Moderate	1-10%
Typical	1-5%
Mild	1-2%
Good	1%

Table 12-8: Mechanical Failure & Item Quality

Quality	Failure Chance Mod
Poor	+25%
Low	+10%
Average	0
High	-5%
Highest	-10%
Superior	-15%

Breaking Bonds and Restraints

If a character finds their selves in a situation where they are tied up or restrained with bonds they may attempt to break free of these bonds. A player can roll once every 20 minutes, a character with a CON that is 17 or greater can roll every 15 minutes and a creature or player with an extraordinary or supernatural CON can attempt it every 10 minutes but because breaking restraints or binding ropes requires the use of all of the body's muscles every try is considered the same as a power attack and counts as 2 attacks/actions.

Weakening Bonds

A character has a greater chance to free them selves if their bonds have been weakened (suffered damage). Smashing, hitting, grinding, cutting or sawing can weaken bonds. For every 2 H.P. lost from a chain, rope, etc the player gains an additional +1% to break free of their bonds.

Table 12-9 Chance to Break Bonds

Chance to	Normal STR	Superhuman STR	Supernatural STR
Break Chains	+1% per STR point	STR x 2%	STR x 3%
Bend Bars	STR score / 2%	+1% per STR point	STR x 2%
Break Ropes	10% + 1% per STR point	STR x 5%	STR x 6%
Break Cables	5% + 1% per STR point	STR x 3%	STR x 4%

Kicking in Doors and Barricades

Characters can attempt to kick down doors and even break holes in walls and other barriers, which is particularly useful to groups that lack a burglar or thief. Typically a roll to kick a door down or make a hole in a wall is determined by an opposed STR check. The player rolls 1D20 + STR mod versus 1D20 + the H.R. +2 per 1 ft. of thickness of the wall or door. If succeeded the player has accomplished what they wanted to have happen. If the door is barricaded then add a +1 per 10 lbs. of the barricade to the door's check a secured lock will also add a +1 for a small lock, +2 for a heavy lock or a +4 for a bar across the door. A reinforced door or wall will also be stronger gaining the bonus of the H.R. of the reinforcement used. Note that weapons can be used to pry open a door which adds a +2 to the character's attempt but when using the weapon to chop or bash it use the standard Hardness rules.

Accidentally Tripping Off Traps or Explosives

While kicking in or chopping through barricades character can accidentally set off traps of even explosive devices as a result of the violent action even if the trap or explosive was not designed to be set off in that fashion. Typically the chance is a 10% percentage chance, 20% for devices sensitive to shock or impact. Other devices may have their own accidental trip percentage determined on an individual basis either by chance or design.

Level Drain & Negative Levels

Sometimes certain creatures or spells possess the ability to drain levels from player characters. The unfortunate character gains character level penalties known as Negative Levels which impose a -1 reduction in effective character level per negative level which is included when determining caster level for spells, psionics or uncanny abilities and for feat prerequisites. If a feat is already possessed that the drained character no longer qualifies for then that feat is lost and must be purchased again. For each negative level a character has they take a -500 XP and -2 HP penalty. Note some level drains are temporary in which case the negative levels and their associated penalties will eventually disappear.

Resurrection

Sometimes character's die but in world filled with either magic or super technologies (or both) it may be

possible to bring a character back from the dead. Typically the body must be intact or in the very least a small piece must be present. Typically a resurrection costs 10,000 gp x the dead character's XP level. Since dying is an extremely traumatic and severe shock a character brought back from the dead will not retain any memories of the afterlife and will always take a -3,000 XP penalty.

Supernatural Contagion

Sometimes creatures (like were-beasts) can pass on an affliction or curse even passing on a creature template after attacking. Supernatural contagion is treated as a curse and can only be lifted as if removing a curse and if this is done the abilities and bonuses granted by the curse are lost. The victim must be struck with a strike (usually a specific one) that draws blood by opening the flesh, usually a claw, bite or sting. After a successful strike the victim must make a Fortitude save versus a DC of 10 + damage suffered if failed the victim has contracted the curse. If the blow kills the victim they are simply dead, but if a victim who has already failed the aforementioned save dies of their wounds or is slain afterwards will still be cursed if the contagion allows them to rise again. The curse can be any uncanny ability, application of a creature template or spell-like effect that has negative consequences and can lead to eventual death (caused by the curse; GM's call) but must give the character a mixed blessing of granting them some kind of superhuman ability. Lycanthropy or Alter Physical Structure: Stone are examples. Lycanthropic transformations can be uncontrollable and when transformed the character has no (or very little having to make constant Will saves) conscious control over themselves when transformed or the stone ability will lead to eventual total prettification of the character causing their death after a few weeks or months.

Traps

Traps are commonly the domain of anti-theft devices and deep dark dungeons as well as high tech strongholds. They can be used to add more danger for the group and at the same time breaking up one too many combat situations, this is especially useful to use on groups that are very powerful and begin to become overly confident when facing foes. Not all traps need to be lethal either they can also be non-lethal such as a net that ensnares the unwary or locks loaded with sleeping gas. All complete traps have at least four of the following five features.

Trigger: Determines what sets the trap off.

Reset: How or if the trap can be reset in order to be ready to fire again.

Bypass (optional): Simply a built in feature that allows the designer to bypass the trap altogether.

Mechanism: How the trap functions.

Trap DC: The DC that is used for the Detection of and to Disable the trap. It is also used as the save DC required to avoid or reduce the effects of the trap once triggered.

Trigger

All traps require a trigger to set them off, the trap fires after the trigger requirements are satisfied described under the trigger type. Note that a single trigger can set off two or more traps either in succession or all at once which requires the trapper to build each trap but set only one trigger. Note that some traps may on occasion have several triggers and in those cases each trigger must be disabled/set (a skill roll for each) for the trap to be set, reset or disarmed.

Location: The trap is triggered only when the specific location is trod upon or has a character occupying the area of the trap.

Pressure: A certain amount of pressure applied to a plate (typically 20 lbs), tile or switch sets the device off. Note that mines are fitted with this type of trigger.

Proximity: The trap is triggered whenever a character or given target gets within a certain distance of it.

Sensors: Sensors can be used to set traps off when they sense any number of certain conditions such as heat, movement or even specific physiologies. Typically this kind of trigger is used in high tech or magic traps. The sensor must make a detection check with a +15 bonus against which characters may attempt to sneak past (if they know its there). Sensors will always also have a given visual or earshot range.

Timed: The trap fires after a given amount of time has passed.

Touch: The trap is set off when a specific object or area is touched.

Trip Wire: A simple wire is strung across a path that when run into trips the victim (maintain balance DC 15 to avoid tripping) and triggers the trap.

Reset

A trap has one of 4 abilities to be reset if it can be reset at all.

No Reset: The trap is a single use trap and once tripped it is spent and cannot be repaired.

Repair: The trap must be repaired either in part or whole in order to function again. Typically only after a trap has been disabled does it need to be repaired. Those attempting to repair the trap besides the designer of it must exceed the trap DC in order to repair it.

Manual: The trap must be manually reset after it has fired but requires no skill check to do so.

Automatic: The trap automatically resets itself either as soon as it is triggered or after a given amount of time as the timed trigger feature.

Bypass

A bypass is a design feature that the designer included in order to be able to avoid their own trap. A bypass is often a switch, lock or lever that is well hidden and requires a Detection DC 30 to be found by those who did not design the trap.

Mechanism

The mechanism of a trap determines what the nature and effects of the trap are going to be. There are 4 trap mechanisms which are Attack, Magic, Mechanical, and Pit traps. Note that traps may have a combination type using a combination of trap types from the following, any special considerations are up to the GM in such cases.

Attack Traps: These traps must make either a ranged or melee strike against a target. The trap's strike bonus is equal to the Trap DC – 10. These typically deal damage as a similar weapon or by weight.

Chemical: The trap uses chemicals, toxins or drugs to deliver its effects. These traps will have a save DC for the chemical used and may still use the Trap DC for a save to avoid the delivery of the chemical.

Magic: These traps use a spell as its mechanism with effects and saving throw of the spell used.

Mechanical: The trap uses a mechanical device such as a spring, pistons or gears. These traps gain a x2 damage modifier.

Pit Traps: The trap consists of a pit and may be partially mechanical (such as spring loaded traps doors etc.). It gains falling damage based on its deepness as a bonus to any other damage it may deal when applicable.

Trap DC & Trap Construction

All traps have a trap DC which is the DC that must be met or exceeded to detect and/or to disarm it. The trap DC also is the DC of the saving throw whose type is always specified unless it is a chemical trap. In the case of chemical traps the saving throw is separate from the Trap DC and is the save of the chemical used or may incur a second save. Magic traps have a trap DC of the creator's spell strength. Normal trap DC's are determined by the builder's Trap Construction skill check. A second check must be made to determine the quality of the trap which gains the damage bonus to damage and it's trap DC. The trap will also gain the strike/parry bonus for quality to its strike roll if it is an attack type trap.

Disarming & Destroying Traps

To disarm a trap a character needs to use their Disable Device or Trap Construction skills. A successful roll versus the trap DC using one of these skills disarms it rendering it harmless. To completely dismantle a trap is a second Trap Construction (or Demolitions if an explosive trap) skill check after it has been rendered harmless after which it is completely dismantled. A failed disarm roll does not trigger the trap unless the check fails to meet the trap DC by 10 or more. Destroying the trap through brute force can sometimes be used successfully on small traps that can be easily destroyed with one blow if the trap cannot logically be destroyed in one blow it is automatically triggered if this approach is used.

Trap Rooms

The above traps described can be used on doors, corridors and items but entire rooms can be used as traps. These types of traps are extremely hard to disarm (+10 to DC if possible at all) and are usually very flamboyant when sprung and can be thought of as very exotic and large traps. They do not always have to be fatal but are always ingenious and devious in their execution usually misleading the party into a false sense of security or using seemingly innocuous room features in their mechanism for delivery or trigger.

Mass Combat

Mass combat rules are simplified combat rules meant for use by the GM when dealing with large groups of characters typically in a war, large combat or skirmish situation streamlining such large confrontations.

Combat Units

A combat unit is a group of combatants usually numbering from 10 to 500 individuals the latter number being the minimal number of individuals that can be effective as a fighting force. The unit is treated as a singular entity in mass combat and possesses its own attributes as adapted from its parts. Every unit has a commander that is the brains and bravery of that unit leading the unit on the field and can use their military skills and charisma to direct it imparting some bonuses to their unit on the battlefield representing their personal military skill in the field. As to where in the military hierarchy these commanders and their units are situated is up to the GM and is basically used to add flavor and detail to the campaign setting.

Unit Attributes

All units just as all characters and NPC's have attributes. Following are the descriptions of each unit attribute. Note that any NPC stats for the troops or commander that comprise the unit are left entirely up to the GM since they are rarely needed in mass combat.

Commander = The commander of a combat unit listed by name. A commander has a few abilities in combat over their own unit, which can add bonuses or prevent the unit from being routed. A unit commander can attempt a military commander skill or a CHA check to do the following:

Roll a Military Commander check to:

- Pull back/retreat without incurring an attack of opportunity after successfully beating the enemy commander's skill roll
- Add Commander skill mod to unit combat rolls after successfully beating the enemy commander's skill roll
- Reduce a circumstance penalty by 1 point after a successful skill check DC 20.

Roll CHA check to:

- Inspire the men (+1 to morale for 1 round) after an opposed roll versus the enemy commander.
- Get entire unit to fight to the death (DC 40), which means that the unit simply will not surrender or retreat and will even refuse to be captured alive because the commander has ignited near religious fanaticism within the troops.
- Intimidate the enemy unit; the unit's commander's CHA check must beat the enemy commander's opposed roll; if successful imparts a -1 to opposing unit's combat roll. Note that the GM can decide if the commander is able to do this, which is usually based on their reputation and how well known they are to the other unit. Player characters will probably use this rule more than NPC's when leading their own units.

Commander Attributes = the only attributes of note for a unit commander are their I.Q. and CHA. Their intelligence is important for their military skills and their charisma is very important for leading troops and unit morale.

Commander Skills = Applicable military skills that the commander uses basically the Commander skill is the most important but other situations may require other skills and may become useful in certain situations.

Initiative = Rolled the same as in normal combat and is dependent on the military commander skill modifier of the units commander.

Unit HP = The number of combatants in the unit, +1 per individual; mounts will add ½ of their number to unit HP if they are capable of combat themselves (such as war horses). Those individuals that have more than 1 racial HD or that are of a higher character level will add the level bonus (table 12-10) or +1 per racial HD beyond 1 (table 12-12) to the unit H.P.

Morale = Morale rolls are made as normal using this number as the morale bonus. A morale roll is made automatically for every unit that has suffered 50% casualties if failed the unit breaks formation (if there is one) and retreats. Note if the unit is unhealthy or starving/thirsty then they suffer a -2 morale penalty. Below is a list of miscellaneous morale bonuses (see also table 12-10):

- +1 for every victory
- +2 for a successful siege
- +5 for participating in a successful campaign.
- -1 for each loss that the unit survives.
- +2 for those with at least ½ members have the Faith feat.

Unit movement = The speed of the slowest members represents the unit's movement per melee; mounts lend their speed to the unit if the entire unit is mounted. Note that units tend to move slower than individuals or adventuring parties. A unit's speed in combat is -5 ft of an individual's speed and x2 for a charge. Heavy armor reduces speed by -5 ft and light armor increases by +5 ft. Marching units gain a +5 ft to their base speed. Units can move once and make 1 attack against enemy units within their attack range for each round of mass combat.

Advantage = On what type of battlefield or in which environment a unit is best suited for. The unit gains a +1 bonus to their defense and attack rolls on their desired turf but -2 penalty on other kinds of terrain. Example: rangers in woods gain a +1 while those in an open field would suffer a -2 penalty. Most units will probably not be specialized so incur neither a penalty nor gain a bonus.

Combat Range = The max reach of the units longest range weapons or special attacks.

Unit XP Level = Average XP level of the entire unit, modifiers are based on the units character rank (see Table 12-11).

Equipment Modifiers = Gained from the standard equipment a unit possesses. The standard equipment is the basic gear each member of the unit possesses (see Table 12-12) or at least ½ of the unit possesses if special gear to gain the bonuses. Note mounts count as equipment and add at least 150 gp each.

Weapon Modifier = The equipment modifier added to attack rolls. If the weapons used are especially effective against a certain armor type or other unit the GM can add circumstance modifiers.

12-10: Other Unit Morale Modifiers

Situation	Modifier
Poor Pay*	-1
Fair Pay*	0
High Pay*	+1
Poor Health	-2
Average Health	0
Good Health	+1
Poorly Fed	-2
Commonly Fed°	0
Well Fed	+1
While Charging	+1
Falling Back	-1
Conscripted Troops	-2
Mercenary Troops	+1
Warriors	+2

* = Fair pay is (1 sp x unit avg XP level) x number of troops in unit per month.

° = The troops get just enough food to keep them from starving or getting sick.

Armor Modifier = The equipment modifier added to defense rolls. Take the total DR of all armor worn and the armor bonus to the unit will be 25% of that. For armors that possess vulnerabilities to specific types of attacks there will be another armor mod with a -2 penalty to the overall modifier. Armor that takes no damage from specific attacks grants a +1 to the overall armor bonus versus those types of attacks.

Special Modifiers = Any special abilities shared by at least ½ of the unit members granting bonuses. Units can also gain special bonuses due to common skills shared by the members of a unit or training. Typically any special bonuses from skills are granted to the unit as if it were an individual particularly HP bonuses. Offensive combat bonuses are added to weapon bonuses and defensive bonuses are added to armor bonuses.

Force Strength = The bonus added to all mass combat rolls the specified unit makes. Force strength is equal to Unit XP Level mod + Morale mod + Equipment mod + Special mod. Force strength is also used when making saving throws versus area of effects to reduce casualties (equal to the normal damage of the area of effect) by ½.

Unit Breakdown = This describes the racial breakdown of the unit useful in certain circumstances and to trace where certain bonuses for the unit come from. Especially useful in a mixed unit. The breakdown is described in a percentage granting any modifiers for racial HD to the unit based on that percentage. Example: a unit with 100 soldiers comprised of 50% humans and 50% ogres would gain an additional +50 unit HP gained from the 2 HD ogres. The same can apply to other bonuses decided by the GM.

Combat Resolution

Combat resolution decides which of the combatant units is victorious and which loses. During large battles the rounds involve individual units as if they were individual combatants all participating in order of initiative. A combat roll is used for both defense and attack rolls and is the total of the force strength, any advantage modifiers, and any circumstance modifiers added to a roll of 1D10.

Combat Roll = 1D10 + Force Strength + Advantage modifiers + Any Misc. or Circumstance

Attack Rolls = An attack roll is a combat roll made by an attacker to inflict casualties to a target unit within their combat range. The roll determines how many casualties will be potentially inflicted on the defender. An attack roll is a combat roll with Weapon modifiers added to it.

Defense Rolls = A combat roll is made after an attack roll that will determine how many casualties (determined from an opponent's attack roll) a defending unit will actually suffer by subtracting the defense roll result from the attack roll result. A defense roll is a combat roll with Armor modifiers added to it.

Mass Combat Melee Rounds

Mass combat is treated in much the same way as normal except that each melee round only allows for each unit to act once and every melee round counts for 1 minute in time. Below is a description on how a mass combat melee round should proceed:

1. Initiative is rolled.
2. Units move and make attacks in order of initiative.
3. Casualties and damage are calculated and any healing is done.
4. A new melee round begins (goes back to 1).

Casualties & Unit Healing

Casualties are dead and wounded troops within a unit and are unable to continue fighting. Generally 25% of casualties suffered by a unit in battle are simply seriously wounded and can be salvaged if they can get serious medical attention if not they are dead within a day. If a healer is present with spell magic or some kind of supernatural healing ability within a unit then the unit gains the ability to make recovery rolls of 1D4 + healer's level per melee round as a free action granting a form of regeneration of sorts to the entire unit.

Attacks of Opportunity

As in standard combat there are attacks of opportunity in mass combat. However unlike normal small scale combat, units can use attacks of opportunity more than once a round as a free action. The situations in which a unit can

12-11: Unit XP Level

Average Character Rank	Modifier
Low Level (0-5)	0
Mid Level (6-12)	+1
High Level (13-20)	+2
Master Level (21 and up)	+3

12-12: Unit Equipment Modifiers

Equipment	Modifier
Unarmed	-5
Heavy	+1 to weapon or armor
Light	+1 Initiative
Poor Quality	-3
Low Quality	-2
Average Quality	0
High Quality	+1
Highest Quality	+2
Superior Quality	+3
Armor	+25% Avg DR score

12-13: Special Unit Modifiers

Special Abilities	Modifier
Fantastic Items	+3 or magical modifier if the items possess them.
Spell Magic	+3
Psionics	+1
Uncanny Abilities	+2
Racial Modifiers	+1 per HD above 1 (per individual) (do not include bonus HD due to experience level)
Attribute Strata	+1 per strata above galactic average
Highly Trained	+2 (adds 10 gp per soldier)
Elite Training	+3 (adds 20 gp per soldier)

take an attack of opportunity are when a unit is retreating within attack range or moves into another's attack range which exceeds its own.

Routed Forces

Routed units are units that are retreating or simply running away. Routed forces can no longer function as effective combat units and can no longer attack nor defend themselves. They are vulnerable to attacks for 2 rounds after which time the individual troops comprising the fleeing unit become too spread out to target as a fighting unit. There are situations where the time to spread out while fleeing is extended which usually means wholesale slaughter for the fleeing unit. Typically all retreated units will return to their home base or other such meeting place to regroup but those units that lose their leader suffer a 50% desertion rate sometimes if the morale was particularly low for that unit the entire unit will desert.

Targeting Unit Commanders

Commanders just as the average soldier can be killed in a battle typically the commander is the last to die but if the GM chooses the commander has a 10% chance of being one of the dead after casualties are inflicted to their unit. If the opposing force is trying to make its way to the commander and kill them then the attacking unit forgoes 50% of its attack roll results gaining a +10% chance to slay the commander. Note if the commander is a PC then all attempts to directly slay them should be played out.

If the commander of a unit is killed then the unit loses all bonuses associated with its dead commander and the unit must make a morale check DC 15 to not be routed after their leader is killed.

Mass Combat Tactics

Charge: The same as in normal combat except it involves combat units. Units can charge through kill zones suffering only 10% casualties (no defense roll) and a charge grants a +1 morale bonus to the charging unit for the duration of the charge. Cavalry can ride down (or run over in terms of vehicles) and trample infantry or units with individuals 1 size class smaller than themselves gaining a +10% bonus to their attack roll while trampling.

Flanking: Just as in normal combat the attacking unit that is also flanking the target unit gains a +1 to their attack roll. Flanking a unit means the attacking unit is striking a target unit from a side other than the front. An attack made to the rear of a unit gains a +2 bonus instead.

Battle Line: An imaginary line, which a unit is commanded to hold and not leave nor let any enemy units cross. An established battle line lets a commander add up to a maximum +6 to defense but imparts a -1 to attack for each +1 bonus to defense. It takes 1 round to establish a battle line in mass combat.

Kill Zones: A kill zone is established with ranged weapons or area of effect spells/powers. This means the entire unit is going to focus their fire on a small area meaning all units that are within that area will be killed or 2 Unit HP per 5 ft square if each trooper counts for more than 1 unit HP each. A kill zone is always 25% the size of the attacking unit itself (the area the unit occupies) or the area of effect of the spell or ability (such as dragons breath or a fire ball) with a minimum of 1 square (or space) on the map grid. In modern combat machine guns are used most commonly to do this and can be done with a single machine gun covering a 20 ft square each (the actual shape of the area is decided before it is used and can be changed before each attack/action is used. Enforcing a kill zone takes up the combat action of that unit for that round and all attacks made to enforce a kill zone are made as attacks of opportunity.

Fall Back: A fall back is when the unit moves away from combat to a designated point where it will stand its ground usually a strategic move to gain better defensive capabilities. When a unit falls back it is still left open to an attack of opportunity and suffers a -1 morale penalty.

Retreat: A retreat means that the unit or entire force is losing and to preserve troops, equipment and resources the commanders have called a retreat and the retreating units are considered routed immediately after a retreat is called. After the unit is in retreat the routed forces rules apply and a unit may only begin a retreat on its turn.

Surprise Attacks: In mass combat a surprise attack is basically a free attack against the surprised unit if it is within the attacking unit's range before initiative is rolled.

Formation: The formation of the unit refers to the arrangement of the troops within that unit and how close they are to each other. Below are descriptions and the bonuses of each basic type of formation.

- **Tight:** A tight formation grants better protection and makes it easier to combat more loosely arranged formations granting a circumstance bonus +1 to both defend and attack but it takes longer to break up and retreat. It takes 4 rounds for a fleeing unit in tight formation to break up and become a non-target. If the unit is also crammed into a tight space (a unit behind, even if it's friendly) and attackers in the front it takes 6 rounds if cornered or hemmed in by allies or other enemy units. A unit in tight formation cannot pass through another unit when moving in combat and blocks other units from passing through them unless they open up their ranks.
- **Loose:** The formation for groups of warriors and barbarians it is the sign of undisciplined individuals and the sign of an impressed peasant army or conscripted soldiers. A loose formation imparts a -1 circumstance

penalty to defense rolls but also grants a circumstance bonus of +1 to attack rolls when attacking a unit in tight formation. A unit in loose formation can pass through other units when moving in combat and cannot block other units from passing through them.

- **Standard:** A standard formation is the most basic of military skill practiced by soldiers and even mildly disciplined troops. It does not impart any bonuses or penalties and allows those in loose formations to pass through them but blocks those in tight or standard formations.

Surrender: The unit has completely given up and is throwing themselves to the mercy of the victor. A surrendered unit can no longer fight and it is up to the victor to decide what to do with the captured unit.

Digging In: Troops that are commanded to dig in are basically digging trenches for themselves and comrades in the middle of combat. Units that are digging in suffer a 50% force strength penalty because half of them are digging foxholes and the other half is defending or attacking usually with ranged weapons. It takes 5 minutes to dig a usable foxhole (5 mass combat rounds) and each foxhole can shelter 2 to 4 troops. The bonuses granted to a dug in unit are ½ cover (the AC bonus) to their defense roll versus ranged attacks and area of effects deal only ½ damage.

The Battle Field

The battlefield and the conditions therein can have a drastic effect on the outcome of mass combat. The battle field is usually represented by a map grid which must take unit size and the size of a unit's troops. Certain specific factors are discussed and described below along with their special modifiers.

Concealment & Cover: When dealing with cover or concealment on the battlefield is much the same as in standard combat except that the AC bonus granted by the level of cover is added the defense roll of units when not due to shields. Miss chances are only applied to ranged attacks between units and even if the firing unit misses they did not miss everyone in the target unit and so the ranged damage on successful miss chance is only halved thereby still giving cover and concealment a strategic advantage.

Weather: Although most of the time armies wait for good weather to wage war this is not always the case. Weather on the battlefield can greatly influence a battle or even make it near impossible for combatants to find each other. Certain units may be unaffected if they possess special equipment, have a racial ability or are naturally inclined to the weather. Below are some general weather modifiers:

- **Bitter Cold:** The unit suffers a – 1 Unit HP per day of travel and suffer a –2 morale penalty.
- **Mud:** Units in heavy armors such as half plate & full plate armor suffer a –2 attack & defense penalty and can only move at 50% their unit speed.
- **Oppressive Heat:** The unit suffers a – 1 Unit HP per day of travel if they exceed their supply lines and exhaust in ½ the normal time in combat.
- **Active Storm:** All units suffer a 50% speed penalty and the penalties for mud (in wet weather) and bitter cold also stack if applicable.

High Ground: High ground imparts a +1 defense and attack modifier for those holding the high ground when defending against or attacking units on or coming from the low ground just as in standard combat.

Trenches: Trenches on the battlefield count as ½ cover for the units occupying them and slow units trying to cross over them by ½ their speed.

Narrow Paths: Narrow paths are paths that bottleneck a unit or make a unit get into a single line in order to travel along or through them. This can apply to mountain passes or even a hilly battleground where the units must go through a narrow path or over bottlenecking high ground to get to the enemy. The unit traveling through the bottleneck can only travel at ¼ their speed and their attack and defense rolls suffer a –5 modifier.

Natural Barriers: Natural barriers (and some artificial ones) will prevent a unit from moving over or across it essentially completely blocking the unit from moving past it except by going around. Units on the other side are considered under full cover and at full concealment if they are using it as such. Ranged attacks can be made over the barrier (most of the time) but melee combat is impossible. In the case of fortifications see siege rules below.

Area of Effect Attacks: Are treated as kill zones equal in size to the area of effect, if there is a saving throw then the unit gets the saving throw to reduce casualties by 50% using the commander's command skill. If the attack or spell has a target limit then the number of targets is the amount of casualties incurred.

Siege Rules

A full-fledged siege is only slightly different from standard mass combat since it deals with fortifications focusing on the use of siege engines; differing strategies and considerations warrant these extra mass combat rules.

Fortifications

Fortifications apply to specially built defense structures such as walls, fortresses and castles as well as towers and keeps among others. All fortifications grant the following defense bonuses for the units within them and battlement works are also described with their special bonuses.

Defense Modifiers: Fortifications and walls grant special bonuses to those within their defenses. Those forces within get the advantages of full cover and can make ranged attacks through arrow slits, murder holes etc. also gaining the HR of the material used to build the fortifications and the concealment AC bonus both added as a defense roll bonus. Ranged attacks can be shot or hurled over the walls (if the weapon is capable of doing so and has a firing arc as in a catapult, howitzer or mortar) in which case full concealment would apply to the target unit on either side unless there is a spotter or a way for those firing such weapons to see or get information on the location of their target.

Battlements: Battlements are the specialized structures in a fortification that maximize the defense potential of the fortress and allow the occupants to both defend and attack from within. The below battlements are those commonly found in the majority of castles and fortresses and each gives special bonuses and in some cases reduced or increased bonuses from a standard fortification wall.

- **Bastion:** A bastion is a projecting angle that comes out of a wall or rampart that allows the defending soldiers to fire on all those that get too close to the wall on either side. A bastion in game terms sets up an automatic kill zone on either side of the outer angle of the bastion (free action to set up a kill zone from a bastion).
- **Battlement Works:** special features built into the fortification to aid in defense such as mechanical flails, boulder drop tubes, murder holes or boiling oil spouts. Battlement works inflict casualties on an attacker that is scaling or attempting to breach the fortifications. Battlement works deal 5 points of unit damage automatically every time the attacker performs either of the previously mentioned actions.
- **Breastwork:** A temporary parapet granting less protection granting only the AC bonus for partial cover to the defense rolls of the units behind it. Can also be earthworks or be made of stone or wood and be constructed on the ground as a temporary defense. It takes 1 unit 1 day to build a breastwork big enough for it to use effectively.
- **Parapet:** Low wall built on a rampart that grants the troops behind it partial cover (the AC bonus + fortification bonus to their defense rolls) as well as the bonuses from being on the rampart. Parapets also allow the troops behind it to fire through slits or over it.
- **Rampart:** A walkway over an outer wall of a fortress or enclosed fortification, it basically grants high ground to those on it but gives no other special bonus.
- **Moats:** act as a barrier but can be filled in, in order to cross in combat, it takes 1 unit 1 minute to fill 5 cu. ft.

Defeating Fortifications

With the immense defenses of fortifications there are strategies and not just equipment to defeat or go around (or over) them. The most common of these strategies are discussed below.

Breaching: It takes 2 attacks to breach a door, 4 attacks to breach walls (if properly equipped or possible for that unit) the unit cannot attack only defend while attempting to breach.

Scaling: Units can attempt to climb over walls and fortifications using either their own climbing ability if possible using siege towers or tall siege ladders (takes 1 day to build or assumed to already have them if supply lines are unbroken). A unit that is scaling a wall cannot attack only defend and suffers a -2 circumstance penalty to their defense rolls. It takes 1 action to set up the ladder or grappling hooks and ropes and every other 1 action taken after gets 50% of the unit over the wall or on the ramparts (use narrow path rules when units are fighting on the ramparts). Those units that have special climbing abilities can entirely scale the wall in 2 actions and do not suffer a defense penalty.

Siege Engines: Siege engines are heavy equipment and machines that are designed to breach walls, anti-structural artillery (made to destroy buildings), and such things as siege towers meant to both shield attacking archers and help ground forces go over fortifications and walls. Typically these fall under the heading of war engines and are treated as such during a siege as in other mass combat scenarios.

Starve Out: An enemy within a fortification that has all of their supply lines cut can be starved out. This is also one of the essential steps in conducting an effective siege. The supply stored within should be gauged in days and all those within the fortification consume 1 day's supply per unit, count civilians as additional units (limit 500 individuals per unit) for supply consumption rate purposes. When their supplies are exhausted then all units within suffer the effects of poorly fed and poor health as well as losing 2 HP per day every day after the first 3 days without supplies.

Tunneling: Tunneling under permanent walls is also a common strategy but it takes 1 day for 1 unit to dig 10 ft and most walls go deep enough into the ground to make this strategy a far fetched one. Poor quality fortifications stand a 50% chance of collapse if tunneled under.

War Engines

Includes artillery, siege engines, tanks but not other vehicles. They go first before all units move but still in order of initiative, usually have a lower rate of fire because of reloading times there are exceptions however especially in modern and sci-fi combat scenarios.

Artillery: Artillery pieces can function as separate military units but other infantry units can only kill the artillery men (unit HP) when they are all killed then the artillery piece is useless unless it is an automaton or automatic. An artillery unit has two parts the artillery itself and the troops that are manning it. Destroying the piece itself uses its own HP as its HP and all attacks take away from its HP when at zero it is destroyed. Note that only attacking units that have weapons that can damage it will be able to directly attack the piece itself. If the artillery piece requires reloading and operation by troops and there are no more troops there to operate it, it is considered abandoned and cannot move nor attack and any unit that can overtake it has captured it and can use it. The artillery piece does not contribute to the defense or attack of the unit itself and the rate of fire of the piece must be taken into account. Mobile artillery still counts as an artillery unit. When artillery rounds hit treat the damage as normal against structures and other war engines but treat as a kill zone of the blast radius when against infantry units.

Battering Rams: These are siege engines used to breach doors and portals. Note that a unit using a battering ram moves slower having their speed reduced by -10 ft. When a battering ram reaches its target it takes 2 rounds to breach it.

Tanks: Tanks and armored vehicles with mounted artillery or large guns are also treated as artillery except that since the crews (troops) are inside when the tank is destroyed the crew is considered dead (player characters in tanks may play it out since they are special cases) and tanks just like artillery can be deserted by their crews and left to be captured. Tanks can also function as military units and can function in groups as a normal military unit. Tanks get to fire their main weapon when war engines get to go and then can move and fire their other mounted weapons when normal units get their turns, in order of initiative of course.

Logistics

Recruiting: What kind of troops and where they will come from is one of the primary logistical problems of a military or paramilitary operation. The area in which you are getting your troops must have a suitable population typically the maximum number of recruits you can get from an area is 15% of its total population all others are either too old or too young or are not fit for duty. There are also 4 basic types of troops which depend on the situation of the military operations in the area and the recruiting techniques employed to get recruits.

- **Conscripts:** Conscripts are forced into the military at gun/spear point or have their families threatened if they do not join. Conscripts are cheap (fair pay for conscripts is (1 sp x unit XP level) x unit HP per month) but also since fear keeps them in service their morale is always very low suffering a constant -5. Conscript units also will not fight to the death regardless of their orders or the CHA of their leader. Note that draftees are a type of conscript but require normal pay and only have -2 morale penalty.
- **Mercenaries:** Mercenaries are troops whose only interest in any particular war is getting paid to fight. Often these units demand twice the normal pay but bring along their own equipment although they still require a supply line and do not provide their own. On average a mercenary unit has a unit XP level of 6 or better. Their morale is often high gaining a +1 to morale at all times.
- **Part-Time Soldiers:** These soldiers are not well trained or even paid to fight; these types of forces are usually farmers or other types of common folk that have taken up arms in times of war specifically either to protect their homeland or answer a specific threat. These types of units are found in areas lacking professional or conscript armies. These soldiers often own their own equipment and war engines are property of the community often being stored or recycled in times of peace. The spoils of war are often the only rewards maybe with some meager pay from community leaders turned commanders.
- **Professional Soldiers:** These types of units and armies are comprised of recruits that are trained both physically and mentally for war including tactics and equipment maintenance they demand fair pay and are considered the standard when it comes to armies and military units.
- **Warriors:** These types of units consist of tribal or barbaric individuals who have a lifetime experience in singular combat and battle. They often see battle as an opportunity to increase their individual reputations or a chance for plunder. They are limited to loose formations, are hard to control (-2 to military skill checks) and gain a +2 morale bonus at all times but suffer a -2 penalty to defense because of their focus on offense.

Supply Lines: The single most important concept of mass combat is the concept of supply lines since masses of troops require a lot of supplies including food, weapons, medical care and ammunition. A supply line is an uninterrupted line of transportation between a supply source to your combat units or army in the field. The roads used to re-supply must be free of blockages and under your control but can be subject to periodic raids, snipers etc. The distance between waypoints (bases or occupied towns/cities) cannot be more than the max range of your vehicles or 1 days ride. If your supply lines are farther apart they are considered over extended meaning that it takes more than 1 day to re-supply your troops. This means medical help, money, ammunition and food supplies take 1 day or more to replenish, and the time to replenish them depends on the time it takes for your supply vehicles or convoys to get to the needy forces. In the case of ammunition your troops will run out of ammo after 3 days of battle and those that are out of ammo will lose their ability to use ranged attacks and since supply lines also

are used to repair damaged weapons and armor troops will lose 1 defense and 1 attack bonus point per day after 3 days of combat for their melee attacks and defense roll.

Sacking/Pillaging: An area that has no defenses can be automatically sacked and pillaged by your forces but this takes at least 8 hours to accomplish. This action adds a +1 morale bonus and 80% of the booty can be taken by the commander or war leader (the plundered resources are determined by the GM based on the predetermined resources of the looted target). Any hidden booty must be located with a detection roll by the unit commander.

Disease: When invading foreign lands or when occupying a plague area armies and combat units have a chance of contracting a lethal disease based on the contagion rate of the disease + 5%. If they contract it the units will suffer casualties equal to the percentage contagion rate of the disease.

Exhaustion: Typically combat units can engage in combat for 1 mass combat round per CON attribute die (use average if mixed force) + morale bonus + 4. After this time is exceeded the unit begins to lose 1 unit HP and suffers a -1 morale bonus per round and if the morale penalty exceeds 4 + 1 per CON attribute die then the unit is exhausted and can no longer continue and automatically falls back. All morale penalties due to exhaustion are restored after the unit gets a full rest.

Costs: Money is always a concern and in war it is one of the biggest. The cost of a single military unit is calculated by the below formula:

Unit cost = (equipment costs + salary (see unit morale above; 1 cp for conscripts) + 10 gp for supplies) x unit HP per month

Followers will (via the feats) follow you for ¼ the cost of a normal unit (fair pay) without loss of morale. If an army runs out of money soldiers morale begins to fall by -2 every payday they are denied pay after the first payday. Each unit will suffer a 10% desertion rate per week (-10% to unit HP) until their pay is restored.

Modern & Sci-Fi Combat Considerations

The mass combat rules are written with medieval combat in mind and modern and sci-fi combat scenarios require some modifications although the basic mass combat rules still apply.

Vehicles: Vehicles are treated much like mounts and behave as a normal military unit. They are similar to mounted units in that the speed of the unit will be the speed of the vehicle and the vehicle adds to the unit HP adding 2 x the number of vehicles to the unit HP if the vehicles are also armored then they will add their DR to the defense rolls of the unit. Only the crew of the vehicle is considered dead if the vehicle is destroyed other passengers (especially in full transports) are able to fight. Transport vehicles can also hold additional infantry units or other types of units and can unload and pick up units (takes 2 rounds). The number of troops (unit HP) that can fit a transport vehicle are limited to the specific type of vehicle. Vehicles with mounted weapons can attack and use those weapons as normal as if they were a normal unit. Vehicles that possess a main weapon that is not specifically designed for defense can fire those weapons as if they were tanks/artillery. In the case of kill zones vehicles incur a defense roll and count as ¾ cover.

Modern Weapons: Modern weapons add a +1 to the attack roll of a unit per damage die for the weapon as long as the entire unit is equipped with the same weapon.

Explosives: Explosives cause a kill zone of their blast radius and deal HP damage to war engines as normal. Anti-tank weapons and armor piercing ammo negate the DR bonus for armor to unit defense rolls.

Sci-Fi Weapons: These weapons can bypass DR and essentially negates any bonuses that DR may give to any target. Sci-fi weapons are treated as modern weapons when figuring the attack roll bonus.

EBA: Environmental body armor grants its DR to the defense roll of a unit and an additional +1 starting at medium and a +2 for heavy even against sci-fi and modern weapons.

Exoskeletons: The same as EBA except it adds a +3 bonus to defense and incurs a defense roll even in a kill zone.

Power Armor: Power armor is treated as an armored vehicle (see vehicles above) and can lend its speed to the unit as a vehicle. All weapons on power armor including a main weapon are used during the unit combat phase of mass combat instead of during the artillery phase.

Bunkers & Pillboxes

Bunkers and pillboxes are buildings constructed of reinforced concrete and steel and are built to withstand explosives and bullets, which will do only ½ damage. These usually come into play in modern or sci-fi settings.

Player Characters or Hero NPC's in Mass Combat

Each player character or hero NPC is considered its own combat unit even when leading another unit (acting as its commander) getting their own initiative roll using their standard modifiers. This is because NPC heroes and player characters can be a deciding factor in who wins a battle and who loses which is usually the point of role-playing games in general, these types of characters matter. NPC heroes are basically champions or exceptionally powerful NPC villains used as foils to the player characters.

In mass combat there is only one attack roll made as normal with no power attacks or critical strikes except on a natural 20 and the damage dealt is the number of enemies killed each round which cannot exceed the character's

number of attacks/actions per melee round x 4. If the character has the cleave or paired weapons feat then the damage cannot exceed 2 x the previous number (they can stack if both are possessed), if they have great cleave then there is no cap on the number of enemies killed in a round. If a hero character rolls a natural 1 then they automatically suffer damage as below with no defense.

Damage to PC/NPC Heroes Due to Mass Combat

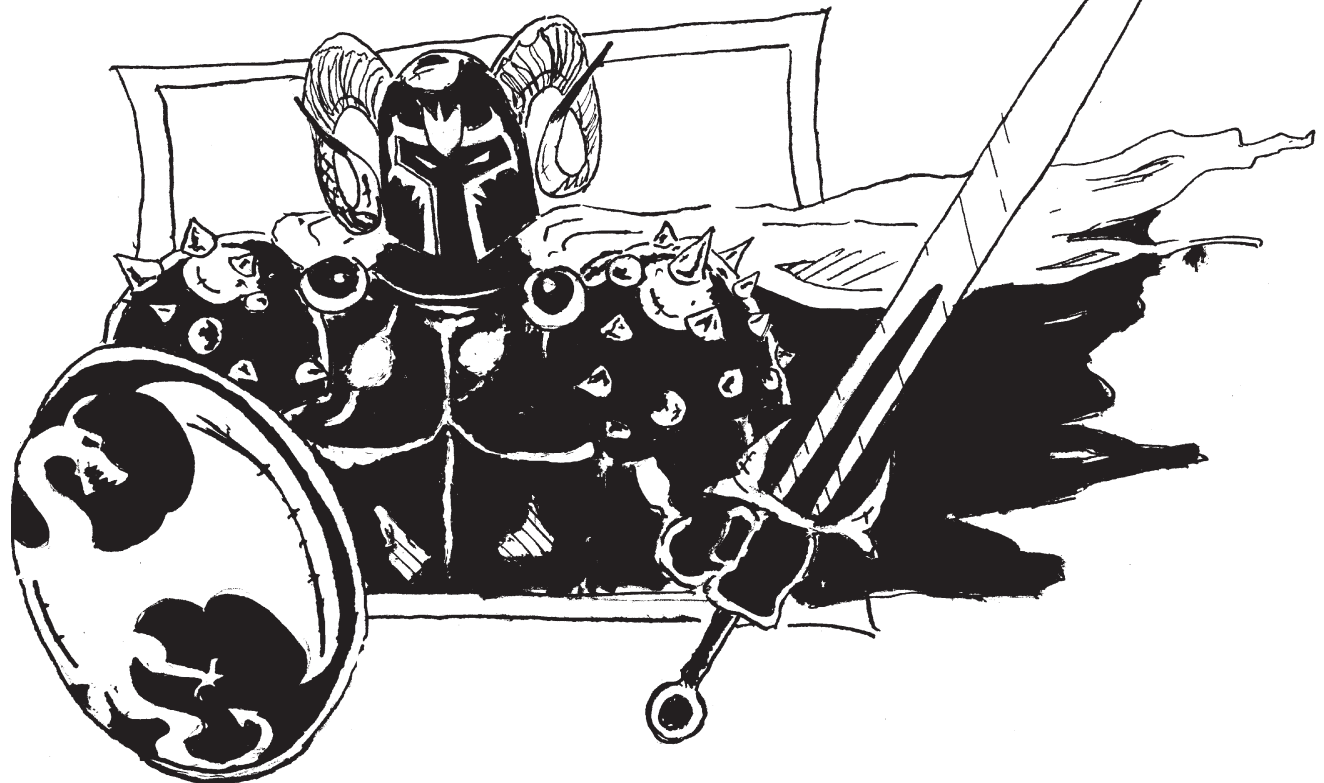
The damage suffered by individual "hero" characters in mass combat is based on the most common weapon and STR mod of the combat unit the character is involved in fighting and how many members of that unit can surround them at any onetime during the battle. The GM rolls as for a standard strike roll against the character using the unit bonus as the strike bonus once per mass combat round as a free action for that unit and if they are hit, can be defended against as normal, then they suffer the damage from 1 strike + 1 per individual that is surrounding them + force strength for damage. This is because heroes have luck on their side and have more skill on average than any common soldier or NPC fighter getting hit only occasionally through the battle. Things that have a wide area of effect incur the same saving throws and inflict the same damage as in normal small-scale combat.

Battlefield Duels

Hero characters can engage in duels with other hero characters or even between hero groups (adventuring parties) which are combat rounds that exclude combat units. This is because they are involved in their own fight while the larger battle rages on around them. The involved characters retain their initiatives that were rolled for mass combat functioning in battle as in normal small scale combat until 4 normal melee rounds have passed. After which time all combat units get their turns in mass combat. If the heroes are not finished with their duel then those units which have beat all the heroes in mass combat initiative get their turns first then when initiative passes to the first hero then the duel begins anew and initiative continues in this manner switching to and fro from mass combat rounds to normal melee combat rounds until the duel is finished. Only those heroes involved in a battlefield duel (within range to affect it) can participate in it and those involved in a duel cannot participate in mass combat until the duel has ended or they leave it thereby reentering mass combat.

Individual GM Rules or "House Rules"

Individual Game Masters may modify, replace or add to any existing rules or create their own rules that they feel are missing as long as they write them down and declare these rules to their players at the beginning of their campaign. Other GM's may choose to use or abandon rules as they see fit. These rules may also be added to the game during game sessions to quell player arguments as long as they are written down and declared as rules by the GM. Often these sets of rules are simply known as house rules and vary from player group to player group as well as GM to GM. A GM may take or leave rules presented in this book or any subsequent supplemental materials and campaign settings as long as they have properly informed their players to the changes.



Chapter 13: Monster Creation

GM's can create a multitude of creatures to put a few surprises in the players' way or expand the players' choices when it comes to what races their characters are limited to. Monsters add excitement to an adventure as well as letting the player characters see how equipped they are to survive as a group or as individuals in a fantastic monster ridden setting.

Monster Creation 101

The sections below guide a GM through monster creation so that they can easily generate any kind of beast they wish to throw at the players.

The Role of your Monster

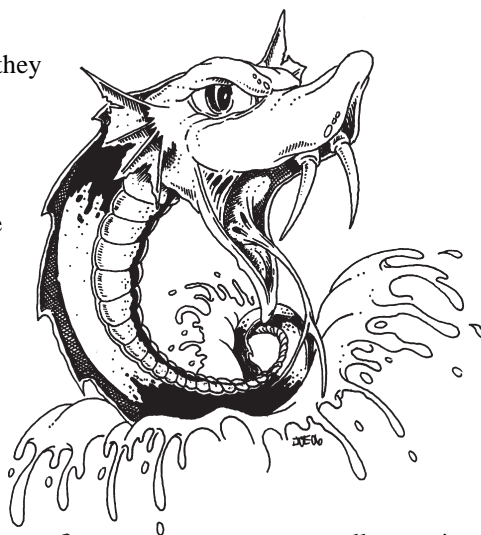
Generally monsters and most NPC's fall into one of the 4 generic roles, which are Mook, Juggernaut, Crafty and Villain.

Mook: A creature that simply gets in the way of the players and has little or no other role to play other than to fight. These creatures are usually the ones that get run over by the group even though terrain, strategy and numbers can make it more difficult to do this. The primary role of the mook is to build experience for the players and provide a little action.

Juggernauts: Are extremely strong and powerful creatures that are terrific or in the very least very difficult challenges in battle and serve the same basic purposes as the mook or classic threats in and of themselves.

Crafty: The crafty creature may not be able to stand in direct battle and usually uses its brains, spells and powers to annoy, harass and rob the players through careful planning and tactics. Most crafty creatures set traps, sabotage or steal equipment, ambush the characters or trick them. These kinds of creatures can be long term NPC's usually in the role of false friends or irritants that appear every so often in the game.

Villains: Are meant to be long term NPC's playing a large role in a campaign or are a central point in a side quest. They usually have henchmen and are well equipped some having not just a lair but fortresses or well defended dwellings. They can hire assassins; fighters or thieves to harass the group use spell magic or psionics at a distance or deliver retribution on those the player characters hold dear. Villains are careful planners, master manipulators and never go away unless their plans are irreversibly foiled or they are killed or incarcerated, sometimes they still comeback! Every individual should be a fully developed character and have a personality to distinguish them from their minions or other monsters. Note that some villains may work alone only hiring poor saps that have no clue as to what part they are playing.



Size Classes

Some monsters will have additional bonuses and penalties because of their size. Note that in the creature

Size	Reach	Measure	Speed	Lift Weight	H.P. Mod	Strike	A.C. Mod	Natural Armor
Miniscule	0 ft	1in & Below	-10 ft	Quarter	- 75%/-3 HD Type	+4	+6	-2
Tiny	0 ft	1ft – 2.11ft	-5 ft	Half	- 50%/-2 HD Type	+2	+3	-1
Small	5 ft	2ft – 3.11ft	-5 ft	-10% lbs	- 25%/-1 HD Type	+1	+1	0
Medium (Humans)	5 ft	4ft -7.6ft	0	0	0	0	0	0
Large	5 ft	7.7ft - 10ft	+5 ft	+50% lbs	+1 Hit Die	-1	-1	+2
Giant	10 ft	11ft – 20ft	+10 ft	Triple	+4 Hit Dice	-1	-3	+3
Gargantuan	15 ft	21ft-45ft	+20 ft	Quadruple	+8 Hit Dice	-2	-6	+4
Colossal	20 ft	46ft & Above	+30 ft	x5	+12 Hit Dice	-4	-9	+5

category descriptions most of the categories are based on medium sized creatures unless otherwise noted under the category description. There are 8 general size categories for creatures, the measure of a creature relates to its height so a creature can be twice as long as the max measure stated below and still be in the same size class (ex: a human and a king cobra are both medium sized but the human is 6 ft tall and the cobra is 12 ft long).

Note that STR gains a + 8, CON gains a + 4 per size class above medium and the Natural Armor bonus for size can be applied to not only natural armor but also any damage reductions or damage resistance but not H.R. When the creature possesses no actual hit die and just H.P. then the Hit Die bonus +1 becomes a multiplier. Only racial HD are affected by a creature's size, Class HD are unaffected.

Creature Types

Creatures are separated into several types, these types define what the creature is like and what special qualities it has.

Creature Format

Below is an explanation of how a monster description should be formatted. Note also that if any of the following is omitted under a creature category or template description it does not mean the GM cannot add it to the monster they are creating. This system is simply meant to create a logical relationship between creatures that may be useful in the game, not to limit it.

Challenge Rating (CR): Determines the experience point rewards for defeating the creature.

CR Adjustment: The CR without any character levels added in. The CR adjustment of a PC modifies the XP cost for purchasing new class levels and combat advancements. New class levels cost $1,500 \times (\text{desired level}) + (500 \times \text{CR adjustment})$ and adds an XP cost of the CR adjustment $\times 200$ to the cost of all combat advancements. CR adjustment can be negative but not greater than -1.

Racial Attributes: The number of dice used to determine the base attributes of a creature. Missing attributes mean that that attribute is meaningless to the creature and anything dependent on that attribute has absolutely no effect on it.

Type: Describes of what creature type the monster is from and what templates, if any, were applied to it listed in parenthesis.

Unique: This type is used when a creature's race does not fit any of the standard creature types or the creature is singly unique as an individual and there is no race that includes them.

Magical Creature: Yes or No. If yes the creature's life force is composed of mystic energy rather than positive energy making them vulnerable to anti-magic energy which causes 1 pt temporary CON damage per damage die and whose healing rate and H.P. are doubled on a leyline or in a magic zone (except dead zones). Not described under the general category descriptions because it is usually determined on a racial basis.

Size Class: Describes what size class the monster is at its full adult stage.

Lifespan: How long the creature normally lives.

Hit Die: The racial hit die for the creature based on its race and providing its base H.P. score. A one-time bonus to Hit Points counts as 1 additional hit die for every 10 additional HP (divide HP bonus by 10 rounding up). The actual number of HD and HD type a creature has is up to those who create it. Note also that the Hit Die gained per level by any character or creature is considered an additional HD.

Horror/Awe Factor: Horror factor is a measure of how terrible a creature is and how well it can frighten those who behold it (see Chapter 1: Saving Throws). A failed courage save against a creature's HF means the character is reduced to an initiative of 1 and is unable to act aggressively and is cowering but can still defend themselves when attacked, a frightened character can also attempt to escape or run away but cannot advance in the direction of the creature. A

character who fails a Courage save must continue to make saves on each of their actions/attacks until they either successfully save or the creature is slain or retreats and only after a successful save are the effects of Horror Factor negated. If the character fails a number of times equal to their character level or suffers a critical failure then they automatically attempt to flee or hide if trapped for the remainder of the current melee round and the entire next round.

There are also subsets of Horror Factor which work the same way but have different effects.

Awe Factor: The creature is awesomely beautiful and/or has an overwhelming presence. Those who fail are stunned and cannot advance on nor retreat from the creature. On subsequent or critical failures the character is drawn hypnotically towards the creature advancing 5 ft per action/attack and is unable to defend themselves for the duration.

Disgust Factor: The sight or creature is so disgusting that a failed roll means the character is nauseated and vomiting is induced instead of flight on subsequent or critical failures. This is based on the CON modifier of the character instead of the character level.

Speed: Gives the creature's base speed in feet and the terrain or environment this applies to is listed in parenthesis after the applicable speed attribute.

Visual Range: See Chapter 1.

Earshot Radius: See Chapter 1.

Healing Factor: See Chapter 1.

Number of Inborn Traits: Number of inborn traits a creature has and may list the specific inborn traits inherent in all members of the same race.

Racial Feats: The number of feats the creature gets that are not due to uncanny or natural abilities. Racial feats do not adhere to the feat prerequisites and combat maneuvers may be added in exchange for a feat.

Racial Skills: The racial skills a creature possesses (see Chapter 4).

Combat Bonuses: Lists the combat bonuses creatures get from any of their abilities and are considered racial bonuses.

Bonus Attacks: Describes the number of extra attacks the creature gets in addition to combat training.

Racial Maneuvers: Describes what combat maneuvers a creature gains automatically due to race.

AC Bonus: Any bonus the creature gets for Agility Class besides DEX and combat training.

Saving Throw Bonuses: Any one-time bonus or penalties the creature gets for saves besides their

attribute modifiers. Listed in this format: Fort, Ref, Will, Cour.

Magic: Magic knowledge of the creature and determines what spells or what kinds of magic they automatically know; all these spells are considered Racial Magic (see Chapter 8). Listed under the racial monster entry as a number of spells per level or a fixed list of spells the creature knows automatically in this format: Caster Lvl, Spell Strength, Spells Per Day; Spells known.

Psionics: What psionics the creature automatically has. Listed in this format: As *Natural* or Psychic level in parenthesis; Power (power modifier), ...

Natural Weapons: Any natural weapon the creature has as a result of evolution. Listed with the name of the weapon listed first and the damage or effects listed in parenthesis after.

Natural Abilities: These are the abilities and powers that are a natural part of the creature. Any natural abilities

the creature may have with the effects, saves, ranges etc. listed in parenthesis.

Uncanny Abilities: Any other unnatural, strange or supernatural ability the creature may have.

Deific Abilities: Deific abilities as described in Chapter 15 that the creature possesses.

Weaknesses: Any special vulnerabilities the creature may have (see Chapter 14).

Invulnerabilities: What the creature is impervious to besides what its racial abilities grant. These grant a complete invulnerability to one item such as magic, specific damaging energies, poison, or physical damage etc.

Immunities: What immunities the creature may have (see Chapter 14).

Resistances: What resistances the creature may have (see Chapter 14).

Available Classes: These are usually the classes the creature is naturally suited for and are what the creature is limited to.

Creature Type Descriptions

Aberrations

Aberrations have bizarre anatomies, strange abilities, alien mindsets, or any combination of the three. Most of these creatures look just plain weird.

Saving Throw Bonuses: +1D4 Will

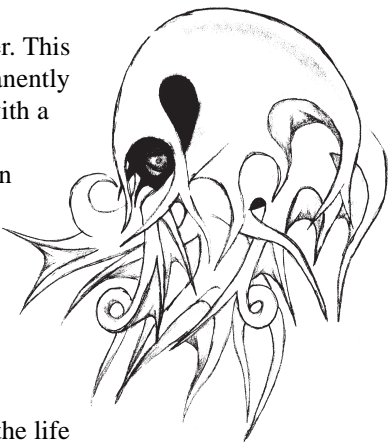
Alien Nervous System: Impervious to Bio-Manipulation & Mind Control because of alien physiology.

Sub-Types

Alien Intelligence: These types of aberrations were born of the primordial chaos of the infant universe (and sometimes the darkness before creation) and are immensely powerful sometimes more powerful than gods. All alien intelligences gain the following abilities.

Deific Abilities: Buy & Sell souls (chapter 15), Receive Sacrifice, Send Omen, Divine Dimensional Teleport (self), Speak & Understand All Languages, Alter Physical Structure: Spirit, Spiritual Possession, Create Essence Fragment (see Chapter 15: Gods & Deities, Deific Abilities).

Create Witches: A witch or warlock is a mortal who has sold their soul to an alien intelligence for supernatural power. This intelligence permanently marks the being with a noticeable skin blemish, which can take the form of a patch of discolored skin, a wart, or a third nipple and permanently joins the life force of a living being with the life



force of a soulless one. This spell-like ability is used by alien intelligences to empower their followers by bonding them with a demon familiar, another soulless monster, or themselves. The bonded living being gains 2 of the soulless one's uncanny or natural abilities and gains the ability to channel any racial spells the soulless creature has.

Animals

Animals fill the ecological niches in nature; they evolved naturally and are equipped to survive in their native environments. Some animals alien to the world of the players may appear bizarre and be considered monsters.

Animal Intelligence: The creature has an I.Q. score of 1 or 2.

Wild Child: +1D4 Fort & Ref (all those of the same species will have the same bonuses).

Sub-Types

Predator: These animals are top of the food chain and have no natural predators. They gain a +1 to initiative, +1 to strike.

Prey: Predators prey upon these animals. They gain a +2 to initiative, +2 to dodge.

Predator/Prey: These animals prey upon some animals and others prey on them. They gain a +2 to initiative and a +1 to strike.

Scavenger: These animals feed on decaying and dead matter and have very few predators. Gain an additional +2 to Fortitude.

Animated

Animated creatures are objects or dead bodies that have been animated by another force or artificially constructed creatures. These creatures are not truly alive, can think for themselves in only the most basic sense, and

are usually animated to fulfill a purpose. Those with hands will have the ability of using any melee weapon they can hold and all exist until destroyed.

Artificial Body: The creature gains the HP of the material it is composed of and from its size or 1D12 if formerly living.

Fantastic Item Abilities: The only magic and psionics an animated creature can have are as magic or psionic item abilities. The creature's healing factor is also the same as a magic item (2D6 HP per day).

Magic Combat Bonuses: If the creature has a magic attack modifier that modifier is added to all combat rolls including AC and Initiative. The creature also gains bonuses from the quality of its body (table 10-3) and the caster level of its creator to all combat rolls and the H.R. of its body as a damage, and grapple bonus.

Magic Object: Impervious to spells, powers & psionics that cannot logically affect an object and lacks any Base Attributes. All saving throws of an animated creature (includes constructs and golems) are the same as a magic item (creator's caster level). Animated creatures also cannot gain class levels or XP.

Magic Senses: All animated items have Auto-Perception.

Slow: -5 ft to speed.

Astral Being

These creatures are native to the astral plane and while there these creatures only possess spiritual attributes.

Racial Feats: Astral Navigation

Astral Body: An astral being possesses only Spiritual attributes and if it has a physical body then that body will have attributes akin to that of an astral body (see Chapter 16).

Psychic Power: All energy attacks composed of psychic/mystic energy grant the damage as temporary H.P. and the creature has a Psionic Resistance starting at 10.

Demon

Demons are non-elemental Extra-dimensional beings that were born from darkness, chaos, and pure evil arising from all of the negative emotions, selfishness and evil in the universe and as a result they tend to gravitate towards chaotic and evil alignments. They have a might makes right mentality which has them arranged into a loose hierarchy with those that are most powerful on top and least powerful on bottom. Demons lower in the hierarchy will usually submit to those higher up and have been known to worship those above them as gods. Most demons tend to value physical power but are known to seek magic or psionics as a means to an end and they completely detest being controlled by anything other than other demons and will turn on any non-demonic master whenever granted the chance.

Deific Abilities: Speak & Understand All Languages, those demons that lack this ability are considered Sub-Demons.

Demon Summoning: All demons are linked to a ritual that can summon them individually except sub-demons (these

being demons that cannot be summoned). Any being that knows the individual demon's ritual can summon them after passing a Demonology skill check (see the demonology skill).

Holy Vulnerability: All demons (except sub-demons) are vulnerable to holy and blessed ground and objects. They will suffer 4 points of damage per melee round if they touch anything that is blessed or holy including consecrated or holy ground. Holy weapons will deal x2 damage to them in combat and totally bypass any natural armor.

Raw Emotion: Demons are also incapable of feeling or understanding anything but dark emotions (selfishness, anger, hate, vengeance, greed, lust etc.) and as a result often behave as belligerent bullies to those with any perceivable weaknesses and are savage and merciless in battle. Demons use these emotions against mortals but easily succumb themselves (bribes, temptations etc.) and when a noble or charitable act is performed in their midst it is often taken as a dire insult or can literally scare them away. They use any excuse to engage in violence or cruelty and when not being actively violent they enjoy tempting and manipulating mortals in order to cause chaos and suffering.

Soulless: same as the common feat.

Divine Being

These creatures are residents of the realms of the gods and are the basis for most gods and deities.

Deific Potential: All divine beings can gain Deific ranks (see Chapter 15). Some divine beings may also possess deific abilities without having to obtain them by gaining deific ranks.

Divine Power: CON and 2 other attributes are considered Supernatural.

Divine Senses: +100 ft to both Visual Range and Earshot.

Sub-Types

Angels: Possesses 1 angelic domain and a +10 to Cour.

Dragon

Dragons are reptilian creatures, usually winged, and are the embodiment of mystical power and raw bestial might.

The Ages of Dragons: Dragons grow more powerful as they age unlike most creatures they have five growth stages as described below. The age of a dragon affects the Size Class, Number of HD (not HD type), Breath Weapon Damage and DC, and H.F. Typically these increase with age meaning the younger a dragon is the less developed its abilities are.

Hatchlings (1-500 years): Hatchling dragons are newborn dragons and will not manifest all of their powers.

Young Dragons (501-1,000 years): Young dragons possess all of their dragon powers but are still immature.

Adult Dragon (1,001-6,999 years): Full grown dragon with full power and is at that race's average size.

Great Adult Dragon (7,000-8,000 years): An older and even more powerful version of a normal adult. The dragon gains an additional +2 to all physical attributes.
Ancient Dragon (9,000-10,000 years): These dragons are the elders of the dragon race and receive 1 additional uncanny ability (typically based on race).

Draconic Breath Weapon: A draconic breath weapon is the special breath weapon possessed by most if not all dragons. A draconic breath weapon's saving throw is a DC 10 + 1 per CON attribute die +2 per age beyond hatchling, the number of damage die is 3 + 2 per age beyond hatchling + 1 per size class above medium. The range of the weapon is 15 ft + 10 ft per age above hatchling (x2 if a line). A breath weapon can be used only once a melee round.

Draconic Might: Dragons are invulnerable to death effects, mind control, sleep and paralysis effects.

Draconic Ranks: Draconic ranks are a measure of a dragon's ability and supernatural power. Dragons gain 1 rank per 2,000 years of life or ½ the draconic ranks from another dragon that it deals the deathblow to. Each draconic rank adds +1 HD, adds +5,000 years to lifespan, are added to all saves as a bonus and gains +1 power point, which can be saved up to purchase uncanny abilities (see Chapter 14). Only dragons and those with dragon blood (demi-dragons or those with a draconic ancestor 20 generations removed max) can gain draconic ranks.

Dragon Senses: +100 ft to Visual Range and Earshot.

Superior Mobility: Dragons do not receive size penalties except to AC.

Elemental

These creatures are native to the elemental planes and are composed of 1 or 2 of the four elements (air, earth, fire, water). Elementals are creatures that are the physical embodiment of a primal elemental force. They have totally alien mindsets and lack human comprehension and emotion and tend to follow orders literally without regard to others. A slain elemental cannot be raised or resurrected and cannot be restored to life in the normal ways; after they are slain these creature's bodies break down instantly into their base element.

Alien Intelligence: Elementals do not think as it is understood in biological creatures and thus have a Neutral Alignment (no concept of good or evil actions) and are invulnerable to Horror Factor.

Elemental Body: Elementals gain H.P. from the material of their body. The creature also gains the HR of its body as a Strike, Grapple and Damage bonus as well as the properties of its element. The creature is also completely invulnerable to its chosen element and any attacks made with its element heals instead of hurts. Elementals also have no clear front or back and are therefore not subject to critical hits or flanking and do not need to breathe.

Elemental Speech: Elementals communicate in a strange combination of Telepathy and the Language skill. Only those that possess both can attempt to talk to an elemental being the base DC for non-elementals always starts at

Language DC 30. Each type of elemental (dependent on their base element) will speak a different language, example: a fire elemental speaks fire elemental and a water elemental speaks water elemental.

Elemental Stride: An elemental can pass through any body of its chosen element as if it were insubstantial.

Non-Living Force: Elementals are embodiments of the raw power of an element and thus are not technically alive. Elementals are invulnerable to anything that cannot affect objects because all elementals lack CON and AUR scores.

Sub-Types

Inferior: A basic elemental creature.

Minor: Gains the uncanny ability to control its chosen element.

Major: Can possess deific abilities.

Faeries

Faeries are magical creatures famous for their overbearing sense of humor and having a bad reputation for pulling pranks and inflicting curses which tends to cause most other intelligent beings to avoid contact with them at all costs. Fairies are known to pull pranks on unwary travelers for days at a time though their pranks are rarely fatal they can be quite injurious.

Faerie Humor: To avoid troubles with fairies, doing anything out of the ordinary (that isn't frightening) will cause a fairy to roll versus Will DC 30, if failed they begin laughing uncontrollably and suffer a -4 to all combat rolls, they also tend to leave those who make them laugh alone (80% chance). Evil faeries lose this and may lack humor all together.

Faerie Magic: Faerie magic consists of up to 8 spells (all those of the same race will possess the same spells) as racial magic and any spell that affects another being can only be cast on the same being once a day by the same faerie. These spells gain a +2 to their save DC's and do not incur any magical costs, backlash or body investment if normally required for that spell.

Inborn Arcane Power: Faeries gain 2 magic feats as inborn traits (all faeries of the same race will possess the same 2 traits). Faeries can also gather ambient mana energy and store up to 3 pts within themselves. An elder faerie (of at least high level) can gather it from others and store it in a magical sphere from which one who is able can draw on the mana pts stored within. This is considered a faerie treasure and will be well hidden and guarded. Once points are drained they do not regenerate and once the orb is at zero pts it disappears.

Iron Vulnerability: Fairy folk suffer x2 damage from iron weapons or items and iron automatically dispels faerie magic by touch.

Gestalt

A gestalt is a being composed of two or more individual creatures and gains powers and supernatural properties its parts do not possess by themselves. Gestalts can be formed of unintelligent creatures or animals brought together by a spirit or other mysterious force, a

coming together of two or more sentient beings where they form into a new singular, hive intelligence (only the controlling intelligence will retain any memory of what they did as a gestalt) or is brought into being by the sheer force of will of a group of people although the people themselves do not become a part of the gestalt itself.

Sum of Its Parts: A gestalt retains the highest healing factor and highest psychic ranks from its parts. They also gain +1 attacks/actions per melee.

Gestalt Powers: A gestalt may have any number of the following.

Combined Physical Might: The gestalt's physical attributes are the sum of all its parts but they max out at 40.

Dissipation & Reformation: The gestalt can completely separate its parts and have them reform 100 ft away, which takes 1 action. The gestalt can only do this in an area it can see, cannot carry any items and can only go where all of its parts can fit.

Distance Attack: Portions of the body can be flicked off and hurled at a target without hurting the whole. The attack is a physical attack equal to a slam attack with a range increment of 20 ft following the rules for ranged attacks (treat as a thrown weapon). The disconnected portion will return and join the whole within 1 action and this can only be done up to 4 times in 1 melee round.

Mass Increase: As 1 attack/action the gestalt can call more of the same creatures that compose it to increase its mass and grow larger. The gestalt's body can be increased by 2 ft per level per 1 melee round for every 2 feet while being maintained (sacrificing 1 action). The gestalt will gain the size bonuses and penalties when it reaches a greater size level.

Mental Giant: All of the gestalt's spiritual attributes are the sum of all of its parts but they max out at 30.

Semi-Intangibility: Portions of the creature's body are less dense than others and gives the creature an A.C. bonus of +10 and strikes under its A.C. but greater than 4 pass harmlessly through the creature's body. Piercing/Thrusting attacks deal no damage and power attacks do not deal double damage.

Giant

Giants are creatures of great physical strength and power. Giant versions of animals and other monster types are not considered true giants and are just modified versions of the base creature using the size class table.

Giant's Might: Giants start with 4 HD minimum, gain Supernatural STR and Supernatural CON.

Ooze

Protoplasmic and slime creatures.

Bludgeoning Resistance: Bludgeoning attacks are reduced by a Bludgeoning Resistance and if an ooze is slain by a bludgeoning weapon or crushing blow then the material of its body splatters in a 10 ft radius incurring a Reflex DC of ½ the strike roll that killed it to avoid suffering the effects of its touch.

Desiccation Vulnerability: Any power/spell/ability that causes heat damage, dehydration or desiccation deals CON damage when it reaches zero the creature is reduced to a fine crystalline powder if water is added it will resurrect the creature at full strength in 1 action/attack.

Form Tendrils: Form 1 tentacle as a free action per attack/action

Invulnerable to Piercing Attacks: All oozes are impervious to piercing attacks and if hit with a piercing or thrusting attack the attacker (or their weapon) is automatically grappled by the targeted ooze on a successful strike.

Plant

Vegetable, fungal or plant creatures.

Vegetable Anatomy: Invulnerable to Bio-manipulation and fear. Requires water and 1 food source to survive (often sunlight) and can use the ability of photosynthesis for healing. Invulnerable to all poisons, toxins & chemicals that do not affect plants.

Sentient Being

Intelligent self-aware creatures that have established cultures and civilizations.

Favored Class: This is the one character class that this race is best suited for which grants them 1 bonus feat at level 1 and at level 5 +1 per 5 levels after. This counts only for levels in the favored class.

Limited Racial Skills: 2 or less, higher functions caused instincts and natural skills to deteriorate.

Spirit

Spirits are purely spiritual beings totally devoid of any physical attributes or properties unless they have the ability to manufacture a body or naturally have a semi-corporeal form depending on the specific type of spirit. Some spirits are the formerly living others have always been spirits and have never been alive. All spirits can be banished back to the spirit realm by way of exorcism whether they have a corporeal form or not. If the physical form of a corporeal spirit is destroyed (reduced to zero H.P.) then it is banished to the spirit realm for 24 hours after its apparent physical destruction. The only barriers that a spirit cannot pass through in its natural form are magically or psionically created barriers (special instances of energy barriers are at the GMs discretion). In all other cases the spirit is considered to be in the astral plane affecting the physical plane from the layer of coexistence unless it creates a body.

No Physical Body: Same as Astral Self rules (chapter 16) or if they can create or inhabit objects then the HP of the material or object, if other than the number of HD can be up to its max racial AUR score. Always retains corresponding spiritual attributes (astral self) as physical attributes because they lack any physical attributes. Invulnerable to Death Effects & Bio-manipulation.

Absorb Mana: mana points in a given area add to their AUR score as if they have tapped the energy but are lost pt for pt if the mana of an area is drained or tapped.

Manifestation All spirits have the abilities of manifestation described in the affecting the physical world from the layer of coexistence section of chapter 16. Alter Physical Structure: Spirit (chapter 15) ability which is permanent some spirits also have additional Alter Physical Structure abilities to manifest bodies for themselves as well as Spiritual Possession (chapter 15). Note when they manifest a physical body then they have crossed over from the astral plane to the physical plane.

Spiritual Power: A spirit's Fort and Ref saving throws are dependent on their AUR attribute; Will and Cour saves remain unchanged. Note that physical saves may be ignored if the spirit is not manifesting a physical form. All combat rolls are also based on their AUR score, the normal bonuses are added as additional modifiers if they exist.

Vermin

Basically giant bugs and other mindless invertebrates.

Instinctual: Vermin cannot be affected by mind influencing affects, mind affecting powers and drugs. Those that lack the I.Q. and M.E. attributes are impervious to anything that requires a Will save because of preprogrammed instincts. However if something is manipulating their senses or is able to fool their instincts such as pheromones then the creature automatically succumbs to the effects.

Exoskeleton: Some vermin have a skeleton on the outer surface of their bodies granting protection like body armor. The exoskeleton grants a +1 DR and +2 HP per size class beyond miniscule.

Creature Templates

Creature templates are special creature types that modify an existing creature type, below are some of the most common creature templates.

Arch: These creatures are more powerful and possess more uncanny and/or mystical power. All other abilities of the base creature remain the same except where noted below.

Challenge Rating: +2

Attribute Bonuses: +4 to 5 base attributes.

H.P. Bonus: Base creature x 10

Horror/Awe Bonus: +4 if base creature possesses one.

Speed Bonus: x2 base speed

Visual Range & Earshot Bonus: x2 base creature

Healing Factor: x2

Magic: Does not have to make casting checks to cast spells.

Uncanny Abilities: 1 or 2 of choice.

Avatar: Avatars are the essence fragments of deities that are either given their own physical form and intelligence or are implanted into a mortal being. Avatars are created by a deity to experience life and adventure among mortals and are allowed to openly oppose and challenge other deities even those from the same pantheon. As a result avatars are not officially recognized or included by the deities in pantheons. Gods always intuitively know where their avatar(s) is/are and what they are experiencing, thinking or seeing at any given time. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: + 15 bonus to all attributes

H.P. Bonus: HD of base creature x 100

Horror/Awe: 12 if recognized

Healing Factor: Regeneration (5)

Magic: Equal to ½ of the god's mage class level (if any) or by class.

Psionics: Equal to ½ of the god's psychic class level (if any) or by class.

Natural Abilities: Supernatural STR.

Celestial: These creatures are indigenous to heavens in the spirit world and have a faint glowing beauty and appear very fair. These creatures are overwhelmingly of good base

alignments. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +6 to BEA.

H.P. Bonus: +1 HD for a Small Size and an extra 1 HD for every size above that in addition to the regular size bonuses

Awe: 12 (horror to those of evil alignments)

Combat Bonuses: +3 magical modifier to all physical attacks

Natural Abilities: Smite (same as clergy feat)

Demigods: True Demigods are the offspring of 1 mortal and 1 deific parent. This only applies to demigods and not the spawn of two gods. Note that true demigods are mortal beings and can be the offspring of gods, demigods, godlings, demon lords or other deities. Angelic, other demonic and draconic offspring are treated as normal demi-creatures. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: As per base creature +2D6 + 2 to any 4 attributes and +2D6 to Chi.

H.P. Bonuses: x2 of base creature.

Horror/Awe: 10 if recognized for what they are

Healing Factor: +5

Combat Bonuses: +2 to initiative

Saving Throw Bonuses: +3 Cour

Natural Abilities: a demigod's highest attribute is considered to be a Supernatural Attribute.

Uncanny Abilities: Roll on the Super-Beings Super Powers Table (table 13-3)(a demigod will never have powers that are contrary to their divine parent or pantheon).

Dire: These creatures are transformed by either design or accident to be larger, more aggressive and smarter than normal. These creatures may show unnatural color patterns on their fur or skin. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +1 die to all attributes

H.P. Bonus: +50 H.P.

Horror/Awe: 10 or +2

Speed Bonuses: +10 ft

Combat Bonuses: +3 magical modifier to all physical attacks

Bonus Attacks: +1

Feral: The creature is a primitive cave dwelling brute that survives by strength and sheer toughness. All other abilities of the base creature remain the same except where noted below.

Attribute Bonus: -2 CHA

H.P. Bonus: +1 HD.

Racial Feats: Barbarian's Toughness (affects racial and all class HD), Blooded.

Racial Skills: Navigation (Land), Survival, Tracking

Saving Throw Bonuses: +2 Fort & Ref

Natural Abilities: +1 DR (natural armor)

Fiendish: These creatures are beings that have been wholly contaminated by evil. Evil energies course through their bodies transforming them into denizens of the dark. These creatures' life force thrives on negative energy and this is the source of their powers and the cause for their slow healing. All other abilities of the base creature remain the same except where noted below.

H.P. Bonus: +1 HD of base creature

Visual Range & Earshot Bonuses: +100ft. (see in total darkness)

Healing Factor: -3

Combat Bonuses: +1D4 + 3 magic modifier to all physical attacks

Uncanny Abilities: 2 of choice

Invulnerabilities: mind control, negative energy

Greater: The creature is more powerful than normal. All other abilities of the base creature remain the same except where noted below.

Challenge Rating: +4

Attribute Bonuses: +5 to all attributes

H.P. Bonus: x2 base creature

Horror/Awe: 15 or +5

Healing Factor: +3

Combat Bonuses: +2 to all combat rolls

Bonus Attacks: +1

Uncanny Abilities: 1 uncanny ability that the creature already possesses has automatic effects (no saves or power checks) or if it deals damage it deals x2 damage instead.

Infernal: All infernal creatures are native to a hellish dimension. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +1D6 to all Physical attributes

H.P. Bonus: +100 H.P.

Natural Abilities: Supernatural STR

Uncanny Abilities: 2 of choice.

Lesser: These creatures are a more inferior version of the original suffering penalties instead of enjoying bonuses. All other abilities of the base creature remain the same except where noted below.

Challenge Rating: -2

Attribute Bonuses: -4 on 4 attributes

H.P. Bonus: ½ or 1 die type lower of base creature

Horror/Awe: -5

Base Speed: ½ of base creature

Base Visual Range: ½ of base creature

Base Earshot Radius: ½ of base creature

Natural Abilities: As base creature, typically 1 to 2 size classes smaller than normal. All fixed save DC's incurred by the creature are halved.

Uncanny Abilities: Loses at least 2 uncanny abilities or up to ½ are lost.

Lord: These creatures are the pinnacle and born leaders of their kind and more powerful than their fellows.

Challenge Rating: +2

Attribute Bonuses: +10 total to any attribute(s), CHA 12 (min)

H.P. Bonus: +10 per racial HD

Healing Factor: Regeneration (+10)

Racial Feats: Leadership (of own kind only)

Bonus Attacks: +2

Natural Abilities: All normal attributes are Superhuman

Invulnerabilities: mind control

Meta-Morph: These creatures are able to change their shape, color, texture and sometimes the very properties of their bodies. All other abilities of the base creature remain the same except where noted below.

Visual Range & Earshot Penalty: ½ of base creature

Healing Factor: +5

Racial Skills: +2

Natural Abilities: Uncanny Skill (Disguise), Uncanny Skill (Performance Imitation))

Mimicry: The creature may be able to reproduce and mimic the effects of another creature's powers at ½ power (range & damage) (GM's Discretion).

Mutant: Mutants are creatures that are either evolutionary advances, throwbacks, or mistakes of nature caused by any number of bizarre situations. These creatures were altered genetically in some way and have developed beyond their natural state although they may look exactly like a normal member of their race chemicals and magic being the most notorious causes. All other abilities of the base creature remain the same except where noted below.

Number of Inborn Traits: +1

Psionics: See table below; if natural psychic then they possess a number of psionics equal to their M.E. mod (min 1).

Uncanny Abilities: Roll once on Table 13-2.

Unusual Characteristics: 1-75% of mutants have 1D4 unusual characteristics which can be beneficial or simply make them

look weird, it is the GM's and player's choice as to how to determine this. If the creature has a

Table 13-2: Mutant Powers

01-20	1D4 + 1 Psionic-like abilities
21-40	1D6 Spell-like abilities
41-60	1D6 + 2 psionic skill points
61-80	Natural Psychic
81-00	Roll once on Table 13-3

power that alters their physical structure, shape, or body form that condition has a 1-20% chance of being permanent, as well as any 1 uncanny ability has a 1-10% chance of being always on, that is the character cannot turn it off.

Para-elemental: Para-elementals are creatures that possess elemental abilities and whose bodies resemble the element(s) that they are linked to. Whatever affects elementals can affect a para-elemental because they are considered elementals but unlike true elementals they are the fusion of one or two elemental forces with a living creature and not the influence of an elemental spirit. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +10 to all Physical attributes

Natural Abilities: 1 or more Elemental abilities.

Super-Being: Super-Beings are creatures that are from races that either normally do not have uncanny powers but they do possess uncanny powers or all members of their race are super-beings that possess several uncanny powers. Super-beings could come about in several ways, as experiments, magically endowed, or as super mutants (see mutants above). To determine how many super powers a super-being has roll once on the below table. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +2 to all physical attributes

Base Hit Die: 1D10 (or race if greater) also gains 1D10 as class hit die regardless of actual class.

Healing Factor: +2

Bonus Attacks: +1

Uncanny Abilities: See Table 13-3.

Available Classes: Classless only, depends too highly on super powers.

Table 13-3: Super-Beings Super Powers Table

01-04	3 major powers or 6 minor
05-13	2 major uncanny powers and 1 minor uncanny
14-21	1 major uncanny ability and 3 minor abilities
22-30	1D4 + 2 psionic skill points and 1 major power
31-39	4 minor uncanny powers
40-48	3 major uncanny powers and 2 minor
49-57	2 major uncanny powers and 3 minor
58-66	1D4 psionic skill points + 2 per level
67-75	1 minor uncanny ability
76-84	1 major uncanny ability
85-93	Mystically bestowed powers (see below)
94-00	5 minor abilities

Mystically Bestowed Powers

Powers are gained because of the tremendous mystical energy in the character's body. This can either be a natural occurrence, an accident, or a gift from a greater supernatural being. The character gains the ability to transform into an alter ego which possesses the super powers. If they cannot change into their alter ego they cannot use their powers. Anti-magic or anything that blocks magical powers will prevent the character from using this ability. If the character is in this kind of situation and has already transformed into their alter ego (super self) they immediately change back to their normal selves. Magic draining attacks

Table 13-4: Mystically Bestowed Powers

01-33	1 minor power, Cast 1 spell per day per level, knows 8 spells of choice.
34-67	1 major or 2 minor powers, Cast 1 spell /day per 2 levels, knows 4 spells of choice.
68-90	1 major and 1 minor power, Cast 1 spell /day per 2 levels, knows 6 spells of choice.
91-00	2 major powers or 4 minor, Cast 1 spell /day per 2 levels, knows 4 spells of choice

cause H.P. damage equal to the drain as well as the standard effects. The spells gained by mystically bestowed powers are racial magic because the character does not gain any arcane knowledge the spells they know are instinctive and cannot be modified by magic feats.

All super beings with mystically bestowed powers roll on the following table:

Swarm: A swarm happens when about 1,000 minuscule or 100 tiny creatures (considered medium sized) gather together and fight and act as one creature with no central intelligence driving them to act. Larger sized swarms are created using the base medium sized swarms, 2 medium swarms make a large swarm etc. A swarm behaves as a single creature with its own statistics and combat abilities. The abilities of the swarm are the same as the creatures that make it up except where noted below.

Base Attributes: Same as base creature +1 die.

Base Hit Die: Base creatures HD x 4 with size bonuses for size of swarm.

Base Horror/Awe: 10 +1 per size class beyond medium swarm size (horror)

Base Speed: As per base creatures + size bonuses for the size of the swarm

Natural Abilities: As per the base creatures and bludgeoning and slashing weapons deal only 1 pt of damage per strike. Piercing weapons deal no damage. Strike and A.C. bonuses for the original size of the member creatures is used as the swarm's bonuses.

Swarm Attack: All swarms have a reach of zero ft and thus must move into the area shared by their target invoking an attack of opportunity from their target but the swarm does not make a strike roll instead the target begins to suffer damage immediately per melee round. 1D3 damage for a medium sized swarm +1 die type per size class above. The target can attempt a Dodge at DC 15 + strike bonuses + 1 per size class above medium (auto-dodge is not allowed).

Scatter Swarm: Since the swarm is made up of tiny creatures then a strong wind or blast of force can blow some away dealing double damage to a swarm, non-damaging wind gusts cause 1D6 damage to a swarm.

Therian: Shape changing creatures, usually a sentient creature that has been cursed, magically infected, or born to a race of therians (were-beasts). The were-beast can change completely into an animal or into a hybrid form. All other abilities of the base creature remain the same except where noted below.

Base Attributes: Retains the highest attributes from both.

Base Hit Die: Retains highest.

Base Horror/Awe: 16 (when transformed)
Base Speed: Retains highest.
Base Visual Range: Retains highest.
Base Earshot Radius: Retains highest.
Healing Factor: Regeneration (20)
Number of Inborn Traits: As per race (not animal)
Racial Feats: As per both base creatures + Animal Empathy (base animal)
Racial Skills: As per both base creatures
Uncanny Abilities: Supernatural Contagion (Therianthropy)(optional)(as Supernatural Contagion where an opposed Fort save versus the power skill check of the creature or the target becomes a therian of the same type within 7 days; a victim brought below zero H.P. but survives is automatically infected)
Weaknesses: Therian Vulnerability: All were-beasts have a single vulnerability that deals x2 damage and cannot be proofed against by uncanny powers totally bypassing any natural armor; typically silver.
Hard to Kill: These creatures cannot be killed by normal means, normal attacks still inflict normal damage and can cause the creature to lose consciousness when they reach zero H.P. or lower but will not die unless the killing blow is dealt by the creatures vulnerability. If they are not and are left for dead they will heal and rise again, beheading, dismemberment and reducing them to ashes (or atoms) does not kill them they just reconstitute into a whole corpse the following morning and then begin to heal.
Therianthropy: The creature can transform into an animal or into a hybrid half animal at will and gains all natural skills and abilities of that creature, some abilities are always on others only take effect when transformed. Transforming takes 1 action/attack to perform. Therianthropy can also be treated as a skill to control certain aspects such as transformation and contagion (DC's are GM's call). But the skill is not reliant on any attribute and adheres to normal skill point limits. Full moons or eclipses will cause the character to change into hybrid form automatically at full eclipse or the first ray of the full moon.
Hybrid Form: A hybrid form is a half way point between the creature's animal form and its natural form. This form allows the creature to retain all natural skills or abilities that require a physical change and a +10 ft to spd.
Full Form: The natural form of the animal side of the creature which retains the size class of the base creature.
Trans-Dimensional: The creature is a natural trans-dimensional/temporal traveler. All other abilities of the base creature remain the same except where noted below.
Attribute Bonuses: +1 die to all Spiritual attributes.
H.P. Bonus: +20 H.P.
Healing Factor: +5
Uncanny Abilities: Teleport, + 1D6 additional abilities typically spell-like abilities

Invulnerabilities: Fear (Horror Factor), Insanity effects but can be insane, Suffers no ill effects from dimensional travel or anomalies (even failed attempts)

Troglodyte: The creature is a primitive cave dwelling brute that survives by brutality and sheer toughness. All other abilities of the base creature remain the same except where noted below.

Attribute Bonus: -1 die to all Spiritual attributes, +2 dice to CON and STR.

H.P. Bonus: +1 HD.

Racial Feats: Blooded.

Saving Throw Bonuses: +1D4 to Fort.

Natural Abilities: Extraordinary STR.

Undead: The undead are once living creatures that have been given a sort of unnatural life as "living" dead using negative energy as their life force. Resurrection attempts can affect them, but since undead creatures are usually unwilling to return to life, these attempts typically fail. There are 3 sub-types of undead that represent varying levels of power; these sub-types are mindless, intelligent, and master. All other abilities of the base creature remain the same except where noted below.

Base Attributes: They possess no CON score. Note that all chi possessed by an undead creature is negative chi. Undead creatures also suffer attribute penalties to 3 attributes (typically DEX, BEA, CHA) which are ½ from life.

Mindless Undead: Spiritual Attributes are non-existent but I.Q. is considered 2.

Master Undead: do not have to suffer any penalties.

Base Hit Die: all HD left from life become D12's, skeletons HD become D6's.

Base Horror/Awe: 12

Base Speed:

Mindless Undead: -5 ft of base creature

Intelligent Undead: As per base creature

Master Undead: As per base creature

Base Visual Range: ½ of base creature (blind sight)

Base Earshot Radius: ½ of base creature

Healing Factor: Do not heal naturally.

Racial Feats: Mindless undead lose all from life.

Magic: *Mindless Undead:* None.

Intelligent Undead: Retains all arcane knowledge.

Master Undead: Retains all arcane knowledge.

Natural Abilities: Soulless (same as feat)

Uncanny Abilities: Typically has 1D4 (if any) undead uncanny powers, may also have claws or fangs even if base creature lacked these and those gained from undead ranks.

Available Classes: The GM determines how many class levels if any an undead creature can retain from life when creating undead monsters.

Invulnerabilities: Skeletal undead become immune to Frost (Cold)

Negative Energy Lifeforce: The force that animates all undead creatures is negative energy replacing the normal

living energy (AUR). The AUR attribute of undead creatures becomes NEG representing the amount of negative energy contained within them. Thereby all negative energy heals undead and positive energy damages them. If this attribute is ever drained or reduced to zero the undead creature is reduced to a lifeless corpse and is destroyed. This attribute also becomes the basis for any psionics the undead may have, however since undead psionics are dependent on negative energy healing psionics only heal undead and hurt living things and whatever can affect negative energy will affect an undead creature's psionic powers.

Reverse Drain: Whenever an undead creature is the target of any kind of drain attack that does not drain negative energy the attack has the opposite effect draining the attacker and granting the drained energy to the undead (includes HP, levels and attributes that do not conflict with this template in which case they are dispersed) for the duration of the ability used.

Turn Resistance: Some undead creatures may have this ability, which grants them a resistance to being affected by the Turn/Rebuke the Dead clergy feat. It simply adds to the creature's CR when attempting to turn/rebuke. For example: A +4 Turn Resistance means the creature is considered to a CR 4 pts higher when determining if they can be affected by a turn/rebuke attempt.

Evolution & Natural Abilities

Evolution and adaptation to specific environments help to shape a creature's natural weapons, abilities and body type. Natural weapons evolve for defense and hunting and body type is altered by environmental specialization. The forces of evolution and the surrounding environment can make a monster more formidable and add flavor to the campaign setting.

Natural Weapons

Natural weapons are such things as claws, teeth, or venom and have been evolved naturally to help the creature survive in the wild. Natural weapons can optionally gain damage die as normal melee weapons due to their size as described in table 10-2 and the attack type of the weapon is described in parenthesis where applicable. Natural weapons can include but are not limited to the following:

Bite Attack (*Slashing/Piercing*): The creature has fangs, mandibles, sharp teeth or a beak used to pierce or slash flesh. Bite attacks deal 1D3 damage at small +1 die type up per size class up this means that a medium creature with fangs has a 1D4 bite. Typically bite attacks do not gain STR bonuses unless the creature also has Powerful Jaws. Note that mandibles or flat teeth will change the attack type to *Bludgeoning* with an automatic crush.

Claw Attack (*Slashing*): The creature will have sharp hooked projections or talons at the tips of wings, fingers or toes that are used to slash at enemies and victims. A claw deals 1D3 damage at small +1 die type up per size class this means that a medium creature has a 1D4 claw attack. Claws may also grant any of the bonuses below:

- +2 bonus to Climb
- Auto-Grapple on a successful strike, any grapple attempts after deal an additional 1 pt of damage (optional).

Undead Ranks: Undead ranks are a measure of an undead creature's ability and supernatural power. Undead creatures gain 1 undead rank per 100 years of unlife or gained as an undead class level. Each undead rank adds +1D12 HP and are added to Will and Cour saves as a bonus.

Unlife: Because undead creatures are not alive they are invulnerable to poison, sleep, paralysis, stunning, disease, sneak attack damage, and death effects, and are not subject to critical hits (natural 20 rolls are an exception). They also use their NEG score as their CON when it is required for damage purposes.

Unicorn: Unicorns are magical creatures with a single spiraled horn protruding from their forehead. All other abilities of the base creature remain the same except where noted below.

Attribute Bonuses: +1D6 Physical, +2D6 Spiritual

H.P. Bonus: +5 H.P.

Psionics: Natural Psychic; ESP (+4) and Healing (+4)

Uncanny Abilities: up to 4 spell-like abilities

Magical Horn: Considered a magic weapon, possesses the bane weapon ability and contains all of the creature's spell-like abilities but takes the Craft Fantastic Item feat and a Spell craft DC 30 to make them usable by another.

Crushing Attack (*Bludgeoning*): The creature has pincers, can crush with a squeeze attack or deliver a crushing blow with a limb. Typically the attack has all of the qualities of a bludgeoning weapon and gains +1 damage die type up (1D3 becomes 1D4 etc.) and may have an automatic crush.

Blunt/Bone (*Bludgeoning*): A portion of the creature's body or limbs is covered in bone such as hooves or boney protrusions on the skull or tail end. This grants a +1 damage when using that part to attack and/or granting a +1 to natural armor.

Chemical Spray (*Toxic/Acid*): The creature can spray any kind of chemical including poisons, acids or one which can have any kind of effect. The spray covers a 5 ft. cone per size class starting at Tiny.

Energy Discharge (*Energy*): The creature can store and release a small amount of 1 kind of damaging energy but cannot manipulate it just deliver it in a touch attack (this

includes if an attacker touches them with a strike or blow) dealing 1D3 in damage per size class starting at Tiny.

Gore Attack (Piercing): The creature has a pointed protrusion, tusks or horns and can make a piercing attack with them. A gore attack deals 1D3 at medium.

Poisonous (Toxic): The creature is poisonous and if eaten or bitten will cause poison damage and may be able to deliver poison by touch (see venom).

Proboscis (Piercing): A long sharp tongue or spear-like mouth or any flexible/extensible tubular oral process. Deals as much damage as a spear or dagger of appropriate size.

Spines (Piercing): The creature has spines on its body; they can be covering it or be localized to a specific part or

portion of the body dealing 1 point of damage each.

Sometimes a creature can throw a number of spines at a single target equal to 3 + STR Mod, the range increment being 10 ft.

Venom (Toxic): The creature has a poison gland, which produces a poison or toxic chemical that the creature delivers through a stinger, hypodermic fangs, saliva, or claw (see Chapter 10: Chemical Weapons) gaining bonuses to the save DC of its poison based on its size class.

Table 13-5: Venom DC Bonus

Size Class	DC Bonus
Medium	+2
Large	+4
Giant	+6
Gargantuan	+8
Colossal	+10

Environmental Adaptation

All beings evolve in a certain kind of environment such as space, land, air, sea, subterranean and the sub-environments of gravity, harshness and dominance of the elements, or a magically rich environment. All abilities and adaptations due to environment stack on those for creature type. Below are brief descriptions of these environments and sub-environments.

Air: The creature's natural habitat is in the air and has the ability of flight (either winged or wingless) and is lightweight.

Land: The creature has legs and can move at a base speed of 15ft at medium size. The creature has lungs and can breathe air, has eyes and can see well in the light.

Sea: The creature's natural habitat is in the water, the creature can swim as a racial skill, may have fins and an elongated neck, can breathe under water because of gills and may have scales or smooth skin.

Space: The creature does not breathe, it also has a tough outer shell or exoskeleton which provides an D.R. of 10

and +100 H.P., the creature is also invulnerable to heat/fire and radiation and all other energy attacks deal only ½ damage.

Subterranean: The creature has evolved under ground, gaining the see in total darkness and burrowing qualities but may be blinded by bright lights or have blind sight. The creature's Detection skill is heightened because of heightened sensitivity (+5).

Multi-Habitat: The creature has evolved to live in two or more habitats at once and may have any combination of abilities from both.

Sub-Environmental Factors

Gravity: The gravity in which the creature evolved determines its muscle and bone density and physical strength. These bonuses only apply to an earth-like gravity when on their own world they receive no bonuses or penalties.

Gravity Acclimation: Those of races who did not evolve on a world with the same kind of gravity that they were born into and where they have lived most of their lives will have slightly different attributes than their homeworld kin.

Low Gravity: -1D4 to STR and CON, +1D6 to DEX

High Gravity: +1D6 to STR and CON, +5 to H.P.

Harshness and Dominance of Elements: Some worlds have a harsh environment where 1 or 2 of the elements is dominant. The creature will be resistant to 1 or 2 of the dominant elements that is they take only ½ damage from any attack based on that element or have the Force Aligned feat for that dominant element.

Natural Energies: If the environment is just plain saturated with a certain kind of damaging energy then a creature that evolved in this environment is completely proof against that kind of energy. The creature may also be able to use that kind of energy in an attack (GM's choice) and may also have the Force Aligned feat for that energy.

Magically Rich Environment: The creature evolved in an environment that is saturated with raw magical energy and has a better chance of being a psychic character (01-28 Natural Psychic, 29-00 Normal) and the creature may or may not possess 1 spell-like ability.

Special Creature Notes

Certain common types of bodies grant special bonuses or have special considerations attached that are also used in other instances of this game system. Below are 3 special types of bodies creatures may have.

Table 13-6: Gravity Adaptation Modifiers

Gravity Factor	H.P. Mod	STR Mod	DEX Mod	Speed Mod
¼	+2D6	-2D6	+2D4	¼
½	+1D6	-1D6	+1D4	½
Equal to Earth	0	0	0	0
x2	+1D4 x 10	+2D4	-2	x2
x3	+2D4 x 10	+3D4	-4	x3

Ectoplasmic (Ghost-like): The creature is composed of an ectoplasmic substance. Typically a creature with this body form can turn invisible at will (natural ability) and can manifest 1 ectoplasmic form as described below:

- *Ghost Form:* the creature is partially visible as a glowing transparent shape usually lacking legs and is incorporeal while in this form.
- *Ooze:* The character is a blob of dripping and flowing ectoplasm that retains only a rudimentary semblance of their true body form (P.B. is 0). The creature can make physical attacks and all physical and energy attacks suffer a 50% miss chance, they can also still pass through walls and solid objects however as well as flow as liquid. In this form the creature gains all the abilities listed under the Ectoplasm psionic power.
- *Full Form:* The creature appears completely solid and real losing their ability to pass through walls and solid objects in this form but is still composed entirely of ectoplasm. Physical attacks do full damage to them but damage regenerates at 4 H.P. per round.

Restrictions: Ectoplasmic creatures can pick up and use solid objects as normal but cannot pass through solid matter with them in hand unless they are completely coated with ectoplasm (takes 1 action). They always take half damage from energy attacks but full damage from spells (includes energy attacks created via a spell), magical weapons and psionics. In this form the creature is impervious to stunning, knockouts and extra damage due to critical strikes, headshots or blows to vital areas and cannot bleed. The character cannot pass through energy barriers, magically or psionically created barriers or ectoplasm.

Tauric Body: The creature has the upper body of an intelligent creature and the lower body of another type. The upper body is attached to where the head would have been on the lower body. This adds +1 HD to the creature and it retains all of the abilities from the lower body that does not require a head.

Sub-Species

Sub-species are offshoots of a particular race that have adapted to a different habitat. Simply take an existing race and give that race the features and abilities that that habitat gives to those who evolve in it as in environmental specialization above. 1-80% of all sub-races can interbreed with their base race and all races that their base race can breed with.

Half Breeds and Demi-Creatures

Half-creatures are the offspring of 2 different races that can naturally inter-breed. The offspring will inherit three abilities from 1 parent (1-50 the father, 51-00 the mother) and 1 from the other that are not common to both parents. Any racial bonuses from 1 of the parents will be added to the offspring's rolls. If both parents possess any animal abilities, all of those shared abilities will be passed to the offspring. The rest of the character is constructed as usual.

Demi-Creatures are creatures born from the supernatural union of 2 parents that cannot naturally inter-breed. To get the demi-creature's stats simply add all of the dice for each attribute for both parents and divide that by 2 to get the number of dice to roll for each of the demi-creature's stats. All natural (in-born or race dependent) bonuses from both parents should be added together and divided by 2 to get the demi-creature's in-born bonuses as well as half of the total number of any natural abilities. Add together the number of uncanny powers for both parents and the demi-creature will get half of that number. The demi-creature will inherit half of that number of powers from either the most powerful parent or a few powers from one and a few from the other. The creature's appearance will be unnatural and it will be obvious that the creature is a melding of 2 races that cannot normally breed. If one or both parents has an Awe or Horror factor the offspring inherits half of that total score or the average of both.



Chapter 14: Uncanny Powers

Uncanny powers are basically what's referred to as super powers and are primarily used in super hero campaigns or as the special abilities of monsters and various races and do not wholly originate from either magic or psionics.

Power Skill

Uncanny abilities are used almost as a skill and thus all powers a single being possesses are controlled by that being through their power skill for each uncanny ability. The power skill is a skill which those with uncanny powers automatically have and can put skill points on as a normal skill. The power skill is used mainly when the use of an uncanny power requires an opposed roll such as mind control type powers or powers that call for grapple checks or any other check besides a typical saving throw. A power check is also used as a concentration check when dealing with interruption which adheres to the standard concentration rules for spells and attacks.

A power skill is also used as a ranged strike bonus when using powers that count as ranged attacks such as a power blast or laser vision. It cannot be used in place of combat bonuses unless that is the nature of the power or in other special cases. The skill, as are all skills, is dependent on a single attribute.

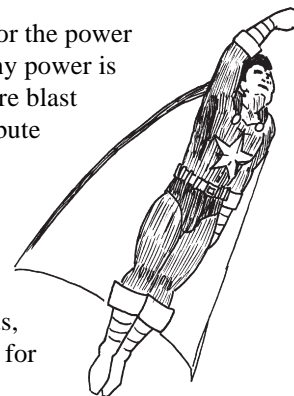
An uncanny power skill check can be performed to do any of the following:

- Ranged Strike: Substitutes a skill check for a ranged strike and the -2 penalty per range increment beyond the first is applied to the power skill check as with a ranged weapon's range increments. Note that the even though the strike relies on a skill check it still is subject to all ranged strike rules.
- Control Area of Effect: The area of effect is given in increments similar to range and is limited to a maximum number of area increments. You can increase the area of effect beyond its first increment up to the max number of area increments imposing a -2 power skill check beyond the first.
- Extending Duration: See Using Uncanny Powers below.
- Minimize Damage: You can reduce the damage of an uncanny power as if pulling a punch (see Chapter 6) at the same DC's using a power skill check.
- Maximize Damage: See Using Uncanny Powers below.

Attribute Dependence

All uncanny abilities are reliant on a single base attribute, the same attribute used for the power skill, which will determine most aspects of the power itself. The base attribute of the uncanny power is determined when the power is created for use and should share a relation with it such as a fire blast power would be dependent on CON or even possibly DEX. The uncanny ability's base attribute would lend its modifier to determine certain aspects of a power as described below, note an uncanny power does not have to have all of the following attributes.

- Range: The maximum range increments is determined by $7 + \text{Attribute Mod}$.
- Area of Effect: The maximum area increments is determined by $7 + \text{Attribute Mod}$.
- Save DC: The save DC is an opposed power skill check versus the target's saving throw usually for negation. If the save DC is fixed, grants a +2 power point bonus, then the fixed save DC is equal to $10 + \text{Attribute Mod}$ or number of Dice. A save for half effects costs an additional +2 power pts and +3 for partial effects.
- Damage: The amount of damage a power deals or the number of damage dice it uses. The damage attribute is determined by Attribute Mod or number of Attribute Dice.



Building New Powers

Uncanny powers are so diverse that listing each and every possible uncanny ability is simply impossible. Instead, players and the GM can create customized abilities by using power points.

Power Points

Power points are used to define the base attributes of an uncanny power and are determined by the power's base attribute and the level of the power. There are 2 power levels, minor and major with a subset of powers called Undead abilities which have undead afflictions attached. Both of these power levels provide a number of power points available to spend on a single power but these points cannot be used on other powers or saved up each ability has power points available to it based on its power level and if not spent they are lost. The number of power points provided by each type is described below.

- Minor Powers: Minor powers grant 5 power points.
- Major Powers: Major powers are very powerful and grant 10 power points.
- Bonus Power Points: You gain an additional amount of power points equal to your Chi score which can be distributed among all of your uncanny abilities.

Power points are used to purchase the damage dice type, additional damage dice, increase the save DC, additional range or area increments and the base range and area increments. Each of these can be bought either on a point for point basis or as described below.

- **Range Increments:** Range increments begin at touch or self (must touch the target for the power to effect them if it does not affect you) and add a +1 to the point cost per 5 ft added.
- **Area Increments:** Area increments begin at 5 ft and add a +1 to the point cost per 5 ft added. The actual area can be a radius, in rectangular measurement (sq. ft.) or in cubic measure.
- **Dice Type:** The damage dice type begins at 1 pt and costs 1 per die type up (ex: 1D3 costs 1 pt, 1D6 costs 3 pts). You can also add additional dice at the cost of 1 pt per die beyond the damage attribute.

Activation

Uncanny powers require a certain action to activate them such as concentration, an attack or specific movement (somatic). This can be treated as spell components where if the character is prevented from using the required components then they cannot activate their powers.

Activation Time

All uncanny powers take time to activate or charge up to use. This means that an uncanny ability requires the character to wait a certain number of attacks/actions while charging up so that they can use their power. Some powers require a charging period then the power can be used as normal until it is deactivated and others must be recharged each time that they are used. Most uncanny powers require no charge up time and thus the power's activation time is instant and done as a free action but on the character's turn. Adding an activation time can grant bonus power points as described below:

- +1 bonus power point per 1 action to activation time.
- +3 bonus power points if the power requires a charging period every time it is used.

Duration Increments

As with range and area of effect all uncanny powers also have a duration increment which adds a +1 to the power skill check per increment beyond the first that it is maintained. The maximum number of duration increments that the power has is limited to the appropriate attribute modifier for the power. The power point cost is +1 per melee round, +2 per minute or +5 per hour duration increment. If the ability remains active indefinitely then it costs an additional +3 power points. Note that most uncanny abilities are automatically deactivated when the character using them is knocked unconscious.

Fixed Abilities

Abilities can have a fixed range, duration or area of effect which means they have max range or affect the same area or last the same amount of time each time. These types of powers are useful for NPC monsters making their powers easier for the GM to deal with. Sometimes the power relies on a fixed attribute such as visual range imparting its range to the power instead of using increments.

Advancing Abilities

Some uncanny powers have their ranges, area of effect or number of damage die progress per character level. A power with a progression costs 1 extra pt per progressing attribute. Typically a progressing power gains 1 die or 1 increment per character level of its possessor.

Special Types of Attacks

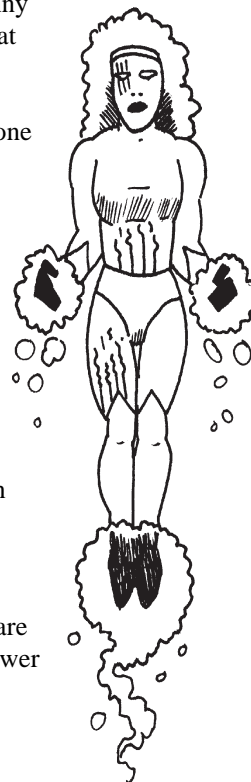
Below are described some special attacks that may need some more explanation and may not be suitable for player characters or super heroes but are typically used as special attacks for monsters.

Breath Weapons

A breath weapon is a spray or blast of energy or other kind of effect exhaled from a creature's mouth or other organ. Since the attack is usually also reliant on the capacity of the creature itself a creature gains + 1 additional die and range increment per size class above medium. Note also that the subject is typically immune to their own breath weapon and the effect or energy it uses.

Gaze Attacks

A gaze attack is a type of attack that happens when a creature transfixes its gaze at one or more targets to achieve certain effects. The targets can be one target or multiple within a cone equal to the creature's visual range. The save to avoid any gaze attack is a Reflex to shut or hide the eyes which is done at the cost of 1 action (like a dodge) which avoids its effects or its actual saving throw. As power point costs go this range has a power point cost of 1 and does not adhere to range increment rules its range is fixed.

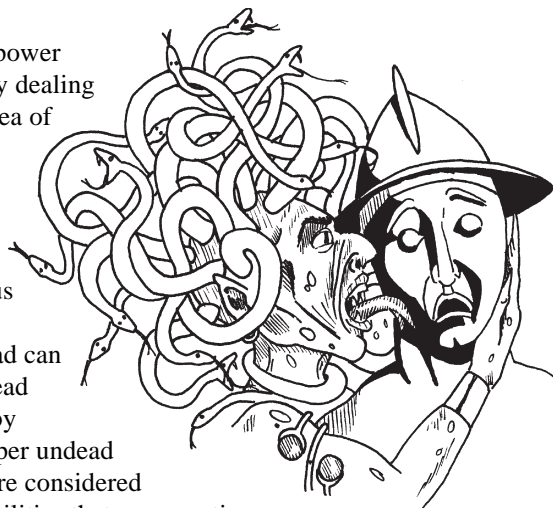


Death Throes

When the subject is killed (or as a suicide attack; costs +1 power points) they explode in an energy blast of 1 type of damaging energy dealing damage or delivering other kinds of effects to all those within the area of effect. All those within the area should get a saving throw to reduce damage by ½ or negate special effects.

Undead Abilities

Undead abilities are uncanny powers that are reliant on negative energies to fuel them (reliant on the NEG attribute) and thus are possessed only by undead creatures. Typically undead powers distinguish themselves from average uncanny abilities (which undead can also possess) in that they add a +1 negative energy bonus to an undead creatures negative life force and if a living creature possesses one (by some strange chance) they suffer a permanent -1 to CON and AUR per undead ability possessed. If their AUR is dropped to below zero then they are considered undead and NEG attribute replaces it. This can apply to spell-like abilities that use negative energy (GM's option). Undead powers also cause the creature to suffer side effects since they do originate from such a vicious and unnatural source, referred to as Undead Afflictions. Undead powers impose 1 undead affliction per 2 undead powers possessed, examples of 10 of the most common afflictions are described below (1D10 can determine them randomly if this is desired).



- *Contagion*: Any victim that dies as a result of the creature attacking them will automatically become an undead creature identical to the one that killed them with the same powers (including this one) as long as there is enough left of them to come back. All those that are either bitten, drained to unconsciousness or attacked and drained/successfully 3 times must make a Fortitude saving throw versus the standard uncanny ability save or lose 1 CON point per day until they die and rise 1 day later as an undead with the same powers as the one that victimized them.
- *Cursed Day*: The creature suffers burning damage from sunlight suffering 1D6 H.P. per melee round of exposure and must pass a Will DC of 18 per melee round of exposure or become stunned for that round.
- *Desiccated*: The creature lacks any water or moisture in its body, its skin is completely dry and crumbling and its muscle tissue is tough and stringy imparting a maximum DEX of 10 because of its mummified nature but gaining a DR of 10 (overlaps does not stack with other DR from other sources) but fire deals x2 damage, has a HF of 16 to the creature and the creature has a 40% chance of catching flame and remains ablaze until extinguished. The creature suffers fire damage for the duration but is also more lethal in that they can possibly set surrounding flammable materials aflame and causes an extra +2 in fire damage from physical attacks and touches.
- *Diseased Touch*: The character is brimming with disease and can inflict it upon living beings by touching their bare skin. The character must succeed at a touch attack against the bare flesh of the target and the target must roll versus Fortitude to avoid the effects of the disease.
- *Fungus Rot*: The creature has a dangerous fungus covering its body and can deal extra damage by touch or physical strikes and/or can transmit the fungus to a living creature causing it to eat away at them. The fungus could also be a toxic spore that causes all those within 10 ft to breathe it in. The GM determines the kind of damage, saving throw and the other effects of the fungus.
- *Holy Fear*: The character is terrified of a specific religious symbol, which has a Horror Factor of 18 to them.
- *Hunger Madness*: If the creature is unable to procure food within 2 days of their required feeding times they go insane and will attack and kill any living creature they encounter until they get triple their required amount of sustenance. While they are mad with hunger they act as enraged beasts unable to recognize friends and allies.
- *Starvation*: If the creature is without sustenance for too long they age and crumble to dust. The creature will age 10 years per day after they require food that they are without any sustenance until they crumble to dust when reaching 100 years beyond their races' natural lifespan. If the pile of ashes remains intact and fresh blood is dropped (just 1 drop is required) on the ashes the creature reconstitutes after 1D4 melee rounds and goes into hunger madness until satiated.
- *True Reflection*: Any reflective surface will reveal the creature as a rotted corpse regardless if they have any illusory or transformation powers active at the time and their own reflection has a Horror Factor of 18 to them.

- *Unnatural Obsession:* The creature is compelled to follow a prescribed mode of action which prevents them from taking any other actions until the focus of their obsession is gone or the prescribed task is completed when confronted by a specific situation or item.

Nature

All uncanny powers have a nature descriptor that is the basis for the power; it provides some basic game statistics, and basic guidelines for creating related powers. Power natures are the core ideas of the abilities; all uncanny power natures are described below.

Attributes

Uncanny abilities can enhance one's base attributes and magnify them as well. An uncanny attribute allows you to add power points directly to the affected attribute or purchase dice which can be added to the attribute itself. You can also magnify your attribute by spending a few more points by purchasing a higher attribute strata at +2 points per strata above normal.

Body Alteration

These types of uncanny powers alter the body of the character themselves in some way thereby making them the area of effect. Sometimes this ability can grant natural weapons, alter size class, alter limbs into tools or weapons imparting the appropriate abilities. These types of powers can also change the character's body type into another granting the bonuses of that body type to them while transformed as well as transforming the material of their beings. Below are explanations of some of the most common body affecting powers and their attached bonuses.

Multiple Heads

The subject possesses multiple heads imparting a +2 to PER per extra head, +1 attack/action per melee, and the paired weapons feat for all weapon proficiencies if each head controls a different arm.

Multiple Limbs

The subject possesses multiple limbs and gains bonuses based on whether the extra limbs are legs, arms or tentacles.

Legs: +5 ft to SPD to base speed per pair, if the character lacks arms they gain +1 attack/action per pair beyond the first.

Arms: +1 attack/action per melee, +1 to parry, gains the paired weapons ability for all weapon proficiencies, and +5 to climb, palming, juggling and slight of hand and a +1 to Grapple per pair beyond 1.

Tails: A tail adds a +1 attack/action when striking with it (*Bludgeoning*) dealing 1 pt of damage at medium size for a tail slap, used to trip opponents and/or have a natural weapon at the end. Tails can be prehensile meaning they can grab onto or hold objects imparting a +2 circumstance bonus to climb checks and may be able to grapple but adds a +1 to the power point cost.

Tentacles: Tentacles have the weapon ability of Whip, can entangle or grapple, add a +5 ft to reach, +1 to grapple and +1 attack/action for every

tentacle possessed. Tentacles deal as much damage as a punch.

Multiple Organs

This type of body alteration grants a +1 per additional organ to the appropriate attribute such as a third eye granting a +1 PER bonus or an extra heart granting a +1 CON bonus.

Alter Physical Structure

This type of body alteration power allows the character to transform the molecular structure of their body into another type of material altogether. The associated bonuses are listed below:

Solid Material: The character gains a HP bonus equal to the HP of the material for 1 sq. ft. and the HR of the material. The HR is also added as an additional damage bonus to all unarmed melee attacks. The character also gains all of the associated properties of the said material.

Energy: The character transforms their bodies into pure energy, the energy they choose will also bestow its weakness against another form of energy or special considerations to the character, such as electricity can be grounded or frost versus fire, etc.

Control Creatures

The subject can communicate with and mentally control 1 type of creature which has to be unintelligent (animal I.Q. or lower) and they get no saving throw adding additional types of creatures costs 3 power points for each type. The subject is also invulnerable to all poisons/toxins or chemicals derived from their chosen creature.

Defensive

The power is protective granting armor of some type, a force field, DR, save bonuses, or a resistance drastically improving the subject's defenses. These do not require that much explanation but immunities, invulnerabilities and resistance must be explained further.

Immunity

An immunity grants a percentage reduction in the numeric effects of one item such as magic, poison, damage etc. Which applies to any damage, duration or any other numeric effects derived from that item. An immunity gains a +5% per power pt spent.

Invulnerability

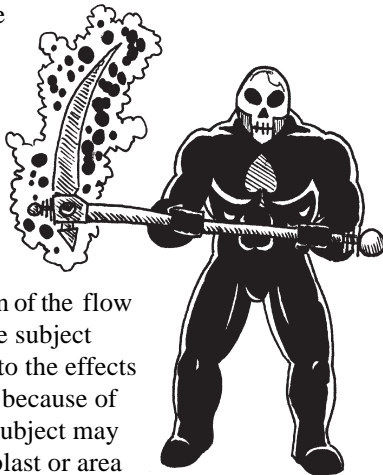
The same as the monster ability but can be purchased as an uncanny ability if allowed by the GM at 6 points per invulnerability.

Resistances

A resistance is a number that is either subtracted from one type of damage inflicted from a specific source as a specialized DR or a number that must be rolled against by another character attempting to breach the resistance as in spell or psionic resistance. This roll is made on 1D20 + attacker's appropriate class level if the number is exceeded then the subject is affected as normal if the number is not exceeded then the attack, spell or psionic did not penetrate the resistance not affecting them at all. A resistance or DR is calculated by adding the Damage purchased for the power + any natural armor bonuses due to size. Note also the damage reduction can be penetrated by certain types of attacks or weapons which is denoted by a forward slash '/' after the resistance score which lists the weakness after. The weakness simply bypasses the reduction or resistance completely. Adding a weakness to a resistance grants +1 power point bonus.

Energy/Element

The subject shares a special relationship with 1 form of energy or elemental force and can sense the presence of the chosen item within range. The subject can control the shape of the area of effect and alter the shape and size of the energy within it as well as the rate of, amount of, and direction of the flow of the chosen item. The subject becomes invulnerable to the effects of their chosen energy because of this relationship. The subject may also be able to emit a blast or area of energy/element as a ranged, melee or special attack. A character can select required components to use this power such as somatic (S) or verbal (V) components that grant a +1 power point bonus per required component. Typically only a mental action is required to use this ability.



Movement

All abilities with this nature influence the subject's ability to move, whether by expanding the existing abilities, or providing new capabilities. Those with this ability can use the speed attribute of this power in place of their normal speed.

Teleportation

This movement based power allows its user to teleport to any location within range of this power. Typically the character can also teleport to anywhere they are very familiar with as long as it is on the same world after a successful power check.

Psionic-Like Abilities

These abilities are identical to psionic powers and will have the same effect as those powers but will

have all of the attributes for an uncanny ability. Anything that can affect or sense psionics will detect and affect a psionic-like ability.

Regeneration

This ability encompasses all healing abilities that restore points and some can even restore lost limbs. Restored points are equal to the dice bought for this power. The type of points must be decided upon when this power is selected such as attribute or HP restoration and if this power affects objects or living beings. If the area of effect is self then the character recovers an amount of HP per melee round equal to the Damage power attribute as a free action. Various extras and their power point costs are listed below:

- Reattach Severed Limbs: severed limbs can be held to the stump and will reattach in 1 actions time; Costs 1 pt.
- Regrow Lost Limbs/Organs: severed limbs will completely regenerate in 10 – attribute score in days; Costs 2 pts.
- Effective Immortality: the character does not age or appears to age very slowly; Costs 3 pts.

Senses

These powers affect 1 of the character's 5 senses raising to them to a greater level of ability. Sensory ranges can be increased using the range of the power or grant additional visual or earshot abilities that the character's race does not normally have. These types of powers can also grant combat bonuses 1 for 1 for each power point spent for this purpose on particular combat rolls or skill bonuses.

Skills

Uncanny abilities can also emulate skills allowing for some amazing results and more varied powers. The power skill would be directly tied to the result which instead of being limited by the normal results of the skill check should be more amazing in execution.

An example is an uncanny skill of Disguise. A character using this power can morph their features to resemble another's face.

Combat Skill

Hand to hand combat skills can also be used in this way as uncanny abilities. Characters with this ability gain the A.C. bonus, 2 disciplines and Max Attacks of the Martial Arts training level. They can also purchase special and signature moves on a 1 for 1 power pt basis as well as distribute the remaining power points on any combat rolls they wish. They may also purchase W.P. skills and weapon feats on a 1 for 1 point basis if they choose to focus more on weapons. Note any skill based check would be determined using the power skill check.

Spell-like Abilities

These abilities are identical to spells and will have the same effect as a specific spell but will have all of the attributes for an uncanny ability. Anything that can affect or sense magic will detect and affect a spell-like

ability. The spell-like ability will retain the components of the spell and costs 1 power pt per component that can be ignored. The caster level is typically considered the character level of the power's holder unless otherwise stated.

Stealth

Powers of this nature help the subject to remain unnoticed or undetectable and any abilities that disguises or conceals certain character aspects or attributes including the ability to conceal alignment.

Invisibility

The subject can make the area of effect invisible, invisible creatures gain a +10 to prowl and gain a 50% miss chance to all incoming attacks. This only applies to

the visible portion of the light spectrum and it is possible to detect invisible creatures/objects with special optics.

Phasing/Intangibility

The subject can make the matter of their bodies immaterial and thus become ghost-like or they can completely phase out. Powers that grant intangibility allows them to pass through solid matter as if they were ghosts and all physical and energy attacks pass through them doing no harm.

Those that can phase or become "ethereal" adhere to the phasing rules (Chapter 16, phasing & etherealness) and full phase costs an additional power pt.

Uncanny Ability Description Format

Uncanny abilities should follow a standard format for their descriptions after they are created. The uncanny ability format is basically the name of the power and in parenthesis "((" the dependent attribute, the power level, the nature, the range, the area of effect, any saving throw, and any damage should follow.

Uncanny Ability Format = Name of Ability (base attribute)(power nature, activation time, max duration, range increment, area of effect increment, saving throw (if any), damage (if any); short description of power (optional))

Using Uncanny Abilities

When a character uses their uncanny abilities they must make a power skill check for that specific power unless it is a fixed ability. While using their ability a character can attempt to do two other things besides just using their power as normal which both require a power skill check even if the power is a fixed ability.

Maintaining an Attack

A character can attempt to maintain an uncanny ability's effect beyond the standard duration or achieve certain effects for maintaining it. 3 of the most common examples of this are cited below:

- *Extended Duration:* The character attempts to extend the duration of the power beyond its normal duration. The power check DC is 10 + 1 per duration increment beyond the first, the +1 duration increment skill check also applies to power checks made to keep concentration. For every duration increment that the power is maintained beyond the max it also deals 1 pt of K.O. damage to its wielder.
- *Maintained Blast:* Applies mainly to energy but can apply to any appropriate ability. The blast is maintained on a single target area and gains an additional damage die per attack that it is maintained. The power check DC is the same for extended durations except it applies to each of the character's attacks that it is maintained. For every duration increment that the power is maintained beyond the max it also deals 1 pt of K.O. damage to its wielder.
- *Sweep Attack:* The character attempts to sweep an area with an energy blast or other appropriate power in a 20 degree arc per action that they maintain the power. A sweep attack will strike all those within the arc's area up to the max range of the power. The power check is the same as a maintained blast but typically only lasts for 1 action/attack and deals no K.O. damage unless it is maintained.

Extra Effort

A character can also exert some extra effort in order to increase the effects of one of their powers. Of course, the situations where this would apply are entirely up to the GM as to when they will allow characters to do this. The character sacrifices 2 actions/attacks as if making a power attack and makes a power check at a DC determined by GM with any appropriate situation modifiers. If successful the character may add an additional die to damage or increase any increments of the power by 1. This can also apply to multiple effort checks if maintaining a power in which case the bonuses granted would be cumulative as long as the power is maintained.

Flaws and Weaknesses

Sometimes a player can opt to select a flawed power in which case the actual flaw and its effect on the ability itself is up to the player but a flawed power gains a power point bonus of 1 or 2 dependent on the GM's discretion.

A weakness, instead of affecting a single uncanny ability, affects the creature themselves such as a weakness to silver or even sunlight or other mineral or type of radiation etc. A weakness can cause an automatic stun, bypass any kind of DR or uncanny protections or deal x2 damage. This allows a character to select an additional minor or major uncanny ability depending on the severity of the weakness (GM's discretion).

Chapter 15: Gods & Deities

The Role of Religion

Religion evolved out of the need for intelligent races to explain and to a lesser extent control their world. Since the world seems to be composed of and at the mercy of powerful natural forces primitive peoples gave these forces names and personalities. The beliefs and needs of the mortals drew upon divine energies shaping them into the first gods who were given control of several natural forces and aspects of life and death. Eventually these gods became their own race of powerful supernatural beings and the collective imaginations of the intelligent beings that first gave birth to the first gods has evolved into a force all its own allowing other beings to harness it and become gods themselves.

Pantheons

Gods arrange themselves in groups called pantheons some being highly organized and others representing a more loose arrangement. Within the pantheons there are senior or chief gods that are usually in the position of lord or council. These gods are generally more powerful than the other gods and other beings in their pantheon and tend to be the parent of several of those beings within that pantheon. Although gods are the dominant beings in pantheons the organization might include other beings such as godlings, demigods, and divine and celestial creatures. The more organized demons also arrange themselves into pantheons with a single ruler at the top usually a demon lord.

Organization

Most pantheons have either one or two gods as leaders ruling as king or queen of all other members or as the final word among a council of elder gods. The stratum of pantheons is arranged with the most powerful beings at the top and the weaker in lower layers. The weakest members or the personal minions of individual gods are used as messengers and heralds to communicate to mortal followers and priests. Within the organization of pantheons politics run rampant among divinities and plots and intrigue inevitably follow though always avoiding overt attacks against members of their own or other pantheons.

The gods and their pantheons are further divided by opposing moral camps. These camps wage secret wars spanning all the planes of existence through minions, believers, and indirect actions. These warring camps have at times actually had direct confrontations in which worlds and even entire dimensions have been destroyed. Hence the reasons for maintaining cold wars rather than hot ones and the enforcement of avoiding direct conflict. These opposing moral camps are separated into the pantheons of darkness that revel in the negative and evil aspects of the universe and the pantheons of light who hold the positive aspects of the universe dear or simply recognize the need for happy worshippers.

Pantheons of Light

In general the pantheons of light are of predominately good or neutral alignment although they may abuse, use or commit crimes against those weaker than they. These gods tend to keep their worshippers reasonably happy because they realize the importance of mortals and how their fates are intertwined with the gods some may even cherish and nurture the mortals that worship them.

Pantheons of Darkness

The gods in the pantheons of darkness tend to be evil, neutral or completely selfish in alignment. These gods grasp for power and dominance and see mortals as toys to be played with and controlled. Every pantheon of light has a pantheon of darkness that directly opposes it and both are usually vying for the same worlds.

The Universal Hierarchy

Basically the universal hierarchy illustrates the value that the pantheonic gods place on other beings and how they perceive the structure of the universe. This spells out who is in what degree of power when it comes to the overall picture of the universe and it excludes demons and hell gods because they are seen as nuisances and enemies of the godly pantheons. Angels are also excluded because they are outside of the control of the gods.

- Ruling Body of the pantheon
- Pantheon Gods
- All other Pantheon Members
- Lone or Rogue Gods (no pantheon)
- Godlings (no pantheon)
- Dragons (Intelligent only) & Demigods
- Mortals
- Everything else

Mortals & Gods

With the fates of the gods and mortals inextricably intertwined the very existence of the gods depends on their worshippers. A god gains its divine power from its worshippers if it ceases to be worshipped or belief in its powers

waver it loses all of its divine powers, spells and uncanny abilities ceasing to be immortal. Gods cannot directly affect non-worshippers or non-believers with spells or powers from afar but can cause natural disasters or use their followers to affect the lives of infidels or simply show up in person and smite them. The relationship between the gods and mortals is determined on an individual basis depending on the specific god or the politics of the individual god's pantheon.

Religious Organizations

The followers of the gods routinely organize themselves into large and influential organizations that are commanded directly or indirectly by the god or gods that they represent. How many gods and what gods these churches or faiths worship vary and can be a single or a few pantheon members while others worship the entire pantheon or both of the respective light and dark pantheons of their religion. There are five aspects that apply to all religious organizations dogma or religious law, charity, advertising, staff, and the services and rituals provided and performed by the church.

The dogma of a religious organization will reflect their core beliefs and be based at least partially on the word of the god(s) they are dedicated to. Punishments for the violation of an organizations dogma by members or heathens also vary greatly based on the beliefs and alignment of the worshiped deities and church members.

A church's stance on charity is also a very important factor in gaining new converts and influencing the community. Again the amount of and type of charity (if any) depends on the church's dogma and the alignment of it's members and it's deities. Charity can also be a part of the church's advertising strategy. Every church has an advertising strategy to get its point of view and the word of its deity to the public. It is also instrumental in gaining patrons, new converts and political influence. Church's themselves can build public buildings provided they have the resources or provide different public services all designed not only to serve their god(s) but to advertise and demonstrate their beliefs.

The staff of every church or temple varies greatly and can depend on the function of the building as well as the political structure of the religion. The types of character classes present in a church building relies both on the use of the building and church political structure as well as the domains of the church's deity.

The services and rituals provided by and performed at the church or temple will reflect the domains of the deity and its alignment. Recognized religious holidays will also depend on these aspects of the deity as well and local tradition will play an even bigger part. Typically a church will lend assistance to its own followers and champions in the forms of information, spare items, food or safe lodgings. Rare items and relics will only be lent to an individual under the gravest circumstances or under the order of a church leader or deity.

Divine Intervention & Prayers

Gods rarely intervene in mortal affairs personally usually choosing to send minions or prophetic dreams instead. Very rarely they may even send a magical weapon (usually a holy or divine item or weapon). Prayers are rarely heard and getting a deity's attention is very difficult but does increase with a character's experience level. Normally a religious non-clergy character making a prayer has a 1% per character level chance of the deity they're praying to actually hearing their prayer. Depending on the prayer and status of the praying individual a deity will answer in any number of ways from dreams, hallucinations, mental voices, vague signs (omens) or sending help in the form of an item or minion.

When a deity lends an overt and obvious hand that cannot be explained away to its mortal followers it is referred to as a miracle. Miracles are very rare and reserved only for special individuals that are working to convert large numbers of people to their faith or to reinforce the faith of the masses and never are frivolously meted out and never performed for selfish reasons on the part of the faithful the god however usually has a very selfish reason for performing miracles.

The Buying and Selling of Souls

Demons can grant the effects identical to the Divine Miracle deific ability at no additional cost to them for a mortal that willingly goes into a verbal, written or otherwise formal contract commonly known as pacts relinquishing their souls to that creature. Demons will usually stick to the exact wording of the contract in order to torture or cheat those who sold their souls to them as well as trying to get something for nothing. The demon can only collect after the death of the soul seller afterwards they gain a permanent +1 to any one base attribute or can gain 1 demonic rank per 100 souls collected. Collected souls are completely swallowed by the demon and becomes part of their being, only after the creature is destroyed are the souls contained within it freed. Usually buying souls and making pacts with mortals are how demons become more powerful quickly. Depending on an individual demon's flare for the dramatic an actual pact document is rarely used because it is supernaturally binding and if destroyed the contract is negated along with all its effects on both sides, a verbal contract supernaturally recorded by the demon's mind (it can also be played back like a holographic recording) is equally as binding as paper and much more harder to destroy. However all demonic pacts have an escape clause but they are usually cryptic and involve near impossibilities but if decrypted and fulfilled will completely negate the contract and its effects. Demons have also been known to sell each other souls and

use specially made magical items to store them for easy trade as well as ransoming those collected from among believers and zealots of gods.

Deific Ranks

All gods and other deities have deific ranks, which determine the level of deific power they possess and also their ranking in their respective pantheons. There are 2 types of deific ranks Divine and Demonic. Demonic ranks are a lesser version of divine ranks and typically only demons (as per the creature category) can obtain demonic ranks and only divine creatures (as per the creature category) can obtain divine ranks.

Gaining Ranks

Only those characters or creatures that already possess divine ranks can gain more. Methods to obtain more divine ranks are gaining new followers, personally slaying a god or creature with divine ranks, and others all listed and described with their divine rank bonuses in the rank bonus table below.

Deific Rank Bonuses

Both kinds of deific ranks add the following bonuses and the special bonuses of either type are described below. The deific rank of a character is added to all D20 rolls for skills, saving throws and combat rolls. Ranks are also added to the save DC's of any spells or powers originating from the character (includes HF and Awe factor) and counts as a or adds to an existing DR. A character with deific ranks also gains an SR (Spell Resistance) of 10 + Deific Rank and Regeneration of 30 + Deific Rank.

Divine Ranks

Divine ranks are available to divine creatures, dragons and other mortal creatures in special situations (GM's call).

Divine ranks grant the following bonuses and abilities:

Per Rank HP Bonus: +50 HP (counts as +5 HD)

Power Point Bonus (per rank): +5 power points (as per uncanny abilities) can purchase spells, deific or uncanny abilities using earned power points (see table 15-2).

Special: Even 1 divine rank grants Immortality.

Demonic Ranks

Demonic ranks are available only to demons and other mortal creatures in special situations (GM's call). Demonic ranks grant the following bonuses and abilities:

Per Rank HP Bonus: +70 HP (counts as +7 HD)

Power Point Bonus (per rank): +1 power points (as per uncanny abilities) can purchase spells, deific or uncanny abilities using earned power points.

Special: Even 1 demonic rank grants Immortality.

Table 15-1: Deific Rank Bonuses

Action/Item	Rank Bonus
Slaying a creature with deific ranks	½ of the total ranks
Temple (Dedicated)	+2 per temple
Temple (Pantheonic)	+1 per temple
Monument (Dedicated)*	+1 per monument
Monument (Pantheonic)	+½ per monument
Monastery (Dedicated)	+2 per 500 monks
Per 10,000 yrs of life	+1
Worshippers	+1 per 10,000 individuals

*The monument must be huge in size and a permanent structure

Table 15-2: Deific Power Point Costs

Item	Point Cost
Spells (or 2 cantrips)	1
Cast as racial spell	4
Deific Ability	15
Uncanny Abilities	As normal

Deities

Depending on the divine rank of a character they can qualify to transform into one of the following deity types, which grants additional natural abilities that do not have to be purchased. A creature that qualifies to become one of the following deities must first be allowed by their current pantheon to obtain this new plateau of power adhering to that pantheons laws such as petitioning a council or ruling deity, completing a challenge etc. Only after the pantheon grants its permission can the character gain the abilities and title of one of the below deity types. Those characters outside of a pantheon can achieve these new plateaus by completing a challenge set by the GM. Note that demons often have to assassinate their superiors to climb up in rank but not always.

Godlings

Godlings are most often the junior members of a pantheon these beings usually appear in lore as sidekicks, students, assistants or minions of the gods but still wield a wealth of deific power. To qualify to become a godling a being must have at least 10 Divine ranks. Godlings gain the following abilities:

- +1 attack/action per melee, +2 to initiative
- +6 to Courage
- Regeneration (+10)
- Impervious to Mind Control and bio-manipulation, Impervious to poisons/toxins and chemicals

Gods

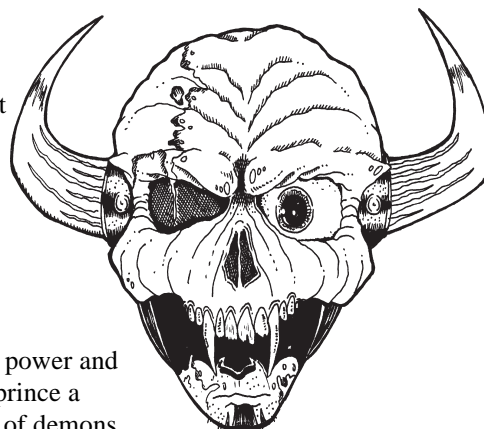
Gods possess a great deal of pure primordial power and are the most famous type of deity because of their constant interaction with mortals and other beings. To qualify to become a god a being must have at least 20 Divine ranks, possess at least 1 Divine Domain and be a Godling. Gods gain the following abilities:

- +10 attribute points (distributed among attributes of choice)
- +1 attack/action per melee
- Alter Physical Structure: Manifestation, Deific Level Attributes, Divine Skills
- All known spells are treated as racial spells.

Arch Demons

Arch demons are powerful demons that have accrued a significant amount of demonic power and often dominate small bits of a hell or attempt to attract worshippers. To qualify to become an arch demon a demon must have at least 10 Demonic ranks. Arch demons gain the following abilities:

- +5 to 1 attribute of choice
- +1 attack/action per melee
- Regeneration (+5)
- All known spells are treated as racial spells.



Demon Princes

Demon princes are demons that have gained a great deal of hellish power and can begin to rival the gods with that power. To qualify to become a demon prince a demon must have at least 20 Demonic ranks and command at least 1 legion of demons (6,000 individuals; can include fiendish and infernal creatures). Demon princes gain the following abilities:

- +5 to 1 attribute of choice
- +1 attack/action per melee
- +6 to Courage
- Regeneration (+10)
- Impervious to Mind Control and bio-manipulation, Impervious to poisons/toxins and chemicals

Demon Lords

Demon lords are the most powerful of all demons and are often worshipped as gods. They also wage ceaseless wars and are often the center of constant intrigue and complex plots to overthrow gods. To qualify to become a demon lord a demon must have at least 40 Demonic ranks, be a Demon Prince and command at least 2 legions of demons (12,000 individuals; can include fiendish and infernal creatures). Demon lords gain the following abilities:

- +1 attack/action per melee
- Alter Physical Structure: Spirit
- Deific Level Attributes

Loss of Deific Abilities

If the deity is dropped to zero deific ranks then they become mortal and lose all their abilities due to deific ranks. A deity will also lose deific ranks due to the destruction or desecration of temples and monuments equal to the bonuses these give (see Table 15-1) as well as from the death of worshippers and those who cease to believe in them. If the deity loses the prerequisites that qualify them for a deity type then they lose that type and all of its associated abilities and bonuses.

The Common Abilities of Deities

As with all similar types of creatures, deities share some common abilities that represent their iconic value. These abilities are Send Omen, Answer Prayers and Clergy. All deities or those with deific ranks automatically gain all of these as natural abilities as described below:

- *Answer Prayers:* The deity can hear prayers successfully made to gain their attention they will know who made the prayer, where they're located, and under what circumstances the prayer was made. The deity may also answer the prayer mentally by sending a telepathic message or mental image.
- *Clergy:* The deity gains the ability to grant clerical abilities from their domains and spell knowledge to worshippers with the proper feats.
- *Receive Sacrifice:* Worshipers can make sacrifices to the deity granting them mana points which they can store within themselves for use later (see Chapter 8: sacrifices).
- *Send Omen:* The deity can send dreams, hallucinations, mental voices, vague signs such as a slight breeze or sudden thunder from nowhere or sending help in the form of an item or minion to their followers.

Divine Domains

A divine domain represents a deity's chosen aspect upon which their powers rely or in which they have shown a special talent or inclination. A domain grants the attached clerical ability to the possessing deity as well as any other abilities the GM would grant for the specific domain. Only deities with deific ranks can possess divine domains.

There are 3 ways to gain a divine domain and these are have it given to them by the ruling body of a pantheon, slay another deity and in the process gain all of that deity's domains, take up a domain not currently held by any other god within their pantheon and the respective pantheon (light & dark) or other deities on the same world. When a deity

is slain the slayer can choose which domains if any they will take from the slain deity and may even decide to give away unwanted domains in which case those domains are considered to be in their possession until given to another. It takes 1 action/attack to absorb all of the domains of a slain deity and if done in combat opens the one absorbing those domains to attacks of opportunity. Deities have been known to wage secret and outright wars to snatch a desired domain from one another. When a divine domain is lost all bonuses and abilities tied to it are lost until it is regained.

Dragons & Divine Domains

Dragons are the only mortal creatures that may possess a divine domain. A dragon may acquire 1 divine domain for every 10 draconic ranks they possess and are referred to as dragon gods by those of their own race when this occurs. Divine domains are acquired as mentioned above and the dragon receives all of the bonuses and abilities as normal from the domain. After acquiring a divine domain the dragon becomes immortal and gains the abilities of Send Omen, Answer Prayers and Clergy as do all deities.

Divine Domain Format & Descriptions

Description: Describes what this domain includes and any other relevant information.

Clerical Ability: Ability granted to clergy that can be performed once a day as a standard action unless stated otherwise or is a granted skill or feat. The deity with this domain also gains all the granted clerical abilities but is not limited to a certain number of times they can perform this per day. If it is exactly like a spell the ability will not require any other components besides somatic components and not incur a casting DC penalty because of armor. Saving throws incurred by a domain always have a DC of 12 + clergy level, the clergy level of a deity is considered their character level + divine ranks.

Alignment (Base)

Description: This domain represents a single base alignment such as good, evil or neutral.

Clerical Ability: Automatically sense a creature or character's base alignment within a 10 ft radius.

Alignment (Personal)

Description: The same as above but represents a personal alignment instead of a base alignment.

Clerical Ability: Automatically sense a creature or character's personal alignment within a 10 ft radius.

Attribute (Base)

Description: This domain represents a single mortal base attribute such as strength (STR) or intelligence (I.Q.), etc.

Clerical Ability: +2 to the chosen attribute.

Chaos

Description: This domain represents the total absence of order and law.

Clerical Ability: You gain the disruptive touch ability once a day which incurs a Fortitude save to negate unconsciousness for 1D4 melee rounds and deals 3D6 HP damage. It can also disrupt electronics causing them to be completely destroyed and irreparable (intelligent machines are treated as stated before).

Darkness

Description: This domain encompasses darkness and the total lack of light.

Clerical Ability: You gain the See in Total Darkness quality.

Death

Description: Encompasses natural death, funeral preparations and mourning as well as the tending of the spirits of the dead. The undead are outside of this domain and may be natural enemies of the deity with this domain.

Clerical Ability: You gain the death touch ability (touch attack that inflicts 1D6 in H.P. damage per clergy level).

Destruction

Description: Pretty self explanatory this domain includes the act of destroying, implements of destruction, and all destructive forces.

Clerical Ability: You gain the ability of Smite (same as the clergy feat but applies generally to all creatures and objects).

Disease

Description: This domain includes all aspects of disease, contagion and suffering.

Clerical Ability: You can inflict contagious disease by touch. The disease inflicts nausea and has a 50% contagion rate and lasts for 1 day per clergy level.

Fortitude negates but a critical failure means the victim vomits when any action is taken on their part.

Domestic

Description: This domain represents domestic issues such as cooking or cleaning, a happy and stable household etc. This domain may include those who maintain households such as servants and mothers as well as those that comprise a household such as those mentioned before, family members, pets, and the objects used to keep it.

Clerical Ability: +2 misc. skill bonus to all Domestic skills.

Element

Description: This domain represents one specific element chosen by the deity.

Clerical Ability: You can Turn or Rebuke (must choose 1) elementals from the chosen element of the domain the same as the Turn/Rebuke Dead clergy feat once a day.

Emotional State

Description: This domain represents one specific emotion such as love, hate, fear, anger, jealousy, or happiness among others.

Clerical Ability: You gain the ability to affect one target if by the Empathic Transmission psychic feat using the most appropriate effects within your sight. The victim gains a Will save to negate.

Fate

Description: This domain represents fate and the ways in which creatures attempt to cheat fate such as seeing into the future, divination spells and powers with the ESP effect.

Clerical Ability: You gain the Uncanny Dodge feat.

Fertility

Description: This domain focuses on birth, life and conception.

Clerical Ability: You gain the Sense Life feat.

Healing

Description: This domain includes all aspects of healing, restoration and the care of wounds and the curing of disease.

Clerical Ability: You gain the ability of healing touch (heals 1D8 HP + 1 HP per clergy level).

Health

Description: This domain includes the resistance to disease and general fitness.

Clerical Ability: +2 CON bonus.

Hell God

Description: This domain basically covers demons, fiendish creatures and infernal beings as well hellish environments. Typically only evil deities can have this.

Clerical Ability: You gain the ability to summon and control a tiny sized lesser demon with 1 HD per 3 clergy levels (takes 1 action; demon remains for 1 day).

Insanity

Description: This domain covers all mental illnesses whether magically, chemically or psionically caused and insane individuals.

Clerical Ability: Cause (victim rolls on table 2-7; lasts 1 day per clergy level, Will negates) or Cure (permanently dispels the effects of insanity) insanity by touch but the character with this power must decide if they will cause or cure and this choice is permanent (can be dependent on the deity with this domain).

Invention

Description: A deity with this domain is creative and inventive and nurtures those qualities in mortals.

Clerical Ability: You gain the ability to mend objects or heal 1D6 HP damage or HR per clergy level dealt to an object.

Knowledge

Description: The deity prizes knowledge and learning above all else and may pursue all sorts of knowledge and information especially rare and legendary bits and pieces which may eventually become part of that god's private library.

Clerical Ability: Spells or abilities with the divination effect enjoy a doubled range or you can gain the ESP psionic ability (can be dependent on the deity).

Life

Description: This domain encompasses the very force of life and living energy. A deity with this domain will hold all life dear and nurture the living energy of the universe as well as planetary mana energy.

Clerical Ability: You can draw on ambient mana energy and add a +4 to a spellcraft check, psionic ability or towards healing HP damage suffered by yourself or others by touch.

Light

Description: The deity with this domain revels in the warmth and illumination of light, particularly sunlight and can include starlight and moonlight.

Clerical Ability: You can create a globe of light (30 ft range, lights a 6 ft radius per clergy level, lasts 1 minute per clergy level) or cause a small object to emit light like a light bulb (lights a 10 ft radius by touch) three times a day.

Loss

Description: The deity has decided to make loss their domain, which can be the feeling of, the act of losing something, the object or thing lost, or those who lose things or simply losers.

Clerical Ability: The character gains a +2 to all Detection checks.

Luck

Description: This domain encompasses the belief in and reliance on luck and chance as well as all games of chance and gambling.

Clerical Ability: You can re-roll any dice roll but must take the results of the second roll even if it's worse than the original roll or a +2 to Gaming skills and a +5% on games of chance (usually depends on the deity).

Magic (General)

Description: The deity has chosen to take the general practice of magic as a domain that includes practitioners of magic, spell magic and magical items.

Clerical Ability: You gain a +2 misc. bonus to the Spellcraft and Lore (Magic) skills.

Magic (School)

Description: The deity has chosen to specialize their domain to a specific school of magic encompassing all spells within it and those practitioners specializing in the chosen school.

Clerical Ability: You gain a +2 bonus to Spellcraft when casting/identifying and to save versus spells from the chosen school.

Magic (Spell Effect)

Description: The deity has chosen to specialize their domain to a specific type of spell effect such as illusion or evocation.

Clerical Ability: You gain a +2 to all saving throws versus a spell with your chosen effect and a +2 to your spellcraft checks when casting spells with this effect.

Mentalism

Description: This domain encompasses things that affect the mind as well as psionics and psychics.

Clerical Ability: You gain the ability to grant a Will save bonus equal to your cleric level + 2 to yourself or by touch which lasts only until a Will save is made.

Natural Resource

Description: The deity must choose a single natural resource, which will be covered by this domain. The resource can be a specific resource such as gold or iron or a generic resource such as plants or trees. The resource can be precious gems or minerals or specific gems such as emeralds or diamonds as well as water or stone.

Clerical Ability: You can automatically sense the chosen resource within a 20 ft radius.

Nature

Description: This domain includes all aspects of the natural world and is concerned with nurturing and maintaining it.

Clerical Ability: You gain one of the following feats: Animal Friend, Pathfinder, Trackless Step, Winter Stride or Woodland Stride (usually depends on the deity).

Nobility

Description: The deity is concerned with appearance, etiquette, matters of state and the governing bodies of the states that worship it.

Clerical Ability: You can inspire all of your allies that can clearly hear you granting them a +2 morale bonus on all combat rolls after taking 1 action/attack to do so which lasts 1 round per clergy level.

Order

Description: The deity who selects this domain is ultimately concerned with order and law above all else. Loyalty is also a concern of this domain but even that falls aside if law and order are at stake unless law is contrary to order then it is ignored.

Clerical Ability: You gain the Discipline feat.

Pain

Description: The deity has chosen to focus on pain. The deity can choose either physical or mental pain or both. Note a deity may also take a diminished version of this domain such as deciding to take foot or back pain as the domain.

Clerical Ability: You gain the ability of Painful Touch inflicting –2 penalty to all D20 rolls due to pain to the target which lasts 1 minute per cleric level by touch.

Patron

Description: The deity has chosen a domain not covered in this list or something very specific such as the patron god of a specific creature category, the underdog, a specific race, a specific sub-race, or even a specific country or city.

Clerical Ability: You gain a +2 to an appropriate skill or a feat, whichever best suits the domain.

Peace

Description: This domain encompasses quiet, solitude and is contrary to war and destruction and any kind of conflict.

Clerical Ability: Gains the Diplomacy skill with a +2 bonus.

Pleasure

Description: Covers the sensation or emotion of sheer pleasure and an activity that may induce it, this domain has many variations.

Clerical Ability: Can negate the effects of pain by touch three times a day.

Protection

Description: Encompasses the act of, the devices of and the qualities of protection.

Clerical Ability: By touch you can grant a +1 per clergy level bonus to all saving throws which lasts for 1 hour.

Reason

Description: This divine domain encompasses reason and organized thought.

Angelic Domains

As deities, angels get a domain, but they get to pick from a different group of domains called angelic domains

Clerical Ability: You receive the Clarity feat.

Season & Seasonal Activity

Description: The deity has chosen a specific season and a major activity associated with that season as their domain which includes those who are most associated with that activity. An example would be a deity who picked autumn or fall and the harvest.

Clerical Ability: You gain 1 spell-like ability that relates to the season or activity (GM's call).

Skill

Description: The deity has chosen a specific skill and those who either specialize in that skill or use it to eek out a living as their domain. The deity can also opt to choose a specific skill package or skill category as their domain instead.

Clerical Ability: You gain a +2 misc. bonus to the skill covered by this domain.

Time

Description: The deity has chosen time and all means and items of measurement thereof as their domain.

Clerical Ability: You can sense and see time anomalies within your visual range including ongoing spells or powers that warp, disrupt or distort time.

Treachery

Description: This domain encompasses backstabbing, lies, deception and betrayal.

Clerical Ability: You gain the Sneak Attack feat.

Trickery

Description: This domain involves deception, illusion and disguise as the basis for trickery. This domain also covers tricksters, stage magicians, and illusionists.

Clerical Ability: +2 misc. bonus to the Bluff and Slight of Hand skills.

Undeath

Description: The deity has chosen undeath and undead creatures as their domain.

Clerical Ability: Adds +2 HD to the max HD you can Rebuke/Turn via the feat or control using other spells, abilities or feats.

Vengeance

Description: Focuses on revenge and the emotions tied to it. This domain covers those who carry out vengeance, plots of vengeance and the devices of vengeance as well as the desire for satisfaction.

Clerical Ability: If harmed by an attack you can make an attack against the one who dealt the blow as if using the Divine Might clergy feat.

War

Description: The focus on the waging of war it can focus on the brutal, bloody and horror of war or the heroic aspects of war as well as the futile aspects.

Clerical Ability: You gain a free W.P. and the Weapon Focus feat for that weapon. The weapon is usually the one favored by that war deity.

specific to angels. Unlike gods angels do not care about intruding domains nor gaining or losing domains because they automatically gain 1 angelic domain when they come into being (however that occurs) and cannot lose it unless they become fallen angels (see the angelic domain).

Description Format

Description: Describes what this domain includes and any other relevant information.

Angelic Abilities: Granted to the angel only and describes any special abilities, bonuses or powers that the angel gains from this domain.

Archangel

Description: The angel is a warrior and born fighter. They are also under the impression that they are the meters of justice and often perform the functions of judge, jury and executioner.

Angelic Abilities: Can use any hand held weapon as if they had the weapon proficiency and the weapon focus feat for it. They also have the equivalent of Martial Arts combat training with a combat level equal to their character level and the Smite (Evil) feat.

Darkness

Description: The angel represents the shelter of darkness.

Angelic Abilities: The angel can emit darkness from their bodies (50 ft radius) at will as well as gaining the spell-like ability: globe of darkness (floating globe that envelopes a 20 ft radius in darkness), can see in total darkness, and the Energy Control: Darkness (100 ft radius) uncanny ability.

Death

Description: The angel has a natural instinct for death and the dying and pursues the subject with the belief that death is a necessary part in the natural order of the universe.

Angelic Abilities: Gains the psychic feat Sense Death, the death touch ability (touch deals 1D6 HP damage per character level) and the spell-like ability Summon Phantom Weapon (creates a melee phase weapon in their hands).

Elemental

Description: The angel is associated with a single elemental force.

Angelic Abilities: The angel gains the uncanny power Control Elemental Force: chosen element (100ft radius) and the spell-like abilities: Elemental Weapon (a melee weapon appears which deals the normal damage for the weapon + 1 per character level in elemental damage) and Elemental Half-Plate Armor (DR 5, and 60 H.P., Helmet D.R. 3, 50 H.P., retains the properties of the chosen element).

Evil (fallen)

Description: The angel has become corrupted and their base alignment has become evil. Whatever other domain they once had they now have only this one, are referred to as fallen angels and have been deserted by their brethren. Once an angel has fallen they can never rise as a normal angel again.

Angelic Abilities: The angel suffers a -1D8 to BEA and suffers a minor deformation where they receive both animal-like features (such as a donkey's head, scaled skin or hooved feet) and a natural weapon such as claws or fangs the creature gains all bonuses from both new features. The angel also gains the psionic-like abilities of Psychic Vision: See Aura

feat and the Empathy natural psionic ability. They may now also gain a divine domain as if they possessed deific ranks.

Guardian

Description: The angel has a natural knack for guarding a certain person or family. They often follow a chosen individual around 60% of the time as spirits and may lend them a helping hand when things look dire for them; they do not care for anyone else and are completely invisible to all other mortal beings when in their solid form. When that individual dies then the guardian angel will either choose another mortal being or a member of the former creature's family. It is unknown how a guardian decides whom it will protect.

Angelic Abilities: Can automatically locate the chosen being no matter where they are or how they are being hid or imprisoned and can teleport to the immediate vicinity or nearest area.

Herald

Description: The angel is a born messenger and gains powers that facilitate that natural ability.

Angelic Abilities: Gains the skills Diplomacy and Navigation (Land, Air, Sea & Space) with a +10 misc. bonus. The Angel also gains the deific Dimensional Teleport ability and the uncanny ability of Super Speed when both running and flying.

Light

Description: The angel represents the life giving aspects of light especially sunlight.

Angelic Abilities: The angel can emit true sunlight from their bodies (50 ft radius) at will as well as gaining the spell-like abilities: globe of daylight (floating globe that illuminates 20 ft radius) and torchlight (causes touched objects to emit sunlight), and cannot be blinded by intense lights or flashes.

Muse

Description: The angel can inspire mortals to perform any skill with a +20 bonus but cannot use this ability for their self. The angel must pick 1 skill to be the muse of.

Angelic Abilities: The ability described above and the ability to read minds identical to the Telepathy and Empathy psionic powers as a free action.

Psycho-pomp

Description: The angel guides the souls of the deceased (which deceased and why they choose to ferry them to the spirit realm is unknown) into the spirit realm either to a heaven or to a hell depending on the deceased's spiritual beliefs and religion or sometimes to unknown destinations.

Angelic Abilities: Gains the psionic abilities: Empathy and Telepathy with the range of sight and can see the

invisible as well as the divine ability to travel freely to and from the spirit realm. The angel can also carry a number of souls (must be the spirits of the deceased) within their beings equal to 1 + their M.E. mod + character level.

Vengeance

Description: The angel is an avenging angel and basically answers a call from a murdered innocent to track down and slay the one who killed them.

Angelic Abilities: They receive a +5 misc. bonus to the Tracking skill, the Sense Death feat, Telepathy psychic ability and Martial Arts at combat level 10.

Deific Abilities

The following abilities are mentioned previously in this chapter.

Alter Physical Structure: Manifestation

Description: The deity can take on physical forms and manifestations which both exhibit their chosen domains and personality granting additional natural abilities while in that form (GM's call) they can also alter their physical features at will as to appear as any race that may worship them. A deity can only use this power to change into the form of any race that is among their followers. All deities can also transform into any unintelligent (animal I.Q.) natural creature and can also change their size class at will as a free action using this ability.

Range: Self

Duration: Can be maintained indefinitely

Alter Physical Structure: Spirit

Description: The character can transform their physical self into a spirit retaining all their spiritual attributes and all applicable powers and abilities. The character also gains all the abilities of a spirit; Chapter 13: Spirits Creature Category.

Restrictions: Powers and abilities that rely on the physical attributes of the character cannot be used. If the character is harmed by an attack that can do damage to a spirit or incorporeal being then use the creature's AUR/NEG score as H.P. (if no AUR the it has 1 HP; if reduced to zero the spirit is banished to the spirit realm forever.

Range: Self

Duration: Can be maintained indefinitely

Other Bonuses: As per spirit creature category when transformed. Combat bonuses are determined by the astral-self rules (Table 16-1).

Area of Influence

Description: The deity can alter the landscape that surrounds them within the area of effect. They can create walls from the ground, flatten or create hills open holes or trenches, create lakes, rivers or redirect such bodies of water as well as destroying all flora or fauna within the area. They can also regulate the time of day, level of light or even transform the terrain into a different type and change the weather as they please.

Range: Self

Area of Effect: ½ mile radius

Duration: Can be permanent if the deity wishes it.

Create Essence Fragment

Description: The character can splinter their life energy/ essence into extensions of themselves that can be sent to other worlds or even dimensions to exist as separate but mentally and spiritually connected beings. These fragmented

essences are spirits identical to the spirit creature category but have the added ability of spiritual possession and unlike true spirits can even inhabit dead bodies and imbue them with new life by replacing the lost spiritual attributes with their own. Once a being is possessed through the possession ability they are essentially dead and the fragment now is in complete control and the sole owner of the body. Each fragment's spiritual attributes are equal to ½ of the originator's scores and they are vulnerable to all things that true spirits are vulnerable to. The fragment possesses all powers, spells, and psionics of the originator but at half the level of the original and cannot possess any deific abilities unless it is an avatar.

Avatar Creation: Avatars are a special case of an essence fragment given physical form (see Chapter 13). To create an avatar a deity must temporarily give up 1 deific rank after which time the avatar is created. The deity can choose to impart deific ranks to the avatar but is not normally more than 5 and all ranks including the 1 given up for creation are all immediately returned to the originating deity after the avatar's death/destruction, but the rules for taking deific ranks still apply when dealing with other deities.

Restrictions: The total number of essences that can be created by the deity is equal their M.E. score. The essence fragment is not truly a separate entity and will not rebel against its originator because that would be a rebellion against its self. All knowledge is shared among the originator and fragments because they are actually a single being.

Range: Appears within a few feet of the original but are not limited to how far they can travel from the original.

Duration: Until reabsorbed.

Deific Level Attributes

Description: All gods possess deific level attributes; that is they can inspire a horror/awe factor of 18 when consciously using an attribute check to impress, inspire, frighten or captivate an audience of mortals. Gods cannot use their deific level attributes on other gods or demons or other immortals. Also all skill checks of DC 20 or less are automatic successes.

Range: Self.

Duration: Constant.

Divine Dimensional Teleport (self)

Description: Much the same as the teleportation uncanny ability (Chapter 14, under the Travel nature) but much more powerful and without the chance of failure and can teleport anywhere that they have knowledge of in any dimension.

Restrictions: Any spells or abilities that will prevent teleportation will have the very same effects on this deific ability.

Range: Self or with sight.

Area of Effect: up to all beings or objects (can include structures) within a 100 cu. ft. area per deific rank.

Duration: Instant.

Divine Miracle

Description: The character can achieve any of the below effects or effects along those lines.

- Duplicate any spell up to Casting DC 30
- Undo any harmful effects due to a spell or other magic.
- Protect a city from a natural disaster
- Move the subject and their allies with their gear to any other place
- Create a magical item up to 15,000 gp in value
- Create a non-fantastic item up to I.Q. mod in millions of dollars
- Remove injuries and afflictions
- Resurrect the dead without level loss
- Force a re-roll of any 1 failed roll of the dice in the past melee round and reality will reshape itself to accommodate this
- Permanently grant any 1 uncanny power

Restrictions: Cannot resurrect or affect any deities, dragons, angels or demons.

Duration: Can be maintained indefinitely.

Other Bonuses: None.

Divine Resurrection

Description: Resurrect the dead with no level loss or penalties to full health even if the body is completely destroyed.

Restrictions: Cannot resurrect or affect any deities, dragons, angels or demons.

Range: Touch.

Duration: Permanent.

Divine Skills

Description: All skill checks are treated as if a skill check DC 30 was made and a D20 roll is not necessary.

Deific Realms

Gods and all greater demons can create a realm for themselves usually referred to as a fortress, castle or heaven or hell. It can be a small castle like dimension, a large dimensional bubble or an entire sub-dimension. The creation of one of these realms follows the creation of an astral realm except it takes only 1 day per 1 sq. mile of the realm and the creator determines the look, atmosphere, scope and physical laws of the realm.

When inside of their own realm a deity's physical attributes gain a +5 bonus each and hit points are doubled and the range of their spells, powers, and psionics are unlimited. They also gain the area of influence deific ability which encompasses their entire deific realm. The deity in their home realm also gains the spell-like ability to scry at will with no range limit.

Treasure Troves and Hoards of the Gods

Most gods that have created heavens, hells or cosmic fortresses of some type have vast treasures and fantastic objects stored within. The treasure troves of the gods are usually secluded and loaded with heavily guarded rooms (usually guarded by unintelligent monsters, traps, wards or constructs) filled to the ceiling with treasure that includes precious metals and rare gems, magical items, books and scrolls containing spells or other knowledge and sometimes even technological items.

Restrictions: If an opposed skill check exceeds DC 30 then the deity must make a skill check.

Range: Self.

Duration: Constant.

Speak & Understand All Languages

Description: The character can understand and speak any language spoken to them. They can also read any writing except that which is no longer understood by any living being if they themselves do not have the skills to read it normally.

Spiritual Possession

Description: The character can usurp the control of another beings body by invading the body with their spiritual attributes. The possessing spirit can let the possessed being regain control and remain completely conscious of what is going on around them and can regain control at any time of their choosing. To possess a creature the character must make an opposed Will check if the victim fails they are possessed but don't realize it if passed they felt a strange sensation of an invasion into their very being. A possessing entity can only attempt to possess the same being twice in a day and the act of possession is unknown to all but the victim and the entity. The entity can leave the body at will leaving the possessed creature or be forced out through exorcism (see exorcism spell and psionic). The possessed creature gains a STR bonus of the possessor's M.E. mod and the possessing entity can cause the creature to become ugly and disfigured up to a -1 to BEA per day of possession if evil and a +1 per day (max 10) if good but this instantly disappears after the entity leaves or is driven out.

Restrictions: Deities, dragons and all demons are invulnerable to spiritual possession; only living creatures that are not soulless can be possessed by this power. Only spiritual beings or essence fragments can possess a creature. The possessing entity does not know what the victim is thinking or have any access to their knowledge, memories and skills.

Range: Visual Range

Duration: Until expelled

Area of Effect: 1 creature

Other Bonuses: Invulnerable to Spiritual Possession.

Chapter 16: The Universe

The Planes of Existence

The universe is separated into planes of existence where the laws of physics and the native inhabitants are drastically different from those of another plane. These planes are used to identify a particular “layer” of the universe and each plane may contain multiple dimensions and alternate timelines. The planes of existence are separated into 5 different planes, the physical planes, the elemental plane, the astral plane, the spirit realm and the dream flux that flows through the entire universe and traverses all planes.

The Physical Planes

The physical planes refer to all of the planes at the core of the universe. This includes the Prime Material Plane, the Negative Plane, and the Elemental planes. The physical planes are the planes of physical existence where all objects and beings have a physical presence and mass.

The Scope of the Physical Realms

Certain realms or dimensions within these planes have different scopes. The base size for creatures, plants and everything in general do not all start at medium. Some begin at small or tiny, others start at gigantic. This means natives who are medium sized in heroic realms would be giant sized in a gigantic realm. Everything including the landscape is resized to be in proportion with the resized inhabitants.

Half: The scale of the inhabitants and all contents is miniscule to small. Most of the smaller humanoid races may have come from these realms. All creatures native to these realms receive the bonuses and penalties due to their adjusted size. If the base creature is already small, tiny or minuscule then no modifications are necessary.

Heroic: The scale of the inhabitants and all contents is small to large. Everything is of normal sizes in these realms.

Gigantic: The scale of the inhabitants and all contents is large to gargantuan. All creatures native to these realms receive bonuses and penalties due to their modified size. If the base creature is already gigantic then no modifications are necessary.

Colossal: The scale of the inhabitants and all contents is giant to colossal. All creatures native to these realms receive the Size Bonuses & Penalties. If the base creature is already colossal then no modifications are necessary.

Prime Material Plane

The prime material plane is the plane of most mortal beings. It is a physical plane in which there are no special considerations for inhabitants or contents other than for the scope of the realm. All rules are normal when traveling in the Prime Material Plane.

The Negative Plane

The negative material plane is a place where the physical laws of the prime material plane do not apply. Certain dimensions may have an outer space filled with liquid, or space will be full of light and/or air instead of being a dark vacuum. The most common inhabitants of this plane are faeries, demi-demons and sub-demons. The sunlight from these types of realms does not affect those creatures normally vulnerable to it and there is a 1-50% chance that weapons from the prime material plane will not work, even primitive melee weapons. A sword from the prime material plane (magic or not) may not be able to cut anything. A weapon from the negative plane has a 1-50% chance of not being able to cause damage in the prime material plane, the weapon will also be very brittle possessing only a single hit point and possessing no hardness rating whatsoever. Any normally incorporeal being in the negative plane will be solid and have hit points. This includes spirits and ghosts, however they will still have all of their other abilities as well as being able to teleport at will.

Sometimes parallel dimensions exist in this plane when the other parallels exist in the prime material plane. In these cases water and seas can be replaced by lava fields and fire and vice versa. Time may also flow differently in this plane. 1 minute here could be equivalent to 1 hour or 1 year in the prime material plane. In most ancient lore the negative plane is referred to as faerie lands or kingdoms as well as being confused with hells when a hellish dimension in the negative plane is somehow known of.

Elemental Planes

The elemental planes are planes that are rich in 1 elemental force that is found in a greater quantity than the others and in some cases may be the only element present and are the native homes of the elementals.

Fire: This elemental plane contains fire, heat and all sorts of molten minerals. There are vast fields of flame and fields of cooling lava, which are the only solid ground on this plane. There is breathable air, but it is extremely hot and always dancing.

Earth: This entire plane is solid stone and earth although there are very large hollowed out spaces. Precious stones are extremely common on this plain and it is not rare to see a crystal mountain or vast fields of diamonds. Strange formations of stones and minerals are also fairly common. Metals and minerals are very abundant and those rare in the other planes are common here.

Air: This plane has been mistaken for the astral plane because of the lack of solid land with only islands of rock floating in a vast swirling space of air currents and clouds. Water is rarely found in liquid form here, but it is abundant in gaseous form.

Water: This plane consists of an eternal and dark ocean with intelligent aquatic beings, monstrous sea creatures and natural sea creatures of giant size being common.

Metal: This plane is solid metal with large hollowed out spaces with formations and veins of rare metals and alloys being extremely common.

Void: This plane consists of an eternal, dark and empty void with the howling of insubstantial winds echoes through the emptiness.

Parallel Dimensions

Parallel dimensions are mirror images of 1 or more other dimensions and do not have to exist in the same plain as their counterparts. They can come into existence by changes in a dimensions time line through time travel causing it to split off and create a parallel dimension but those kinds of parallel dimensions always occupy the same plane as the original. Most parallel dimensions come into existence as a natural occurrence which do not all have to lie in the same plain. And there are those parallel dimensions that were artificially created either by a feat of super-science or sculpted by powerful magic.

The Astral Plane

Outside of all of the physical realms is an endless plane that is half way in between the incorporeal spirit realm and the corporeal physical planes and is connected to all dimensions in the physical plane and the spirit realm. The astral plane is a plane in which the mind is the only true state of being and the only true physical component of this plane is ectoplasm (a protoplasmic residue created when psychic forces manipulate mystic energy).

Accessing the Astral Plane

There are magical spells that can open literal gateways into the astral plane or create realms within it and some psychic feats allow for accessing the astral plane. Accidental travel can happen as well usually happening when sleeping or while under a state of mesmerism referred to as “out of body experiences”.

The “Layers” of the Astral Plane

There are 4 basic “layers” of the astral plane. The astral plane both exists in the same space as the physical planes, in a space all its own and “touches” the spirit realm all at once.

Layer of Coexistence

This is the portion of the plane that occupies the same space as the physical planes. Things that exist in the physical planes can be seen but not touched by travelers and they will pass through any solid objects that exist in the physical world, the character traveling in this plane can also see other travelers on this plane and all those traveling in astral form cannot be seen by those in the physical world. The character can travel to other physical planes in their astral “bodies” if they know of their existence and must travel through the Outer Layer to get there, once there the same rules as above apply, they cannot be seen from the physical plane and cannot touch anything. Time flows as normal as in the prime material plane.

Affecting the Physical World from the Layer of Coexistence

A character traveling in the first layer of the astral plane can use their psychic powers or psychic combat as long as those powers do not require them to touch the intended target. Magical spells and uncanny powers can also be used if they do not require a touch or manifest a physical force directly emitted from the attacker.

A character can manifest themselves in the physical world if they possess the feat of Physical Manifestation or are a Greater Demon, God or Angel. The physical manifestation appears as a mostly transparent image of the character’s astral self. It is often grayish white in color and is incorporeal and often is missing its legs or lower half of the body and seems to float at the height of the character’s physical body’s height. This form is composed of ectoplasm and can be glowing dimly. If the character has the ectoplasm psionic they can manifest globs or puddles of ectoplasm at any color they choose as well as make their manifestation appear more solid or completely solid. However all manifestations are considered spirit-like and cannot be touched or harmed by normal physical means. The character can only communicate with those that are spirit mediums as if they were talking normally. The character can also cause smells to occur in a small radius (10 ft.) of any kind they wish after a Will check at a DC of 25, temperature can also be affected but can only be regulated by 10 degrees up or down within the same radius at the same Will check DC.

Outer Layer

The outer layer is the layer that is used by astral travelers to travel to other layers of the astral plane and pass through to the spirit world. It is an area of swirling white clouds and confusion. A traveler in this layer will never run into or see another traveler. Time is distorted here, 1 minute to the astral traveler will be a week (151 hours) in the physical planes. A character that cannot navigate the astral plane can roll 3 times per 14 hours (real time). A character that possesses the skill Navigation (Astral Plane) can roll once every 1 hour (real time).

Inner Layer

The third layer is the inner layer, which is also a confusing mess of swirling ectoplasmic clouds. This is also the layer where astral beings live and there are other travelers here and where astral realms are created. The only way for a traveler to find their way to this layer is to possess the Navigation (Astral Plane) skill. Time passes normally here.

The Void

The void is a black expanse of nothingness and is almost completely uninhabited. The danger in venturing into this void is the chance of getting lost. The astral navigation DC for traveling in this layer is 35. If the psychic fails a navigation roll they have become lost and cannot make another roll until 1D4 days (in real time) have passed, in that time their body is in the physical planes in a coma-like state. If the psychic's body dies their spirit and mind will become trapped in the astral plane.

Astral Domains

Astral domains are ectoplasmic constructs of a powerful mind and are almost sub-dimensions all their own. The domain can be constructed to obey any physical or magical laws that the creator pleases, once created however astral domains become permanent. Whatever the physical laws are in the astral domain will determine how a character gets around. Astral beings that enter that domain will become solid and abide by whatever the physical laws are in that domain.

Astral Domain Portals: Portals that lead to and from astral domains are permanently connected to a point on one of the other planes of existence. There can be many portals in a domain or just one. The more portals are attached to a domain the greater the chance the domain will be discovered by someone else. The portals to an astral domain must be opened and closed meaning the lord or occupant of the domain can forget to close them.

Astral Objects & Physical Objects: Everything native to the domain will be composed of molded ectoplasm, these things may appear with any number of colors and textures but are still just ectoplasm shaped by a psychic mind. Any ectoplasmic object taken outside the astral domain will disappear within 24 hours unless returned. Physical objects can be brought into these domains through portals to the physical plane.

Astral Domain Creation: The creator must be able to travel to the astral plane and be able to create a dimensional portal. Astral domains can be created in any of the layers of the astral domain. The portal must be created first accessing the astral plane and then the character must physically step thru and spend 10 days (real-time) for every square mile of the domains size and spending 1,000 XP per 1 square mile.

Astral Body (Astral Self)

Most characters travel the astral plane using only their minds contained in an astral body. A character's astral body is the manifestation of their 5 spiritual attributes. When in astral form they gain the *auto-sense* quality since the PER attribute becomes useless. The astral body is composed entirely of ectoplasm manifesting the physicality of the characters spirit see table 16-1 for the conversions of spiritual attributes to the astral manifestation.

Table 16-1: Astral Self	
Astral Manifestation	Spiritual Stat Equivalent
CON	M.E.
DEX	I.Q.
STR	WIS
BEA	CHA
PER	Auto-sense
H.P.	AUR

If the astral bodies' H.P. goes below their M.E. score their astral body is destroyed and their mind and real body die (no saving throw). If the astral body enters an astral domain where the physical laws mimic the physical planes then that body will become physical with all the physical stats being equal to the astral body as above but they are separate physical attributes and combat and all other actions are governed by the physical laws of the realm.

Astral Combat

Astral combat is waged with either psychic powers, excluding those from the Bio-manipulation, Healing, and psycho-kinetics categories or through psychic combat (physical stats in the physical plane can still be affected). All ectoplasmic powers still function as normal but typically only those powers and abilities that can affect an opponent's spiritual attributes can be used..

If both opponents are in astral form they can also exchange physical blows causing H.P. (AUR) damage. All physical strikes deal 1 plus WIS mod in damage.

Astral Travel (How to Move)

A non-psychic character must make Will checks DC 15 to see if they can will themselves to move and once moving must make another check at the same DC to will themselves to stop. All movement in the astral plane, excluding astral domains, is governed by the mind and will of the individual wishing to move their astral body. Psychics or those with the Navigation: Astral Plane skill can move instinctively in the astral plane without making checks.

The Spirit Realm

The spirit realm is a layer of the universe where an endless void is filled with the spirits and souls of the dead.

All mortals who die and whose spirits are free end up here. It is here where heavens and hells are created by the gods and demons, but these are simply sub-dimensions within the larger plane and can follow any physical or magical laws their creators wished. The rest of the plane is a dark void filled with floating souls and spirits as well as strange pocket dimensions called phantom realities.

Heavens & Hells

Gods and Greater demons have created hellish and heavenly pocket dimensions to punish, torture or reward followers, the souls traded to them for power, just plain fun or constructed as cosmic prisons for powerful beings. Hells are either dungeon-like or a hellish, chaotic city or forest type of landscape and can be as large as an entire planet. Heavens are very similar to hells except that they were constructed to be treasure troves, rewards, cosmic fortresses or the lavish homes of the gods. Pantheons often use the heavens as their residence of choice whereas most demons choose hell-like dimensions on the physical planes although some do prefer to take up residence in a hell instead.

Phantom Realities

Phantom realities are pocket dimensions that are replications of tragic events everything within them will appear as it was in the physical world including all physical laws. They are always linked to the place on the physical planes where the tragedy occurred. The place may be strewn with the bodies of the slain which are actually ectoplasmic manifestations of the souls that were slaughtered themselves. The phantom realm may constantly reenact the tragedy and its after math and may or may not include the enemy or cause. All objects taken from these “haunted” realms are ectoplasmic in origin and are subject to the same rules as objects native to the astral plane. All of these manifestations are physical to all those within the realm and the physical manifestations in this realm are subject to the same rules as normal except that if PC’s come close to slaying a resident it will disappear at 0 H.P. and then repeat its pattern with no memory of the battle. They contain spirits that were taken before their time or suffered greatly. Within these realms the inhabitants will not realize that they are dead and will repeat the happiest memories of their natural lives over and over again forever. Sometimes all these factors are intermixed within a realm to create a disturbing reenactment of the inhabitant’s former lives and tragic deaths. The entire scene is always recreated, the landscape, buildings, plants, animals, etc. with clouds, moons, and stars in the sky, however these are all illusory. All undead who travel to one of these phantom realms or shadow zones will lose all of their powers from being undead and will become as if they were a typical mortal while they are in one of these pocket dimensions. Any character killed inside one of these realms becomes a permanent resident with no memory of their own death although they will reenact the events leading up to it as all residents of that realm reenact the events that led to their deaths. Residents of these zones cannot normally leave but if they somehow are freed into any other plane besides the spirit realm they become spirits forever searching for a way back or if they find their selves at the scene of their demise they will haunt it as ghosts.

The Dream Flux

The dream flux is the stream of mortal thoughts and dreams flowing through the universe that links all dreamers’ minds. All dreamers have a 1-20% chance of accessing it by accident. When daydreaming or sleeping a dreamer’s mind can be accessed using the dream flux. To access the dream flux a character must have the Ride the Dream Flux feat and with this feat a character can mentally travel along the dream flux and enter any being’s dreams. There are some creatures that have taken up residence in the dream flux and regularly use it to access mortal minds to feed on their psychic energies referred to as dream demons.

Dream Realms

Dream realms exist only in a dreamer’s mind and the world and events created within a dream are born from their subconscious and may only be controlled by the dreamer after they realize they are dreaming. If a dreamer wakes suddenly all intruders are painfully thrown back into their own minds suffering -1D4 I.Q. points for 2D6 hours. Basically a dream realm is the dream world of an individual dreamer.

Dream Self

Those inside of a dream realm are not truly there just their minds are present and a representation of their physical bodies appearing as an ideal view of their physical bodies. All “physical” dream stats will remain the same as in real life except hit points, which are equal to the character’s M.E. score.

Those within a dream can try to manifest certain powers, feats or abilities by passing a Will check at the DC’s

Table 16-2: Dream Power Manifestation DC’s	
Power Type	DC to Manifest
Attribute Increase (+WIS Mod)	15
Minor Uncanny	20
Major Uncanny	25
Deific Ability or Spell	30
Spell (no components)	15

listed in Table 16-2 for different abilities after they realize its just a dream. To realize its just a dream a character must have a clue that it is just a dream and after that they may roll a WIS check at a DC of 15, success means they know it is a dream failure means they believe they are still awake and its all real. The dream self will not possess any psionic powers of the actual being. It will possess all of the character’s natural abilities and can possess the character’s uncanny abilities if a Will DC of 20 is passed.

The dream self can change clothes at will and always has a 1-30% chance of initially showing up completely naked or just in their underwear but can change clothes, tattoos and make-up at a whim.

Dream Combat

Combat is waged as normal using the M.E. mod of characters as H.P. An intruder can also attempt to possess the body of the dreamer if they do not possess a physical body themselves after an opposed Will check. If the intruder wins then they possess the body for 24 hours, after 24 hours the victim gets another battle of wills at a penalty of -2, for every Will check after the victim gets an additional penalty of -2, once the save becomes a negative number the dreamers consciousness sinks into the unconscious and the possessor is the sole owner and controller of the body. All spiritual attributes of that character become the possessor's stats during possession.

Dream Death

If a dreamer's dream-self dies, that is goes below their H.P. equal to their M.E., they scream out loud (in real life) and die immediately (no saves). Unless a dreamer is engaged in dream combat they awake the instant before their dream selves are to die.

Dimensional Travel

A variety of spells and powers enable characters and creatures to travel to other dimensions on the same plane of existence or to those on other planes. Dimensions may be parallel dimensions, which are mirror images of another dimension and every dimension may have an infinite number of parallel dimensions. Not all parallel dimensions occupy the same plane of existence either one parallel may be in the prime material plane while another is in the elemental planes or negative plane. Other dimensions are known as pocket dimensions; that is they have finite borders. All these may be reached via dimensional portals or rifts along leylines. These may be natural occurrences or caused by the use of magic or science.

Dimensional Portals

Dimensional portals are gateways that lead directly to a destination that is either far away or in another dimension and they can be opened to and lead from any of the above-mentioned places. As well as leading to a different point on the same plane, or even same planet.

Dimensional Rifts & Leylines

A dimensional rift is a tear in the fabric of space and time which is a naturally occurring dimensional portal however these portals may lead to a completely random destination and can be very large sometimes spanning the entire length of a leyline. A mage or creature with the knowledge and power can open rifts along leylines to travel to other dimensions but with less success than opening portals. However opening rifts takes less skill and power than creating a dimensional portal. Leylines can be used to access the physical planes, the astral domains, phantom realms and heavens or hells. Random open rifts can lead to any of these places and unleash anything contained within these places.

The Dangers of Dimensional Travel

There are several inherent dangers of dimensional travel in any form. The randomness of nature or due to an accident or mistake can cause unforeseen consequences. A random effects table is the best way to determine what happens which can be anything from moderate H.P. damage, all electronics getting fried, to suffering mutation or possession as well as being off destination by a few feet or several miles.

Time Differentials

Time typically flows at a constant rate throughout the universe except where there are anomalies such as black holes or dimensional rifts. However, there are dimensions, sub-dimensions and domains where time does not flow normally, it moves either faster or slower. A time differential is presented as a ratio of the normal flow of time to the time factor in the other dimension. To determine how much "normal" time has passed, multiply the factor to the normal time ratio such as a 1:20 time differential means that 1 day spent in this dimension is 20 days in normal time or 1 minute is 20 minutes in normal time, 3 minutes is 1 hour etc. If the ratio is presented as 20:1 then the flow of time in this dimension is slower than normal and means that you divide the time spent in the other dimension by the factor of normal time. Example: 20 days spent in the other dimension is only 1 day in normal time.

Time Travel

It is also to travel backwards or forwards through time via technology or magic. Time travel brings with it its own dangers and special considerations. Time travel is possibly more dangerous than dimensional travel in that changing the past can create a whole new time line in effect creating several new dimensions connected to that time line.

The Dangers of Time Travel

Time travel is dangerous because the dangers depend almost entirely on the travelers' actions as well as random accidents due to natural causes or errors such as arriving in the wrong time. The three main dangers in time travel are paradoxes, eternal loops and parallel timelines all of which depend on a time travelers' actions.

Paradoxes

A paradox occurs when a character performs certain actions or make a choice that conflicts with the time line either making the possibility of their traveling back in time impossible or eliminating their existence making their current existence an impossibility. A character that does this will find they have become trapped in a completely divergent time line which spurs off at the point of the event that prevents their existence.

Eternal Loops

Characters can get caught in a logical nightmare known as an eternal loop. An example would be if a character gets into a battle that forces them to travel back in time to a situation that begins that battle in the first place. Any psionic characters and any character that makes an I.Q. check at DC 20, will know that they are trapped in a loop and will remember all the times after a successful saving throw. If nothing is done the loop will continue on forever.

Parallel Time Lines

A character can accidentally create a parallel time line by altering a critical event in the history of their own timeline. After that exact moment the timeline will split off on an alternate timeline. The character that has done this will be trapped in the new timeline unless they travel back to the exact moment that the divergence occurred and stop themselves from doing whatever it was that caused it. They also will have an exact copy of themselves that shares their memories from the point of the divergent timelines back that exists in that divergent timeline. The duplicate (referred to as a temporal duplicate) will have the exact same attributes and personality.

Dimensional Portals and Time Travel

A dimensional portal can sometimes lead to an alternate timeline of the world upon which it was opened. Leyline Rifts can also lead to alternate timelines. There are an infinite number of alternate timelines and getting lost in time can almost guarantee that the character(s) will remain lost until the ends of their lives. They have only a 1% random chance of returning to their own timeline if they become lost in time.

Etherealness & Phasing

The term ethereal or etherealness refers to objects, creatures or places that are out of phase with the plane of existence that they reside on. High tech worlds typically refer to this as phase or phasing but lower tech worlds or mystics refer to this phenomenon as etherealness. Although some mystics and arcane scholars believe that those that are out of phase reside on the “ethereal plane” no true ethereal plane actually exists. The being or object is simply out of phase, partially existing in a plane of existence and in the space in between planes and time itself.

Creatures, objects or places that are out of phase have two states in which they can exist; these are fully phased or partially phased. Those in either state can pass through material objects, creatures and barriers as if they were not there. However, all creatures in phase are vulnerable to gaze attacks and mind affecting spells and powers.

Partial Phase

A creature or object in partial phase is still mostly present on the current plane of existence and thus can still be seen as a hazy transparent colorless image and gains the advantage of a 20% miss chance for all attacks directed at them. They can still attack as normal but also suffer a 20% miss chance against all targets not in phase with them. Those in partial phase can still make audible sounds but only if they consciously choose to, can move in any direction at ½ their normal speed regardless of gravity and can see and hear the outside world normally.

Full Phase

A creature or object that is fully out of phase is completely invisible and imperceptible to others on the current plane and those in partial phase and cannot be harmed by any attack originating from the current plane except gaze attacks and mind affecting attacks. Those in full phase cannot harm or attack those on the current plane not in full phase. A creature in full phase sees the outside world as hazy and colorless being able to only see in a 60 ft radius max. While in full phase a creature can move in any direction at ½ their normal speed and ceases to age. Only those also in full phase appear real and solid and can deal damage as in normal combat.

Cyberspace & Virtual Worlds

Cyberspace exists only in computers. Virtual universes can come into existence if several powerful computers are linked together and sometimes these universes actually become real through a galactic fluke, magical intervention, or a psychic energy flux. Entering cyberspace can be as simple as using special electronic equipment such as a Virtual Reality Helmet, certain magical abilities or spells, or certain psychic powers.

Unless there is a special link such as a cybernetic implant or supernatural or scientific intervention of some kind characters can simply unhook themselves and suffer no ill effects from cyber travel. Sometimes minds can become trapped inside of a virtual world as well as spirits causing all sorts of havoc. How this happens and what effect it has is up to the GM.

Combat in the virtual world should be conducted as normal but always taking into account the special rules and the reality for the particular virtual world.

The Balance of the Universe

Balance is essential to the existence of the universe and all of the planes therein. There are 8 diametrically opposing forces that must remain balanced for the universe to remain intact (up to the GM if it self destructs if one of these forces dominates all others). These forces are balanced throughout all of the planes of existence for every evil being or evil dominated world there is the equivalent in good and where chaos reigns, order reigns somewhere else; of course perfect balance is not essential as long as there is a small bit of order within the chaos there is considered to be balance and vice versa.

The 8 Universal Forces

The 8 universal forces are Good, Light, Order, Creation, Evil, Darkness, Chaos, and Destruction. Each force is diametrically opposed to one other force. Whenever one of these forces comes into contact with an opposing force they cancel each other out but if one side is in a greater amount then only a portion of it equal to the other is canceled out and the rest remains. Every one of the eight universal forces possesses special properties and shares those with spells, powers or abilities that use them as a source of power. Some beings can also share common abilities with 1 or more forces (cannot be diametrically opposed) because they are somehow aligned with those forces. Below are descriptions of each universal force and its properties.

Good: Encompasses those of the good alignments and holds freedom and respect dear.

Special Properties: Can heal, imbue life and restore.

Evil: Encompasses those of the evil alignments and holds gain and power in highest esteem.

Special Properties: Can drain, forcibly control and subjugate

Light: Concerns things that produce light and values clarity.

Special Properties: Can reveal, grant sight and blind.

Darkness: Concerns shadow and the hidden things of the universe and concerns things that dwell in darkness.

Special Properties: Can shelter, hide and obscure.

Creation: Concerns the construction, design or building of objects and the births and conception of beings.

Special Properties: Can build, conjure or repair.

Destruction: Concerns the unmaking or damaging of objects and killing beings.

Special Properties: Can kill, destroy and sunder.

Order: Encompasses those of the Lawful alignments and holds law and stability in high esteem.

Special Properties: Can protect, enforce will and maintain order and sanity.

Chaos: Encompasses those of the Chaotic alignments and values unpredictability, disruption and lawlessness in highest regards.

Special Properties: Can fool the senses, cause insanity, causes wild magic, and breaks physical laws.

The Elemental Forces

Just as with the 8 universal forces the elements must also be in balance and each has a diametrically opposed companion. The Six elements are Earth, Air, Fire, Water, Metal and Void.

Each of the elemental forces have special and constant properties which are described below.

Fire: Incorporeal; cannot be directly harmed by physical blows or kinetic and sonic energy. Inflicts at least 1D6 points of heat damage by touch per melee round or each attack.

Earth: Solid and hard but can flow as sand and has an H.R. and H.P. bonus see table 10-1.

Air: Transparent; light passes through it as do lasers doing no harm and incorporeal; cannot be directly harmed by physical blows or kinetic and sonic energy but as a force can shatter and rend just about anything.

Water: Semi-Incorporeal, physical blows and kinetic energy attacks pass harmlessly through it and it can flow through the smallest crack.

Metal: Solid and enduring but malleable in certain situations and has an H.R. and H.P. bonus see table 10-1.

Void: Empty, dark and lacking substance. Separates all other elements, the space between them.



Chapter 17: Technology Concepts

Technology, for game purposes, is based on a few general concepts which are Purpose and Design, Engines & Power Sources, Structural H.P., Integrated Systems, and Type of Technology. All technological devices adhere to these concepts. Some specialized technologies such as Medicine and Augmentation and Vehicles and Robots need more in depth explanations (as weapons in chapter 10).

Item Modifiers

All item modifiers described in tables 10-2 to 10-4 can be applied to integrated tech systems and the complete devices themselves.

Interchangeable Parts/Technologies

Some worlds or settings may have completely interchangeable technologies where you can take a part from any other device and interchange them with parts from another with no problems. This essentially completely streamlines the use of technology and associated skills. This can also be applied as rule for a specific series of machines or a rule for all machines made by a specific company or race.

Purpose & Design

All technological devices begin with a need or goal that cannot otherwise be realized without the invention of a machine to fulfill it. This means all bits of technology have a specific purpose or use in mind when they are created and thus their design will specialize them to better fulfill their use.

Design influences all of the following attributes of the device, also keep in mind the type of technology used and the technological limits within which it was designed.

- *Engine & Power Source:* What type of power source or engine will the device require to operate?
- *Structural H.P.:* How durable does the device need to be?
- *Offensive & Defensive Capabilities:* Can the device defend itself or does it have some offensive ability on its own?

Engines & Power Sources

All technological systems require a power source or engine in order to operate. All devices should have a Battery Life but engines, which can be considered a separate element in a device or vehicle in many instances, must have at least 3 of the following and Structural H.P.:

- *Battery Life:* The amount of time the power source allows the device to operate and how much of that time is expended when other systems of the device are activated. Such as a robot with a battery life of 5 days uses up 1 hour of battery life each time it uses it's heavy plasma cannon.
- *Fuel Usage:* A given percentage (%) of fuel used in 1 hour of operation.
- *Max Speed:* The maximum speed the device can reach when operating (typically reserved for engines). Generally the device cannot exceed this speed.
- *Max Load:* A given amount of weight the device can carry/lift without expending additional energy. The rule of thumb for this is that when max load is exceeded mechanical failure should be checked for every 1 hour of operation increasing each time it is checked. For every hour of operation exceeding max load the device uses up 1D4 hours of battery life and/or fuel usage increases by a cumulative +10% per hour.

Structural H.P.

All devices have structural H.P. similar to an object having H.P. but structural H.P. represent the total amount of H.P. for 1 sq. ft. of the machine or vehicle. This allows for such devices to be disabled by blasting holes through them or targeting engines or similar vital systems the device may possess without reducing it to tiny bits and pieces. The structural H.P. should be based on the material used as in armor construction. If the device is armored then follow the standard armor rules for the armored systems or areas, you can localize armor to specific areas when using structural H.P. This also allows for each system or engine to possess its own structural H.P. score so individual systems can be destroyed or spared in a battle.

Integrated Systems

An integrated system is a specialized part of a machine that can have its own specialized purpose and structural H.P. even its own separate power source such as a car engine or a robot's sensor system. Each tech system a device possesses will put more strain on its power source and thus lower battery life and increase fuel usage if it is not reliant on a separate power source. A simple rule is that for each integrated system a device has reduces battery life by 1 hour or increases fuel usage by 5%. Note that for efficiency most integrated systems will operate on the same main power source of the device unless it requires an altogether different kind of power.

Types of Technologies

There are four basic types of technology, barring hybrid concepts, which are the standard technology, clockwork or mechanical tech, Biotechnology, and Nanotechnology.

Clockwork

Clockwork technology relies on the use of gears, pendulums, levers and springs to create machines. Usually the power source for this type of technology is spring loaded, steam or even water wheel driven as well as raw man (or animal) power. This is the most common type of machine technology found in medieval fantasy settings particularly common to medieval artillery such as catapults.

Biotechnology

Biotechnology involves the use of living creatures or their parts in creating vehicles, implants or living machines. It usually involves other technologies such as medical technology, genetic engineering, breeding programs and the transplantation of organs via magic, science or psionics and even magical transmutation. Since this form of technology usually victimizes other living beings to the advantage of others it is universally seen as evil and the results disgusting and blasphemous.

Nano-Technology

Nano-technology is the focus on the building of microscopic machines and circuitry. It is mainly based on the miniaturization of standard technology typically focused on microscopic sized robots called “nanites”. Typically to work with nano-technology a character should have the proper design, computer and electrical skills but they will be specific to nano-tech (an example would be Design (Nano-Robot Mechanics) or Electrical (Nano-Robot Electronics)) and the character must have access to the special tools needed to operate on advanced nano-technology. Miniaturized systems are identical to their average sized counter parts in every way except their sizes and in their initial cost.

Hybrid Items & Machines

You can conceivably create hybrid technological/psionic/magical devices and items. These items can have a combination of abilities/systems from any of these areas and often appear as simply odd looking technological or magic items with a curiously high tech design. The appropriate skills for technology along with the requirements to create fantastic items are required to create hybrid items.

Hybrid Fantastic Items: These devices typically use wire of all kinds, crystals and gems and some times electronic components in their construction. A technological part can house a spell or psionic but will limit all the attributes of the stored mystical power. All hybrid items have charge limits, that is they item have a limited battery life. The item must have an operating time based on its power source (as in battery life) or charges as the magical item ability. If the item has charges using any psionic or magical feature of the item marks off 1 charge but unlike the magic item ability if the charges are reduced to zero it can still be recharged by infusing it with the Charge Crystal Feat using 1 AUR/Mana pt per 1 charge. Note some items can have both types of “battery life” for different features.

Hybrid Machines: Machines and electronic devices can be combined with magic items or psionic device abilities in addition to the abilities of the machine itself. The Repair, Psi-craft and Spellcraft skills are required to work on or repair these machines. Machines may also be modified to use a charged crystal to use AUR/Mana/Chi energy as a power source in which case the machine itself is a normal machine but the power source is the hybrid component.

Hybrid Golems & Constructs: When creating golems you can add high-tech weaponry, as long as it does not rely on its power to come from the magical forces animating the construct. Any technological systems added to a construct will have to rely on a separate power source which can be technological or mystic (requires 1 crystal worth \$1,000 per 1 system/weapon) in nature. Any weapons built into the creature will also have to be reloaded when its payload runs out if it requires ammunition.

Robots

Robots are essential parts of sci-fi and technology based campaign settings. They can function in the same rolls as monsters or can function as player characters. However robots are very different from the standard player character and monster. Before a GM allows a player to be a robot character they must (as well as the player) be aware of the special considerations for robots. These considerations are a robot does not heal naturally, is probably very strong, probably well armed and have a lot of HP. Robots and their attributes are thoroughly explained in game terms below.

The Robot Creature Category

Robots do not particularly lend themselves to a creature category because they are simply items even though they may be able to think for themselves or house a transferred intelligence. They are distinct from the Animated creature category and are simply machines whereas animated creatures possess a sort of magical life force. Their statistics block varies from the standard enough to exclude them from having a creature category.

Robot Attributes

Robots lack a lot of attributes that creatures possess and replace others with different attributes. All robots completely lack an AUR and Chi scores. Even robots that are sentient (self-aware) or possess a transferred intelligence lack these because their artificial or transferred minds are not alive and do not emanate living energy.

Other attributes are of less importance to robots such as BEA, which only represents how pleasing it's appearance is to others or how elegant its design is ascetically. It really only comes into factor when the robot is an

android designed to look like a natural creature. Robots also only possess one common skill which is Detection based on their PER score usually dependent on their Sensor systems.

Unlike other characters or creatures, a robot's attributes do not fluctuate from individual to individual but change from model to model and because of this robot attributes are given in static scores. The only way to change this is to be upgraded by someone with the proper skills and money. Table 17-1 lists the values for different grades of base robot attributes. The cost to upgrade a robot's base attribute is typically \$10,000 per +1 point increase and the skills required are either Design (Robot Mechanics) for physical attributes or Design (Robot Electronics) and Computer Programming for spiritual attributes.

Table 17-1: Robot Attributes	
Attribute Score	Added Cost
1-9	Attribute x \$100
10-19	Attribute x \$1,000
20-29	Attribute x \$10,000
30-39	Attribute x \$100,000
40 +	Attribute x \$1,000,000

Robot Experience Levels

Robots gain only the skill point bonuses and Will or Courage save bonuses from a class level increase and thus their Class may be considered to be Robot. Levels in this class are of course limited only to robots and cost less in XP costing 1,000 x next concurrent level per Robot class level. Applicable feats and other applicable bonuses are unchanged.

Skill Programs

Robots are programmed with sets of skills that are geared towards their design and intended uses. Typically a robot will start with two skill programs. The robot cannot learn any new skills but can add new skills at a later time by having them added by a programmer. A skill program consists of at least 4 skills and resembles a standard skill package and all skills start at max rank for level 1 and cost \$1 million per package.

Intelligence Type

The most essential attribute for a robot is its intelligence type. There are only 3 basic types and the respective beginning skill programs are described below.

Drone: The robot is simply a drone it cannot think for itself it is either controlled by a computer or other intelligence or is simply programmed to complete or repeat a task. This level of intelligence is not suitable for player characters. The base I.Q. score is 0 and can be eliminated altogether typically these robots only have physical attributes.

Skill Programs: 1 skill program of choice

Transferred Intelligences: The intelligence of the robot was actually transferred from a living being. Basically just move all of the applicable spiritual attributes to the robot body and the robot retains the disposition, memories and any insanity the living character may have had. Typically transferring an intelligence from a living being kills the living part because the part that kept it alive has been removed and transferred to another body but sometimes only a copy is passed along in whole or in parts this is also a type of transferred intelligence. These types of transferred intelligences do not kill the original being but they share a strange bond in that they can predict with a 90% proficiency what the others reaction will be, where they may be heading, thinking at that moment or are planning at any given moment.

Skill Programs: None; retains skills known before transfer but other skill programs can be added as robot skill programs.

Artificial Intelligence: These are the most suitable kinds of robot intelligences for player characters that want to start out as a robot. A.I. is a program that is carefully designed to behave and make decisions like a living mind and in game terms it is the spiritual attributes and personality of a computer or robot so that it can make decisions on its own without any guidance from its creators or owners. Typically an A.I. program possesses an I.Q., CHA, M.E., and WIS starting at 6. Although not all A.I. programs will possess all of these attributes player characters should have all of them so that they are fully playable. A.I. programs should possess at least most of the following:

Skill Programs: 3 skill programs of choice

- I.Q., CHA, M.E., and WIS attributes.
- A personality (refer to table 1-3)
- An alignment (note: most NPC A.I. are True Neutral)

Insanities Due to Glitches

Artificially intelligent programs can suffer from a measure of insanity usually due to flawed programming or a glitch resulting from a mistake or damage. Typically any damage suffered to any computer systems that are attached to an A.I. program has a cumulative 5% chance per damaged system to cause a random insanity. Another cause for A.I. insanity are computer viruses and if infected the program suffers 1 random insanity until fixed.

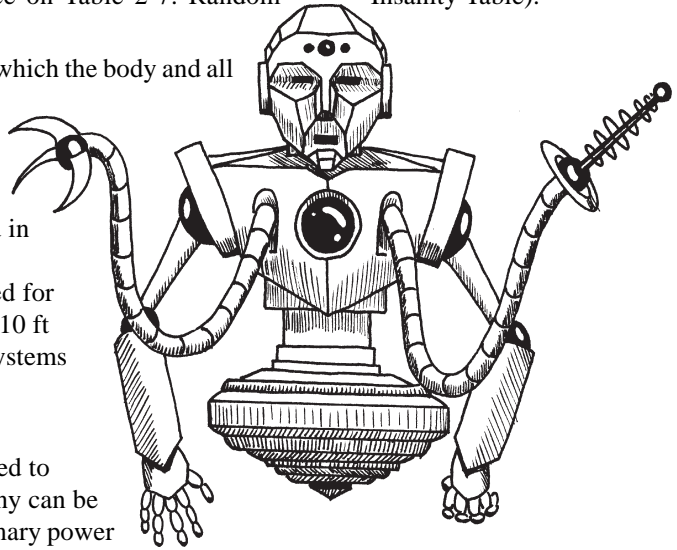
Backing Up an A.I.

Since all A.I. are simply programs, they can be copied and backup copies can be saved. Typically an A.I. can make backup copies of itself, which can be stored on disks, circuit boards and computer chips or hard drives. The copy will retain the level of experience from when it was saved and a player character can make use of this rule by

making copies of them selves so that if their primary character is destroyed they can use the backup to “resurrect” their character. Backups always have a 10% chance of having errors. These errors can lead to a change of personality (1-75%) or insanities (76-00%; roll once on Table 2-7: Random Insanity Table).

Chassis

The chassis of a robot is the frame or skeleton on which the body and all subsequent robotic systems are built. The chassis determines the HP of a robot based on the materials it is constructed out of and its quality as well as its sheer size. A chassis is constructed using a base material and the size, quality and item grade modifiers. Use the range mod in Table 10-4 as Speed penalties. Base prices for chassis are \$10,000 and are doubled for heavy and light but are tripled for ultra-light (use the same modifiers for light but grants a +10 ft speed bonus). Limbs are considered separate integrated systems even though they may be included in chassis designs.



Integrated Systems of Robots

Robots may have several integrated systems added to them but size should play in as a factor as to just how many can be added to a single robot. A robot must possess at least 1 primary power system, which means that this is the system that powers all of the robots systems required to operate and a robot must possess at least 1 sensor system so it can interact with its environment unless guided by a computer that has or uses sensor systems to “see” the surrounding environment. A robot may have a back up power system that is usually a battery or can even have a third power system to power its weapons systems.

A robot does not need to have any weapon systems unless of course they are meant for combat or security in which case they may have several weapon systems including mounted and concealable weapons along with retractable blades or grenade and missile launchers. Some robots can be equipped with the mechanized version of natural weapons such as hypodermic drug dispensers, chemical sprays or even claws and fangs.

Building a Robot

To build a robot in game text first a character has to be able to purchase all the parts needed to build a robot and then needs to possess the proper skills and tools. The combined time to perform all of those skills is the time necessary to build the robot. For those robots that are starting either as a character or as a randomly rolled NPC Table 17-2 is useful for determining how much money was available for the creation of the robot (note characters cannot retain the unused portion of the budget).

Table 17-2: Robot Budget

01-20	1.2 billion
21-40	1.4 billion
41-60	1.6 billion
61-80	1.8 billion
81-00	2 billion

The Standard Robot

To begin to create a robot character you should first determine the starting budget, unless the GM has decided to use the standard robot template below, by rolling on Table 17-2. Then determine the robot’s Attributes, Design, Intelligence Type, Skill Programs, Chassis, Armor, Size, Sensor, Weapon and Power systems.

A completed robot needs a little bit more to complete a clearer picture which can add more to the role playing experience and enhance character for those playing a robot character.

Model designations, serial numbers, known design flaws (optional; GM’s decision), and even the design or artistic style of that model of robot can help to add to its character maybe even making some models more popular or lowering the cost because their design and flaws are not widely accepted. Color schemes, patterns, symbols and factory paint jobs can also help to make a specific robot model distinct from afar and can also give away if replacement parts are used if they are an off color or simply not painted at all. These subtle variations can help to enrich the experience.

The Standard Robot

<i>Base Attributes:</i>	All at 10
<i>Speed:</i>	15 ft (land)
<i>Design:</i>	All-Purpose
<i>Intelligence Type:</i>	A.I.
<i>Skill Programs:</i>	3
<i>Chassis:</i>	Standard Chassis (usually hard plastic)
<i>Armor:</i>	None
<i>Size:</i>	Small or Medium
<i>Sensor Systems:</i>	2
<i>Weapon Systems:</i>	None
<i>Power System:</i>	Battery (12 hour life)
<i>Additional Systems:</i>	None
<i>Appendages:</i>	2

Artificial Augmentation

As robots can be upgraded most technologies attempt to also upgrade the organic bodies of living creatures to grant them new abilities or enhance existing ones. There are 4 kinds of augmentation techniques grafting, replacement, genetic and chemical enhancements. These 4 techniques encompass all the various forms artificial augmentation can take.

Grafting

This technique involves the addition of an organ, machine or other addition that does not occur naturally in the body of the recipient. Grafting often involves surgery although it does not necessarily need to. Not only does this technique involve the addition of something but the complete integration with a preexisting organ or part of the recipient's body. Such as grafting armor plating to the skin of the subject, inserting a cybernetic implant or grafting on an additional limb.

Using biotechnology the grafting of limbs, transplantation of organs and natural armors and hides is possible. Usually the organs are from other beings, are grown to install an uncanny ability to the recipient, or simply transplanted to grant extra abilities. Biotechnology can use genetically altered parasites and symbiotes to grant additional abilities and even uncanny abilities to the recipient but these, particularly the parasites, have severe side effects the least being it requires surgery to remove inflicting a permanent -1 to BEA because of heavy scarring.

Replacement

This augmentation technique works within the premise that the recipient's body is weak and flawed and thus the flaws and weak parts must be replaced with better and stronger ones. This involves the replacement of limbs and organs with new technological systems almost always using surgery.

Genetic

Genetic techniques work on the assumption that the recipient can be transformed and transmuted in order to shape them into something stronger and better like clay by altering their genetic structure. This technique sometimes involves not just the refinement or transformation of the subject's own DNA but the addition of DNA from other creatures in order to grant them similar qualities. Genetic augmentation does not incur any penalties for psychics or mages, but there may be some unforeseen side effects. Genetic augmentation can do any of the following:

- *Create Demi-Creatures:* This simply creates a demi-creature by inserting foreign DNA into the subject.
- *Add Natural Abilities or Weapons:* A natural ability or natural weapon can be added as described in chapters 1 and 13 by splicing in foreign DNA.
- *Improve Existing Attributes:* Improve attributes as if upgrading a robot.
- *Side Effects:* When messing around with complex natural structures especially DNA the results can be unpredictable and all gene-splicing procedures will have a chance for side effects, if the subject is unfortunate enough to suffer side-effects then roll on Table 17-3.

Table 17-3: Genetic Side Effects

01-25	Entire body glows faintly
26-50	An extra limb grows in an unusual place
51-75	Horrible deformity: -2D4 to BEA
76-00	Facial features become completely alien: Horror Factor 12

Chemical

Chemical augmentation works on the notion that the subject already has all that they will need but sending what they have into chemical induced overdrive can make them super-beings. Chemicals are usually not used to transform the body but to accelerate and enhance its performance and very quickly but this technique is notorious for its severe side effects.

All rules for addiction and other side effects due to the type of drugs used (often super versions of the ones found in Chapter 2) all apply particularly if the chemical enhanced being runs out of their supply of drugs. Those who are enhanced by a constant stream of drugs will suffer an extremely reduced lifespan perhaps as much as losing 90% of their life expectancy. Chemical augments also require a delivery system such as a drug harness or hypo-spray in order to feed the subject with a fresh supply of drugs or dosage which have to be periodically refilled.

The use of super drugs and chemicals to augment one's self also incurs heavy penalties to magic and psionic abilities. Drug enhancements incur a +6 casting penalty when in effect however if the caster has a constant flow of chemicals into their blood stream they lose the ability to cast spells altogether. Psionics will have to make a Will save DC 20 to manifest any powers while a drug is in effect if they are receiving a steady stream of drugs to their systems then manifesting powers deals 2 points of temporary AUR damage per successfully manifested power.

Magical potions can conceivably be used as chemical augmentation. The same penalties to magic and psionics will apply as mentioned above but the bonuses are dependent on the potion and what it was made to deliver granting the effects of the potion to the recipient but one who is modified using magical potions is considered a magical creature while they have a steady stream fed into their bodies. Note you cannot mix non-magical chemicals with magical potions and drugs. Using a drug harness or any device that provides a constant and steady flow into the body of magical drugs has some side effects as stated below but these wear off as soon as the recipient is out of potions (monthly refills):

- The recipient's body glows with an unearthly aura on leylines and nexus points
- The recipient receives the ability to Sense Magic exactly like a mage
- Gains the Energy Emission (Mystic Energy) minor uncanny ability

Cybernetics & Bionics

The most widely known of all the augmentation techniques are the replacement and grafting of cybernetic and bionic systems; the merging of machines, electronics and robot limbs or systems with living tissue to create cybernetic organisms or cyborgs. Organs, limbs and even the skeletal system of a creature can conceivably be replaced by artificial and superior substitutes. Cybernetics can be used for medical purposes and in fact that is usually how the technology is developed but when it becomes readily available it usually winds up as a tool for war used to create super-soldiers.

Basics of Cybernetics and Bionics

Bionic and cybernetics can be considered as robot parts and integrated systems integrated with the recipient. As robot parts these systems can be upgraded as robot parts such as the STR attribute of a bionic arm which can have its own STR and DEX attributes and Structural H.P. thus marking it as an integrated system. The primary difference between bionics and cybernetics is a superficial one, bionics attempts to appear natural, shaped and using materials meant to simulate flesh and blood and cybernetics simply do not. The general following guidelines define the basics of all cybernetic and bionic systems.

- Can be upgraded as robot systems of the same kind.
- Limbs and grafted armor are considered integrated systems with their own STR and DEX (for limbs) and Structural H.P.
- Begin with applicable attributes at 10 but considered at Extraordinary levels.
- Lowers AUR by 1 pt per implant and incurs a +2 per implant/replacement Casting DC penalty.
- When the Casting DC penalty due to cybernetics/bionics or other permanent condition reaches +20 then the subject can no longer cast spells. Basically mages are restricted on how far they can go with cybernetics and most would probably avoid them altogether.
- Most Cybernetic and bionic systems do not require a separate power source (run on bio-kinetic energy or bio-electricity) except weapon systems

Special Considerations for Cybernetics & Bionics

Those that possess any permanent Regeneration abilities cannot have bionic or cybernetic implants because their regeneration powers simply expel the foreign objects and the wound closes up. Undead creatures can have implants and artificial limbs as long as there is a power source not drawn from living tissue (such as bio-electricity) to power the limbs and implants.

Super Soldiers

The different techniques of augmentation also yield different additions to the idea of the super-soldier. The idea of the super-soldier is an enhanced version of an organic being perfected for war and combat. The 4 most common super-soldiers are presented below, the Cyborg and the Bio-Borg using the same replacement and grafting techniques but different technologies and the Chemical and Genetic super-soldiers.

Cyborgs

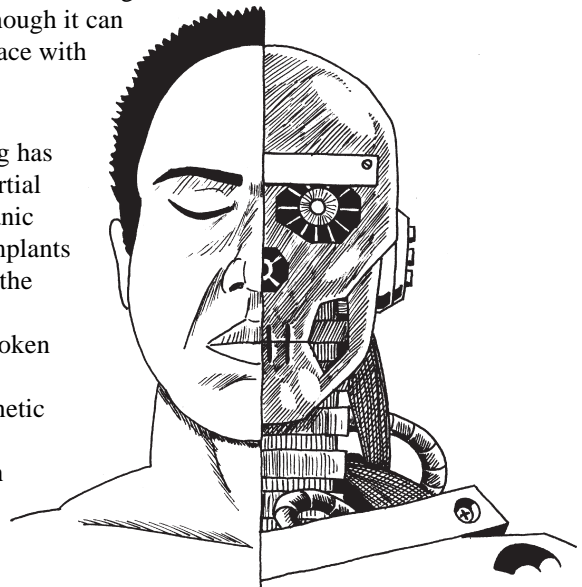
A cyborg can be a living being with only a handful of surgical implants and artificial limbs or be almost completely robotic possessing only a brain and some living organs. There are two general types of cyborgs referred to as full conversion and partial conversion cyborgs. Note that a robot with living organs usually meant as a disguise can be considered a cyborg although it can survive and function without its cybernetic systems (used to interface with the living parts).

Partial Conversion

Partial cybernetic conversion happens when a living being has their skeletal system reinforced with metal, plastic or ceramics. Partial conversion cyborgs usually have only up to 1/2 of their natural organic selves replaced with cybernetic systems such as organ or sensor implants or have their limbs replaced. Partial conversion cyborgs adhere to the below guidelines:

- Reinforced Skeleton (adds +25 H.P. and impervious to broken bones).
- At least 50% of their original organs replaced with cybernetic systems (AUR and organic H.P. are at 1/2)

Those that meet the previous requirements to be partial conversion cyborgs gain the following bonuses and immunities as side effects:



- Only need to eat ¼ of what is needed for those of their race a day to live
- Spell Resistance (10)
- Only suffers ½ effect from failed Fortitude saves (death effects are unchanged)
- Lacks K.O. points.
- Gains -10% to Knockdown chance.

Full Conversion

Full cybernetic conversion means that the living creature is now more machine than organic. They may have up to 75% to 95% of their bodies replaced with cybernetic systems. Although full conversion cyborgs may be mostly machine they still possess (at least) an organic brain and internal organs and will need to eat or in the very least have liquid nutrients put into their bodies. Note that those who have completely replaced their bodies with robotic or cybernetic ones will usually still retain at least their brains and spinal chords but are still considered Full Conversion Cyborgs and require nutrient fluids. Full conversion cyborgs adhere to the following guidelines:

- Reinforced Skeleton or a Robotic Chassis
- At least 75% of their organic bodies will be replaced with cybernetic systems
- Have at least 1 computer system installed
- May have robot or bionic limbs
- May have armor attached to their bodies

Those that meet the above criteria for full conversion cyborgs will gain the following bonuses as side effects of their full body conversions:

- AUR score is reduced to 2
- No organic body heat (usually too low to detect)
- Only need to absorb 5% of what is needed for those of their race a day to live
- Spell Resistance (15)
- Psionic Resistance (10)
- Immune to Fortitude saves and Death Effects (mostly machine)
- Lacks K.O. points
- Gains -50% to Knockdown chance.

Bio-Borgs

Bio-borgs are those who have been almost completely altered by grafting, symbiote implantation and genetic alteration. Rarely those bio-borgs that are slaves will be implanted with parasites for their masters pleasure. Typically a standard bio-borg will have all of the following:

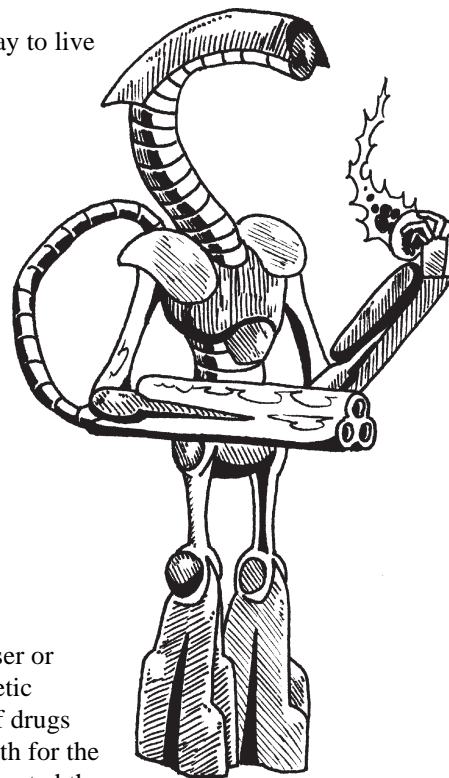
- Supernatural Attributes (all physical except BEA which is zero)
- Possess 1D4 extra limbs
- Possess 3 natural weapons
- Have 3 symbiotes/parasites granting 1 minor uncanny ability each.
- +100 H.P. bonus
- Always suffer from 1D4 random insanities

Chemical Super Soldier

These chemically altered beings will have some kind of drug dispenser or harness used to deliver the drugs into their system as well as having a cybernetic implant that functions as a computer regulating the flow of drugs and types of drugs adjusted to grant them extra abilities but these require drug refills once a month for the combined cost of all the drugs that were chosen when the character was augmented the first time.

The character does suffer much more penalties than normal for the use of super drugs than normal since their bodies are literally always flooded with them. They will automatically begin to suffer from 1 random insanity at character level 3 and will gain +1 additional random insanity per 3 levels from then on. Their maximum life expectancy is greatly reduced because of the intense stress that the drugs put on their bodies which is reduced to only 7 years. In the last year of their life they will suffer random effects such as bloody noses, reduced healing (by ½), and accelerated aging (-6 to BEA) and when they reach the end they may die quickly and unexpectedly, fall into a coma, or suffer for months until they finally waste away.

Note that these super soldiers can go clean which is the same as trying to defeat normal addiction but the permanent penalties are more severe than normal. A rehabilitated chemical super soldier suffers a permanent -1 to all spiritual attributes and a -5 to STR and CON. A chemical super-soldier will gain the following bonuses:



- Extraordinary CON, STR and DEX attributes
- Gains the Auto-Dodge maneuver
- Only requires 4 hours of sleep a day.
- Cannot be caught flat-footed even during surprise attacks (as Uncanny Dodge).
- Invulnerable to Pain.
- Class HD type increases 2 steps up from normal class HD

Genetic Super-Soldier

The design and appearance of a genetically enhanced soldier will vary greatly depending on the program and administration that spawned them but the below guidelines will apply to all of them. Note that there is a 50% chance of side effects for a super-soldier unless the process has been perfected in which case there is only a 5% chance of genetic side effects (table 17-3).

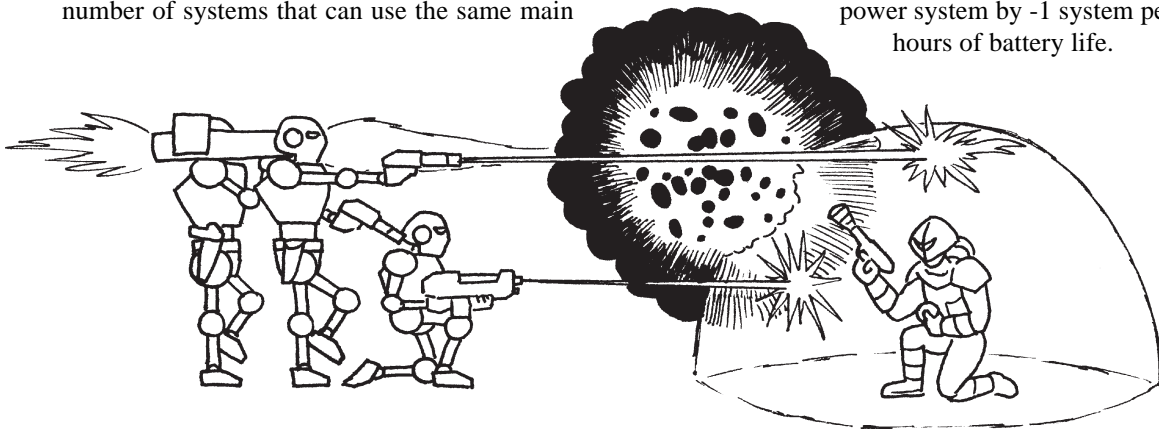
- 1D4 + 1 Extraordinary Physical Attributes.
- +20 H.P. bonus.
- +1 Bonus attack/action.
- May have 1D3 minor uncanny powers, 2 major uncanny powers or 1 minor and 1 major (GM's call).
- May have 1D6 natural abilities or natural weapons not naturally possessed by their race (GM's call).

Force Fields

Force fields are a special type of armor that relies solely on a field of energy to protect an area of effect. The device or system that creates a force field is called a Force Field Generator and are often found in sci-fi settings installed into vehicles particularly space craft. Force fields require a power source. All other aspects such as vulnerabilities, invulnerabilities and D.R. are similar to normal armors though forcefields do not possess H.P.

Force fields rely on their power source as normal armors rely on the base materials used. All stand alone force field generators (individual force field devices that are not integrated into a larger device) have a battery life. The following guidelines apply to all force field generators:

- Area of Effect: 5 ft radius + 5 per -1 of hour battery life.
- +1 D.R. per -1 hour of battery life. Attacks that do not bypass the DR of the field are subject to ricochet rules.
- Invulnerabilities: As normal armors but automatically repels the attack entirely and uses up -4 hours of battery life per 1 invulnerability.
- Vulnerabilities: As normal armors except that attacks that the field is vulnerable to simply bypasses the field entirely. Each vulnerability adds +1 hour to battery life.
- Damage: Some fields can inflict damage by touch or even inflict stunning. This limits battery life by -1 hour per 1D6 HP/KO damage or +5 to instant stun DC.
- Base Battery Life for small Field Generators: 10 hours (doubles for every size class up).
- Integrated Field Generators: Force fields that are integrated into a main power system limit the number of systems that can use the same main power system by -1 system per -4 hours of battery life.



Appendix I: Weapon & Armor Reference Tables

Weapon	Grip	Training	Grade	Attack Type	HP	Damage	Critical	Reach	Thrown	Weapon Group	W.P.Mod	AP	Features
Battle Axe	1	Simple	Med	Slashing	13	ID6	20/x3	-	-	Axe	DEX	4	Chop, Single Edged
Bearded Axe	2	Martial	Heavy	Slashing	15	ID8	20/x3	-	-	Axe	STR	4	Chop, Single Edged
Bipenis Axe	2	Martial	Med	Slashing	12	ID6	20/x3	-	-	Axe	DEX	4	Chop Single Edged
Great Axe	1-½	Exotic	Med	Slashing	16	2D8	20/x3	+5ft	-	Axe	STR	8	Chop, Great Weapon, Single Edged
Throwing Axe	1	Martial	Light	Slashing	8	ID3	19-20/x3	-	5ft	Axe/Thrown	DEX/PER	2	Chop, Single Edged
Tomahawk	1	Martial	Light	Slashing	10	ID4	19-20/x3	-	10ft	Axe	DEX	1	Chop, Hook, Single Edged
Club	1	Simple	Med	Bludgeoning	4	ID6	20/x2	-	-	Blunt	STR	1	
Flail	1	Martial	Med	Bludgeoning	12	ID6	20/x2	-	-	Ball & Chain	DEX	1	
Flail, Dire	2	Exotic	Med	Bludgeoning	12	1D6+2	20/x2	+5 ft	-	Ball & Chain	DEX	1	Double Ended, Spiked
Great Club	2	Simple	Med	Bludgeoning	5	2D8	20/x2	+5 ft	-	Blunt	STR	4	Great Weapon
Jitte	1	Martial	Med	Bludgeoning	6	ID3	20/x2	-	-	Blunt	DEX	0	Hook
Mace	1	Simple	Med	Bludgeoning	12	ID6	20/x2	-	-	Blunt	STR	2	
Mace, Dire	2	Martial	Med	Bludgeoning	12	ID6	20/x2	-	-	Blunt	DEX	2	Double Ended
Maul	1	Simple	Med	Bludgeoning	4	ID6	20/x2	-	-	Blunt	DEX	1	
Morning Star	1	Martial	Med	Bludgeoning	12	1D6+2	20/x2	-	-	Blunt	STR	2	Spiked
Nunchaku	1	Exotic	Med	Bludgeoning	3	ID4	20/x2	-	-	Blunt	DEX	0	Entangle
Sap	1	Simple	Med	Bludgeoning	1	ID3	20/x2	-	-	Blunt	DEX	0	
Tonfa	1	Exotic	Med	Bludgeoning	3	ID4	20/x2	-	-	Blunt	DEX	0	
War Hammer	1-½	Martial	Med	Bludgeoning	12	ID6	20/x2	-	-	Blunt	STR	1	Anti-Armor, Butt-spike, Hook
Bowie Knife	1	Martial	Med	Slashing	11	ID6	20/x2	-	5 ft	Knife	DEX	1	Great Weapon, Single Edged
Dagger	1	Simple	Med	Slashing	6	ID3	20/x2	-	5 ft	Knife	DEX	1	
Dirk	1	Simple	Med	Slashing	10	ID4	20/x2	-	5 ft	Knife	DEX	1	
Kukri	1	Simple	Med	Slashing	7	ID3	20/x2	-	5 ft	Knife	DEX	2	Chop, Single Edged
Punch Dagger	1	Simple	Med	Piercing	6	ID3	20/x2	-	-	Knife	STR	2	Adds to Punch Damage
Rapier Trident	1	Exotic	Med	Slashing	6	ID3	20/x2	-	-	Knife	DEX	1	Trap Weapon
Sai	1	Exotic	Med	Piercing	6	ID3	20/x2	-	5 ft	Knife	DEX	1	Hook
Shuriken	1	Martial	Light	Piercing	5	1	19-20/x2	-	10 ft	Thrown	PER	0	
Stiletto/Switchblade	1	Simple	Light	Slashing	1	2	19-20/x2	-	-	Knife	DEX	1	
Tanto Dagger	1	Simple	Med	Slashing	7	ID3	19-20/x2	-	-	Knife	DEX	1	Curved Blade, Single Edged
Throwing Dagger	1	Martial	Med	Slashing	6	ID3	20/x2	-	10 ft	Knife/Thrown	DEX/PER	0	
Kama	1	Exotic	Med	Slashing	5	ID4	20/x2	-	-	Sickle	DEX	1	Curved Blade (hook), Single Edged
Sickle	1	Simple	Med	Slashing	7	ID6	20/x2	-	-	Sickle	DEX	1	Curved Blade (hook), Single Edged
Scythe	2	Martial	Med	Slashing	8	2D6	20/x2	+5 ft	-	Sickle	DEX	1	Curved Blade (hook), Single Edged
Halberd	2	Simple	Med	Piercing/Slashing	5	ID6	20/x3	+5 ft	-	Spear	DEX	1	Chop, Hook
Javelin	1	Martial	Med	Piercing	5	ID6	20/x2	-	15 ft	Spear	DEX	1	
Lance	1	Martial	Med	Piercing	5	ID6	20/x2	+5 ft	-	Spear	DEX	2	
Lance, Heavy	1	Martial	Heavy	Piercing	6	ID8	20/x3	+5 ft	-	Spear	DEX	3	
Spear, Fighting	1-½	Martial	Med	Piercing	5	ID6	20/x2	+5 ft	-	Spear	DEX	2	Hook
Spear, Long	2	Simple	Med	Piercing	5	ID6	20/x2	+5 ft	-	Spear	DEX	2	
Spear, Short	1-½	Simple	Med	Piercing	5	ID6	20/x2	-	10 ft	Spear	DEX	2	
Staff, Iron	2	Exotic	Heavy	Bludgeoning	14	ID8	20/x3	-	-	Staff	DEX	2	
Staff, Long	2	Martial	Med	Bludgeoning	4	ID6	20/x2	+5 ft	-	Staff	DEX	1	
Staff, Quarter	2	Martial	Med	Bludgeoning	4	ID6	20/x2	-	-	Staff	DEX	1	
Slave	2	Martial	Light	Bludgeoning	3	ID4	19-20/x2	-	-	Staff	DEX	1	
Calvary Saber	1	Martial	Med	Slashing	13	ID6	19-20/x2	-	-	Longsword	DEX	3	Curved Blade, Single Edged
Double Sword	2	Exotic	Med	Slashing	12	ID6	20/x2	-	-	Longsword	DEX	3	Double Ended
Great Sword	1-½	Martial	Med	Slashing	13	ID8	20/x3	-	-	Longsword	STR	4	Great Weapon
Katana	1-½	Exotic	Med	Slashing	12	ID8	19-20/x2	-	-	Longsword	DEX	3	Curved Blade, Razor Sharp, Single Edged
Long Sword	1	Martial	Med	Slashing	12	ID6	20/x2	-	-	Longsword	DEX	3	
Modara	1	Martial	Light	Slashing	10	ID4	19-20/x2	-	-	Longsword	DEX	2	

Appendix I: Weapon & Armor Reference Tables

Weapon	Grip	Training	Grade	Attack Type	HP	Damage	Critical	Reach	Thrown	Weapon Group	W.P.Mod	AP	Features
Rapier	1	Marital	Med	Slashing	13	ID4	20/x2	-	-	Longsword	DEX	4	
Scimitar	1	Marital	Light	Slashing	15	ID4	18-20/x2	-	-	Longsword	DEX	4	Curved Blade, Single Edged
Cutlass	1	Simple	Med	Slashing	12	ID4	19-20/x1	-	-	Shortsword	DEX	2	Curved Blade, Single Edged
Falchion	1	Simple	Med	Slashing	16	ID4	20/x3	-	-	Shortsword	DEX	2	Chop
Gladius	1	Simple	Med	Piercing	8	ID4	20/x2	-	-	Shortsword	DEX	2	
Ninja Ken	1-½	Marital	Med	Slashing	10	ID6	20/x2	-	-	Shortsword	DEX	1	Razor Sharp, Single Edged
Shortsword	1	Simple	Med	Slashing	4	ID4	20/x2	-	-	Shortsword	DEX	1	
Smallsword	1	Marital	Light	Piercing	12	ID3	19-20/x2	-	-	Shortsword	DEX	1	
Wakazashi	1-½	Exotic	Med	Slashing	12	ID6	19-20/x2	-	-	Shortsword	DEX	2	Curved Blade, Razor Sharp, Single Edged
Claymore	2	Marital	Med	Slashing	5	2D8	20/x2	+5 ft	-	2 Handedsword	STR	4	Great Weapon
Estoc	2	Marital	Med	Piercing	6	2D4	20/x2	+5 ft	-	2 Handedsword	DEX	8	
Flamberg	2	Marital	Med	Slashing	12	2D6	20/x2	+5 ft	-	2 Handedsword	STR	4	Serrated
2 Handed Sword	2	Marital	Med	Slashing	12	2D6	20/x2	+5 ft	-	2 Handedsword	STR	4	
No Dachi	2	Exotic	Light	Slashing	4	2D8	18-20/x2	+5 ft	-	2 Handedsword	STR	5	Curved Blade, Great Weapon, Razor Sharp, Single Edged
Tsurar	2	Marital	Med	Slashing	12	2D4	20/x3	-	-	2 Handedsword	STR	3	Chop
Zanbato	2	Exotic	Heavy	Slashing	3	2D10	20/x3	+5 ft	-	2 Handedsword	STR	4	Great Weapon
Bolos	1	Marital	Med	Bludgeoning	1	ID3	20/x2	-	-	Thrown	DEX	0	Entangle, Trip
Boomerang	1	Marital	Med	Bludgeoning	3	ID3	20/x2	-	-	Thrown	DEX	0	
Boomerang, War	1-½	Marital	Med	Bludgeoning	12	ID6	20/x2	-	-	Thrown	STR	0	+Punch Damage
Brass Knuckles	1	Simple	Med	Bludgeoning	11	ID3	Punch	-	-	Blunt	STR	0	
Bull Whip	1	Simple	Med	Slashing	6	ID6	20/x2	-	5 ft	Whip	DEX	0	Whip
Chakrum	1	Exotic	Med	Slashing	10	ID4	20/x2	-	5 ft	Thrown	DEX	0	
Darts	1	Simple	Light	Piercing	7	2	19-20/x2	-	5 ft	Thrown	PER	0	
Hand Torpedo	1	Exotic	Heavy	Bludgeoning	6	ID4	20/x3	-	5 ft	Thrown	STR	1	
Iron Claws	1	Exotic	Med	Slashing	6	4D3	20/x2	-	-	Claws	DEX	0	Four "Claws" (ID3 each)
Steel Whip	1	Exotic	Med	Bludgeoning	6	ID8	20/x2	-	-	Whip	DEX	1	Whip
Throwing Spikes	1	Marital	Light	Piercing	5	2	19-20/x2	-	5 ft	Thrown	PER	0	
Trident	1	Marital	Med	Piercing	1	ID6	20/x2	-	10 ft	Fork	DEX	1	Trap Weapon
Tiger Fork	1	Marital	Med	Piercing	7	ID6	20/x2	-	-	Fork	DEX	0	Hook
Weapon	Grip	Training	Grade	Attack Type	HP	Damage	Critical	Reach	Thrown	Weapon Group	W.P.Mod	AP	Features
Electro-Mace	1	Simple	Med	Bludgeon/Energy	12	ID6+2/ID6	20/x2	-	-	Blunt	DEX	10	Electricity Damage (ID6), Spiked
Electro-Whip	1	Simple	Med	Bludgeon/Energy	2	ID6/ID6	20/x2	+5 ft	-	Whip	DEX	10	Electricity Damage (ID6)
Force Hammer	2	Simple	Med	Bludgeon/Energy	12	ID6/ID6	20/x2	-	-	Blunt	DEX	10	Auto-Knockback, Energy Damage (ID6)
Force Staff	2	Marital	Med	Bludgeon/Energy	12	ID6/ID6	20/x2	+5 ft	-	Staff	DEX	10	Auto-Knockback, Energy Damage (ID6)
Laser Dagger	1	Simple	Med	Energy	1	2D4	20/x2	-	5 ft	Knife	DEX	10	
Laser Longsword	1-½	Exotic	Med	Energy	1	2D6	19-20/x2	-	-	Longsword	DEX	10	Weightless Blade
Laser Whip	1	Simple	Med	Energy	1	2D6	20/x2	+5 ft	-	Whip	DEX	10	
Molecular Edge Sword	1	Marital	Med	Slashing	14	ID8	19-20/x2	-	-	Longsword	DEX	10	Curved Blade, Deals energy (thi) damage,
Plasma Sword	1	Exotic	Med	Energy	1	4D6	20/x2	-	-	Shortsword	DEX	10	Razor Sharp, Single Edged
Vibro-Claws	1	Exotic	Med	Energy	6	3D3	20/x2	-	-	Claws	DEX	10	
Vibro-Dagger	1	Simple	Med	Energy	6	ID3	20/x2	-	5 ft	Knife	DEX	10	
Vibro-Shortsword	1	Simple	Med	Energy	10	ID4	20/x2	-	-	Shortsword	DEX	10	
Vibro-Longsword	1	Marital	Med	Energy	12	ID6	20/x2	-	-	Longsword	DEX	10	

Appendix I: Weapon & Armor Reference Tables

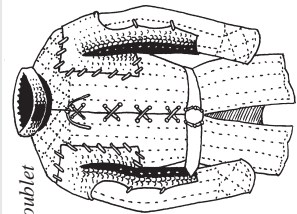
Weapon	Grip	Training	Grade	Attack Type	HP	Damage	Critical	Range	Increment	Weapon Group	W.P. Mod	AP	Features
Arbalest*	2	Simple	Heavy	Piercing	6	1D12	20/x3	Med	40 ft	Archery	PER	6	Bow (250 lbs)
Blunderbuss ¹	2	Simple	Med	Ballistic	8	2D10	20/x2	Short	10 ft	Archaic Firearm	PER	2	Shotgun
Crossbow*	2	Simple	Med	Piercing	4	1D10	20/x2	Med	30 ft	Archery	PER	4	Bow (200 lbs)
Crossbow, Hand*	1	Simple	Med	Piercing	3	1D4	20/x2	Short	20 ft	Archery	PER	2	Bow (50 lbs)
Crossbow, Light*	2	Simple	Light	Piercing	3	1D6	19-20/x2	Med	30 ft	Archery	PER	3	Bow (150 lbs)
Derringer ¹	1	Simple	Med	Ballistic	4	1D3	20/x2	Short	5 ft	Archaic Firearm	PER	-1	
Handgun ¹	2	Simple	Med	Ballistic	12	1D6	20/x2	Short	10 ft	Archaic Firearm	PER	2	AP (5) (w/gun arrow only)
Longbow	2	Marital	Med	Piercing	4	1D8	20/x2	Long	30 ft	Archery	PER	4	Bow (80 lbs)
Longbow, Composite	2	Marital	Med	Piercing	4	1D10	20/x2	Long	35 ft	Archery	PER	4	Bow (80 lbs), Composite
Modern Sporting Bow	2	Marital	Med	Piercing	6	1D10	20/x2	Med	35 ft	Archery	PER	5	Bow (80 lbs), Composite, Mighty
Musket ¹	2	Simple	Med	Ballistic	8	1D8	20/x2	Med	30 ft	Archaic Firearm	PER	3	
Pistol ¹	1	Simple	Med	Ballistic	6	1D6	20/x2	Med	15 ft	Archaic Firearm	PER	2	
Rifle Musket ¹	2	Simple	Med	Ballistic	8	1D8	20/x2	Long	45 ft	Archaic Firearm	PER	4	
Rifle, Long ¹	2	Simple	Med	Ballistic	10	2D8	20/x2	Long	60 ft	Archaic Firearm	PER	5	
Shortbow	2	Marital	Med	Piercing	3	1D6	20/x2	Med	20 ft	Archery	PER	2	Bow (70 lbs)
Shortbow, Composite	2	Marital	Med	Piercing	3	1D8	20/x2	Med	25 ft	Archery	PER	2	Bow (70 lbs), Composite
Sling	1	Simple	Med	Bludgeoning	1	1D3	20/x2	Short	20 ft	Slings	DEX	1	
Sling, Compound	2	Simple	Med	Bludgeoning	1	1D4	20/x2	Short	20 ft	Slings	DEX	1	Composite, Mighty
Stonebow*	2	Simple	Med	Bludgeoning	4	1D4	20/x2	Med	25 ft	Archery	PER	0	Bow (50 lbs)
Strongbow	2	Marital	Med	Piercing	4	1D8	20/x2	Long	30 ft	Archery	PER	3	Bow (80 lbs), Mighty
*All crossbows take 1 action to reload													
¹ All archaic firearms take 1 melee round to reload													
Blaster Cannon	2	Simple	Med	Energy	4	3D6+6	-	Long	200 ft	Heavy Energy	PER	15	
Blaster Pistol	1	Simple	Med	Energy	3	3D6	-	Short	100 ft	Energy Pistol	PER	10	
Blaster Rifle	2	Simple	Med	Energy	4	3D6+3	-	Med	100 ft	Energy Rifle	PER	10	
Force Beam (Rifle)	2	Simple	Med	Energy	4	1D6+1	-	Short	10 ft	Energy Rifle	PER	10	Auto-Knockback, Kinetic Energy Damage
Ion Cannon	2	Simple	Med	Energy	4	3D6+6	-	Long	25 ft	Heavy Energy	PER	15	
Ion Pistol	1	Simple	Med	Energy	3	3D6	-	Med	25 ft	Energy Pistol	PER	10	
Ion Rifle	2	Simple	Med	Energy	4	3D6+3	-	Med	25 ft	Energy Rifle	PER	10	
Laser Cannon	2	Simple	Med	Energy	4	2D6+4	-	Long	400 ft	Heavy Energy	PER	15	
Laser Derringer	1	Simple	Light	Energy	2	1D6	-	Short	200 ft	Energy Pistol	PER	10	
Laser Pen	1	Simple	Light	Energy	1	1D4	-	Short	200 ft	Energy Pistol	PER	10	
Laser Pistol	1	Simple	Med	Energy	3	2D6	-	Med	200 ft	Energy Pistol	PER	10	
Laser Rifle	2	Simple	Med	Energy	4	2D6+2	-	Long	200 ft	Energy Rifle	PER	15	
Laser Rifle, Sniper	2	Simple	Med	Energy	4	3D6+3	-	Long	200 ft	Energy Rifle	PER	10	Sniper Weapon
Particle Beam Cannon	2	Simple	Med	Energy	4	6D6+8	-	Long	100 ft	Heavy Energy	PER	15	
Particle Beam Pistol	1	Simple	Med	Energy	3	6D6	-	Med	100 ft	Energy Pistol	PER	10	
Particle Beam Rifle	2	Simple	Med	Energy	4	6D6+4	-	Long	100 ft	Energy Rifle	PER	10	
Plasma Cannon	2	Simple	Med	Energy	4	4D6+8	-	Med	200 ft	Heavy Energy	PER	15	Plasma Damage
Plasma Flamethrower	2	Simple	Med	Energy	4	4D6	-	Short	50 ft	Flamethrower	DEX	5	Flamethrower (no ongoing damage), Plasma Damage
Plasma Pistol	1	Simple	Med	Energy	4	4D6	-	Short	100 ft	Energy Pistol	PER	10	Plasma Damage
Plasma Rifle	2	Simple	Med	Energy	4	4D6+4	-	Med	100 ft	Energy Rifle	PER	10	Plasma Damage
Rail Gun	2	Simple	Heavy	Energy	4	1D6x10	-	Long	250 ft	Heavy Energy	PER	15	Sonic Velocity Round
Rail Gun, Light	2	Simple	Med	Energy	4	1D4x10	-	Long	200 ft	Heavy Energy	PER	15	Sonic Velocity Round
Rail Gun, Flachette	2	Simple	Heavy	Energy	4	4D8+4	-	Med	200 ft	Heavy Energy	PER	15	Shotgun, Sonic Velocity Round
Tesla Pistol	1	Simple	Med	Energy	3	1D6	-	Short	50 ft	Energy Pistol	PER	10	Electricity Damage
Tesla Rifle	2	Simple	Med	Energy	4	1D6+1	-	Med	100 ft	Energy Rifle	PER	10	Electricity Damage

Appendix I: Weapon & Armor Reference Tables

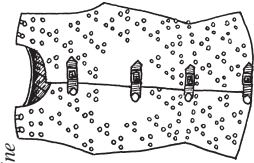
Weapon	Grip	Grade	Attack Type	Damage	Thrown	Increment	Radius	Features	
7.62 mm	-	Med	Ballistic	5D6	-	-	-		
9 mm	-	Med	Ballistic	1D4	-	-	-		
.22	-	Med	Ballistic	1D3	-	-	-		
.32-.38	-	Med	Ballistic	3D6	-	-	-		
.44 magnum	-	Heavy	Ballistic	3D8	-	-	-		
.45	-	Med	Ballistic	4D6	-	-	-		
.50 cal	-	Heavy	Ballistic	4D8	-	-	-		
30-06	-	Heavy	Ballistic	3D8	-	-	-		
12-gauge Shot	-	Med	Ballistic	2D6	-	-	-	Shotgun	
12-gauge Slug	-	Heavy	Ballistic	2D8	-	-	-		
Flamethrower	-	Med	Ballistic	2D6	-	-	-	Flamethrower	
Black Powder (1 lb)	-	Med	Low Explosive	2D6	-	-	10 ft		
Dynamite (1 stick)	1	Med	High Explosive	2D6	5 ft	-	10 ft		
Fusion Block	-	Heavy	High Explosive	2D8x10	-	-	50 ft		
Grenade, Fragmentary	1	Med	High Explosive	4D6+1	10 ft	-	10 ft	Shrapnel (+20 ft radius)	
Grenade, Standard	1	Med	High Explosive	4D6	10 ft	-	10 ft	Shrapnel	
Grenade, Micro-Fusion	1	Med	High Explosive	1D6x10	10 ft	-	10 ft		
Grenade, Plasma	1	Med	High Explosive	6D6	10 ft	-	10 ft	Incendiary, Plasma Damage	
Grenade Round	-	Med	High Explosive	4D4	-	30 ft	5 ft		
Grenade, Thermite	1	Med	High Explosive	2D6	10 ft	-	5 ft	Incendiary (2D6 damage per melee for 1D4 rounds)	
Plastic Explosive (1 oz)	-	Light	High Explosive	2D4	-	-	10 ft		
Rocket, Anti-Armor	-	Med	High Explosive	5D6+20	-	1,000 ft	5 ft		
Rocket, Anti-Personnel	-	Med	High Explosive	5D6	-	1,000 ft	20 ft	Shrapnel	
Rocket, Plasma	-	Med	High Explosive	6D6	-	1,000 ft	10 ft	Incendiary, Plasma Damage	
Rocket, Micro-Fusion	-	Med	High Explosive	2D6x10	-	1,000 ft	20 ft		
Thermal Detonator	1	Med	High Explosive	8D6+6	10 ft	-	20 ft		
Armor	Armor Type	Coverage	DR	HP	Max DEX	Casting DC Mod	Armor Grade	Price	Additional
Coif	Quilted	Partial	0	5	-	-	-	25 sp	Helmet
Coif, Mail	Mail	Partial	5	28	-	-	-	14 gp	Helmet
Great Helm	Plate	Full	9	92	-	+7 (verbal)	-	50 gp	Helmet, +2 Concentration
Helmet, Close	Plate	Full	8	60	-	+6 (verbal)	-	30 gp	Helmet, +2 Concentration
Helmet, Open	Plate	Half	7	45	-	-	-	23 gp	Helmet
Helmet, Leather	Plate	Half	0	6	-	-	-	3 gp	Helmet
Skull Cap	Plate	Partial	5	15	-	-	-	8 gp	Helmet
Steel Kettle Hat	Plate	Partial	6	30	-	-	-	15 gp	Helmet
Wooden Hat	Plate	Partial	4	20	-	-	-	10 gp	Helmet
Buckler, Steel	Plate	Buckler	8	30	-	+2	-	3 gp	+1 Parry
Buckler, Wood	Plate	Buckler	6	10	-	+2	-	5 sp	+1 Parry
Medium Bronze Shield	Plate	Med Shield	7	80	-	+4	-	4 gp	½ Cover
Medium Hide Shield	Hide	Med Shield	2	13	-	-	-	13 sp	½ Cover
Medium Steel Shield	Plate	Med Shield	8	120	-	+4	-	6 gp	½ Cover
Medium Wicker Shield	Woven	Med Shield	2 (P)	15	-	+1	-	2 sp	½ Cover
Medium Wood Shield	Plate	Med Shield	6	38	-	+4	-	19 sp	½ Cover
Scutum	Lamellar	Tower Shield	5 [P]	30	-	+3	-	12 gp	¾ Cover
Tower Shield, Bronze	Plate	Tower Shield	7	160	-	+6	-	8 gp	¾ Cover
Tower Shield, Steel	Plate	Tower Shield	8	240	-	+6	-	12 gp	¾ Cover
Tower Shield, Wicker	Woven	Tower Shield	2[S](P)	30	-	+3	-	8 sp	¾ Cover
Tower Shield, Wood	Plate	Tower Shield	6	76	-	+6	-	38 sp	¾ Cover

Appendix I: Weapon & Armor Reference Tables

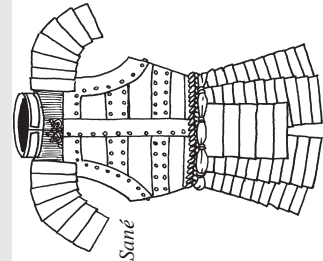
Armor	Armor Type	Coverage	DR	HP	Max DEX	Casting DC Mod	Armor Grade	Price	Additional
Arming Doublet	Quilted	Partial	1	34	+11	0	Light	17 gp	10% (Soft Leather/Chain Mail)
Pectoral Plate, Bronze	Plate	Partial	5	28	+6	+4	Light	14 gp	
Pectoral Plate, Steel	Plate	Partial	6	58	+6	+4	Light	48 gp	
Gambeson	Quilted	Half	1 (S)	4	+10	0	Light	2 gp	
Acton	Quilted	Full	2 (S)	5	+9	+1	Light	3 gp	
Leather, Soft	Leather	Full	2	8	+7	+3	Light	4 gp	
Leather, Hard	Leather	Full	3	10	+7	+3	Light	15 gp	
Leather Scale	Leather	Full	2	15	+7	+3	Light	8 gp	
Jerkin, Cowhide	Hide	Half	1	10	+7	+3	Light	5 gp	
Jerkin, Wool	Woven	Half	1	6	+9	+1	Light	3 gp	
Jerkin, Leather	Leather	Half	2	14	+6	+4	Light	7 gp	50% (Quilted)
Brigandine	Quilted	Partial	4	36	+8	+2	Med	18 gp	40% (Leather), 20% (Plate)
Chain Shirt	Mail	Partial	4 (P)	113	+5	+5	Med	57 gp	
Scale Mail Shirt	Mail	Partial	5	117	+4	+8	Med	77 gp	
Bear Hide	Hide	Half	5	10	+6	+4	Med	5 gp	25% (Quilted)
Bishop's Mantle	Mail	Partial	4	128	+5	+5	Med	64 gp	
Hauberk	Mail	Half	5 (P)	169	+4	+6	Med	85 gp	
Sané	Lamellar	Half	4	44	+5	+5	Med	44 gp	
Chain Mail	Mail	Full	6 (P)	225	+3	+7	Med	113 gp	
Leather Cuirasse	Plate	Partial	5	20	+4	+6	Med	10 gp	
Scale Mail	Mail	Full	7	229	+2	+8	Med	135 gp	50% (Leather)
Scale Mail, Vest	Mail	Partial	3	60	+9	+1	Med	30 gp	5% (Metal)
Studded Leather	Leather	Full	4	30	+5	+5	Med	15 gp	
Wolfskin Mantle	Hide	Half	1	5	+6	+4	Med	3 sp	
Chest Plate	Plate	Partial	6 [S]	115	+4	+6	Heavy	58 gp	
Half Plate	Plate	Half	7 [S]	173	+3	+7	Heavy	87 gp	
Double Mail	Mail	Full	7	227	+2	+9	Heavy	129 gp	50% (Plate)
Plate Mail	Mail	Full	7	200	+3	+7	Heavy	100 gp	
Full Plate	Plate	Full	8	230	+2	+8	Heavy	115 gp	
Full Plate, Heavy	Plate	Full	10	345	+1	+9	Heavy	173 gp	
Bracer, Bronze	Plate	-	7	28	-	-	-	14 cp	
Bracer, Leather	Leather	-	2	4	-	-	-	2 cp	
Bracer, Studded Leather	Leather	-	2	24	-	-	-	12 cp	
Bracer, Steel	Plate	-	8 [S]	38	-	-	-	17 cp	
Gauntlet, Steel	Plate	-	8 [S]	38	-	-	-	19 sp	
Gauntlet, Leather	Leather	-	7	10	-	-	-	5 sp	
Gloves, Mail	Mail	-	6 [S]	36	-	-	-	18 sp	
Leg Gaurd	Plate	-	8 [S]	38	-	-	-	19 sp	



Arming Doublet



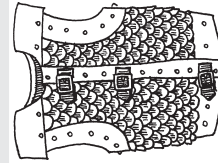
Brigandine



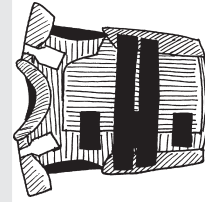
Sané



Pectoral Plate



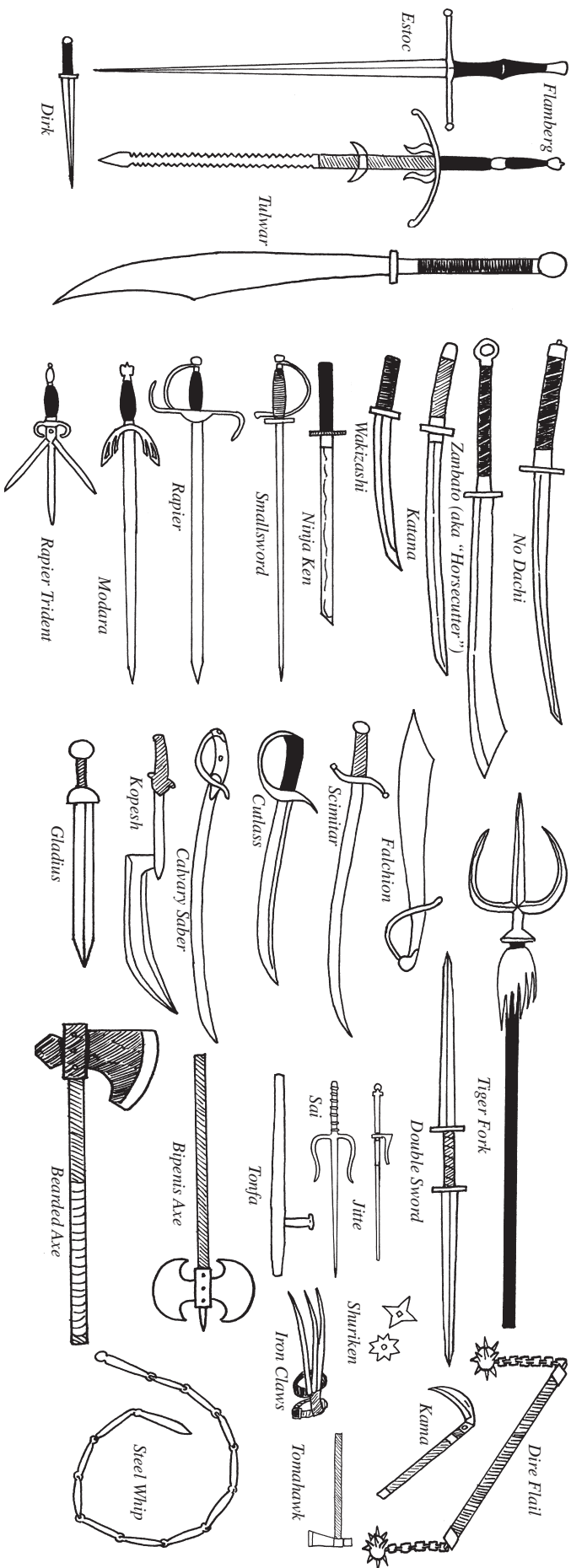
Scale Mail Vest



Energy Resistant Vest

Appendix I: Weapon & Armor Reference Tables

Armor	Armor Type	Coverage	DR	HP	Max DEX	Casting DC Mod	Armor Grade	Price	Additional
Energy Resistant Vest	Woven	Partial	2 [E]	21	+7	+1	Light	\$5,000	
Space Pilot EBA (Crash Suit)	Quilted	Full	3	38	+6	EBA	Light	\$2,500	Super Hard Plastic
Ultra-Light EBA	Plate	Full	7	64	+8	EBA	Light	\$12,500	Combat Ceramics
Chest Plate	Plate	Partial	7	35	+6	+2	Med	\$18,750	Combat Ceramics
Light Combat EBA	Plate	Full	9	70	+4	EBA	Med	\$25,000	Super Hard Plastic
Standard EBA	Plate	Full	8	80	+4	EBA	Med	\$25,000	Combat Ceramics
Combat EBA	Plate	Full	10	84	+3	EBA	Heavy	\$50,000	Combat Ceramics
Heavy Combat EBA	Plate	Full	12	100	+1	EBA	Heavy	\$100,000	Combat Ceramics
Super Heavy Combat EBA	Plate	Full	8	230	+3	EBA	Heavy	\$1 million	Super Alloy
Leather Jacket	Leather	Half	2	18	+8	+1	Light	\$93	
Trauma Plate (for vests)	Plate	Partial	+3	+38	+4	+4	Light	\$132	Stacks with a vest
Concealable Vest	Woven	Partial	8 (P)(E)	20	+9	0	Med	\$1,019	
Riot Jacket	Quilted	Half	7 (P)(E)	30	+7	+4	Med	\$1,075	
Tactical Vest	Woven	Partial	8 (P)(E)	40	+9	+9	Med	\$1,269	
Blast Suit	Quilted	Full	10 (E)	60	+2	+8	Med	\$5,275	Blast Protection
Rigid Vest	Plate	Partial	12 (P)	50	+5	+5	Med	\$2,376	
Tactical Full Body Armor	Woven	Full	14 (P)	40	+6	+4	Med	\$2,100	
Crash Helmet	Plate	Partial	5	21	-	0	-	\$188	
Kevlar Helmet	Plate	Partial	12 (E)	80	-	+7 (verbal)	-	\$2,250	
Riot Helmet	Plate	Full	7	42	-	+8	-	\$250	¾ Cover
Riot Shield	Plate	Tower Shield	7	76	-	+8	-	\$100	½ Cover
Riot Shield, Round	Plate	Med Shield	7	38	-	+4	-	\$50	¼ Cover
Riot Shield, Bullet Resistant	Plate	Tower Shield	13	80	-	+8	-	\$2,100	¾ Cover



Character Sheet

Name: _____ Player: _____
 Size: _____ Height: _____ Weight: _____ Race: _____
 Age: _____ Eyes: _____ Hair: _____ Skin: _____ Gender: _____
 Visual Range: _____ Earshot: _____ Reach: _____ Healing Factor: _____
 Disposition: _____
 Class: _____ Class Lvl: _____ XP: _____
 Alignment: _____ Speed: _____

Attribute	Score	Mod	Temp Score	Temp Mod
I.Q.				
M.E.				
CHA				
WIS				
AUR				
CON				
DEX				
STR				
BEA				
PER				

Racial HD: _____
 Class HD: _____
 Total HP: _____
 KO Points: _____
 Wounds: _____
 KO Damage: _____
 Chi (Total): _____
 Carry Weight (STR x 10 lbs.) = _____
 Lift Weight (Carry x 2) = _____
 Push/Drag (Carry Weight x 5 lbs) = _____
 Throw Weight (¼ Carry) = _____

Character Portrait

Save	Base	Total	Mod	Class Mod	Misc.
Fortitude	CON		=	+	+
Reflex	DEX		=	+	+
Will	ME		=	+	+
Courage	WIS		=	+	+

Combat Training: _____

Combat XP Lvl: _____

Disciplines: _____

#Attacks/Actions per Melee: _____

Skill	Base	Total	Mod	Ranks	Misc.
Bluff	CHA		=	+	+
Climb	STR		=	+	+
Charm	CHA+BEA		=	+	+
Concentrate	ME-PER		=	+	+
Detection	PER		=	+	+
Hide	DEX		=	+	+
Intimidate	CHA-BEA		=	+	+
Prowl	DEX		=	+	+
Sense Motive	WIS		=	+	+

	Base	Total	Mod	Ranks	Misc.
Initiative	PER or DEX		=	+	+
AC	DEX		=	+	+
Grapple	STR		=	+	+
Melee	n/a		=	+	+
Ranged	n/a		=	+	+
Damage	STR		=	+	+
Dodge	Reflex		=	+	+
Parry	DEX		=	+	+

Critical: _____

Pull Punch: _____

Maneuvers: _____

Feats & Notes:

<i>Armor</i>	<i>Armor Type</i>	<i>Coverage</i>	<i>DR</i>	<i>HP</i>	<i>Max DEX</i>	<i>Casting DC Mod</i>	<i>Armor Grade</i>	<i>Additional</i>

<i>Weapon</i>	<i>Grip</i>	<i>Grade</i>	<i>Attack Type</i>	<i>HP</i>	<i>Damage</i>	<i>Critical</i>	<i>Reach</i>	<i>Thrown</i>	<i>Range</i>	<i>Increment</i>	<i>Mod</i>	<i>AP</i>	<i>Additional</i>

Skills & Education

	Skill	Base	Total		Mod		Ranks		Misc.
Education Level: _____				=		+		+	
_____				=		+		+	
Max Skill Ranks: _____				=		+		+	
Skill Programs: _____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
Racial Skills: _____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
_____				=		+		+	
Money:				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	

Equipment 1: <div style="height: 150px;"></div>	Equipment 2: <div style="height: 150px;"></div>	Equipment 3: <div style="height: 150px;"></div>	Equipment 4: <div style="height: 150px;"></div>
---	---	---	---

Worn Equipment:

On Head: _____

Right Hand: _____

Right Wrist: _____

Left Hand: _____

Left Wrist: _____

Both Feet: _____

Right Foot: _____

Left Foot: _____

Miscellaneous Notes:

Magic

Spell Strength

Page 10 of 10

Total

$$= 10 +$$

Base Mod

1/2 Caster Level

Misc. Mod

Detect Magic

□

25% + 5% per Caster Lvl

Spells Known

DC

Spell Book

[illegible][illegible]

#Pages:_____H.P.:_____

Abilities: _____

Wards: _____

Familiar: _____

Type: _____ Size: _____

H.P.: _____ Hit Die: _____ Level: _____

Horror Factor: _____

Speed (land): _____ Speed (air): _____

Speed (water):_____Speed (Burrowing):_____

#Actions/Attacks:_____

Initiative: _____ Melee: _____ Parry: _____

Ranged: _____ Dodge: _____ AC: _____

IQ: _____ ME: _____ CHA: _____

WIS: _____ AUR: _____ CON: _____

DEX: _____ STR: _____ PER: _____

Fort: _____ Ref: _____ Will: _____ Cour: _____

Abilities: _____

Notes:

Psionics

Name	Save DC Mod	Power Mod	=	AUR	+	Ranks	+	Misc.
Bio-manipulation	Fortitude				+		+	
Extrasensory Perception (ESP)	Will				+		+	
Ectoplasm	-				+		+	
Electro-kinesis	Reflex				+		+	
Empathy	Will				+		+	
Healing	-				+		+	
Hydro-kinesis	Reflex				+		+	
Leech	Fortitude				+		+	
Mental Mastery	-				+		+	
Mind Control	Will				+		+	
Mind Over Matter	-				+		+	
Pyro-kinesis	Reflex				+		+	
Telekinesis	Reflex				+		+	
Telemechanics	Will				+		+	
Telepathy	Will				+		+	

Psionic Ability DC Modifiers

Area of Effect	DC mod
Gallons	+1 per 5 gallons
Rectangular	+1 per 5 sq. ft.
Radius	+1 per 5 ft radius
Self	0
Touch	-1
Target	+2 per 1 target
Weight	+1 per 5 lbs.
<u>Duration</u>	<u>DC mod</u>
Instant	-1
Melee Round	+1 per melee round
1 hour	+5 per 1 hour
1 Day	+10 per 1 day
<u>Dice</u>	<u>DC Mod</u>
Sides	+1 per type above 1D3
Number of	+2 per 1 die
1 pt.	0

Charged Crystals

#	Power/Points	Weight	HR	HP
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Personality Crystals

[illegible]

Notes:

Spell Formulation Sheet

Name: _____

Origin: _____

Method: _____

Magic Effect: _____

Casting Time: _____

Casting DC: _____

Components: _____

Saving Throw: _____

Range: _____

Area of Effect: _____

Damage: _____

Duration: _____

Additional: _____

Description: _____

[illegible]

Name: _____

Origin: _____

Method: _____

Magic Effect: _____

Casting Time: _____

Casting DC: _____

Components: _____

Saving Throw: _____

Range: _____

Area of Effect: _____

Damage: _____

Duration: _____

Additional: _____

Description: _____

[illegible]

Name: _____

Origin: _____

Method: _____

Magic Effect: _____

Casting Time: _____

Casting DC: _____

Components: _____

Saving Throw: _____

Range: _____

Area of Effect: _____

Damage: _____

Duration: _____

Additional: _____

Description: _____

This image shows a blank sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Name: _____
Origin: _____
Method: _____
Magic Effect: _____
Casting Time: _____
Casting DC: _____
Components: _____
Saving Throw: _____
Range: _____
Area of Effect: _____
Damage: _____
Duration: _____
Additional: _____
Description: _____

[illegible]

Martial Arts Style Record Sheet

Name of Style: _____

Prerequisites: _____

Signature Moves: _____

Techniques: _____

Stances: _____

Skill Point Cost: _____

A.C. Bonus: + _____

Disciplines: _____

Included Skills: _____

Included Moves: All Basic moves and _____

Bonus Actions: + _____

Max Attacks/Actions per Melee: _____

Description: _____

Level	Martial Arts Progression
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	

Combat Training: _____

Combat XP Lvl: _____

Disciplines: _____

#Attacks/Actions per Melee: _____

Previous Combat Training (if any)

Combat Training: _____

Combat XP Lvl: _____

Disciplines: _____

#Attacks/Actions per Melee: _____

	Base	Total	Mod	Ranks	Misc.
Initiative	PER or DEX				
AC	DEX				
Grapple	STR				
Melee	n/a				
Ranged	n/a				
Damage	STR				
Dodge	Reflex				
Parry	DEX				

Critical: _____

Pull Punch: _____

Maneuvers: _____

	Base	Total	Mod	Ranks	Misc.
Initiative	PER or DEX				
AC	DEX				
Grapple	STR				
Melee	n/a				
Ranged	n/a				
Damage	STR				
Dodge	Reflex				
Parry	DEX				

Critical: _____

Pull Punch: _____

Maneuvers: _____

NPC “Mook” Sheet

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

Name: _____ CR: _____
 Race: _____
 Class: _____
 Level: _____ H.P.: _____
 IQ: _____ ME: _____ CHA: _____ WIS: _____
 AUR: _____ CON: _____ DEX: _____ STR: _____
 BEA: _____ PER: _____ Chi: _____
 Weapons#: _____
 Armor#: _____
 DR: _____ HR: _____ Spd: _____
 Fort: _____ Ref: _____ Will: _____ Cour: _____
 Combat: _____
 Attack#: _____ Initiative: _____
 AC: _____ Grapple: _____ Melee: _____
 Ranged: _____ Damage: _____
 Dodge: _____ Parry: _____
 Critical: _____
 Moves: _____

 Items: _____

 Notes: _____

#	Weapon	Range	HP	Damage	Critical	Mod	AP
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

#	Armor	Max DEX	DR	HP
A				
B				
C				
D				
E				
F				
G				
H				
I				
J				
K				

Game Master Experience Log

Character:		Character:		Character:	
25 pts.	Perform Skill:_____	25 pts.	Perform Skill:_____	25 pts.	Perform Skill:_____
25 pts.	Clever Futile Idea:_____	25 pts.	Clever Futile Idea:_____	25 pts.	Clever Futile Idea:_____
100 pts.	Clever/Useful Idea:_____	100 pts.	Clever/Useful Idea:_____	100 pts.	Clever/Useful Idea:_____
100 pts.	Quick Thinking Idea/Action:_____	100 pts.	Quick Thinking Idea/Action:_____	100 pts.	Quick Thinking Idea/Action:_____
200 pts.	Critical Plan/saves self or one:_____	200 pts.	Critical Plan/saves self or one:_____	200 pts.	Critical Plan/saves self or one:_____
100 pts.	Accepting Challenge:_____	100 pts.	Accepting Challenge:_____	100 pts.	Accepting Challenge:_____
150 pts.	Winning Challenge:_____	150 pts.	Winning Challenge:_____	150 pts.	Winning Challenge:_____
400-1000	Critical Plan/saves many:_____	400-1000	Critical Plan/saves many:_____	400-1000	Critical Plan/saves many:_____
100-300	Endangering life for others:_____	100-300	Endangering life for others:_____	100-300	Endangering life for others:_____
500-700	Potential Self Sacrifice:_____	500-700	Potential Self Sacrifice:_____	500-700	Potential Self Sacrifice:_____
100 pts.	Avoiding unnecessary violence:_____	100 pts.	Avoiding unnecessary violence:_____	100 pts.	Avoiding unnecessary violence:_____
100-200	Deductive Reasoning:_____	100-200	Deductive Reasoning:_____	100-200	Deductive Reasoning:_____
50 pts.	Good Judgement:_____	50 pts.	Good Judgement:_____	50 pts.	Good Judgement:_____
50 pts.	Playing in Character:_____	50 pts.	Playing in Character:_____	50 pts.	Playing in Character:_____
50-100	Daring (clever or not):_____	50-100	Daring (clever or not):_____	50-100	Daring (clever or not):_____
300 pts.	Mercy in Combat:_____	300 pts.	Mercy in Combat:_____	300 pts.	Mercy in Combat:_____
200-500	Life Changing Experience:_____	200-500	Life Changing Experience:_____	200-500	Life Changing Experience:_____
350 pts.	Near Death Experience:_____	350 pts.	Near Death Experience:_____	350 pts.	Near Death Experience:_____
25% CR	Death Blows:_____	25% CR	Death Blows:_____	25% CR	Death Blows:_____
Character:		Character:		Character:	
25 pts.	Perform Skill:_____	25 pts.	Perform Skill:_____	25 pts.	Perform Skill:_____
25 pts.	Clever Futile Idea:_____	25 pts.	Clever Futile Idea:_____	25 pts.	Clever Futile Idea:_____
100 pts.	Clever/Useful Idea:_____	100 pts.	Clever/Useful Idea:_____	100 pts.	Clever/Useful Idea:_____
100 pts.	Quick Thinking Idea/Action:_____	100 pts.	Quick Thinking Idea/Action:_____	100 pts.	Quick Thinking Idea/Action:_____
200 pts.	Critical Plan/saves self or one:_____	200 pts.	Critical Plan/saves self or one:_____	200 pts.	Critical Plan/saves self or one:_____
100 pts.	Accepting Challenge:_____	100 pts.	Accepting Challenge:_____	100 pts.	Accepting Challenge:_____
150 pts.	Winning Challenge:_____	150 pts.	Winning Challenge:_____	150 pts.	Winning Challenge:_____
400-1000	Critical Plan/saves many:_____	400-1000	Critical Plan/saves many:_____	400-1000	Critical Plan/saves many:_____
100-300	Endangering life for others:_____	100-300	Endangering life for others:_____	100-300	Endangering life for others:_____
500-700	Potential Self Sacrifice:_____	500-700	Potential Self Sacrifice:_____	500-700	Potential Self Sacrifice:_____
100 pts.	Avoiding unnecessary violence:_____	100 pts.	Avoiding unnecessary violence:_____	100 pts.	Avoiding unnecessary violence:_____
100-200	Deductive Reasoning:_____	100-200	Deductive Reasoning:_____	100-200	Deductive Reasoning:_____
50 pts.	Good Judgement:_____	50 pts.	Good Judgement:_____	50 pts.	Good Judgement:_____
50 pts.	Playing in Character:_____	50 pts.	Playing in Character:_____	50 pts.	Playing in Character:_____
50-100	Daring (clever or not):_____	50-100	Daring (clever or not):_____	50-100	Daring (clever or not):_____
300 pts.	Mercy in Combat:_____	300 pts.	Mercy in Combat:_____	300 pts.	Mercy in Combat:_____
200-500	Life Changing Experience:_____	200-500	Life Changing Experience:_____	200-500	Life Changing Experience:_____
350 pts.	Near Death Experience:_____	350 pts.	Near Death Experience:_____	350 pts.	Near Death Experience:_____
25% CR	Death Blows:_____	25% CR	Death Blows:_____	25% CR	Death Blows:_____

Notes:

Average Party Level:

Party CHA Modifier: _____

<u>CR's</u>	<u>Group Deeds</u>	
	<u>Good:</u>	<u>Evil:</u>

Combat Unit Sheet

Commander Portrait

Unit Standard

Commander Portrait

Unit Standard

Commander Name: _____
 Commander IQ: _____
 Commander CHA: _____

Commander Skills	
Military (Commander):	+ _____
Military Fortification:	+ _____
Unconventional Warfare:	+ _____

Unit Name: _____

Unit HP:	_____
Morale:	_____
Unit Movement:	_____
Advantage:	_____
Combat Range:	_____
Unit XP Level:	_____
Special Modifier:	_____
Force Strength =	_____

Equipment	
Weapon Mod: + _____() - _____()	
Armor Mod: + _____() - _____()	
<i>Equipment List:</i> _____	
Unit Expenses:	<i>Initial Cost:</i> _____
	<i>Monthly Payment:</i> _____

Unit Breakdown:	_____	_____
	_____	_____
	_____	_____
	_____	_____
Notes:	_____	

Commander Name: _____
 Commander IQ: _____
 Commander CHA: _____

Commander Skills	
Military (Commander):	+ _____
Military Fortification:	+ _____
Unconventional Warfare:	+ _____

Unit Name: _____

Unit HP:	_____
Morale:	_____
Unit Movement:	_____
Advantage:	_____
Combat Range:	_____
Unit XP Level:	_____
Special Modifier:	_____
Force Strength =	_____

Equipment	
Weapon Mod: + _____() - _____()	
Armor Mod: + _____() - _____()	
<i>Equipment List:</i> _____	
Unit Expenses:	<i>Initial Cost:</i> _____
	<i>Monthly Payment:</i> _____

Unit Breakdown:	_____	_____
	_____	_____
	_____	_____
	_____	_____
Notes:	_____	

Specialist Class Experience Progression Sheet

Class Name: _____ Description: _____

Base Class: _____

Per Level HP Bonus (Class Hit Die): _____

Included Skills: _____

Included Equipment: _____

Level	XP Cost	Save Bonuses				Class Abilities & Bonuses
		Fort	Ref	Will	Cour	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						

Fantastic Item Record Sheet

Name: _____
 Item: _____
 Magic: __ Psionic: __ Alchem: __ Artifact: __
 Market Value: _____
 HR: _____ HP: _____
 Weapon Damage: _____
 Range: _____
 DR: _____ Max DEX: _____
 Creator Level: _____
 Description: _____

Abilities: _____

Curses: _____

Notes: _____

IQ: _____ ME: _____ CHA: _____
 WIS: _____ AUR: _____ PER: _____

Charges:

Name: _____
 Item: _____
 Magic: __ Psionic: __ Alchem: __ Artifact: __
 Market Value: _____
 HR: _____ HP: _____
 Weapon Damage: _____
 Range: _____
 DR: _____ Max DEX: _____
 Creator Level: _____
 Description: _____

Abilities: _____

Curses: _____

Notes: _____

IQ: _____ ME: _____ CHA: _____
 WIS: _____ AUR: _____ PER: _____

Charges:

Name: _____
 Item: _____
 Magic: __ Psionic: __ Alchem: __ Artifact: __
 Market Value: _____
 HR: _____ HP: _____
 Weapon Damage: _____
 Range: _____
 DR: _____ Max DEX: _____
 Creator Level: _____
 Description: _____

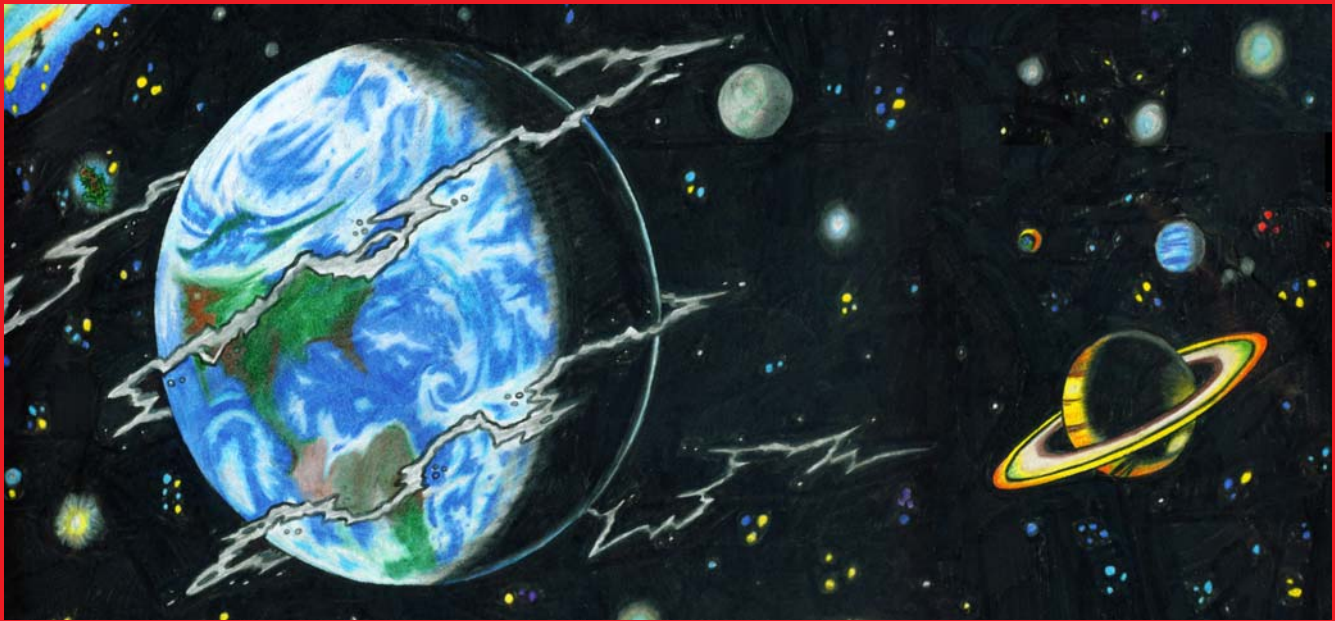
Abilities: _____

Curses: _____

Notes: _____

IQ: _____ ME: _____ CHA: _____
 WIS: _____ AUR: _____ PER: _____

Charges:



The Ultimate Core Rule Book

- Everything you need to build a universe or become the ultimate player character!
- Players are free to build and evolve characters with skeleton classes
- Detailed Magic Rules which allows for the creation of new custom spells!
- Weapon & Item rule systems which allow for easy adaptation of strange and varied weapons
- A Comprehensive skill list with descriptions
- A Flexible Skill rules system
- A single experience point system for all classes & races!
- A unique experience point system
- Use Experience to gain small bits at a time or greater abilities & feats; it's in your hands!
- Over 200 pages!

Infinite Possibilities, Ultimate Fun!

2007 New Releases:

The Character Codex I: Fantasy Character Classes - a book of traditional RPG character classes.

The Great Grimoire: Book of RPG Magic - a book of 1,000's of pregenerated spells and random roll tables!

The Monster Magnus - a monster manual packed with both monsters and player character races!

