

Fantasy Warplay LARP



Live Action Role Playing

Junior League

Rule Book

By:

Christopher Melville, Tyson Ruzler,
and all the FanWar players and supporters



Dedication

This book would not be possible without the combined teamwork of everyone who plays and has played FanWar. It is not the work of one or even a small group of people, but the work of countless individuals, all sharing and improving on a system over time. I could never include all the players who have added to this book, but I need to acknowledge them as co-creators of the game we enjoy. I am carrying forward the game we all designed, and for all your hours of work, thoughtful advice, and joyful involvement, I dedicate this book to you.

-Christopher Melville

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Fantasy Warplay ~ Junior League

Table of Contents

Introduction	-
FanWar Etiquette	1
Basic Rules	3
The Equipment	9
Characters	17
Character Creation	19
Trades & Crafts	24
Rules for Character Play	26
Death & Dying	28
The Classes	30
Warriors	37
Semi-Martials	49
Mages	61
Elder Sorcery	74
Adventuring	85
Hand Signs	87
Terrain	88
States & Effects	92
The World	97
Settings	102
Special Items	104
Magical Items	106
Deities & the Divine	109
The Monster Field Guide	113
Monsters	116
Animals	145
Undead	150
Creature Abilities	169

Introduction to the Game

What is Fanwar LARP?

In Live Action Role Playing (LARP), players pretend to be someone else, living in a different time or place, and acting out events that might happen in that world. Many of these games involve battles, and so LARPer's use safe, padded props that look like weapons to act out the combat. Unlike in a play where everyone has certain lines to say and the story is set, in LARP, the players each act out a certain person and make their own decisions for that person as the game evolves.

Live Action Role Playing is a combination of sports, drama, and table-top role playing games. It has many forms and settings all over the world, and has been a popular pastime for kids and adults for generations. Every child who plays at pretend has done LARP, although they didn't know they were doing it. We are not the creators of LARP, but rather, those keeping the tradition of imaginative play alive in our culture.

Our LARP is specifically medieval fantasy based, with swords, spells, and dragons, but many other settings exist with other LARP groups and players. We have created a set of rules to keep everyone playing safely, fairly, and focused. That is what the FanWar LARP Rule Book is for. Our game has been continuously added onto by all the players, so that over time it has stayed fresh and exciting. The game world we use has also been affected by hundreds of players over time, so when you step into our story, you are entering a long history of adventures, mysteries and battles!

All the steps to learning to play the game have been clearly organized for you in this book, from the simplest and most important in the front, to the very complex and rare in the back. The book is broken up into chapters based on how complex of a game you are involved in. Simple battles can be done using just the first Chapters. More complex stories can be told using character creation rules, and the most complex of adventures can be taken on using the entire set.

Welcome to our game. We love what we do, and hope you enjoy it as well.

“All the works of man have their origin in creative fantasy.

What right have we then to depreciate imagination.”

- Carl Jung

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FanWar Etiquette: The Three Rules of Life

Before we can play the game, we need to make sure we all know how to play fairly and safely. Below are three rules that will help you not just as a FanWar player, but in the rest of your life as well!

1. Take Care of the People - Never do anything that will hurt someone.

Kindness Always Wins. We are here to play and have fun. If someone is ever hurt or frustrated by the game, stop what you are doing, put your fist over your head (to show you are *out of game*) and ask them “ Are you ok? What do you need?” Look them in the eyes and be friendly! If you have injured or angered them, apologize and wait until they are ready to join the game again before you do. If you need help, get a Game Master or a referee to help you.

This rule also means take care of yourself! It's important to take breaks, drink plenty of water and know your own limits.

2. Take Care of the Things - Never do anything that damages the materials.

The weapons are fragile. The FanWar equipment is expensive to make and if damaged can be dangerous. Do not be rough with the weapons or yank, smack, or step on the equipment. We spend hours of our time just making one sword. Take care of the things so that everyone can enjoy them.

3. Make it Work - Listen carefully and follow the directions. Use the procedures.

Fair Play makes for Good Gaming. FanWar is a game that takes a lot of honesty and trust. In order for a LARP to work, everyone has to play fairly and honestly, even if it means their character is going to die! If you play the game by the rules and accept when you are tagged, you will do great at FanWar.

You need to trust the Game Master and the game world to work. If you get wounded, it is not the end of the world, you can get healed by another player very quickly. But if you deny you were hit or argue about it, it wastes everyone's time and ruins the game for everyone. You may have to admit that you were wrong, but that is part of life. When we all play fair and trust each other to do the same, the game is that much better!



Basic Rules

Battle

The Five Rules

There are just five basic rules one needs to know in order to get into the game of FanWar. It might look like there are a lot more than that when you see other players using all kinds of abilities, but what you're seeing are add-ons to the basic rules, not more rules you need to know to start. The five rules are really the core of the game and all anyone needs to know to get started battling. They are as follows:

1. Wounding
2. First Aid
3. Carrying
4. Knock Out
5. Fumble

1. Wounding

FanWar is essentially a game of freeze tag where players can "freeze" (Wound) and "unfreeze" (First Aid) each other. The difference is in the props we use. Instead of tagging each other with our hands, in a LARP we use specially made soft foam padded props that look like weapons. The goal is to tag a player on the body anywhere, *except the head*, without getting tagged yourself! All you need to do is gently *tag* your opponent to score a hit! No real force is necessary.

If you can tag your opponent's body with your weapon, they are then **wounded** and they immediately drop to one knee to show that they are wounded and thus out of the fight for now.

If you are wounded, we imagine that you are actually *unconscious*. You can't shout for help ("Hey, come help me, I'm unconscious...") or warn other players of anything as it doesn't make sense in the world of the game. All you can do is watch the battle silently, maybe give a little groan so players around you might notice that you are down and consider helping you.

Just because you're wounded doesn't mean you're out for the whole battle, so stay alert! There are all sorts of ways you can get back into the fight.

Keep in mind that for an attack to count, it needs to be a full swing or thrust.

If an attack hits something else first - a weapon, a shield, etc - before it hits you, it doesn't count. It needs to be a clean hit!

This rule is to discourage the use of excessive force to break through someone's guard.

Hit Points

Sometimes in the game a creature, like a giant or an ogre, will be able to take more than one wound before dropping. Each wound removes a **hit point** (HP). When their HP reaches 0, that creature is unconscious, just like anyone else.



Some attacks also deal more than one damage at a time. If you ever take more damage in one attack than it would take to bring you to unconsciousness, you "cap" that damage, and are only taken to 0 HP.

For example, as a player with 1 HP, if I take a hit for 5 damage it *only* takes my HP to 0 (not -4!) and I drop unconscious. I take any hits *after* I am down normally!

Killing Blows & Dying

While you are down you are still vulnerable to attack and can even be killed! Any time you take damage while down, you move further into what we call "**Negative Hit Points**" starting from 0 HP.

Each time you take damage, announce which negative point you are at, ("Negative One... Negative Two..." etc.) so players know you are taking the damage. You remain at that negative HP until you are healed. If you receive healing (see First Aid below), you will be restored to consciousness at your full hit points, usually just the 1 HP for players.

If you take damage while you are being healed, you still move further into the negatives *and* the healing is stopped and must be tried again. Players can also tag you and call "**Interrupt**" to stop you from healing but without damaging you. This is a good way to stop enemies from getting back up without having to kill them.

When you reach -4 HP you are **dead** and First Aid can no longer revive you! Each form of the game handles death a little differently. Sometimes you will need to "reinforce" as a new character from your base or in advanced forms of the game there are spells that can resurrect you. Either way, don't worry, death in FanWar usually isn't *too* serious!

2. First Aid

Now that you know how to wound and be wounded, the next thing you need to know is how to help your allies rejoin the battle.

To wake up a wounded player, touch them with *both* hands (usually on the shoulder), call "**First Aid**" and begin slowly counting up from 1 to 20 (called a "20 count"). When you reach 20 that player is fully healed (important for creatures with more HP!) and stands up to rejoin the combat. Note that any Hacked limbs are *not* healed. If you ever *stop* counting before your ally is revived, or if an enemy attacks them, you must start all over again from 1!

If you have help from another player who is also tagging your wounded ally, the First Aid only takes a count of 10, but you must *both* start the count together (you might need to start over). First Aid never gets faster than a count of 10.

Remember, your enemies will be trying their best to keep you from helping anyone. They will try to drive you away by attacking you, making it very difficult to revive your teammates without getting wounded yourself. So teamwork is important not just to speed up the First Aid, but to watch each other's backs!

3. Carrying

Sometimes in a battle you will find you need to move a wounded player, either to get an ally somewhere safer for First Aid, or maybe to capture an enemy player. In the game we imagine that we are all full grown adults and should be able to move each other around. In reality, actually picking someone up is too dangerous.

Thus, in order to move another player, you tag that player with *both* hands and call "**Carrying**" (and in some games, your Size). The player who you have tagged must then stand up and *walk* with you wherever you lead them. You can only walk and cannot fight or use any other abilities (like First Aid) unless you "drop" the other player. Just like with First Aid, if a friend assists you in carrying someone all three of you are then permitted to run instead of walk! Often your ability to Carry players to safety will make or break the battle.

You might ask why we don't fall down on the ground and act out being wounded. While that might look cool on camera, it is a dangerous thing to do in any sport, especially one as active as LARP.

Players are running all over the place so if you're lying on the ground, you're very likely to get stepped on! If you get wounded, just drop to one knee (or squat down) and keep alert to your surroundings so that you stay safe!

4. Knock Out

Wounding a player with your weapon isn't the only way to drop them. You can also knock someone unconscious by using the *pommel* of your weapon (the padded part on the base of the hilt or handle). This is an attack which represents clobbering someone over the head, but remember: for safety we *never* actually tag on the head!

To do this, call "**Knock Out!**" and tag a player on their back, between the shoulder blades. If you successfully tag them, they drop and take a knee just as if you had wounded them normally. If you get knocked out this way, you are unconscious and need be woken up by First Aid (or other, magical, healing), just like you had been wounded normally.

The major difference between Knock Out and Wounding is that Knock Out bypasses Body Armor and Hit Points (which we will discuss later). Knock Out is also a way to safely take someone out of the fight without having to hurt them, so you can use it without fear of accidentally causing someone to die in the game. Thus, Knock Out becomes very important in more advanced versions of the game, but can still be handy in basic battles.

5. The Fumble Rule

The most important rule we save for last, because without this rule, we can't play at all. Above all else, LARP must be safe! This rule means that if anyone does anything to you that actually hurts you (tagging with too much force, playing too rough and unsafely), you are allowed to call "**Fumble**" on that player.

If a player calls a Fumble on their attacker, the attacker takes the effect of the attack instead of the player who was hit. This is why it is called a Fumble, because *in game* we imagine that the attacker bungled their attack so badly that they actually manage to hit themselves instead of their intended target!

What this means *out of game* is if you Fumble someone, you cannot receive first aid or healing *nor* engage in the game in any way until the person you fumbled is ready to continue playing! This means that you are out for as long as the hurt player feels they need to be ready to play again! If they sit out for the rest of the battle, or even the rest of the entire set, you must stay with them and make sure they get any help they need. Once they are ready and back in the game, you can resume play. But remember: since you took your own attack, you will still be wounded and need to get healing or first aid!

While this might seem extreme, it is necessary. Knowing that if you are too rough you will be watching all day keeps players from getting forceful in battle. We rarely have players getting hurt enough to need to sit out for any long period of time, but that is because we have the rule and players know they must be safe and maintain an attitude of fair play.

If you Fumble against someone, it is generally a good idea to apologize right away and explain it was an accident. Ask the person what they need (ice, or help over to a seat, etc.). Most players are fine really, and don't need anything after a fumble but just want to alert you to the fact that you're hitting too hard. But it's important to acknowledge your willingness to help!

Hold & Out of Game

These two rules aren't part of the rules for battle, but are important to understand when playing at a FanWar event. If you ever hear a GM call out "**Hold!**" this means to *immediately* freeze where you are, as if someone had hit 'pause' on a movie! Sometimes the GM needs to tell everyone about a sudden change in the battle, or there may be an emergency situation, so it's important to always listen for Holds. If you hear "Hold", repeat the call to make sure everyone hears it.

If you ever see a person with their **fist held on top of their head**, this means they are **out of game**. People who are out of game will not be interacting with the battle, so don't worry and don't attack them! Out of game people are usually refereeing or returning to base to change roles.

On the Honor System

Players often worry about cheating. What if a player calls fumbles but isn't really hurt? What if I tag a player but they don't drop?

These things are rare, we can usually trust players to police themselves on whether or not they are wounded or something really hurt, after all they're the one who felt it. But, if and when cheating does happen, just bring it up with your GM and let them resolve it with that player. You, as a player, need to maintain good relationships with your fellow players.

If someone often fumbles people for no reason, maybe FanWar is not a good game for them. LARP is a physical game, and requires you to get hit. If you're not comfortable getting hit, don't play.

More importantly, FanWar is a game that takes a lot of honesty and trust. We need everyone to be able to play on the honor system. If a player can't be trusted to battle safely and fairly, then they can't be trusted to play the game at all, since it requires so much honesty in all aspects of the game.

Currency of Roekron



Silver Piece - 0.1 gold



Gold Piece - 1 gold



Ent Tear Amber - 5 gold



Fire Eye Ruby - 10 gold



Pixie Plum Amethyst - 20 gold



Snow Diamond
- 50 gold



Dragon Emerald
- 100 gold



Moon Opal
- 500 gold



The Equipment

Once you have the five basic rules down you can select your gear and get into the game. FanWar groups weapons and other gear into **Equipment Sets** that must be purchased by your character in the game. If you are playing in the Battle League you have to stick with the weapons from your set and just use those. You may have a chance to trade out equipment sets between battles. If you're playing in a Character League you will have the chance to find more weapons later or use gold to purchase more sets, then mix and match items as much as you want.

Weapons & Shields

Weapons are used to wound. Both weapons and shields can be used to block regular strikes *and* AV0 attacks (see below)! You can't wield another item in the same hand as a weapon or shield (except for buckler shields). Some weapons have important special abilities:

Throwing Weapons (green tag) - Weapons with a green stripe on their handle can be thrown. These are very useful for dealing with enemies from a distance. But they can be picked up by your enemy and thrown right back at you, so be careful where you toss that dagger!

Two Handed Weapons (orange tag) - Two Handed weapons may *only* be wielded with *both* hands on them. This means you can't wield another weapon or most shields with these!

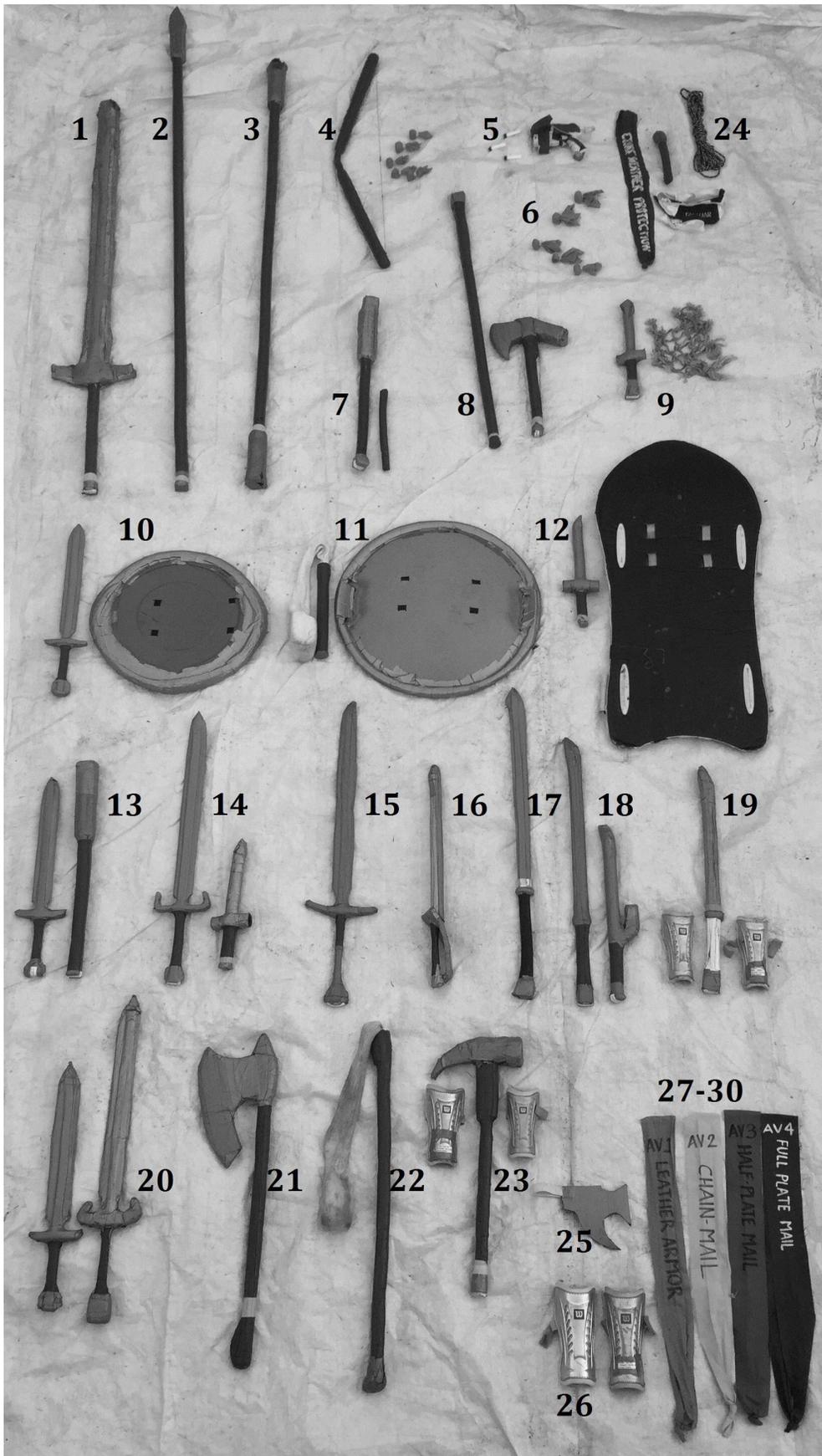
Armor Piercing: (yellow tag) - Weapons with a yellow stripe on their handle can be used to cut through your opponent's body armor, including greaves. To cut through armor, raise the weapon above your head in *both hands* and call "**Convoke**" then call "**AV0**" as you swing, to let your opponent know your attack ignores their armor!

AV0: (packets) - Some missile weapons, like arrows, are represented by colored packets that we throw, as shooting an actual bow is far too dangerous. In the advanced rules, many spells also take the form of packets.

All packets are **AV0** ("Armor Value = Zero") meaning they cut through body armor. Call "AV0" when you attack. You do not need to Convoke like you would with an Armor Piercing weapon because packets are *always* AV0.

Equipment Sets - 10g each

Set	Equipment	Notes
Claymore ¹	Claymore	<i>Two Handed</i>
Pole-arm ²⁻³	Spear or Double Bladed Staff	<i>Two Handed, Spear is Throwing, Staff is Magelore</i>
Bowmen ⁴	Bow and 5 Arrows (Orange Packets)	<i>Arrows are AV0</i>
Crossbow ⁵	Crossbow and 3 Bolts (Nerf Darts)	<i>Bolts are AV0</i>
Throwing Darts ⁶	5 Throwing Darts (Grey Packets)	<i>AV0, <u>Throwing only</u> (Only usable by Amazons)</i>
Mage's Gear ⁷	Rod and Wand	<i>Rod and Wand are Magelore</i>
Javelinere ⁸	Javelin and Hand Axe	<i>Hand Axe is Armor Piercing, both are Throwing</i>
Net & Dagger ⁹	Net Packet and Dagger	<i>Dagger is Throwing. Net Immobilizes and player can't deal damage for a 20 count or until someone <u>else</u> removes it.</i>
Soldier ¹⁰	Buckler Shield and Short Sword	
Footman ¹¹	Large Shield and Flail	
Shieldman ¹²	Tower Shield and Dagger	<i>Dagger is Throwing</i>
Berseker ¹³	Mace and Short Sword	
Duelist ¹⁴	Broadsword and Dagger	<i>Dagger is Throwing</i>
Infantry ¹⁵	Longsword	
Fencing ¹⁶	Saber	
Bushi ¹⁷	Katana	
Rogue ¹⁸	Ninjato and Jitte	<i>Jitte is Throwing</i>
Armored Bushi ¹⁹	Wakizashi and Two Greaves	<i>Greaves armor one limb each</i>
Franciscan ²⁰	Broadsword and Short Sword	
Axe ²¹	Long Axe	<i>Armor Piercing</i>
Longflail ²²	Longflail	
Hammer Equipment ²³	War Hammer and Two Greaves	<i>Hammer is Armor Piercing, Greaves armor one limb each</i>
Adventuring Kit ²⁴	Bag, Cloak, Rope, Torch	<i>Used torches replaced for free</i>



Body Armor

Body Armor affects combat by modifying *where* a person can be hit in order to wound them. We don't use real armor, as that would be expensive and unsafe. Instead we use props like shin guards and colored sashes to show which kind of armor we are wearing. Body armor is expensive, but can offer life saving protection!

Each level of armor protects increasingly larger areas of your body, called **Zones**. Any attacks that hit in the protected zones do not deal damage to you. Instead, your enemy must hit you in an unprotected zone *or* use an AV0 attack to cut through armor. Different armors protect you as below (see the Armor Zone Chart). *(If you ever have bonus AV, wear the sash for your **total** AV, not for item you are using!)*

Greaves (shin guards) - We use shin guards in FanWar to represent arm and leg armor. If someone is wearing a Greave on a limb, that entire limb (Zones 0-2) is armored.

Leather Armor (green sash - AV 1) - Protects both arms up to the elbow and both legs up to the knee. (Zones 0-1)

Chain Mail (yellow sash - AV 2) - Protects arms up to the shoulder and legs up to the waist. (Zones 0-2)

Half Plate (red sash - AV 3) - Protects the limbs and the upper torso (Zones 0-3) Only vulnerable in the belly, hips, and lower back

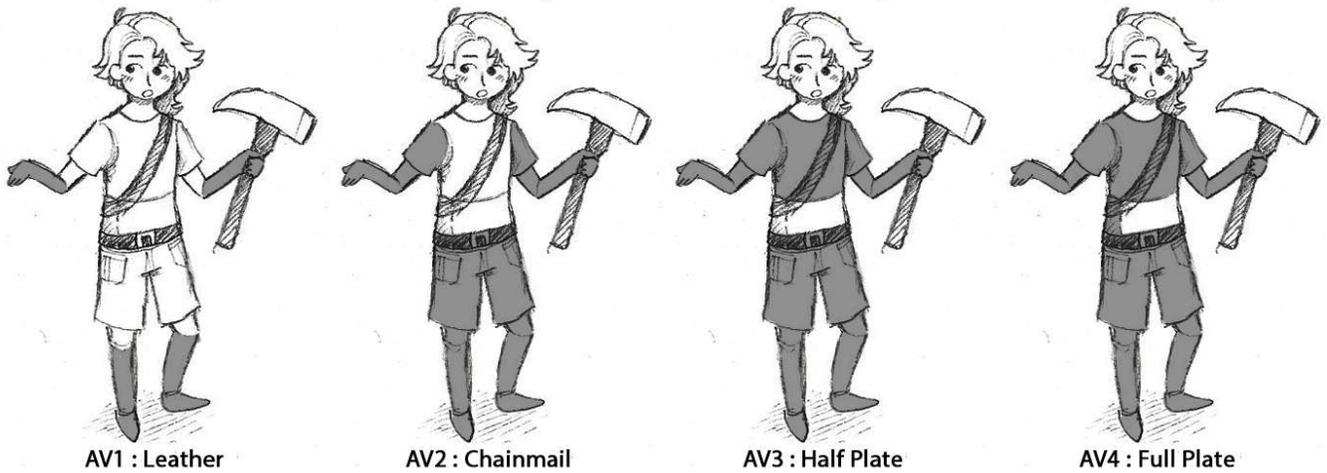
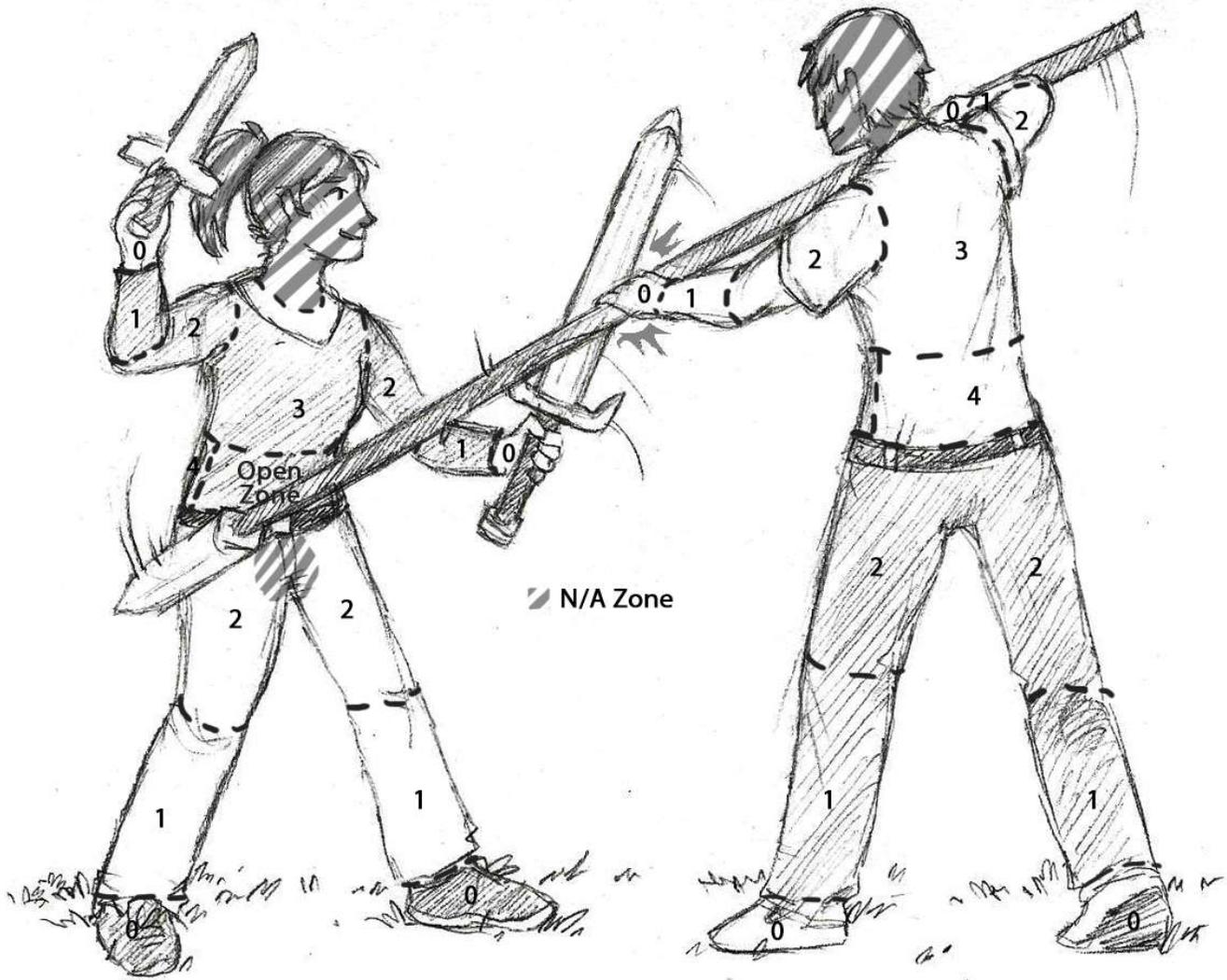
Full Plate (blue sash - AV 4) - Protects all of the limbs and body (Zones 0-4) except for the belly (the Open Zone).

Armor

<i>Item</i>	<i>Equipment</i>	<i>Notes</i>	<i>Price</i>
Helm ²⁵	Helm Mask	<i>Protects from Knockout</i>	10g
Two Greaves ²⁶	Two Greaves	<i>Armors zones 0-2 of the limbs they are worn on only</i>	10g
Leather Armor ²⁷	Green Sash	<i>Armors zones 0-1</i>	10g
Chain Mail ²⁸	Yellow Sash	<i>Armors zones 0-2</i>	20g
Half Plate ²⁹	Red Sash	<i>Armors zones 0-3</i>	40g
Full Plate ³⁰	Blue Sash	<i>Armors zones 0-4</i>	80g

Note: The Open Zone is always unarmored!

The Armor Zones



Home Made Items & Costume

FanWar encourages people to make their own items for the game. Whether it is a simple sword, a beautiful costume, a detailed piece of armor, or a weapon no one has ever imagined, we want kids everywhere to be using their own creative energy to make their ideas a reality. If you plan to bring your own items from home, you will need to follow the guidelines below.

- 1. Safety** - If you bring your own items, they must first pass a **safety check** by a GM who will inspect them for any possible hazards. If anything seems even a little unsafe, it will not be allowed in the game. LARP is very active!

Even something safe to wear as a costume can be dangerous when used in a combat-like situation. If your items pass safety, you are allowed to use them in the game.

- 2. Possession** - Your items stay with you. If you are in a Battle League, this means you can use your items instead of a standard equipment set. If you are in a Character League you get the items in addition to any equipment sets your character already owns. These items are considered a gift from your family or friends. You are not allowed to trade or sell them. If you lose them they cannot be used again until the next session.



Weapons

Any weapons you make will function exactly as the version in the game. If you make an Axe, you can mark it with yellow tape to show it's Armor Piercing. If something you make is throwing, you mark it with a green stripe. If you're not sure what class of weapon you item belongs in, ask your GM.

If you have any questions on how to build good LARP weapons, ask any of the many experienced builders at our events or check out www.fanwar.com or our video guides at our youtube channel: <https://www.youtube.com/user/FantasyWarplay>



Armor

In the case of armor, we do not allow people to simply bring a blue sash and have free full plate mail! The only types of armor we allow people to bring are costume pieces that look like traditional armor (usually made of foam, knitted, or even real chain mail links).

You are then allowed to use a corresponding armor sash that relates to the type of armor you brought. Additionally, because realistic armor is harder to use than a simple sash, these items give the wearer protection from missile weapons (Resistance to Missile Weapons) in any area the real armor covers. Handy for a melee fighter looking to close the gap against ranged enemies!

Costume

Used mostly in the Character Leagues, but fun in Battle as well, costumes add flavor to the game. If you dress up or bring LARP safe props to use such as foam torches, hammers, and tools, you gain benefits in the game.

Usually, for each unique item you bring and use your character gains a +1 to their effective level in a Craft that relates to your costume. If you wear a chef's hat, you gain a +1 bonus in Chef. But if you dress up in court garb, you gain a +1 bonus in Courtier, for each piece of costume you are wearing.





Characters

Playing a Character

LARP is a role playing game, which means that it is mostly about drama and acting. A lot of the time people focus on the battles, which are very fun, but they are not what makes the game work. LARPing is about being a character in a story, and deciding what they will do, say, and how they think.



To get an idea of how your character thinks and should act, you will need to consider what's going on in their brain, which is determined by your character's World Window. A World Window is the way a person has grown up seeing the world and whether they think of it as a friendly place, or a dangerous place. Everyone looks at the world a little differently, just like looking out a real window. Because we all grew up with different lives, each of the things that happened to us has affected the color of the window we look at the world through. Some people are scared of dogs and some people are not. This is because some people had some bad experience with dogs when they were young, and those experiences stuck on their window, and now they see dogs through those bad memories. Other people had lots of fun with dogs, and that stuck on their window, and so when they see a dog they feel happy.

Your character is just the same. Perhaps they hate elves because they had some scary experiences with them when they were young. Maybe they love giants, because when they were growing up some giants were very kind to them. Always imagine how your character is looking at the world, and that will help see how to act as your character.

Below are some of the things that might affect your character's World Window, and thus the way they will act.

Backstory & Personality

These are events that have had a big effect on your World Window and have stuck fast. Maybe you were raised by dwarves, and so you act a lot more like a dwarf than most other humans. Maybe you have a quirk in your behavior, like being terrified of water, that is because of your backstory or history. Don't see these things as bad for your character, they are often the most fun and funny things to get to role play

Alignment

This is a quick reference for how your character might act in a difficult situation. Notice that your World Window and your Backstory are more important to a character than alignment. Alignment is very helpful for knowing the core of your characters behavior and also for playing monsters, but most characters are much more complex than a simple alignment.

Species

Sometimes, more of the way you act comes from being a Dwarf because growing up as a Dwarf had a big effect on your World Window. If you have never met anyone who is not a Dwarf, you will probably be pretty amazed when you do and may not know what to expect from them, and that is fun to act out.

Classes

Each class has a style and a behavior that it brings out in people. If you're being a Thief, then you are probably not charging into battle, but being more sneaky. If you're playing a Barbarian, you're probably going to rush into things, not ask too many questions, and try to just get things done.

Lastly, remember that your character's World Window can slowly change over time. If your character believes that Orks are all evil and dumb, they can change that prejudice over time as they begin to see more and more Orks who are actually friendly and quite clever. Everyone has the potential to change, but it is always hard work, so don't worry if your character seems to be heading for trouble. Just like the greatest movies and plays, it is the characters with the most interesting personalities we remember, not just the ones who seem the most powerful.

Character Creation

Creating a Character

As you are creating your character, try to think about who they are as a person. What they are like, what they care about, their goals, dreams, and fears. If you play your character more like a believable person, the game will be that much richer for you and everyone else.

Every new character needs several things, which you will find laid out for you in the next several pages. First, you need to pick a Species to play as and choose an alignment and personality for your character. This will probably be informed by your character's history and their Backstory (if you roll for one). Next, you will choose a Trade for your character, something they do for a living when they *aren't* out adventuring! Lastly, you'll want to spend your starting gold on some equipment.



Be sure to give you character a name as well, real people have names and other players will need something to call them after all! It can be something as simple as Jane or Conan or something complicated and full of meaning like Embarcarius Petrafloutous of Pinical.

Your character begins as a Journeyman at level 1, but as she gains experience and levels, you will have the opportunity to specialize your Trade and choose a specific Craft at level 3, and at level 6 you will be ready to choose a Class to enter. Classes are where characters get most of their powerful skills and spells, and are discussed in the next chapter.

- **Level 1:** Species, Name, Backstory, Alignment, Trade, Starting Gear.
- **Level 3:** Specialize in a Craft
- **Level 6:** Choose First Class

Playable Species

To make a character, you first must select your species. While characters of any species have just as much potential to excel at whatever they choose to do, each one has unique advantages and disadvantages as well as a different culture in the game world. All of these factors will influence who your character is and how you roleplay as them. The stats for the five major species in the world are on the following page.



Humans

Size: 3 Lifespan: 100 years (Adult at 20)

Looks: Humans are just as we are in the real world, with all of our variety of appearance and personality.

Abilities: **Humans have no innate advantages or drawbacks!**

Notes: Humans are found all over the world and are usually accepted wherever they go.

Hobbits

Size: 1 Lifespan: 135 years (Adult at 25)

Looks: Hobbits are a small, fair folk, only 2-3' tall. Usually go barefoot due to their furry feet.

Abilities: **Instant Search (when Searching, find things instantly!), Low Strength (can't use two handed items).**

Notes: Hobbits focus on the simple things in life, preferring good food and company to glory or battle. Curious, friendly, talkative.

Centaur

Size: 4 Lifespan: 75 years (Adult at age 12)

Looks: Centaurs have a human upper body but the body of a horse from the waist down.

Abilities: **Endurance (never tire when traveling), Fast (can leave a battle to run an errand and return before it's over).**

Notes: Centaurs are a nomadic, energetic and adventurous folk. Prefer to always be on the move. Friendly, but slow to trust.

Dwarves

Size: 2 Lifespan: 500 years (Adult at 100)

Looks: Similar to humans, but shorter (3-4 feet tall) and much stockier, heartier folk.

Abilities: **Can sense secret Doors and Traps in stone, Talented at Blacksmith, Mason, or Miner (choose one).**

Notes: Dwarves are like stone in temperament, stubborn and set in their ways. They may take a long time to act, but when they do it is all at once, like a landslide.

Elves

Size: 3 Lifespan: Infinite (Adult at age 100)

Looks: Human-like, but generally with very lithe, athletic builds and pointed ears.

Abilities: **Immune to Mental Effects (like Charm or Fear), Thin Soul (pass on if they pull just 2 stones from the Death Bag).**

Notes: Elves take very long view of the world and what matters, leaving them aloof and patient, changing over time like a tree. Elves have long plans and even longer memories.

Backstories

One of the really fun aspects of role playing is a character's Backstory, or history. It can be a wonderful way to spice up how you play them and create a reason why they are an adventurer. Many characters have special skills they learned in their past, secret powers, or odd behavior which makes them stand out from the crowd in wonderful ways.

The following charts are here to generate a framework for you to puzzle together the history of your character. You will have to weave the pieces together into a workable story for your character. For example, if your character loves beer and is deathly afraid of spiders, perhaps they had a run in with a giant spider at a young age and it drove them to drink.

There are different types of charts to roll on, each with its own flavor of backstory. Some are based around the combat part of the game, and others are much more focused on the history and storyline. You can choose whichever kind of background you wish to color your character with. Pick one of the following charts to roll on. You may choose to roll on the whole chart, or just the half you are more interested in. If you choose to roll, ask your GM for their backstory charts which will be found in their source book. Backstories might be different between worlds!

1. Combat Background

- a. Attack
- b. Defense

2. Scholastic Skills Background

- a. Trades & Crafts
- b. Rituals & Magic

3. Mental Background

- a. Sanity
- b. Personality

4. Mysterious Background

- a. Origins
- b. Secrets

You may, of course, choose not to roll a backstory at all, if you prefer. If you do this, be sure to come up with a history for your character, but keep in mind that while it should color and enrich your character, it may not directly affect the game in the same way as a rolled backstory might!

Alignment

Next you need to choose your characters alignment, or what their ethics and morals are. In Fantasy Warplay every sentient being has an alignment that influences how that character sees the world and how they treat others etc. We use basic Role Playing Game alignments, so if you are familiar with them you will know how to play your character but below is a reference for new players. Alignments fall into a place along two axes: Good vs Evil and Lawful vs. Chaotic.

Note: In most Junior League games, player characters are not allowed to be Evil or Chaotic Neutral (the shaded boxes below), but monsters may be.

<p>Lawful Good <i>Believes in compassion, honor and duty. Does their best to always uphold the law and protect the well-being of others.</i> ex: Superman, Wonderwoman</p>	<p>Neutral Good <i>Follows their conscience and helps others. Will respect the law, but doesn't always feel compelled to follow it.</i> ex: Hermione Granger, Merlin</p>	<p>Chaotic Good <i>Favors change for the greater good, values freedom over order. Will break the law to do something they feel is right.</i> ex: Robin Hood, Katniss Everdeen</p>
<p>Lawful Neutral <i>Strong belief in order, duty, tradition and upholding the law over all. Often judges or monks.</i> ex: Thorin Oakenshield, Minerva McGonagall</p>	<p>True Neutral <i>Undecided between beliefs, committed to the idea of balance in all things, or maybe just selfish and self-interested.</i> ex: Black Widow, Han Solo</p>	<p>Chaotic Neutral <i>An individualist who doesn't care about other's ideas of good or evil, shirks the law, does what suits them.</i> ex: Cpt. Jack Sparrow, Catwoman</p>
<p>Lawful Evil <i>Believes in obedience and well-ordered systems, doesn't care about others' rights, will hurt others to get what they want.</i> ex: Darth Vader, Dolores Umbridge</p>	<p>Neutral Evil <i>Selfish, has no qualms about hurting others or betraying allies for their own gain, if they can get away with it.</i> ex: Maleficent, Cpt. Hook</p>	<p>Chaotic Evil <i>No respect for rules or the lives of others. Sadistic and usually violent or cruel for their own enjoyment.</i> ex: The Joker, Bellatrix Lestrange</p>

These labels are meant to describe how a character behaves and what they believe. Choose the one that best fits who your character is. A character aligned with one of these world views must act appropriately or their alignment will permanently change to reflect their actions more accurately. If this happens, they will likely have provoked the wrath of their gods by acting inappropriately.

If your GM says it is okay, you may blend two or more of these alignments. Please note that these alignments are not known to characters *in game*, they are meant to describe the way you act. Thus, you cannot ask someone what alignment they are, their character would not understand what you mean. But just like in real life, you can ask them about what they believe and watch how they act to see what they are like as a person.

Trades & Crafts

In Junior League every character may select one Job they can do. You can get paid to work at an event doing this job. Some jobs are useful skills while on missions (like Tracking) and others have more useful roleplay benefits (like Innkeeper).

When you first make your character, you only need to select one of four categories called **Trades**. Your character will begin training in that branch of the Trades, learning some general skills in that field. At level 3 they will choose a **Craft** to specialize in. The Trades and the Crafts they govern are shown below:

Artisan

Craft items worth up to 2x your level for ½ cost.

- **Blacksmith** - Forge armor, weapons, & other metal goods.
- **Carpenter or Mason** - Build & repair wood/stone objects.
- **Tailor** - Sew & repair clothing and other cloth items.
- **Alchemist** - Create potions & other alchemical mixtures.
- **Locksmith** - Assemble (and pick!) locks.
- **Shipwright & Sailor** - Build ships. Can sail up to your level in moves from shore.
- **Chef** - Prepare food, can bring and sell food and drink at events.

Mediator

Social skills to impress or coerce by your level.

- **Courtier** - Improve disposition of others or convince them to agree with your view.
- **Peacekeeper** - Know if players your level or less are lying.
- **Gambler** - Chances when gambling improved by +3% per level
- **Trader** - Get better prices when buying/selling items. +/-2% per level.
- **Innkeeper** - Find people in town 2x your level or less. Know of extra missions.
- **Enforcer** - Intimidate others your level or less to agree or run in fear.
- **Performing Arts** - Choose an art: Impress/distract players your level or less.

Scholar

Knowledge of your field based on your level.

- **Scribe** - Speak, read, and write one language per level. Fluent at five levels.
- **Historian** - Research past events and identify items up to your level.
- **Messenger** - Remember words written/heard equal to your level.
- **Diplomat** - Legally negotiate with players or represent players by your level.
- **Teacher** - Teach skills of up to your level that you or a party member knows.
- **Priest** - Tend shrines. Ask questions of the divine 3%/level chance of an answer.
- **Fine Arts & Poetry** - Choose an art: create art works at your level in quality.

Survivalist

Find and use resources, survive off the land.

- **Tracker** - Find your way in the wild, follow or evade people your level or less.
- **Hunter** - Trap/hunt animals for food and hides, know which parts are good to use.
- **Miner** - Find your way in/out of caves/dungeons, know valuable minerals.
- **Herbalist** - Gather herbs and prepare herbal remedies worth up to 2x your level.
- **Area Searcher** - Can search areas for hidden objects or hide objects yourself.
- **Animal Tamer** - Tame, train, and ride animals. Use animals to produce food.
- **Farmer** - Grow and tend crops/gardens to produce food. Know edible plants.

Starting Equipment

You receive 10 gold pieces to outfit your character. You can use the money to buy any one of the Basic Equipment Sets to start out with (or save it if you'd prefer). The equipment sets are listed in the Basic Rules and each one costs 10 gold. Remember: your equipment does not determine your class. Any class can use any kind of equipment. As you get more money you can also buy several equipment sets to mix-and-match with your friends or just keep it all for yourself!

Creann & Nym - Examples of Character Creation

Creann's player is interested in playing a Thief, so he has decided to make a True Neutral Human. He has chosen the Craft Mediator, as he is planning on becoming an Innkeeper, to help him find targets and useful contacts. Creann feels like the sneaky sort, so he bought the Rogue equipment set to start out.

Nym's player decided she wants to play a Hobbit because she thinks it will be a fun species to roleplay as. She sees Nym as a helpful but independent person, and so she chose Chaotic Good for Nym's alignment. She decides Nym is smart and curious, so she took Scholar as Nym's Craft. Finally, she wants to fight with two weapons, so Nym bought the Berserker equipment set, then traded her club to a friend for a second short sword.



Rules for Character Play

Experience & Gaining Levels

As you play Fantasy Warplay your character gains levels. Levels are how much your character knows and how good she is at what she does. For the first five levels you are called a Journeyman and you only get your Trade/Craft abilities. Once you get to level six though, you get to pick a class and learn new skills or spells. You can get more skills as you reach higher levels.

Levels are gained by time spent playing as your character and going out on missions. This time is measured in three hour play sessions called **sets**. Most events have two sets: a morning set and an afternoon set. As your character grows in level, it takes longer to gain new levels.

- Levels 1-15: you gain one level per set played (3 hours of game time, a half of a day)
- Levels 16-20: you gain a level every 2 sets (6 hours of play, a whole day)
- Levels 21-25: you gain a level every 3 sets (9 hours)
- Levels 26-30: you gain a level every 4 sets (12 hours)
- Level 31-35: you gain a level every 5 sets (15 hours)
- And so on...

There is no hard limit to what level your character can achieve, but characters are always retired after two years of play!

When you play a set, mark the date in the next gray box on your character sheet. Once *all* the sets next to a level are finished, your character is now *that* level (*ie. if all three sets next to 21 are marked off, that character is now level 21*). When you finish a level, don't forget to have your GM to sign off!

GM	Level Sets Played (Date)		
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			

Levels & Ranks

We divide character levels into Ranks of five levels each to make it easier to talk about a character's power level. The first five levels (Journeman) are Rank 0; the next five are Rank 1 (and usually a character's first Rank put into a class as well, see The Classes); the next 5 levels are Rank 2 and so on. Thus, giving a character's Rank tells you roughly how experienced and capable they are.

Magic Item Tiers

All magic items are rated by 'tiers' representing how difficult they are to use. Each character has a magic item tier limit equal to their Rank + 1. Thus Journeymen have a tier limit of 1; at Rank 1 in a class, your tier limit is 2; and so on. If your first class is a mage class, you get +1 to your tier limit. You can only use items which are under your tier limit and can only use more than one item at once if their tiers add up to the same or less than your limit. See *Magic Items* for more information.



Mana & Mana Loss

In Junior League everyone has two mana points to spend. Mana is energy representing the stamina and willpower your character can draw on. Mana is spent to use some of the more powerful abilities, cast more complex spells, and sometimes to activate magical items. Spent mana can be restored after a short rest (usually between encounters), but your character must take care of themselves between adventures or they will begin to suffer penalties to their mana for every day they go without enough food or rest.

Some creatures, especially the more dangerous kinds of undead, can attack your mana instead of your HP, causing you to pass out at 0 mana. It is also possible to over-exert yourself and spend into negative mana. You can safely spend to 0 mana, but if you reach -1 mana you will pass out and become temporarily insane. This can be cured by sleeping a full night or with certain class skills. You die of mana loss if you ever reach -4 mana. If you die of mana loss, or while temporarily insane, and pick a black stone from the death bag you will have a permanent insanity.

Death & Dying

There are many ways a character might die in FanWar. Remember: either reaching -4 HP (usually by taking damage while you're down) *or* -4 mana will mean your character has died. There also are a few effects that can kill a character outright! But don't worry, in FanWar death isn't the end and you still have options.

You may choose to have your spirit leave your body as a wisp and float slowly back toward town (or the nearest friendly Necromancer). To do this, count to 20, then stand up with an open hand over your head (the gesture for Ethereal). Your spirit is now Ethereal and cannot interact with most other players. Leave all of your items on the ground where your "body" is and walk back to town. Don't worry, your things are still glued until your body is summoned by a Necromancer.

If you leave your body, you can not be resurrected until a Necromancer has summoned your body with Summon the Dead. It is also possible that your body has been destroyed by fire or extensive damage, leaving you unable to be resurrected, even if your spirit is still in your remains. In this case, Summon the Dead can also reconstruct your body if it has been destroyed, such as by burning. After Summon the Dead is cast, any resurrection spell will work normally again.

There are many ways your character might be resurrected, most of them magical spells. Some take a 10 minute ritual, but others happen instantly during a fight! If you think your friends can save you, wait in your body for a while and give them a chance to save you. However, just because resurrection is possible, it doesn't mean that death has *no* cost!



The Death Bag

While resurrection is possible, every time a character dies there is the risk that it will be permanent. Every time your character dies they gain a Death added to their spirit, which signifies the weight of the afterlife pulling them towards the eternal. If you die during a set, at the end of it you must pull from the Death Bag to find out if there were any lasting effects on your character. This can be just some memory loss, but there is always the risk that your character will be permanently dead.

The death bag has 29 White stones, 1 Red stone, and 3 Black stones in it. When you die, you must pull out 10 stones from the Death Bag, *plus* one for every death past the first that day. What happens to you is as follows

- **All White Stones:** you suffer no ill effects.
- **One Black stone:** you lose the memory of how you died.
- **Two Black stones:** you lose a whole level.
- **Three Black stones:** “Death Comes” and your character is permanently dead.

The Red stone represents the small chance that one of the deities of the game world will take an interest in you and save you from passing on, see Divine Intervention & The Red Stone for more information.

Aging

While adventurers tend to stay fit well into their later years, everyone eventually does grow old. When a character nears the end of the normal lifespan for their species they will have a harder time dealing with the rigors of a life spent traveling and fighting. While most characters retire before they get too old, it may be important to know the effects age has had on a character.

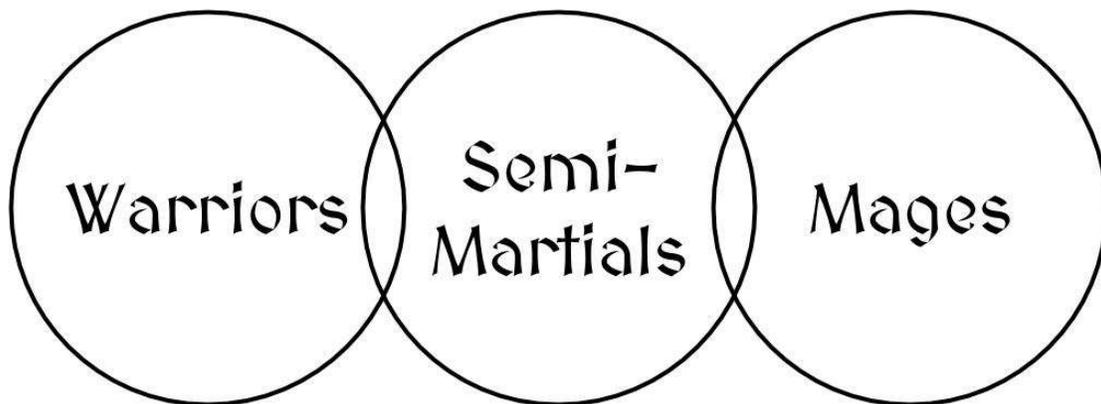
Once a character has reached 80% of their species' lifespan, age starts to factor their health and resurrection chances. To represent this, your character will be at -1 Mana, and have a Thin Soul - meaning it only takes two black stones from the death bag to permanently die, and one to lose a level. At 90% of their maximum lifespan, they will be at -1 HP *and* -1 more Mana (-1/-2 overall) and will now have a Frail Soul - only one black stone will result in a permanent death. Once a character has reached their maximum lifespan, *any* pull from the death bag will result in permanent death, and they automatically pass on if they die.

The Classes

Entering a Class

Upon reaching 6th Level, your character is no longer a Journeyman, and may join a class. There are fifteen classes split into three groups: Warriors, Semi-Martials, and Mages. **Warriors** are combat experts who prefer a practical approach. They expect to fight and take it head-on, depending on skill at arms and heavy armor. **Mages** are more idealistic and focus on exploring and mastering the arcane. They wield powerful spells when caught up in combat, but are vulnerable and unable to wear any armor. The **Semi-Martials** are individualists who tend to be hard to pin down. They can hold their own in a fight, but prefer to be flexible and take their own approach to situations. They are the only ones who can overlap with the other two types, creating novel skill-sets for themselves.

Later on you will have the option to join additional classes. Warriors can not also become Mages, nor the other way around. Semi-Martials can become Warriors or Mages (but *not* both!). This diagram is useful in understanding the system:



Guilds & Training

Each class is a set of skills taught by a specific guild. When you join a class, you are also joining that guild. As described above, level 6 is your first chance to enter a class. Once you choose a class, you are **Rank 1** in that class and know all of the In and Out skills of that rank. Training costs 20 gold for each new rank, paid to the guild (check with your GM to pay for training). Your next 4 levels are spent practicing in that class.

Every 5 levels you get to choose new skills for your character, so at level 11 you will have your next chance to train. You may continue in your class and become **Rank 2**, learning the higher level skills your guild can teach, or you may become Rank 1 in another class. Either way, your next 4 levels are committed again. Once you have reached Rank 2 in a class *and* completed all 10 levels of training, you are considered a **Guildmaster** (See The World - Guilds & Guild Privilege for more info).

Max Armor

Each class has an armor restriction labeled as **Max Armor**. Some classes can use any armor, but others may only use lighter armors. Mages can not use armor at all! These restrictions do not keep you from *wearing* heavier armor; you could always slap it on if you really wanted to. However, you would lose your ability to use *all* skills/spells from that class while wearing that armor. Thus, a wizard can put on some plate mail and charge into battle *but* they cannot cast anything while doing so!

This limit is on the *type* of armor you may wear, not your total AV. Some monsters have natural AV and when they put on armor the two values stack for a better effect. For example, If a Death Ogre (natural AV of 1) Barbarian puts on Chainmail, they will be at AV 3 (equal to Half Plate) but still be able to use all of their skills even though Barbarians can't *wear* Half Plate.



Calling Attacks

With the addition of special items and class skills/spells, we will sometimes have special attacks that do more than the usual 1 damage. In order to tell other player's what our attacks are doing, we use a system inspired by NERO where you state an attack's damage and any special modifiers in a simple, consistent format so that you always know what part of the call means what.

First, we state the amount of **damage** the attack will deal. Some abilities **boost** your damage up a bracket (from 1 to 5, or from 5 to 10). Second, some abilities add **zone** modifiers which change *where* on the body the attack can affect the target, such as AV0, (just like arrows and Armor Piercing weapons). Finally, we state any **affixes** which change what *kind* of damage the attack deals, such as "Magic" or "Fire". Most of the terms you will encounter are explained below:

1. Damage: 1, 5, or 10 (10 is the maximum amount of damage)

2. Zone:

- **AV0** - These attacks ignore the target's body armor (Armor Value = Zero) This should be familiar from arrows and armor piercing weapons.
- **UB** - Stands for *Unblockable*, these attacks deal their damage no matter where they hit, even on a weapon or shield! Can usually only be dodged.
- **Vitals** - These attacks only work if they hit on the torso (zones 3-4 and the Open Zone). If the attack hits anywhere else, there is *no effect!*

3. Affixes: *Some of the most common are below*

- **Silver** - Dealt by silver weapons, affects were-creatures and some undead.
- **Magic** - Dealt by spells and magic weapons, affects most undead and magical creatures.
- **Holy** - Damage which stops undead from healing or reanimating.
- **Terror** - Damage which resists magical healing (requires First Aid or Awaken).
- **Hack** - Non-HP damage that renders a body part useless until healed.
- **Fire** - If a wounded player takes fire damage they are ignited (see Fire & Burning)
- **Morganti** - Any wound, damage, or death from Morganti is permanent!

Creann is wielding a silver dagger. When he attacks he would call "**Silver**" to tell his opponents what kind of damage his attack does.

Nym is a Storm Mage and decides to cast her Lightning Ray. Just like attacking with a weapon, she calls out what her spell does as its incant: "With Lightning Ray I deal **5 AV0!**" In this case, the Magic affix is omitted because *all* spells deal magic damage.

Skills & Spells

When You Can Use Your Abilities

Some abilities can only be used at certain times. Every class ability is tagged with either OC, BC, or IC to indicate *when* that ability may be used.. Those tags are explained below:

Out of Combat (OC) skills and spells usually take 10 minutes to perform, such as magical rituals or physically fortifying a defensive position. These skills generally must be done while there is *no* combat in the area at all. Sometimes OC rituals or skills are attempted during a fight, but the user will be unable to defend themselves and must complete the full 10 minutes uninterrupted (players can damage the user or tag them and call "Interrupt") or else the skill or spell fails.

Before Combat (BC) skills and spells must be called when you are *not* currently engaged in melee with an opponent. Either a battle must not have started yet, or you must be about 10 feet away from any active enemies.

In Combat (IC) skills and spells may be called while engaging with an opponent in melee. For attack-type skills, make the call before or as you swing, but before you make contact, so that your opponent knows what kind of attack you are making and how to respond.



Counting Time

Some abilities require you to count out a certain amount of time: either how long they take to work or long they are active for. Usually this is what's called a "20 Count". Just like with First Aid, you must count slowly enough to say each number clearly (usually about a half a second to a full second per count). We don't require you to count out *full* seconds, but we will tell you if you are counting too fast!

Skills & Spells: Passive vs. Called

Abilities can be either **passive** (something that is always true about your character once you learn it) or **called** (something you have to *choose* to use). These two terms are explained below:

Passive

A passive spell or skill is always "on" and has its effects regardless of whether the user wants it to or not. For example, a Barbarian with Magic Resistance is *always* resistant to spells, even when they might like to be healed by a Medicine Ball! They do not need to say that they are choosing to resist spells, they simply always are. A few passive abilities have a called part of them, such as Flying. An Amazon with Flying can always glide over low obstacles like water, but must *choose* to call "Soaring" if they wish to fly up out of reach.

Called

Most active skills require a call to use them. This is so that other players will know what you are doing and how to react to it. Any class skill with a call will list that call along with the rules for the skill. If you don't make a required call (and gesture), the skill is not activated or isn't successfully used. In FanWar, we try to make our calls include a brief reminder of the skill's effect in case you are fighting a new player or your opponent has never heard of your skill before. For example, a Ranger using Snare would call "Snare, I bind your leg!" so that their target knows they cannot move the tagged leg.

Convoking & Invoking

Many called skills or spells also require you to make a gesture as part of their cost. Some skills tell you to **convoke**. This means you must raise the *hand* that is holding a specific item in the air *over your head* and call "Convoke!" before you make the call for the skill. The item you hold up is listed with the skill. If you don't have the item or don't convoke it, the skill doesn't work.

Some spells also require you to hold up an item. For spells you must **invoke**, which means holding up any magelore item. Like with convoking, if you don't make the gesture, the spell fails. Unlike skills, which require a specific item, you can use *any* magelore item to invoke. See Special Items for more information on magelore.

If a magic item or blessing gives you the ability, you may convoke or invoke with anything or even an empty hand!

Incants

Just like with skills, spells have calls as well. In the case of spells, these calls serve not only as reminders for the effect of the ability, but also represent the magical incantation a wizard must make to cast their spell. It is important to always say the whole spell completely and correctly or a mage risks miscasting their spell!

Spell Deliveries & Spellstones

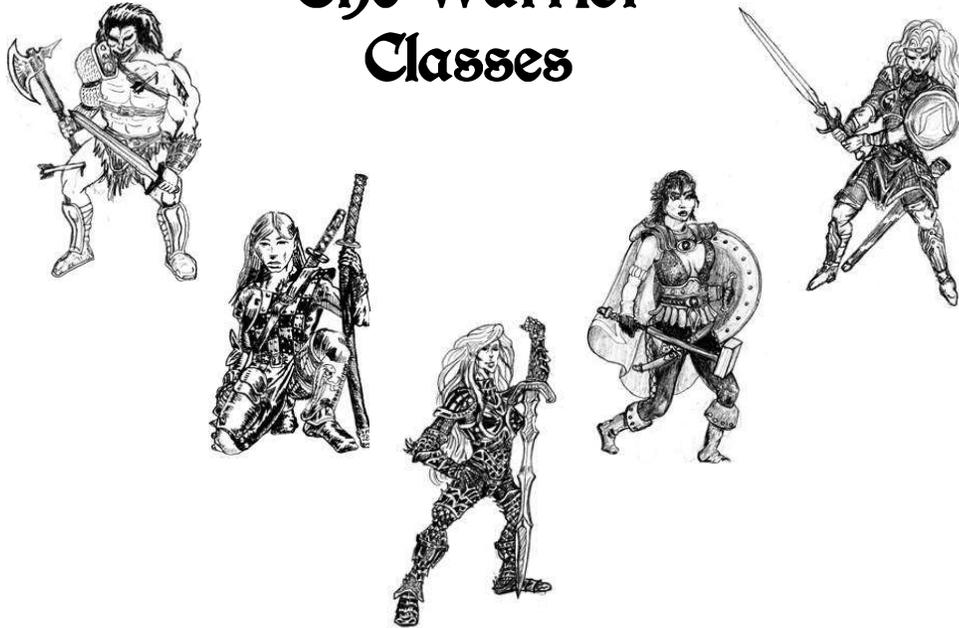
All spells require a delivery to take effect on their target. Some spells require you to tag a player; some affect everything in an entire area. Missile spells and take effect at range, but also require a specific prop to cast them: a **spellstone**. Spellstones can be Rays (small packets), Balls (larger sockballs), or occasionally something more exotic like a spellsphere.

In all cases, to cast a missile spell, the mage must speak the incant aloud, then throw the stone and attempt to hit their target. A spellstone must hit the ground, then be retrieved by the mage before they can cast that spell again. *Only* the mage who cast the spell may ever interact with the spellstone, as it represents an insubstantial portion of the mage's energy. Some spells can be blocked, while others can only be dodged, and the types of spells are listed below:

- **Ritual** - Takes 10 min uninterrupted to cast. Affects a target in the ritual space.
- **Ray (AV0)** - A small packet that is thrown when casting. Rays are always AV0, thus they can be blocked by shields and weapons, but not body armor.
- **Ball (UB)** - A large sockball that is thrown when casting. Ball type spells are always UB and thus cannot be blocked and usually must be dodged.
- **Touch (UB)** - A Touch type spell is done with one hand and is also always UB. Touch spells are strong since they cannot be blocked, but have a limited range.
- **Aura** - An Aura spell affects every target in 10 feet of the caster. *Sometimes a Hold is called after an Aura to check the distance and see who is in range.*
- **Tag** - A Tag targets a player's body or a part of their body. Tags do not interact with armor, they take effect if they make contact with it's intended target.



The Warrior Classes



Warriors are primarily fighters and can handle themselves well in heavy melee combat. Though they all have similar combat strength, they achieve different goals in battle in order to win their objective.

- Warriors cannot multi-class into any Mage classes.
- All Warriors gain Defensive Martial Arts, even if you didn't go Warrior first. See below:

Defensive Martial Arts - Wearing body armor

[Passive]

As long as you are wearing any body armor, your hands (arms zone 0) count as weapons that can't deal damage and your forearms (arms zones 0-1) and feet (legs zone 0) count as shields.





Barbarian

Max Armor: Chainmail

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Threat - Tag (Weapon), Vitals

[IC, Called, Mental Effect]

Call "Threat - Vitals: run in Fear!" and tag a player in the vitals with your weapon to cause Fear on them. This means they must run *away from you* for a 20 count.

1) Hack - Strike, Limb, AV0

[IC, Called, Modifier]

Call "Hack AV0: your limb is useless." and strike a player's limb, the damaged limb is rendered useless until it is healed.

---RANK 2---

2) Magic Resistance (Missile)

[Passive, Resistance, Primal]

You are resistant to all missile spells used on you (*even if you don't want to be - ie. Medicine Ball won't heal you!*)

2) Missile Weapon Resistance

[Passive, Resistance, Primal]

You are resistant to all missile weapons.

Barbarian



Barbarian

Wild and savage. They distrust magic of all kinds and put their faith in themselves before others. Always at the front of a battle, barbarians love the sport of combat and don't like missile weapons. Not reliable as guards as they are too distractible and are rarely very intelligent. If you are a Barbarian be larger than life, brash, not too bright and stupidly brave.

Out of Combat Skills

---RANK 1---

1) Gladiator Skills

[Passive]

While in any Duel or staged battle (*gladiator fights, ceremonial battles, etc.*) you gain +1 HP. **Battle Training:** Hack - Any allies with you in a Duel or staged fight may pay 1 Mana at the beginning of the fight to gain Hack for that fight.

---RANK 2---

2) Advanced Smell

[IC/OC, Passive]

Can smell what type of creatures are within 30' and can tell the exact location of creatures within 10' if given at least a 20 count.

2) Barbarian Tracking

[OC, Passive, Resistance]

You can Track players at your level (Stacks with Tracking). You also can't be Ambushed!



Samurai

Max Armor: Full Plate

Restrictions: Can't use shields, Non-Mages only

In Combat Skills

---RANK 1---

1) Duel

[BC, Called, Spiritual]

Call "Duel: Advance and fight" and indicate an opponent within 15 feet. That player must advance and engage you in combat. No one else can interfere until one of you is unable to continue fighting, which ends the Duel.

1) Defy Death

[IC, Called, Resistance]

When you would fall unconscious or die, you may call "Defy Death" and remain conscious for a 20 count and are resistant to death and unconsciousness. After the 20 count, you die!

---RANK 2---

2) Dueling Techniques - AV0, During Duels only, Convoke with chosen weapon

[IC, Called, Modifier]

Choose one weapon type: While in Duels you may call "Convoke: Dueling Techniques" to have your chosen weapon type be AV0 for you for the Duel.

2) Bow Out

[IC, Called, Spiritual]

Call "Bow Out: I refuse your Duel" to refuse or end any type of Duel. You may also refuse *parts* of a Duel by calling "Denied" when your opponent declares Duel Conditions.

Samurai



Samurai

Honor-bound and honest to the core, Samurai are often judges and referees for duels as well as devoted warriors. Samurai prize the honor of their family above any sort of personal gain and thus strive for excellence in everything that they do. A true Samurai wins the battle before it has begun. Strategy and personal perfection are the Samurai's way. If you are a Samurai be calm, focused, well spoken and confident in yourself.

Out of Combat Skills

---RANK 1---

1) Resolve Conflict

[OC, Passive]

Can tell if a player is lying. Call "Resolve Conflict: Level {your level}" (stacks with peacekeeper) and if they are lower level than you, they must tell you if what they just said was a lie. If they are above your level, they can say they are not lying even if they were!

You can also work as Law Enforcement in town. While on duty you can give orders to all other classes.

---RANK 2---

2) Tea Ceremony - Ritual

[OC, Spiritual]

Perform a tea ceremony which grants all participants Resistance to insanity from being at negative mana. This can also be performed *before* an encounter to give that Resistance until the end of the encounter. Players still go unconscious from mana loss and die at -4 mana!



Veteran

Max Armor: Full Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Brace

[BC, Called, Prevention]

Call "Brace: reduce the next damage" and be stationary. As long as you remain stationary (in the original spot) the damage dealt to you by the next attack (only) is *reduced* by one damage bracket. (10 to 5 to 1 to 0)

1) Awaken - Tag (Hand)

[IC, Called]

Before an encounter, choose an ally. In this encounter, you each may call "Awaken - Body" and tag the other player (*only*) to instantly Awaken them from unconsciousness.

---RANK 2---

2) Tumble

[IC, Called, Prevention]

When you would take damage, you may call "Tumble!" and be Knocked Back 3 steps *away* from your attacker, then Snared for a 20 count. (*Note: you cannot Tumble while Snared!*)

2) Unbreachability

[IC, Passive, Resistance]

Armor Zones 0-2 count as shields for you if you are armored there. This means AV0 will not cut through your armor in those zones!

Veteran



Veteran

Jaded and tough, these warriors act as if they have seen it all. Obviously they are not all seasoned warriors, but the training of a Veteran involves a great deal of time in battle, so even a first level Veteran has seen more action than other first level warriors. The strategy of the Veteran is to be an immovable wall, and hold the line. Veterans rely on defense in battle, always working to better ensure their protection, which is why they survive to be veterans. If you are a Veteran be jaded, unimpressed hard, and pessimistic.

Out of Combat Skills

---RANK 1---

1) Improvised Armor and Shields

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift armor or shields (20 gold value per Rank, see GM). Only basic items - nothing custom. These items are only usable for the encounter they are made for.

---RANK 2---

2) Fortify Area

[OC]

Can build defensive fortifications. **Battle Training:** Brace - As long as your allies are defending the area, they may pay 1 Mana to gain Brace for the encounter.



Knight

Max Armor: Full Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) **Knockback** - Tag (Weapon)

[IC, Called]

Call "Knockback 3 - Body!" (IC) and tag the body (Zone 0-4) of a player with your weapon to make them take 3 steps backwards.

1) **Improved Strength** - Convoke, AV0

[IC, Modifier]

You have **Strength**: you can Carry with one hand and wield two-handed items in one hand. You also have **Improved Armor Piercing**: Convoke with *any* weapon you use in *one* hand and you may call "AV0" on that strike, but can only deal 1 damage.

---RANK 2---

2) **Triumph - Damage Boost**

[IC, Called, Modifier]

When you drop an opponent you may call "Triumph!". The damage of your *next* attack with a weapon is boosted one damage bracket higher (1 to 5 to 10).

2) **Giant Strength** - Convoke, UB

[Skill Improvement - Improved Strength]

You have **Convoke Damage Boost**: Convoke a weapon in both hands to deal one damage bracket higher (cannot also be AV0 or UB). You also have **Boulder Throwing**: Convoke a boulder to throw it for 1 UB (Unblockable damage). *Note: boulders are Size 1 for carrying.*

Knight



Knight

The true glory seekers, knights are chivalrous to a point but have none of the Samurai's respect for battles. Knights are the weapon masters, well-armored but relying on their swift, powerful attacks and powerful strength to destroy their enemy before they can counter attack. Knights are the real behemoths of the battlefield, leading troops into the fray and slaughtering all they can. If you are a Knight be looking for glory, looking for the next powerful weapon.

Out of Combat Skills

---RANK 1---

1) Improvised Weapons

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift weapons (10 gold value per Rank, see GM). Only basic items - nothing custom. These items are only usable for the encounter they are made for.

---RANK 2---

2) Military and Battle Training

[OC]

Can command players during war and train Men-at-arms in skills. **Battle Training:** Armor Piercing - As long as your allies are attacking an area, they may pay 1 Mana to gain Armor Piercing for the encounter.



Paladin

Max Armor: Half Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Jumpstart Heal - Tag (Hand)

[IC, Called, Divine]

Call "Jumpstart Heal - Body" and tag a player with your hand. They count to 20 and then they are healed. You can also choose to deal 1 Holy damage to undead with this skill. (*Holy damage is resistant to healing and reanimating by Undead*)

1) Might Strike

[IC, Called, Divine]

Choose a weapon type: You may deal Holy damage with *all* attacks and Magic damage with your chosen weapon type. (*Holy damage is resistant to healing and reanimating by Undead*).

---RANK 2---

2) Spell Turning Shield

[IC, Resistance, Divine, Magic]

Your shield resists *and* always redirects all UB (Unblockable) attacks (the spell or attack is still "active"!)

2) Remove Charm & Resist Mental Effects

[IC, Resistance, Divine]

You may "Call Remove Charm - Body" and tag a player to remove all Charms and other mental control effects from them. You are also resistant to Mental Effects.

Paladin



Paladin

The least martial of the warriors, their outlook on life is that of the combat medic, focusing on keeping others alive on the front lines. Paladins are often leaders, as their charismatic charm draws followers to them and everyone likes to have a healer on their side. Paladins see themselves as somewhat better than most others as they have magical powers that other warriors lack. Paladins usually have a strong guiding force in their life to help those in need and do what is right. If you are a Paladin be righteous, concerned for others' health, and take charge.

Out of Combat Skills

---RANK 1---

1) Divine Gift

[OC, Passive, Divine]

Paladins are able to maintain Blessings from deities they are associated with for longer than normal.

---RANK 2---

2) Exorcism Ritual

[OC, Divine]

Can do a ritual that keeps undead from regenerating or reanimating. When the ritual is finished, the undead is completely destroyed.



The Semi-Martial Classes



Semi-Martials are classes that fill tactical or support roles in combat. Some are very skilled in close combat and have a variety of skills to achieve their aim, and others are more suited to fighting at range. All are classes that combine well with either Warriors or Mages, making Semi-Martials the most versatile class group.

- Semi-Martials have the advantage of reserving their choice to become either a Warrior *or* a Mage later in the game (but *not* both) and will gain the starting skill for whichever they choose (either Defensive Martial Arts *or* Staff Touch).





Assassin

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Acrobatics

[IC, Called]

Can Climb buildings, trees, walls, etc. Stand next to a vertical object and call "Climbing", count to 5 and put your fist in the air *against* the object. You are out of reach as Soaring, but cannot leave that object without falling or climbing back down. Can also call "Leap" and be Flying (*but not Soaring*) for a 5 count, or Descend safely.

---RANK 2---

2) Weapons Mastery - AV0

[IC, Modifier]

Choose a class of weapons: You can use the chosen weapons to make AV0 attacks, which cut through body armor.

(The weapon classes are: Daggers, Swords, Specialty Swords, Impact, Pole-arms, Bows)

2) Slay - 1 Mana, Strike, Vitals

[IC, Called, Modifier]

You may call "Slay Vitals: I kill you!" and strike a player in the Vitals to kill them if you deal damage.

Assassin



Assassin

The shadiest of all the classes, assassins see life as expendable and unimportant. Even their own life is trivial, someone will kill them sooner or later. That's life. Life is short and thus assassins tend to get to the point quickly, literally. Some-what of a martial artist, there is something Zen about the assassin's way, not unlike the Samurai in that they have strong inner motivation, though care nothing for honor. Assassins try to increase hatred between people in the hopes of creating more job opportunities for themselves. If you're an Assassin, don't think twice about killing someone, care little for your own life and cut to the chase!

Out of Combat Skills

---RANK 1---

1) Hitman

[OC]

You can start encounters Hidden (*see Hide in Thief*)

---RANK 2---

2) Careful Planning

[OC, Resistance]

Hitman can be used to Ambush for 1 Mana (see GM). You are resistant to Ambush.



Amazon

Max Armor: Half Plate

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) **Throwing Training** - AV0

[IC, Modifier]

All thrown weapons are AV0 for you. You can use throwing darts.

1) **Impale** - Strike, Vitals

[IC, Called, Modifier]

Call "Impale Vitals" and if you damage a player in the torso (zones 3-4) on *that* strike they are rendered Immobile (*can not move either foot*) until they are healed.

---RANK 2---

2) **Flying**

[Passive, Primal]

You can fly and can move across areas marked as rivers, moats, etc. at will. You may also call "Soaring": count to 5 and hold your fist up. You are then out of range of all non-missile attacks, but also can't *use* any non-missile attacks or retrieve thrown or dropped items. To stop Soaring, call "Descending", count to 5 and drop your hand.

2) **Whirlwind Aura** - Descend, Convoke (tag the ground), Aura

[IC, Called, Primal]

Immediately after Descending from Soaring, you may tag the ground and call "Whirlwind Aura: Knockback 3, Awaken!" to Knockback and then Awaken all players within 10 feet.

Amazon



Amazon

People of the sea, they are never very comfortable far from a large body of water. Amazons are wanderers and like to be on the move. Amazons tend to be humble in that they understand that nature is greater than they are and respect it for that. Amazons come from a matriarchal tradition and thus have women as leaders more often than not. If you are an Amazon, crave water and sailing, go with the flow, keep on the move, and keep things ship shape.

Out of Combat Skills

---RANK 1---

1) Swimming

[Passive]

You can walk on areas marked as water.

1) Corsair

[Passive]

You can sail ships.

1) Skill Share - Tag

[IC, Called]

At the start of an encounter, tag a player. They gain a copy of a class ability *you have* until end of encounter if it is the same Rank as them or lower.

---RANK 2---

2) Cartographer

[OC]

Can make maps.

2) Sense Weather

[OC]

Can sense weather changes in your area.



Archer

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Disarm - Tag (Weapon)

[IC, Called]

Call "Disarm - Arm" and tag the arm of a player (zones 0-2) with your weapon to make them drop whatever they are holding in that hand. Whatever they drop must hit the ground before it can be retrieved.

1) Multi-Shot & Archery Training

[IC]

Can fire up to 3 missile weapons at the same time. You don't need to touch the bowstring between shots and can also block attacks with a bow without needing to restring it.

---RANK 2---

2) Crit Elite - Convoke, Stationary, Vitals

[IC, Called, Modifier]

You may be stationary, convoke with a weapon, and call "Crit Elite" to deal 5 Vitals on your *next* attack.

2) Accuracy - Convoke, Stationary

[IC, Called, Magic]

Convoke, Call "Accuracy!" and be stationary (and use no attacks or abilities) while convoking for a 5 count. If you are not interrupted you may then *immediately* make one attack which is Warded (*Warded attacks cut through resistances*).

Archer



Archer

As precise and accurate as a well-crafted arrow, archers don't mess around. They prefer to keep their distance, as that is where they are the most effective, never letting anyone get too close to them. Archers are direct and focused and thus make the best guards. Ever vigilant, archers are always looking ahead as, if taken by surprise, they are easily killed. If you are playing an Archer be direct, and on target, sturdy and perhaps high strung, watchful of the future and of your back.

Out of Combat Skills

---RANK 1---

1) Improvised Arrows

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift arrows (up to 10 arrows total, see GM). These arrows are only usable for the encounter they are made for.

---RANK 2---

2) Reflexes

[Passive]

Can catch missile weapons in mid-flight and are resistant to Disarm.

2) Watchman

[OC, Passive]

Can set up a watch on an area, while you are on guard there you have Scouting and Limited Spirit Guide (can see spirits only), **Battle Training:** Scouting and Limited Spirit Guide - allies may pay 1 Mana to gain Scouting and Limited Spirit Guide for the encounter.



Thief

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Unglue

[IC/OC, Called, Spiritual]

When searching people, you can find things in just a 5 count! You can also take money and other small pocketable items from people even if they were Glued. After a battle you can spend 1 Mana per item to take Glued loot-ables (weapons, armor, etc.) from a player.

1) Hide - Stationary, In Shade only

[BC, Called]

While in the shade, call "Hide" and count down from your size. When you reach 0, you are Hidden and may put your hand over your face to indicate you cannot be seen. This lasts until you move, attack, or take any other action.

---RANK 2---

2) Disable - Ray, AV0

[IC, Called]

Call "Disable: (name a skill or spell)" and throw a yellow packet. Anyone hit loses the named skill/spell until the end of the encounter. Until the end of the encounter, you may only use Disable to remove *that* skill/spell from players.

2) Stealth & Backstab - Vitals

[IC, Called, Modifier]

You can now move while using Hide. You must count to your size between each step. You may also make a Vitals attack *from hiding* which is boosted one damage bracket higher (1 to 5 to 10). Remember: *ANY* attack ends hiding!

Thief



Thief

Almost as shady as the Assassin, a Thief is a bit more socially oriented and has a much greater care for her own life. Thieves are the flip side of the Samurai and tend to follow laws and tell the truth only if it serves their purpose. Always trying to make a profit, thieves are the businessmen of the world and will cheat you without blinking an eyelash, that is their job. If you are playing a thief, lie and make up stories, be ever watchful for a chance to search or loot and look for the profit angle, never doing anything for free.

Out of Combat Skills

---RANK 1---

1) Pick Pocket - Requires a Thief Ring

[OC]

Outside of battles, you can use a "Thief Ring" to steal searchable items from players, (see GM for more information).

---RANK 2---

2) Lie

[OC/IC, Resistance]

You are resistant to effects that detect the truth or your motives. You may give whichever response you like to such abilities!



Ranger

Max Armor: Full Plate

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Endure

[IC, Prevention]

When you would take damage on a limb, you may call "Endure" to reduce it to a Hack of that limb instead of any other amount of damage. (*Hacked limbs are useless until the Hack is healed.*)

1) Snare - Tag (Weapon)

[IC, Called]

Call "Snare - Leg: I bind your leg!" and tag a player's leg with your weapon. They cannot move that leg for a 20 count.

---RANK 2---

2) Spell Turning Weapons

[IC, Passive, Resistance, Primal, Magic]

Weapons you use block and redirect all UB (unblockable) attacks.

2) Avoid

[IC, Called, Prevention]

Call "Avoid" to prevent the effect of any skill used on you.

Ranger



Ranger

The true wanderer, they are a bit like Amazons of the land. Always on the move and scouting about, rangers never like to have much responsibility if they can help it and prefer to be on their own. Gritty and worn like old leather, these characters are unflinching and realistic at all times. If you are playing a Ranger, keep watch, seek solitude, long for the woods and be introspective.

Out of Combat Skills

---RANK 1---

1) Track

[Passive]

You can Track players at your level (Stacks with Tracking).

1) Scouting

[Passive]

You can see Hiding players.

---RANK 2---

2) Species Lore

[Passive]

Can recognize different species (not undead) by sight.

2) Hunting Party - Must have at least 10 allies

[OC/IC, Modifier]

Before a mission you can form a Hunting Party of at least 10 allies and choose one creature type. For that mission you (only) can deal 5 damage with all attacks versus that specific type. At the beginning of an encounter you may pay 1 Mana to change to species you chose for Hunting Party.





The Mage Classes

Mages wield powerful magical spells and each class has a different approach, but are generally all quite vulnerable in direct combat. Thus most mages prefer to hang back and cast at their enemies from afar or use their magic to control the flow of a battle while avoiding messy melees.

- If your *first* class is a Mage class, gain +1 to your magic item tier
- Mages cannot wear any armor as it disrupts their ability to cast. They can put armor on, but will lose all spells while wearing it. (does *not* include shields!)
- Mages cannot multi-class into any Warrior classes.
- All Mages gain Staff Touch, see below:

Staff Touch - Wielding a Mage Lore item

[Passive]

The end of any Mage Lore item you wield counts as your hand (can cast Touch Spells though them etc.) Mage Lore items also count as weapons for you (can deal damage with them).





Flame Mage

Max Armor: N/A

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Flame Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Flame Ray: I deal 5 AV0 Fire" and throw a red packet to deal 5 Fire damage.

1) Fireball - Ball, UB

[IC, Called, Spell, Magic]

Call "Fireball: I deal 5 UB Fire" and throw a red sockball to deal 5 Fire damage.

---RANK 2---

2) Flame Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Flame Elder Sorcery - Words). Once you've mastered this class you may rotate between these spells (see GM).

- **Crown of Flame:** *Burning Touch* - Invoke (a UB touch that does 1 magic fire damage) & *Inferno Aura* - 1 Mana, Invoke (deals 1 magic fire to all players within 10 feet)
- **Self-Detonate:** A Ritual done on a player that causes the next standard missile spell cast on them to Detonate! That player calls "{Name of spell}: Aura!"
- **Bellows:** 1 Mana, Invoke, be Stationary and call "Bellows" to boost the damage of your next spell by one damage bracket (1 to 5 to 10). You must stay stationary or Bellows ends.
- **Melting Grasp:** 1 Mana, Invoke, Call "Melting Grasp: I shatter your item" & tag an item.
- **Fire Control & Resistance:** Your attacks deal Magic & Fire. You Resist Flame spells.

Flame Mage



Flame Mage

Fierce and brazen, these mages are always at war. The arms dealers of the world, their magic is completely focused on destruction and thus they seek to create bigger and better ways to blow things up. Passionate, wild and a bit chaotic, these mages like the mountains and underground spaces. If you are playing a Flame Mage be hot tempered, war-like, ready for battle, and consuming everything.

Out of Combat Skills

---RANK 1---

1) Mage Light

[Called, Spell, Magic]

Can create fire on your hand at will, call "Mage Light", your hand then counts as a torch (can be used to light things on fire and lights dark areas out to 10 feet). You can also perform a ritual to create a light on your hand that lights up dark areas out to 100 feet, which lasts until you turn it off.

---RANK 2---

2) Flame Elder Sorcery - Words

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of this mage type. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this class, so choose carefully!

However, once you have mastered this class (and started another) you may also use some of the more common Elder Sorcery spells listed under "Flame Elder Sorcery - Rotators". You may only be using one Elder Sorcery spell (either your spell or a rotator) at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell and switch to it once you've mastered this class.



Storm Mage

Max Armor: N/A

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Lightning Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Lightning Ray: I deal 5 AV0" and throw a blue packet to deal 5 damage.

1) Ice Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Ice Ball: I freeze you" and throw a blue sockball to freeze a player for a 20 count. (*Frozen players can't move, attack or take any other action. They also can't take damage or be affected by anything.*)

---RANK 2---

2) Storm Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Storm Elder Sorcery - Words). Once you've mastered this class you may rotate between these spells (see GM).

- **Crown of Ice:** *Shock Touch* - Invoke (a UB touch that freezes a player) & *Blizzard Aura* - 1 Mana, Invoke (Freeze all players within 10 feet)
- **Teleport:** 1 Mana, Ritual, You can move a person to a studied location.
- **Spell Trigger:** Whenever you are dropped you get to cast one spell in response - call "Triggered - " and then the normal incant.
- **Dispel Magic:** Invoke, Cancels any spell within 10 feet. Call "Dispel Magic:{spell name}."
- **Effects Resistance:** You passively resist all skills (not spells) used on you (*even if you don't want to - ie. Jumpstart Heal won't work on you!*)

Storm Mage



Storm Mage

The true wonder seeker, these mages are the philosophers of the world, always seeking out more knowledge and more wisdom. The Storm Mage is a logician, a tactical intellectual who prefers to neutralize opponents rather than destroy them. Often cold, the Storm Mage is also tumultuous and crafty. If you are playing a Storm Mage, be curious, hungry for information, always in the clouds, tricky and clever, eluding rather than confronting.

Out of Combat Skills

---RANK 1---

1) Identify - Ritual

[OC, Spell, Magic]

Can do a ritual to Identify objects and discover what they do and what their magical properties are.

---RANK 2---

2) Storm Elder Sorcery - Words

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of this mage type. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this class, so choose carefully!

However, once you have mastered this class (and started another) you may also use some of the more common Elder Sorcery spells listed under "Storm Elder Sorcery - Rotators". You may only be using one Elder Sorcery spell (either your spell or a rotator) at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell and switch to it once you've mastered this class.



Life Mage

Max Armor: N/A

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Light Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Light Ray: You deal no damage for a 20 count." and throw a white packet. Anyone hit deals no damage for a 20 count. They can't wound anyone but can still *be* wounded!

1) Medicine Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Medicine Ball: I heal you" and throw a white sockball to heal anyone hit instantly. (Can be used to instead deal 5 damage to undead etc.)

---RANK 2---

2) Life Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Life Elder Sorcery - Words). Once you've mastered this class you may rotate between these spells (see GM).

- **Crown of Light:** *Light Touch* - Invoke (UB touch - anyone hit deals 0 damage for a 20 count) & *Light Aura* - 1 Mana, Invoke (All players within 10 feet deal 0 damage for a 20 count)
- **Cure Disease/Mental Illness:** Cures minor to moderate diseases and illnesses.
- **Rebirth:** 1 Mana, Invoke. Call "Rebirth - Body: Rise and live again!" Tag a player with both hands to instantly resurrect them.
- **Blessing:** Gives the party a Blessing for a Cumulative Mana cost.
- **Healing Touch:** A UB touch that heals a player for 1 and also cleanses poisons.

Life Mage



Life Mage

The true healers of the world, they are committed to sustaining all life. The truly altruistic characters, Life Mages are known to enter battles on neither side, healing anyone and everyone who they can. Obsessed with keeping people alive and conquering death, Life Mages are not as righteous as the Paladin but much more humble and kind. Shying away from combat, they prefer to stand behind the troops, healing when needed. If you are playing a Life Mage be helpful, kind and loving, protective but committed to saving lives and fighting death.

Out of Combat Skills

---RANK 1---

1) Resurrect - Ritual

[OC, Spell, Magic]

You can resurrect dead players.

---RANK 2---

2) Life Elder Sorcery - Words

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of this mage type. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this class, so choose carefully!

However, once you have mastered this class (and started another) you may also use some of the more common Elder Sorcery spells listed under "Life Elder Sorcery - Rotators". You may only be using one Elder Sorcery spell (either your spell or a rotator) at a time, but can spend 10 minutes Out of Combat to switch between spells.

If you chose a rotator to start with, you can still create your one spell and switch to it once you've mastered this class.



Necromancer

Max Armor: N/A

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Death Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Death Ray: I kill you" and throw a black packet to kill anyone hit.

1) Terror Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Terror Ball: I deal 5 UB, resist healing" and throw a black sockball to deal 5 Terror damage. (*Terror damage is resistant to healing.*)

---RANK 2---

2) Necromancy Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Necro Elder Sorcery - Words). Once you've mastered this class you may rotate between these spells (see GM).

- **Crown of Fear:** *Fear Touch* - Invoke (UB touch that causes Fear - target must run away for a 20 count) & *Fear Aura* - 1 Mana, Invoke (Causes Fear on all players within 10 feet)
- **Spirit Bury:** Invoke, tag a down player with your hand to trap their spirit in their body until the encounter ends (+10 min per mana) or they get up again. You are healed in 20 sec.
- **Ethereal Travel Ritual:** A ritual that sends you Ethereal, can take a 20 count to manifest back in the material world.
- **Zombify Touch:** Invoke, makes willing dead allies into Zombies you control.
- **Spirit Pact:** You gain abilities based on a pact you make with Outsiders .

Necromancer



Necromancer

The true dealer of death, Necromancers are most at home in the cemetery digging up future minions. Shunned by most of society, these dark mages are not necessarily evil, they simply see death as full of potential energy while others see it as the end of life. Necromancers fear nothing, as they are always facing death. If you are playing a Necromancer be unafraid, kill without remorse and be interested in dead bodies, close to death yourself, almost in another world.

Out of Combat Skills

---RANK 1---

1) **Summon the Dead** - Ritual

[OC, Spiritual, Magic]

If the spirit of a dead player is in your presence, you can summon their body to you and return their spirit to it. If a player's spirit is in their body, but their remains are too damaged to resurrect them, you can reform their body from what is left. You can sense which part of their remains their spirit is in

1) **Spirit Guide**

[Passive, Spell, Spiritual, Magic]

Can see and speak to spirits and Ethereal beings.

---RANK 2---

2) **Necromancy Elder Sorcery - Words**

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of this mage type. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this class, so choose carefully!

However, once you have mastered this class (and started another) you may also use some of the more common Elder Sorcery spells listed under "Necro Elder Sorcery - Rotators". You may only be using one Elder Sorcery spell (either your spell or a rotator) at a time, but can spend 10 minutes to switch between spells.

If you chose a rotator to start with, you can still create your one spell and switch to it once you've mastered this class.



Nature Mage

Max Armor: N/A

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Empathic Ray - Ray, AV0

[IC, Called, Spell, Primal, Magic]

Call "Empathic Ray: I heal you" or "I deal 5 damage" and throw a green packet to heal or deal 5 damage to anyone hit. This wounds you but you are healed in 20 sec.

1) Treeform Ball - Ball, UB

[IC, Called, Spell, Primal, Magic]

Call "Treeform Ball: I change you into a tree" and throw a green sockball to change anyone hit into a tree (*Trees can't act or be affected*). That player can freely revert (if conscious) or anyone else may tag them and pay 1 Mana to revert them. You can throw this spell and call "Revert" to revert other players for free.

---RANK 2---

2) Nature Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick a spells below or create your own (See Nature Elder Sorcery - Words). Once you've mastered this class you may rotate between these spells (See GM).

- **Crown of Vines:** *Earthbind Touch* - Invoke (UB touch - target is immobilized and loses flying for a 20 count) & *Earthbind Aura* -1 Mana, Invoke (all players within 10 feet are immobilized and lose flying for a 20 count)
- **Polymorph** 1Mana, Ritual that changes someone into common animal until they revert
- **Regeneration Touch:** Invoke, Gives a player Regenerating for a 20 count.
- **Wildborn:** Choose *one* animal ability (See GM), you gain this ability whenever you have Wildborn active. Plants and animals may speak to you.
- **Unforge:** 1 Mana, Invoke, Call "Unforge!" and tag an item with your hand to *destroy* it.

Nature Mage



Nature Mage

The enchanter of the woods, these wandering spell casters resemble Rangers in their wanderlust. More comfortable with animals than people, Nature Mages are always heading to the woods and keeping to themselves. Ever in defense of the land, Nature Mages are like environmentalists. Nature Mages are in tune with the world at all times. If you are playing a Nature Mage be reclusive, avoiding people if you can, happy in nature and eager to leave any civilization.

Out of Combat Skills

---RANK 1---

1) Oracle - Ritual

[OC, Spiritual, Magic]

Can have visions of the past, present or future.

1) Familiar

[Passive, Primal, Magic]

Gain an animal companion who you have an empathic connection to. You sense feelings and emotions from them. You gain an ability while your familiar is around (See Animals). It can also go and scout for you. *Some GM's may allow you to play as your Familiar for the rest of the encounter if you are rendered incapacitated (like reinforcing).*

---RANK 2---

2) Nature Elder Sorcery - Words

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of this mage type. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this class, so choose carefully!

However, once you have mastered this class (and started another) you may also use some of the more common Elder Sorcery spells listed under "Nature Elder Sorcery - Rotators". You may only be using one Elder Sorcery spell (either your spell or a rotator) at a time, but can spend 10 minutes to switch between spells.

If you chose a rotator to start with, you can still create your one spell and switch to it once you've mastered this class.

Keywords and Terms

Types of Attacks

- **Strike** - Strikes are made with weapons, generally deal damage, and are stopped by armor or can be blocked with a weapon or shield. *Basic weaponed attacks are considered Strikes.*
- **Tag** - Tags are made with a weapon or sometimes your hand. Tags work as long as they contact a players body (or sometimes a limb or weapon). Tags aren't stopped by armor, but can be blocked by a weapon or shield.
- **Touch** - Touches are made with your hand and are always UB (unblockable) and work even if you touch an item a player is holding

Zone Modifiers

- **Vitals** - Must hit on the torso (zones 3-4 and the Open Zone) to have *any* effect.
- **AV0** - Cuts through armor.
- **UB** - Cuts through armor and cannot be blocked. It has its effect if it contacts a player's body or anything they are holding/wearing.

In/Out of Combat

- **IC** - An ability that can be used any time In Combat
- **BC** - An ability that can be used during a combat encounter, but must be used while the player is not in melee with another player.
- **OC** - An ability that can only be used in Out of Combat situations.

Ability Types

- **Called** - An ability activated by making a call
- **Modifier** - An ability that changes what a player can call when making an attack. Usually by making an attack AV0 or deal a different kind of damage
- **Passive** - An ability that is always having it's effect, generally only on the player that has the ability.

Resistances/Immunities

- **Resistance** - If a player is Resistant to an effect, that means they do not take that effect unless it is Warded.
- **Immunity** - If a player is Immune to an effect, that means they *never* take that effect, even if it is Warded!
- **Warded** - Added to the call of an attack or skill when made with an item that has been magically Warded. Cuts through all Resistances but *not* Immunities.
- **Prevention** - Preventions cancel skills or damage *before* they would take effect, thus Ward doesn't get around a prevention.

Costs

- **Convoke/Invoke** - Must raise the listed item over your head.
- **Mana** - Some skills require you to spend one or more mana to activate them.
- **Stationary** - Stand in one spot. You may pivot in place, but can't take a step or your skill ends.

Affixes (Damage Types)

- **Fire** - Stop regenerating. If a wounded player takes Fire damage, they start burning.
- **Hack** - Hacks are damage which renders a limb or body part useless. To heal a hack, a healing skill must be used *on* the hacked part, instead of healing for HP.
- **Holy** - Works as Terror, but only for Undead. Undead may be Zombified (ending the Holy effect).
- **Ice** - Players dropped by Ice damage are Frozen for a 20 count.
- **Impale** - Impaled players are *Immobilized* until the Impale is healed, as with hack
- **Magic** - Some creatures are only harmed by Magic.
- **Morganti** - All morganti damage dealt to a character is *permanent* and can not be healed!
- **Silver** - Some creatures are only harmed by Silver.
- **Terror** - Terror damage resists all healing, regeneration and resurrection until end of the encounter or the player drops and is First Aided or Awakened.

Power Sources

- **Divine** - Granted by, or through a connection to, a deity.
- **Magic** - Powered by arcane, magical energies, usually a spell.
- **Primal** - Draws upon the forces and energies of the natural world.
- **Spiritual** - Depends on an inner willpower, deals with the spirit.

Effects

- **Awaken** - Wakes up an unconscious player.
- **Fear** - A mental effect that causes anyone affected to flee battle. They must run away from the source of the effect until they are clear of battle and cannot return for the duration (generally a 20 count).
- **Freeze** - A Frozen player cannot move at all or take *any* action for the duration of the effect. They also cannot be affected by *anything* while frozen. Any on-going effects are paused, with their counts resuming once the player "thaws".
- **Heal** - Restores HP or a Hack. Receiving any healing wakes up an unconscious player.
- **Immobilized** - Means a player cannot move either foot from where it is, they are both Snared. *Cannot* pivot in place. See Snare below.
- **Kill** - Kill effects immediately render a player Dead (and set their HP to -4).
- **Slow** - Means you can only walk, not run. (At least one foot must be on the ground at all times)
- **Snare** - Means that the foot of the Snared leg cannot leave the ground. The Snared player may pivot in place on that foot.

Elder Sorcery



Elder Sorcery

Elder Sorcery is the art of naming the world using the true words of creation to alter reality. This art was first mastered by the dragons and taught to mortals in the elder days. As it is meddling with the raw “stuff” of the world, Elder Sorcery requires a great deal more preparation and mana to create and successfully cast than the common "prefabricated" spells. The first step is to learn Elder Sorcery Words, which are the ancient first names for things given by the dragons as the world was created. These words can be used to make sentences to create an effect.

When a character reaches Rank 2 in a mage class, they gain access to Elder Sorcery of that mage type and one custom spell "slot" for that class. They can either learn one of the standard Rotator Elder Sorcery spells from the guild *or* create **one** unique spell of their own. They are stuck with this choice until they master the class. Mages in multiple classes can use words from multiple schools in the same spell.

Rotators

Each of the mage guilds has five standardized Elder Sorcery **Rotators**, spells which any Elder Sorcerer of that type can use. When a mage first hits Rank 2, they must commit to *one* spell, and will be unable to use any other Elder Sorcery from that class. Once a mage *masters* their class, they may return to the guild between missions to switch between the rotators (only one at a time) *or* their own spell which they can now create if they did not before. Mages can have one Elder Sorcery spell at a time from each mage class they are Rank 2 in.

Creating Spells

In order to make an Elder Sorcery spell you have learned and can cast, you must create an incantation using words from that mage type which describe the desired effect of the spell. But before you can cast the spell, you must first perform a ritual to formalize the spell and make it permanent. To do this you need four things:

- 1. Words** - Use words you know to make a sentence appropriate for the intent. There are two basic types of Elder Sorcery words:

Celestial words are a universal form of Elder Sorcery that all Elder Sorcerers use and make up the basics of the language. Anyone who learns Elder Sorcery may use Celestial words.

Elemental Words are based on the five types of magic: Flame, Storm, Life, Necromancy, and Nature. The Elemental forms are learned seperately and make up the major verbs and nouns of a mage class' style. Mages may try to read words of an Elemental type they don't know, but the risks are great!

- 2. Intention** - A clear idea of what you want the spell to do when cast. The sentences must always have a particular format:

Type(s) of Elder Sorcery + the delivery + the words for the spell's effect.

“With the Elder Sorcery of Flame, I use a ray to deal 10 damage!”

“With the Elder Sorcery of Nature, I use my touch to grow my strength!”

“With the Elder Sorcery of Storm, I use an aura to control your mind!”

- 3. Delivery** - Choose the way the spell is cast on it's target - ex. ritual, ball, etc.

Elder Sorcery can use any standard delivery or one of many special rare ones! The more difficult deliveries take more power and are more dangerous to use. See the table on the next page for more info.

- 4. Mana** - Mana is the 'fuel' that powers spells. Spent to make *and* cast the spell.

You must use enough in your ritual to **make** the spell, **and** choose a **cost** to cast the final spell. Spend enough for the spell to work right, but using more power than you can manage can be dangerous!

If all of the above factors are not carefully managed the spell will fail or, worse, fumble on the creator with horrific effects! Elder Sorcery is a language used mostly by non-native speakers, the potential for mistakes is great!

To have your spell created, you must get it cleared with a GM. Fill out a copy of the *Elder Sorcery Spell Sheet* (at the back of this book) in pencil and give it to a GM to review. They will roll to see how your spell works out and return the sheet to you signed off and finalized. Be sure to check for changes the GM might have made before you use the spell!

Rolling for Spell Creation

What follows is how a GM might determine if a spell works or if it fails. This is only an example and I encourage GM's to come up with their own systems.

First a GM looks at the mages total level to see how experienced they might be at using magic. I times level by 5%. Thus a level 11 mage has a 55% chance of success.

There is also a *fumble* chance, equal to 10% - the mage's level divided by ten.

Delivery Types:

Type	Effect	Cost
Ritual	Performed as an Out. Affects targets within the ritual space.	Low
Ray	Affects anyone struck by the packet, AV0.	Low
Touch	Tag a player/object with your hand to affect it, UB.	Medium
Ball	Affects anyone struck by the sockball, UB.	High
Aura	Affects all players within 10 feet.	High
Detonate	Affects player hit by the spell (usually a different delivery), then all players within 10 feet.	Very High
Field	Variable, effects a set area or a single target. May be passively "on" after it is cast.	Variable
Sphere	Affects all players hit by the sphere as long as it remains in motion, UB.	Very High
<i>Cascade*</i>	<i>Affects anyone hit by the spell (usually a different delivery), then another player within 10 feet (May cascade multiple times, or just once).</i>	<i>Extreme</i>
<i>Fork*</i>	<i>As above, but affects two players within 10 feet (may continue to cascade and fork multiple times).</i>	<i>Extreme</i>

**Not commonly available! There are many more possible deliveries for Elder Sorcery, but they must be learned in game. Talk to a GM or your local Dragon.*

Next, the GM considers how well the words, intention, delivery and intended mana cost all fit. If the spell as intended is fair for its power and cost and seems well-crafted the GM may add to the success chance by up to double the mages level. But if the intention doesn't fit the words, the mana cost is unreasonable, or the spell has other problems, the GM subtracts from the success chance and adds to the *fumble* chance instead! Mana spent on creating the spell *beyond* what the spell is intended to cost helps to buffer your chance of success.

Once the GM has the success chance they secretly roll to see if the spell works in each of the four areas: **words, intention, delivery, and mana cost**. If the roll is under the mage's success chance that part of the spell works. If the roll is above the success chance *but* within the success chance *plus* any extra mana spent, then that part works but perhaps with some complications. A roll that is above the mage's success chance plus mana means that part has failed and will not work right!

Finally, should our unfortunate mage happen to roll within the fumble range, that particular part of the spell has been grievously bungled and will operate in negative ways, anything from casting on the wrong target to blowing up in the mage's face!

Spellbooks

Once you have created your spell it must be written into your Spell Book (a prop that you must carry around if you plan to use elder sorcery). The book must have the full spell written out in it, as well as the words required to make the spell and its effect (as described by your GM!). Any spells you know or create **MUST** be cleared with your GM before beginning an event. Spells may change what they do from one world to another as a GM may interpret the words differently.

A Word of Caution

Mages *can* try to use words outside of their known types or of higher OP than they normally could. However, using words you don't know or can't handle severely increases the fumble chance and is known to have an aging effect on the caster!

Optional Rule- Non Formalized Casting

Some GMs may allow Elder Sorcerers to attempt informal simple spell casting for utility purposes. The mage would do a Ritual with a Cumulative Mana Cost to cast an on-the-fly spell for a specific purpose. This improvised spell is lost and can't be repeated the same way. This is very difficult, usually only low OP words are used with very simple intents like unlocking a door, healing a wound, or repairing an item.

Celestial Elder Sorcery:

OP	Nouns	Verbs	Adjectives	Adverbs	Pronouns	Prepositions	Conjunctives	Articles
1	chair	am	good	now	I	at	and	a
1	color	are	bad	then	me	on	or	the
1	cup	use	this	here	my	in	but	one
1	dagger	did	little	today	you	for	so	an
1	foot	be	big	as	your	to	as	
1	hand	begin	long	carefully	that	of		
1	hat	may	short	there	this	by		
1	skin	might	bright	pretty		off		
1	torch	stand	clean					
1	wand	tend	small					
2	hands	was	better	rarely	her	after	before	two
2	feet	were	worse	once	him	near	since	
2	flesh	had	farther	very	her	with	unless	
2	sword	been	less	not	she	from	until	
2	damage	would	more	how	what	about	after	
2	cloak	could	much	first	each	out		
2	eye	made	some	soon	which	down		
2	ear	fix	down	quite	these	up		
2	rod	draw	hard	really	who			
2	rope	put	soft	slowly				
3	torso	cause	best	always	it	between	because	three
3	weapon	is	farthest	never	we	before	although	
3	clothing	do	least	tonight	them	across	if	
3	belt	can	most	usually	our	during	while	
3	arm	make	worst	up	ours	into	when	
3	leg	like	many	then	yours	above	than	
3	staff	go	far	no	theirs	below		
3	food	will	well	tomorrow	others	over		
3	rune	have	all	later				
3	mirror	invoke	other	sometime				
4	head	open	alert	quickly		against		four
4	shield	close	broken	still		around		
4	sound	repair	colorful	yet		behind		
4	container	eat	curious	away		between		
4	coin	drink	circular	fast				

Celestial Continued:

OP	Nouns	Verbs	Adjectives	Adverbs	Pronouns	Prepositions	Conjunctives	Articles
5	potion	dance	dense	anywhere		beyond		five
5	scroll	sing	dull	back		except		
5	herb	act	light	alone		like		
5	window	drop	blunt	quickly		until		
5	orb	fill	sharp	immediately		without		
6	heart	give	ugly	nowhere		inside		six
6	armor	get	pretty	again		outside		
6	door	jump	dark					
6	ritual	kick	slippery					
6	someone	let	stiff					
7	structure	look	stupid	together				seven
7	body	must	elegant					
7	friend	need	huge			through		
7	missile	pull	smart					
7	tunnel	push	brittle					
8	building	say	mine	regularly				eight
8	wall	shall						
8	street							
8	touch							
8	item							
9	brain		new	absolutely				nine
9	fortress							
9	foe							
9	shop							
9	bridge							
10	city		young	everywhere				ten
10	energy		old	yesterday				zero
10	castle		age					
10	spell							
10	object							

Flame Elder Sorcery:

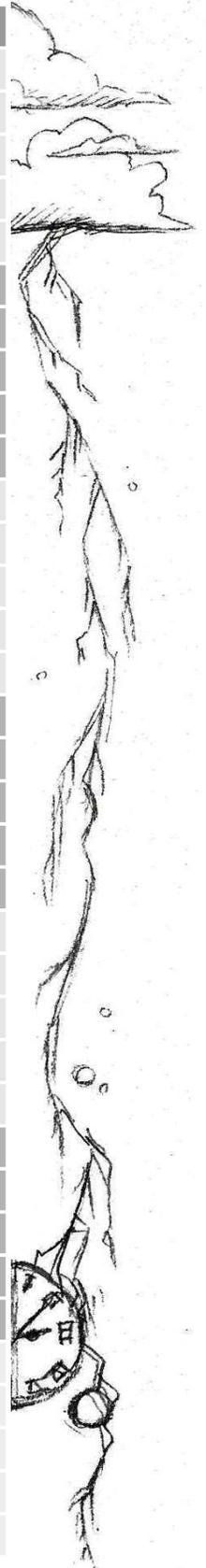


OP	Flame Verbs	Flame Nouns	OP	Flame Verbs	Flame Nouns
1	deal	anger	4	rend	fervor
1	warm	warmth	4	melt	steam
1	damage	light	4	shatter	hysteria
1	temper	flame	4	burst	fury
1	illuminate	spark	4	outrage	roar
1	kindle	ash	5	cleave	fire
1	dry	cinder	5	scald	ruin
1	crack	ember	5	char	smoke
1	rush	tinder	5	wreck	pillage
1	glow	howl	5	combust	pandemonium
2	heat	rock	6	incinerate	incendiary
2	injure	hate	6	disintegrate	sandstorm
2	hack	frustration	6	explode	warmth
2	hurt	brightness	6	ambush	disaster
2	craze	flash	6	raze	wildfire
2	inflame	coal	7	corrode	destruction
2	parch	fever	7	smash	stone
2	rust	blaze	7	boil	bolt
2	fracture	flare	7	scorch	jet
2	ignite	pyre	7	implode	desert
3	burn	insanity	8	destroy	inferno
3	maim	berserk	8	erupt	flare
3	crush	furnace	8	collapse	cliff
3	break	rage	8	pulverize	fallout
3	blast	battle	8	ruin	mania
3	desiccate	assault	9	seethe	tremor
3	rupture	hostility	9	cremate	hill
3	attack	disorder	9	immolate	chasm
3	torch	combat	9	demolish	chaos
3	blister	fight	9	infuriate	anarchy
			10	annihilate	mountain
			10	obliterate	earthquake
			10	exterminate	lava
			10	dissolve	magma
			10	sunder	volcano

Storm Elder Sorcery:



OP	Storm Verbs	Storm Nouns	OP	Storm Verbs	Storm Nouns
1	shock	emotion	4	freeze	alignment
1	cool	study	4	obscure	dreams
1	slow	vision	4	interchange	intelligence
1	read	mist	4	delay	betrayal
1	look	cloud	4	bend	sense
1	speed	mind	5	control	flight
1	stun	sand	5	fly	storm
1	distract	drop	5	move	wisdom
1	identify	breeze	5	disrupt	sage
1	float	attention	5	switch	logic
2	chill	idea	6	electrify	water
2	write	wings	6	change	thoughts
2	learn	knowledge	6	vanish	wave
2	entrance	shower	6	command	air
2	daze	veil	6	charge	displacement
2	swim	trance	7	counter	blizzard
2	sort	fog	7	trick	illusion
2	deny	spray	7	reveal	river
2	flow	arc	7	warp	distance
2	glide	intent	7	teleport	glacier
3	ice	confusion	8	discover	wind
3	see	memory	8	dispel	sky
3	hear	sight	8	shift	passions
3	thaw	lightning	8	return	group
3	charm	thunder	8	stop	moral
3	shimmer	desire	8	steal	will
3	confound	hail	9	avoid	duration
3	immobilize	snow	9	escape	lake
3	know	tide	9	distance	disappear
3	assert	rain	9	mimic	reality
			10	manipulate	ocean
			10	reflect	ethics
			10	reform	population
			10	gain	moon
			10	remain	time



Life Elder Sorcery:



OP	Life Verbs	Life Nouns	OP	Life Verbs	Life Nouns
1	heal	joy	4	ward	love
1	mend	health	4	absorb	fortify
1	prevent	valor	4	gather	agreement
1	detect	wounds	4	shield	shrine
1	defend	hurt	4	unify	ancestor
1	calm	illness	5	vanquish	resistance
1	shelter	burn	5	rebirth	martyr
1	restrain	amulet	5	honor	divinity
1	soothe	talisman	5	defy	diplomacy
1	repel	symbol	5	contain	curse
2	protect	life	6	reduce	justice
2	resurrect	blood	6	gain	peace
2	restore	boundary	6	enlighten	grace
2	return	courage	6	erase	righteous
2	renew	rest	6	dismiss	progress
2	replenish	light	7	infuse	essence
2	cease	cairn	7	abolish	sanctuary
2	guide	artifact	7	excise	emissary
2	numb	glory	7	sacrifice	exorcism
2	inspire	friendship	7	rescue	wrath
3	guard	belief	8	craft	hope
3	purify	sleep	8	build	faith
3	cleanse	barrier	8	raise	enlightenment
3	judge	guardian	8	banish	religion
3	condemn	mind	8	imbue	temple
3	sustain	relic	9	transcend	immune
3	disenchant	zealot	9	bless	truth
3	disempower	medicine	9	enchant	pacifism
3	pacify	discipline	9	sanctify	dawn
3	turn	celebration	9	forgive	being
			10	create	plains
			10	shelter	spirit
			10	reverse	soul
			10	outsider	sun
			10	embody	society

Necromancy Elder Sorcery:



OP	Necro Verbs	Necro Nouns	OP	Necro Verbs	Necro Nouns
1	scare	fear	4	decay	ethereal
1	summon	grave	4	weaken	nightmare
1	sicken	pain	4	corrupt	shade
1	spoil	woe	4	madden	virus
1	taint	darkness	4	shred	agony
1	wrench	seizure	5	drain	carnage
1	intimidate	stench	5	die	doom
1	twist	tears	5	exhume	bog
1	shame	filth	5	sever	dread
1	force	blemish	5	wither	flaw
2	rot	spirit	6	fester	undead
2	reanimate	bones	6	kill	dead
2	bury	terror	6	rend	despair
2	darken	vengeance	6	infect	bane
2	torment	wail	6	cripple	crime
2	famish	scream	7	flay	famine
2	graft	greed	7	corrupt	crypt
2	extract	coffin	7	devour	disease
2	cut	cruelty	7	abandon	moor
2	leach	wrath	7	demise	shade
3	putrefy	corpse	8	murder	plague
3	poison	carrion	8	slay	death
3	raise	horror	8	blackmail	barrow
3	exhaust	sadism	8	haunt	crypt
3	defile	pit	8	distort	ancestor
3	torture	wickedness	9	curse	nightmare
3	siphon	gloom	9	exterminate	tendrils
3	sacrifice	misery	9	enslave	umbra
3	paralyze	contagion	9	torment	dusk
3	agonize	ghost	9	warp	shadow
			10	eradicate	swamp
			10	massacre	void
			10	slaughter	atrocities
			10	outsider	degeneration
			10	betray	end



Nature Elder Sorcery:



OP	Nature Verbs	Nature Nouns	OP	Nature Verbs	Nature Nouns
1	increase	toughness	4	vitalize	form
1	touch	reach	4	birth	animal
1	grow	size	4	become	seeds
1	nourish	path	4	scout	thicket
1	bloom	leaf	4	hunt	root
1	lull	twig	5	predict	ferocity
1	lure	vine	5	entwine	terrain
1	augment	fruit	5	weave	soil
1	ripen	dirt	5	stomp	herd
1	shrink	grass	5	cultivate	fauna
2	conjure	armor	6	transform	species
2	divine	strength	6	polymorph	canopy
2	snare	shape	6	transmute	vegetation
2	blend	web	6	magnify	hush
2	reform	bite	6	mature	instinct
2	find	root	7	trample	symbiosis
2	ask	fur	7	harvest	tranquility
2	climb	feathers	7	regenerate	woods
2	leap	scales	7	refresh	primal
2	commune	foliage	7	amplify	flourish
3	renew	tree	8	recover	forest
3	animate	plants	8	overrun	momentum
3	improve	fertile	8	unforge	crops
3	call	might	8	invigorate	wings
3	thrive	garden	8	regrow	cycle
3	hide	claws	9	repopulate	breed
3	locate	flower	9	rejuvenate	paradise
3	snag	endure	9	wander	cartography
3	scry	senses	9	decompose	land
3	change	flora	9	overflow	balance
			10	populate	nature
			10	generate	utopia
			10	evolve	earth
			10	metamorph	seasons
			10	harmonize	age

Adventuring

As you move beyond the basics and begin adventuring in FanWar, you will need to know some of the ways we simulate things *other* than combat. In this chapter you will find rules and mechanics that you might run into on your adventures, such as how to loot other players or how we represent weather.

Basic Adventuring

Healing

Healing your allies is an important focus for any party. Any healing done to a player while they are up only heals 1 HP (or Hack, etc.) at a time. Since most characters only have 1 HP, this will rarely be a problem. Any healing *or* First Aid done on a down player restores them to **full** Hit Points.

Read Magic

Anyone can, with just a little practice, learn to sense if something is magical by touch. All you have to do is tag the object and call "Read Magic". Your GM will let you know if the object 'feels' magical. This can be used to detect whether an item is enchanted (though *not* how to use it!) or feel for other traces of magic or spells.

Looting

Looting is the term we use for taking larger items from other players. "Loot-ables" are usually things which are held, like swords or shields, or worn, like armor or cloaks. These are things that are too big to be pocketed or tucked in a bag. To loot a player, simply tag the item you wish to take and call "Loot!" and the player will tell you whether or not the item is **glued**. Glued items are items which have been 'stuck' to a player's spirit through a special technique known only to the Thieves Guild. Glued items cannot be taken off of a player's body (except through another secret Thieves Guild Technique, of course!). If the item is *not* glued, the looted player must hand it over.



Searching People

To search someone for smaller "pocket-able" items, you tag them with both hands (usually on their shoulder), state what you are searching them for (Papers, Rings, Amulets, Keys, etc.) and then count to 20. When you have completed your count, they will tell you what you have found (if anything). Only Thieves can search for money by using their special Unglue ability!

Consumables - Potions, Herbs, and Scrolls

These uncommon items can *only* be used outside of combat, but give the resourceful adventurer access to a wide range of useful and unusual effects. **Potions** and **herbs** are both single use items, many of which are used to heal wounds, poison or even mana loss. Some potions have interesting utility purposes, such as glowing or creating an instant supply of rope. **Scrolls** are much more difficult to come by, but usually allow for a single use of a spell of skill, like a disposable magic item. See your GM's sourcebook for information on what consumables are available in their world.

Sleep & Food

Many adventures are too intensely focused on their quests to remember to do such mundane things as sleep and eat. But be warned, ignoring one's bodily needs can take a serious toll on one's mental and physical state! If you do not sleep, you will be unable to refresh your mana. For every day after the first that you go without sleep, you will be at -1 to your base mana. Likewise, for every day past the first that you neglect to eat, you will be at -1 to your base HP.

These negatives can only be recovered by taking care of yourself. Once you begin sleeping and eating normally, you will recover at a rate of one point restored per day of proper sleep and nourishment. Take care, if you don't you can eventually starve or go insane altogether!

Illness, Disease & Pain

Characters that become sick or ill will be at reduced HP and mana while the symptoms last, with the severity depending on the illness. Most illnesses pass with rest and treatment, but some more serious diseases can be long-term or even permanent and may cause greater harm, such as hacks or insanities.

Pain is often overlooked as player's (thankfully!) don't really feel the pain of their character's wounds. When a character takes **pain damage**, it adds up and wears at their mana. Every time a character accumulates pain equal to a multiple of their level, they are drained of a mana!

Fan War Hand Signs

The first thing you will need to know for some of the following rules to make sense are the different hand signs we use in FanWar. Certain parts the game, like flying or magically turning into a tree are a little tricky to *actually* do, so instead we use special gestures to help players see what is going on in the world of the game.



Soaring
(Fist raised up)



Diving
(Fist held down)



Out of Game
(Fist on head)



Hiding
(Open hand over face)



Convoke
(Item raised up)



Invoke
(Magelore raised up)



Tree Form
(Hands held up)



Ethereal
(Open hand on head)

Terrain

FanWar is a game of imagination in which we picture a fantastical world around ourselves as we play. But for ease of play, it helps to use real, visible markers for different types of terrain. Below are rules for terrain and how to use it.

Flying & Soaring

Some creatures and characters have the ability **Flying**, either because they have wings or some kind of power. Flying creatures can simply **Glide** over obstacles like water. They can also choose to **Soar** up out of reach of other players.

To Soar, call "**Ascending**" and count to 5, then hold your fist in the air. This indicates you are flying up high, out of reach of all melee attacks. You can *only* be hit with missile weapons and missile spells and can also only attack with the same! To get things you have thrown, make melee attacks, or interact with players on the ground in any way, you must first call "**Descending**", count to 5 again, then put your fist down. You're then back in range.

Water, Diving & Drowning

Often times you will find yourself adventuring near or over rivers and oceans in the game world. We usually assume any paved areas in our play space represent water (this also helps keep us out of the way of pedestrians!). Sometimes we mark out boats (see *Boats*) or bridges where you can cross safely. Certain skills also allow a player to swim in or fly over water, but for most players stepping into water can be very dangerous!

If you step into water (even just one foot) you are immediately wounded, just like you were knocked out. This represents someone without training struggling to swim. You are effectively unconscious and cannot move yourself. As long as you stay in the water you are **drowning**: every 20 count you take 1 damage, starting at 0 HP and moving down through the negatives. At -4 you will die of drowning.

Characters with **Swimming** can enter water with no ill effect, and even **Dive** underwater, which works like soaring above, except you *Descend* to be out of range, and cannot use or be hit by missile attacks either. Unless you can breathe underwater, however, you must immediately Ascend again!

Climbing & Trees

Certain creatures and classes have the skill **Climbing** which allows them to scale objects like walls, cliffs, and trees to get up out of reach of other players. While we are often adventuring through forests *in game*, and there are generally trees in our play space, we never *actually* climb these trees as it would be unsafe and might harm the trees. Instead, to use Climbing to climb up or down an object, simply stand next to it and call "Ascending" or "Descending" (just like Soaring above). Until you descend, you must stay by the tree or other object you climbed up, with your fist in the air touching it.

Light & Blindness

When adventuring in dark places such as caverns or dungeons, or when it is night *in game* we use special mechanics to simulate light and darkness. Torches are props that are held in one hand and provide light in a 10' radius around their holder. Other abilities, such as the spell Mage Light, can also provide light and sometimes in much larger areas.

Any player without a light source or a special ability to see in the dark is considered **Blind**. For safety, we don't actually close our eyes to simulate blindness. Instead, blinded players must keep their chin held to their chest and only look down at the ground. This limits your field of vision to simulate how hard it is to see in the dark. You may, of course, use all of your other senses freely, so listen carefully!

Rough Terrain & Slow

In places like swamps or thick snow, you may be **Slow** which means you can only walk due to the bad terrain. Until you leave that area, you can't run!

Weather

Sometimes you have to contend with extreme weather. Weather can cause all kinds of effects, such as high winds that Knockback travelers, extreme heat that deals damage over time, Freezing cold blizzards. Adventurers can protect themselves from weather by dressing for it with cloaks, hats, etc. The right gear will reduce the effects of weather: each piece reduces weather damage by one.



Boats & Missions at Sea

Some missions don't take place on land at all, but instead happen on a ship or boat! Since we don't want to try to run our missions in actual water, we have some basic procedures for how to do a mission when it takes place on the deck of a ship.

Instead of trying to move the boat around, we imagine that the ship is moving and just have creatures and other boats along the way set up next to the marked area so it is easy to role play. Sometimes you will run into pirates trying to steal your ship and treasure, rampaging sea monsters, or even a storm that threatens to destroy your masts and leave you stranded. No matter what the mission, boats can be an exciting and perilous style of adventure.

Boat Rules

On the next page are detailed rules on how we represent and interact with the various parts of the ship. Usually we mark out an area with ropes or pipes in the shape of the deck of the boat. Another area next to the "deck" is marked as the hold, and characters that are standing in that area are considered to be inside the ship, not on the deck and they can't interact with players "above decks". Everywhere outside of the marked boat area is then considered to be water.

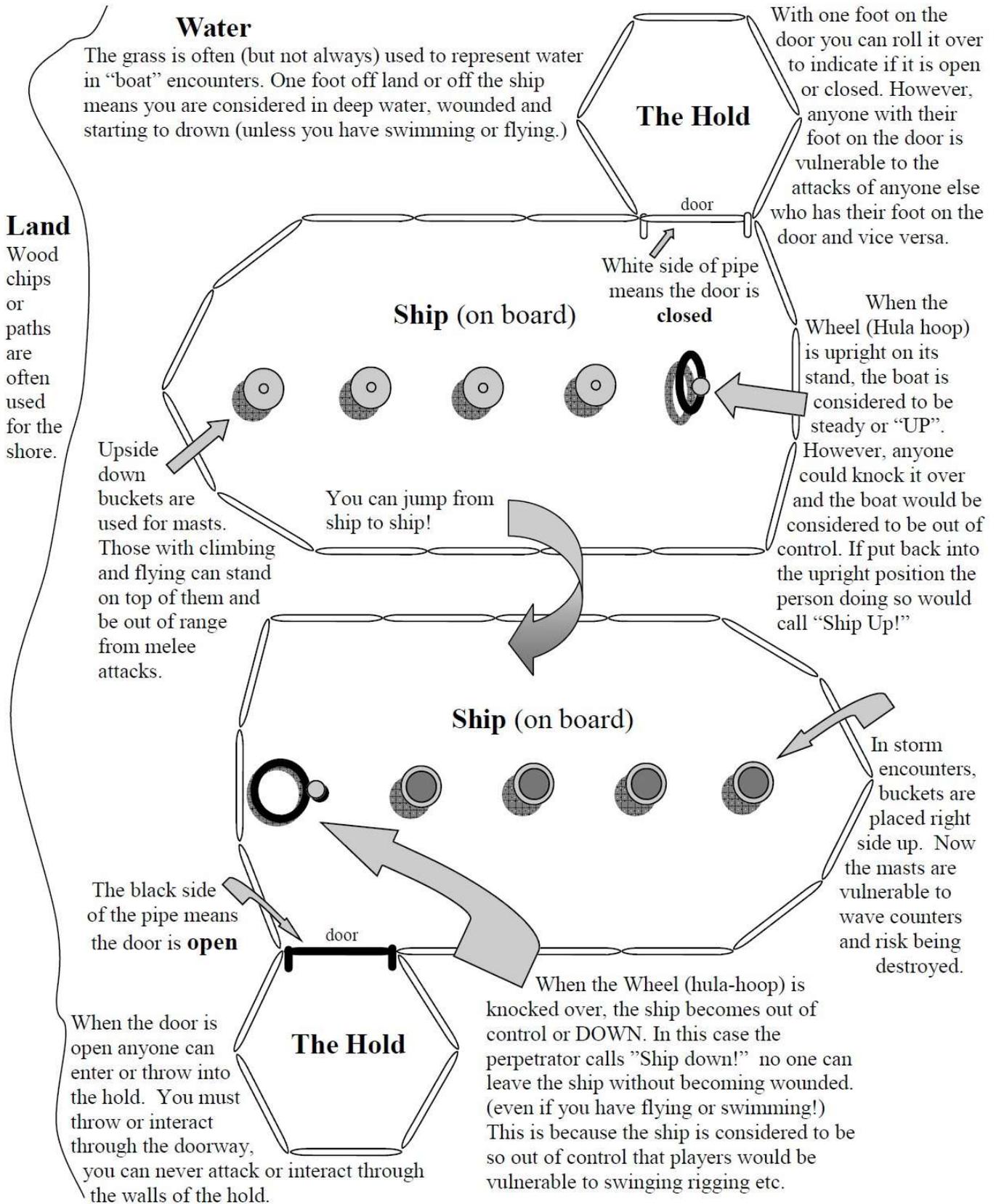
We also set up some markers, usually buckets, to be the masts of the ship. If the masts take too much damage (represented by balls dropped into the buckets) they will break, leaving the ship unable to sail and her crew (you!)

stranded at sea. The hull of the ship itself, while tough, might be damaged by larger foes like whales and sea serpents or even ballistae fire from enemy vessels!

For a ship to stay on course and under control, it must be sailed by an experienced sailor or corsair who knows how to both navigate at sea and manage all the complex workings of a large sailing vessel. An off-course ship could leave a crew stranded and an out of control vessel is a danger to everyone in the area!



Boat Missions



States & Effects

Resistance , Immunity & Vulnerability

Before we talk about effects in the game, we should know how to talk about whether or not they will work on a character. If a character is **resistant** to a specific effect, it means that effect will fail on them. For example, a Barbarian with Magic Resistance will take *no effect* from a Fireball! However resistances are not absolute. Attacks which have been **warded** will cut through as though the resistance weren't there! For an absolute defense, a character must be **immune** to the effect. For example, an Elf with her Immunity to Mental Effects won't be affected by that same Barbarian's Threat Vitals, *even* if it is warded!

Lastly, if a character is **vulnerable** to something, that means that they can *never* gain a resistance or immunity to that thing. A Barbarian who is Vulnerable to Magic would take every spell that hits her, regardless of any skills she might know.

Devouring

Some creatures, specifically large and carnivorous ones, will eat characters in combat. To devour a player, a monster will tag the player with both hands and call "Devouring" then count to 20. After a 20 count, one 'size worth' of the player is gone. If they were not already dead, this kills them. Monsters usually will devour a number of 'sizes' equal to their own size, before being full.

If a player has their entire 'size' devoured, their body is too damaged for them to be resurrected, and they must first have a Summon the Dead ritual cast to reassemble it. Any items the player was wearing, such as armor, are shattered and any small pocketables, like gold, will have been eaten.

Fire & Burning

Fire damage, if dealt to a player who is *already down*, will set them on fire and they will begin **burning**. A down player can also be set on fire by holding a torch to them for a 20 count. During this time, and while burning, any regenerating is paused! Anyone can put out a burning player by calling "Extinguishing" and tagging them for a 20 count.

As with devour, fire will consume a player's body at a rate of one 'size' every 20 count unless it is put out. After the first size is gone, the player is killed if they were not already dead. If a player has all of their sizes consumed, they will need to be summoned before they can be resurrected. Any items the player was wearing, such as armor, are shattered by the heat, as will any small pocketables.

Shattered & Destroyed Items

Certain abilities and effects in the game can damage or even completely destroy items. If an item is **shattered**, it no longer functions as it did before. A shattered weapon deals no damage. A shattered shield will no longer block AV0. Shattered body armor gives no protection. Other shattered items likewise can no longer do what they are meant to do. You don't have to drop the shattered item, since you can fix it later, but it won't do you much good for the rest of the fight.

Items that have been **destroyed** are completely gone. There is nothing left of them to repair later. If an item is destroyed in the game, you must drop it and remove it from play (set it out of the game space, or have a GM take it for you). If you are in the middle of a fight and can't take off the item immediately you can inform those around you, or ask to call a hold.

Poison & Venom

Some enemies or creatures may use poisoned weapons or venomous bites. If an attack **Poisons** you, you begin taking -1 to your HP every 20 count. At 0 HP you will fall unconscious. At -4 you will die from **poison**. These are -1 counters, not damage, and thus can't be simply healed. If an enemy attacks you with **Venom**, they will call the damage of their attack and then "Venom X" (usually boosted a bracket), in a 20 count you take X more damage. For example, "1 Venom 5" means take one damage now, and after a 20 count take 5 more. Venom can be extremely lethal!

Treeform

Characters in Treeform are transformed into an actual tree. They are totally immobile and can't take any actions *but* are fully aware. While they can't be targeted by skills/spells or harmed normally by attacks, it *is* possible to affect Treeformed players in the same way as you might a normal tree and do things like slowly cut them down. The player inside is still unharmed and may still **revert** to their normal form at will. Other players may tag a Treeformed player with both hands, pay a mana and call "Force Revert" to force them out of Treeform. An unconscious player who is Treeformed remains unconscious and thus unaware. They can't revert on their own.

Hiding

Some characters and monsters have the ability to **Hide**. If someone is hidden, they will hold their hand in front of their face with their fingers spread out. Unless you have certain special abilities, you can't see a player who is hiding! This can be tricky, but do your best to pretend you don't see them and play like they aren't there. Remember that you *can* hear them, listen for snapping twigs or sneezing monsters!

Ethereal

You may encounter some creatures with the ability to move between the real world and the **ethereal** plane, the native plane of spirits, such as ghosts or other undead. If a player is ethereal, they will hold an open hand on top of their head. While a player is ethereal, they can't be seen by, and cannot interact with, anyone who is **material** (not ethereal). This means if someone is ethereal, you have to pretend like you don't know they are there and you can't talk to or attack them. They can't talk to or attack you either but they *can* see you!

If two players are *both* ethereal, they can see and hear each other but they still can't interact, nor can they use any abilities! Any ongoing effects used on them while they were material will continue and finish while the player is ethereal.

If they want to fight each other, one of them must call "Duel" on the other (*all* ethereal players can call Duels on each other, see Samurai). They are now visible, but can only attack or be attacked by one another until the Duel ends. The loser is left material, the winner of returns to the plane they started on. This is true of *all* Duels.

Charm, Binding, & Allure

There are three types of control that can happen to you in the game that will make your character switch sides or be taken over by another player. The first, **Charm**, is the only kind you will encounter in battle. The other two might happen to you, but would be out of combat where the GM will have time to explain what happens. Remove Charm will work on any of these types of control unless the spell or effect *specifically* states Remove Charm will not work.

You must be *aware* that you are charmed, bound, or allured to someone for the effect to work, as you can't act on something you, the player, don't know about! For example, if you are "Bound to all Musicians" you must follow all the requirements below toward anyone you *know* is a musician, but only once you know they *are* a musician.

Charm

Your allegiance has flipped completely. Whoever your allies were, they are now your enemies, and whoever your enemies were, they are now your allies. This is without regard for *who* Charmed you! You don't look to be in your right mind and players may ask "Do you look charmed?" To which you must answer "Yes." Charm does not end when you go unconscious, but does end if either Remove Charm is used on you *or* the Encounter ends.

Binding

You will not allow your master to come to harm through action or inaction. You will treat your master's allies as your allies (you will not attack them unless provoked). Your alignment has not changed and your personality is unaffected, but you *must* protect and keep your master alive (that is all). You don't look Charmed. Bindings don't end at the end of the encounter.

Allure

You want to do whatever your master tells you to do. You are "in love" with your master and will not allow them to come to harm through action or inaction. You will do whatever they ask because you are so desperately "in love" (the magic isn't forcing you to take action, you want to take the action).

This is more like an intense attraction, blurring reality and reshaping it. This type of control is usually employed by Nymphs, Vampires, and other manipulative creatures. Note that in bindings you are aware you are under the control of the other person and can attempt to thwart them within the confines of their control over you, much as an animal on a leash will attempt to yank or bite the tether. With allure you are *not* aware, it is more akin to being insane. Allure does not end at the end of the encounter.

Charm is cast as a Tag. It costs 1 mana to use and can only be used once per encounter per Tier of the user. **Bindings** and **Allures** are usually applied as a 10 minute Out of Combat Ritual cast upon the target. Thus the target must either be knocked out or willing to sit still for 10 minutes! Bindings sometimes come from flaws of magic items, in which case they apply immediately and for as long as you are using the item. This means some bindings can turn "on" and "off" suddenly!

Mounts & Riding

If you are mounted, such as on a warhorse, wear an animal print sash hanging from your belt. You may play as your character with mount benefits such as Speed, Endurance, Improved Carrying Capacity etc. (depending the type of mount). Or, if your mount is *more* formidable in combat than your character is, you may choose to suit up as the mount itself but with the use of your character's skills and abilities.

Either way you count as one entity and if dropped *both* you and your mount drop. You only have the HP and other stats of whichever being you are playing as. You can think of this as a bit like a magic item. You are playing as either your character or your mount, but "wielding" the other for their abilities.



The World



Game Worlds (Roekron, Teriock)

The world where your character lives is called the Game World, because it isn't the same as our world. The Game World is like another planet where the rules of science may be different, and where people from that world have developed through their own history.

The world we play in has two main regions where characters adventure: Roekron and Teriock. In this world, there are all the things you would expect, such as mountains, rivers, forests, swamps,

and oceans. The parts of the world that the people of Roekron and Teriock know about is mapped out, but there are many more places yet to discover that characters can find out about.

Towns & Cities

At a FanWar event we usually have a city or town that we imagine is our character's home and all the characters live there. Some towns are poor and only have simple items for sale. Others are very wealthy and have expensive things to buy. The wealth of your town is called its "at" or @. If you are in an @20 town, the most expensive things for sale cost 20 gold, and you can't buy things that are more expensive in that town because they simply aren't available.

There are also local leaders, such as Lords or Ladies, who rule the town or region and who your character must follow orders from. The Game Master usually plays one of these Lords or Ladies and tells the characters what's going on in the world and what they need to do about it.

The Inn

Usually when the game begins, all the characters gather together in what we call the Inn. We imagine that all the characters are sitting inside with food and drinks and they are meeting with someone who is in charge of the town or city. This is usually the Local Lord or Lady, but sometimes it is simply someone who runs the

Inn. Whoever it is, they are your contact for what's going on around town and they post the missions that can be chosen on the Mission Board. Characters then discuss and debate what the best course of action is and what they should do to protect their town, gain more resources, solve pieces of the plot, or explore for new missions.

Voting on Missions

You don't always get to do whatever mission you want. Sometimes you will be ordered out on a mission and it isn't a choice. The local Lord or Lady may simply tell you what to do and you will be under orders to do it.

But most of the time you get to vote. Usually the Innkeeper will ask people for some suggestions of what should be done and your character may have a chance to argue in favor of a particular mission. This is called "Soap Boxing" where you stand up and tell everyone why you think your idea is good.



Once a few missions have been suggested, each is voted on. Unlike in many traditional voting systems, in FanWar you can usually vote for as many of the items as you wish. You can vote for all the missions except one, or just your two favorite missions. This ensures that the mission that has the most overall interest gets done, and helps to establish the second place mission which usually is done right after the first.

Turn Taking

In LARP we all must take some turns being monsters. If everyone went on every mission, who would play the creatures to battle or the people you meet? We have to have someone to play the other team and so whoever doesn't go on the mission puts on purple jerseys (or pinnies) and gathers up with the Game Master to discuss what roles they will play.

It is a bit like preparing for a play. Each person gets a role from the GM and then tries to act out that role exactly as the GM tells them to. The first group of players is taking their turn as the main characters of the story, and everyone else helps out by being the “background” or the setting for them. When you are being a helper in this way we call it playing a “baddy” because you are often something bad that the heroes must fight, but not always! Sometimes you will not be bad at all, but something very friendly, so listen carefully to how the GM asks you to act and don’t let the name confuse you.

Missions

A mission is the quest that the characters pick to do. It might be fighting some troublesome Ogres that are attacking the town, helping some farmers to drive off dangerous animals, or even investigating the death of another character. A mission usually involves players suiting up (putting on all their characters equipment and costume), gathering up where the GM tells them to, and then beginning the roleplay - acting out their characters on the mission. Since we don’t want to hike all over the park we usually carry out missions in small sections called **moves**, which are like scenes in a play.

Moves

A move is an amount of travel in the Game World. If you're on a mission and it is far away, it might take you several moves to get there. Each move is a chance for something unexpected to happen to you on the way to or from your quest. Missions on the board show how far they are with >'s to show the number of moves.

Encounters

Each mission usually consists of three Encounters (one encounter to get where you are going, one to do the actual mission, and the last to return home). We usually run all three Encounters in a row, so that players can be ready to pick the next mission they want to do when their mission ends. Sometimes missions will take more or fewer encounters to finish.

Waves & Reinforcing

Each encounter can be further broken down into **waves**. Since we don’t have enough people often to run an entire army of monsters all at once, we simulate this by running the battles in waves of enemies. The Game Master will call a hold and all the baddies will gather up (the characters usually must remain where they are!) and then they will enter the battle again as the next group (or wave) of monsters that has arrived on the battlefield. A single battle can have dozens of waves in it!

Sometimes, instead of pausing the battle to set up a new wave, the baddies will be told that that can **reinforce**. This is like having multiple lives. When their monster is defeated, they can put their fist on their head to be *out of game* and go back to a "base" (usually a specific tree or edge of the field) and then rejoin the fight as a *new* monster. If the baddies are going to be reinforcing, the GM will tell them how many reinforces (lives) they have for the battle.

Market

One kind of Mission is called the Market, and usually takes place in the town the characters are living in. The Market is the place where all the local people of the town gather to buy, sell, and trade their goods with travelers and merchants from far away. There are often many games of sport happening in the Market (such as gladiator matches, archery tournaments, or cards and dice games).

Players usually go to the Market to buy supplies they need for their missions and search for hard to find items. Just like on other missions, some people need to be the "baddies" and act out the scene. Some people will be merchants selling armor or swords, some will be travelers seeking to trade, and others may even be thieves seeking to rob the players of their hard-earned gold!

Usually, the traders, merchants, and gladiators all wear purple jerseys just like on other missions, to show that they are not part of the characters team right now, and that they *could* be dangerous. Players in orange usually are playing Law Enforcement and are people that the characters can go to if there is a problem in the Market, such as someone attacking them or someone robbing them. It is best to remember that LARP is as much about acting as it is about battle, and Market is mostly about the acting part.

If your character gets robbed or attacked in the Market, remember that the game is about adventure, and sometimes chasing down a thief, or a drunken warrior is what makes the Market fun, so play along and don't take it personally! The "baddies" aren't out to get anyone, they are acting out the scene as the GM intends, just like when they play monsters on any other mission. If you're confused about what's going on, ask your friends and see if they can help you.

Guilds & Guild Privilege

Guilds

Each of the classes are organized into guilds which, like real guilds, offer services, training and help to their members, but require you to pay dues and follow their rules in exchange. Each guild exists to protect the interests of it's members and to train new members in the skills or spells the guild knows.

Guild Privilege

Once you are a member of a Class you are under the jurisdiction of the Guild Officers and Guild Masters of that class and *must* obey their orders. If you are in more than one class you will have to follow orders from the officers and masters of *both* guilds. If your orders are conflicting, which ever class you are higher level in takes precedence. Once you become 6th level in a class you can become a Guild Officer and at 10th a Guild Master. As such you gain the following privileges:

- **Guild Member:** The guild will help you in legal matters, protect you and summon and resurrect you at no cost. Members of this class that are lower level in this class than you must obey you unconditionally and you are held responsible for their actions.
- **Guild Master:** All members of this class *must* obey you unconditionally, but you are held responsible for their actions. Also, your *total* level is now considered your level in this class (so skills that read your level in this class now read your *total* character level instead!)



The Settings

Sourcebooks

Each Game World uses a Setting, which is the type of terrain, plants and animals, and culture in which the players are living. Your region may be very different than another leagues'. You may be dealing with desert sands and strange dust monsters while another league plays in the jungle and must battle poisonous frogs. The people may be different as well. In one setting, the people might be mostly Human, but in another, you may be living in a Dwarven province and humans are scarce.

To find out all these more specific details about your league, you will want to take a look at your League Source Book. If you are playing in Teriock, you will check the local conditions, species, and monsters you might run into there in the Teriock Source Book. If playing in Roekron, you will want to reference the Roekron Source Book. The Source Book contains the following kind of information:

- Current Political Maps
- Cultures of the region
- Happenings and Events for the region
- Backstory Charts to flesh out your characters history
- Climate Information and Common Weather
- Monsters that are native to the region
- Special Species that can be played in this League
- Special Classes that can be learned in the region
- Encounter Charts for GM's

Time Jumps

Usually, at the end of each calendar year the setting experiences a "Time Jump". Many years go by in the world (usually around twenty or more), and characters go into a retired state. After the jump, new characters are made and for the first few months of the new season we only play the new characters. This way new and inexperienced players have a chance to play at the same level as the more seasoned ones.

During this Time Jump, many things may shift politically in the world, and players can find themselves in a very different situation than the way they left things. This jump is usually the time that players start families, take on big overarching projects, and take a stand for what they believe is right to do in the world.

Characters return from their retired state, usually a few months into the season, and then players are allowed to choose which of their two characters they will play each session, their new character, or their old experienced character.

Descendants

Players often want their characters to start families in the world, and sometimes hope to play as their previous character's child. This is a way to keep their old character involved in the story and pass on information and treasure they have collected. However, having children is not as simple as it might seem. Having a family is no small job (ask your parents sometime!) and takes a tremendous amount of energy and love to do right.

If you want to start a family, you have a few options. First, you can find another character and if your characters begin a romantic relationship together, you can later decide to have them try to have kids. If this doesn't work out, you can attempt to find an NPC (non-player character) in the world who wants to start a family, but that must be rolled for by the GM. Then, if you are lucky you may be able to have children and after many years in the game they can grow up and maybe be new adventurers.

Not all children will be playable as characters. Keep in mind that in Junior League, players are only allowed to play characters of their same gender, so if all of your kids are of another gender, you won't be able to play them. Your kids also may not happen to be interested in adventuring and have plans of their own! Raising children is a tricky art, so you must talk to your GM about your plans and they will roll to see if you are indeed successful at having and maintaining a family and if any of your children are playable.

Some players opt for adoption, but the odds of getting to play the child are still low and depend on how young they were adopted. Remember, you don't get to play just *any* character in the world. Many players would like to play as a local lord or someone who inherited an adventurer's horde of treasure, but it wouldn't be fair for them to get all that reward with no effort or risk. Thus your descendants are people in their own right and not necessarily *your* characters to control! You can raise them up and hope for the best, but in the end, they choose their own path, not you, and that is as it should be.

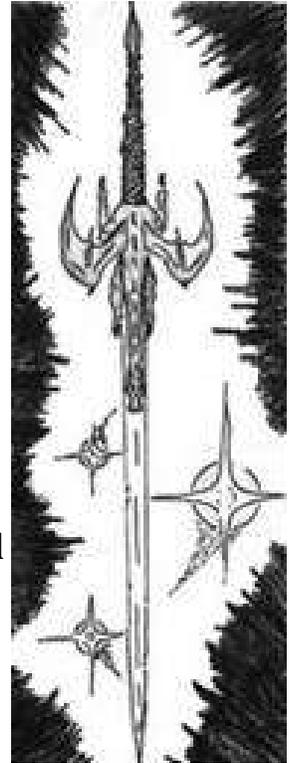
Special Items

Runic

Items can be engraved with special magical runes which allow them to repair themselves. Any **runic** item which is shattered will restore itself in a 20 count. Runic items can not, however, repair themselves if they are completely *destroyed* (such as due to an Unforge spell). Runic items are difficult to make, and cost twice the standard price.

Silver

Silver metal is somewhat difficult to use in practical arms and armor, but has a few properties which make working with it worth the effort. Silver weapons can deal damage to many magical creatures, such as were-creatures and most undead. Silver is also immune to Mana Drain attacks. Any Mana Drain taken on a silver weapon or silver armor has no effect and is totally blocked. Weapons and armor can both be forged from *solid* silver, which costs double their standard price.



Master Crafted

Master Crafted items cost double their standard price, but are very well-made and often ornate. Only Master Crafted items are fine enough to enchant. Note that it is very difficult to enchant an item that is also Silver or Runic.

Magelore

Magelore items are the spellcaster's tools of the trade: Staffs, Rods, and Wands. In Fantasy Warplay some spells require you to do something with a magelore item, usually **invoking** it (raising it over your head and calling "Invoke!"). This is a cost of some spells, thus if you do not have an appropriate item, you can't cast the spell!

The major differences between the Staff, Rod and Wand are as follows: The Wand is only a prop, as a weapon it is useless, you cannot block or attack with it (if you have Staff Touch, however, that changes) but are small and easy to carry. The Rod is the next step up, rods are larger than wands and are weapons which can block *but* deal no damage. Finally we have the staff, which is a fully functional weapon as well as being magelore.

Thus a wizard must choose their style. If they are going to use shields or weapons they might want a wand for easy carrying and quick access (though staff

touch will be much weaker). Other mages may prefer the staff for its long reach. In any case, the mage needs their magelore once they get up to higher levels so be prepared. Some custom magelore come in nonstandard types, like rings.

Mana Storing Items

Some very rare items can store one or more mana. To use the mana stored in one of these items, invoke it. You can only spend one mana at a time from a mana storing item. You can 'recharge' the mana in these items, but *only* between events.

Morganti

In our game world there are special, very dangerous weapons called Morganti, soul eating weapons whose wounds cannot be healed! These weapons are marked in the game by covering the blade with black tape or cloth, and if your character sees a black colored weapon, they will feel their soul become afraid and trying to run away. A character hacked by Morganti permanently loses the use of that limb, and a player brought to Unconsciousness will be in a coma. A character can be permanently killed if they are slain with a Morganti weapon. If killed by a Morganti weapon you cannot be resurrected, your soul is gone.

Morganti is illegal for most characters to use or even own, so don't try to get it yourself or you will likely end up in prison for the rest of your character's life. It is most often seen being used by Law Enforcement or powerful and evil leaders of armies. See the Source Books for more info on the history, nature, and destruction of Morganti.



(From left to right: Master Crafted, Silver, Silver & Master Crafted, Morganti)

Magic Items

Magical items usually grant their user abilities such as Fireball or Snare. If an ability from an item reads a level, that level is always 5. A magic item can not be used in any way until it has been **Identified** (a magical ritual) to find out how it works and what its abilities are. After an item is identified, its owner is given a card listing its abilities. Magic items are recorded on cards as both a record of how it works and as proof that the character really has that item, so don't lose it!

Magic Item Cards

Magic Item cards have a picture of the item and also tell an item's name, type, history, abilities *and* flaws, as well as its tier. These are all explained below.

Every magic item has a name, like Randwin Garb or Bramblethorn Bow. There may be more than one copy of the same kind of item in the world with the same name, but they will all work the same way! An item's "item type" just means what kind of prop you should use to represent the item in the game, such as a ring or a longsword.

Item Name	Item art is on front of a card: 
Item Type - sword, ring, etc.	
Notes and History - This is where you can find the story behind an item. It's always good to know where a magic item came from and why it was made!	
Abilities - Can have mana-activated (Blue) <i>and/or</i> passive abilities (Green)	
Flaws - usually in Red	
Tier - given as a number	

Mana Activated Abilities

Many magic items are enchanted to allow a single use of some spell or ability if the user spends mana to power or 'activate' the item. These abilities are called **Mana Activated**. For example: A ring of mana activated Fireball would allow its wearer to cast a Fireball *once* every time that player paid the mana cost. If the ability is a passive (rather than called) skill, such as Magic Resistance, the ability only lasts for a 20 count. If the ability is an Out skill, like Blacksmith or Peacekeeper, it would allow a single use (ie. craft one item or question one person). These items are low in power, but low tier and easier to use. Some magic items are enchanted with both Mana Activated and Passive abilities.

Passively Magic Abilities

Some enchanted items have **Passively Magic** abilities. These items do not require their user to spend mana and instead have abilities which are always 'on'. For example: a ring of *passive* Fireball would allow it's user to cast that same Fireball as often as they wish! Some passive items might also include mana activated abilities. These items may seem very strong, however, passive items are generally higher tier (limiting how many you can use at once) *and* are much more likely to have some sort of unpleasant flaw or curse!

Magic Weapons

Most enchanted weapons deal magic damage (important when fighting undead or magical creatures). This tends to increase the tier of a weapon *and* the chance that it will have a flaw, thus some enchanted weapons are designed *without* the ability to deal magic damage. Assume a magic weapon deals magic damage unless the item's card says that it does not.

Flaws & Curses

Unfortunately, magic items are often imperfect. There are many theories as to why this is - the soul residing in them is unhappy or tainted, the metal used was impure, etc. Whatever the reason, the effects are evident. Flaws on items are listed in red at the bottom of the card. Flaws will affect you whether you like it or not and can be considered the 'drawback' of a magic item. Flaws take effect under certain conditions. The flaw will say if it affects you using one of the words below:

- **User** - as long as you have the item out and are *using* the object the way it normally would be (so wearing a cloak or ring, holding an orb or sword, etc.)
- **Bearer** - if you are carrying the item with you *at all*, even in a pocket or a bag, the flaw still affects you!
- **Owner** - the flaw affect you if you *own* the item, even if you left it back in town or someone else is holding it for you!

Sample Flaw Chart

1. Ability required to use item	11. Ability works differently
2. Downgraded item -Limited, Passive to Activated, etc.	12. Item has random different ability instead
3. Only usable by: X (species, class, gender, etc.)	13. Item Mana Drains User each encounter
4. User Vulnerable to an effect	14. User can't use item class
5. Bearer Inept at skill/trade	15. Bearer can't tell lies
6. Item glows in the dark - 10'	16. Owner is <u>reverse</u> blessed
7. Creature Caller: attracts a random monster type!	17. Item is fragile - if it is Shattered it is <i>destroyed</i>
8. User clumsy (use off hand!)	18. +1d4 to item's Tier
9. Bearerdeaf/mute/blind/etc	19. ITEM CURSED - roll again
10. User can't run (only walk)	20. Roll on another chart

A special kind of flaws are **curse**s. Once you use a cursed item, that curse is now 'stuck' to your character. It is like a flaw that never stops affecting you (even if you lose the item!) until you can have the curse removed or cleansed. This can be done by some powerful elder sorcerers (if you can afford it) *or* by simply having the item taken from you while you are dead (if you're willing to die). Your character can never have more than three curses at once; if they would gain a fourth, the older curses will begin to fuse into stronger, nastier curses!

Tier

This is the last thing listed on a magic item's card, but one of the most important! Every character has a magic item **tier limit** which determines how powerful of items (and how many) they can use at once. A character's tier is equal to their rank (at Journeymen you have 1, at Rank 1 in a class you have 2, etc.) and mages get +1 to their tier limit.

If a magic item's tier is equal to or under your tier limit, you may use it, if the tier is too high, your character is unable to use it *at all*. You may use more than one item at once, as long as their tiers add up to a total that's equal to or less than your character's tier limit. A character can own and carry more items than they have the tier for, but the items won't do anything unless character is using or wearing them.

Nym is a Rank 1 Storm Mage, thus her magic item tier limit is 3 (2 from her levels and +1 as a mage).

This means she can use Shiver Twins (Tier 1), her pair of magic short swords, at the same time as her belt of Healing Factor (Tier 2) as these add up to a total of 3, which is equal to her tier limit.

However, if she wishes to use Pramblin's enchanted spellbook (Tier 1), Nym would have to either put away Shiver Twins or take off her belt to open up the needed tier!



Deities and the Divine



The world of FanWar has goddesses and religions just like most fantasy worlds. We use a system adapted from many fantasy roleplaying games which incorporates all the mythos of Earth and many others that have been invented. The premise is that each Pantheon of Gods and Goddesses is vying for power in a given universe. The way gods usually gain power in the world is by acquiring worshipers and having temples to them built and tended in order that they may gain more of a foothold in the world. Thus, not only will you have the classic rivalries between gods such as Zeus and Hera of the Greek Myths, but one might discover they are involved in a feud between the Egyptian god Set and the Nordic Goddess Freya, each using their influence to sway the world more in their direction.

This system influences game play in that characters often worship gods and goddesses and are thus steered towards certain quests by their deities. For characters such as the Paladin this is a particularly critical aspect of their class and will determine the nature of their Divine Gift skill. For more information on gods that can be worshipped, ask other players, look in the source books, or look online for resources like the AD&D *Deities and Demi-Gods*.

Divine Intervention & The Red Stone

When a player pulls from the death bag, there is red stone which may be pulled out along with the others. This stone is called the Divine Intervention Stone because if it is pulled from the bag during a pull in which you would permanently die (PD), your character is miraculously saved by the deities, and lives to die another day. Divine Intervention can only be received once, and after that, the Divine Intervention Stone does nothing. Thus, they must be extra careful of death after this point. Players who receive Divine Intervention are often somewhat reborn, sometimes gaining new abilities and new disadvantages as well.

If you pull from the Death Bag and would PD but do not get the Divine Intervention Stone within your ten stones, you are allowed to ask your GM to try for Divine Intervention. The GM will usually ask you some questions about your

character to determine what will affect your chances of the deities helping you. Perhaps your character is a Paladin, and very influential with their god. Or perhaps you have done nothing that your deity would approve of. Your GM will then state a number of stones that you are allowed to pull beyond the initial ten (don't put them back, just pull however many *more* the GM says to and hope your luck turns around).

Blessings

Players sometimes receive blessings from their deities. These are usually short term effects that can be maintained through actions or sacrifice to the deity. Deities bless their followers in ways that make sense for that particular pantheon and deity. Most often, deities do nothing obvious, instead influencing the world in ways that mortals wouldn't notice. Thus, just because a player receives no blessing does not mean they are having no effect on the world. A possible blessing chart follows. I recommend GMs make their own. A blessing might be granted to an individual or a whole party. If an ability from a blessing reads a level, that level is always 5.

Sample Blessing Chart (GM rolls a d12):

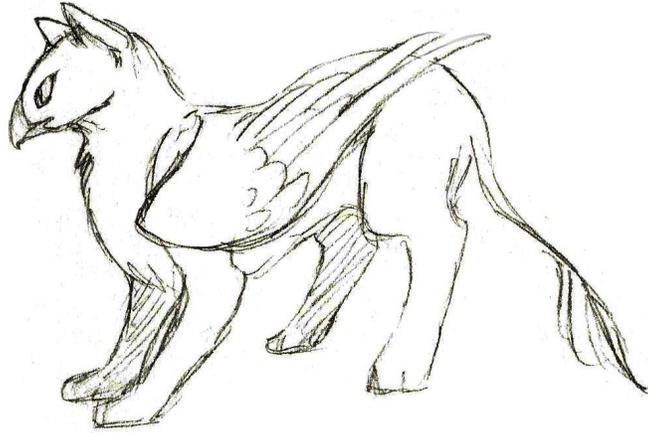
	Knowledge Magic, Mystery, Wisdom	Crafting Art, Making, Inspiration	Nature Animal, Plant, Earth	Healing Life, Protection, Good
1	Identify	Magelight	Revert	Resurrect
2	Oracle	Items Resist Shatter	Snare	Gifted Light Ray Strike
3	Talented Historian	Improvised Weapons	Gifted Empathic Ray Strike	Gifted Medicine Ball Strike
4	Lore(World,Species,etc)	Improv Armor/Shields	Gifted Treeform Ball Strike	Awaken
5	Tradecraft levels (+1)	Tradecraft levels (+1)	Terrain Native	Cure Disease/Mental Illness
6	Sense Motive & Detect Alignment Ritual	Melting Grasp	Night Vision	Tea Ceremony
7	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal
8	Might Strike	Might Strike	Might Strike	Might Strike
9	Dispel Magic	Spell Turning Weapons	Species Lore	Rebirth
10	Tradecraft levels (+2)	Tradecraft levels (+2)	Advanced Smell	Healing Touch
11	Fluent in a language	Accuracy	Wildborn	Remove Charm
12	True Sight	+1 Item Tier Limit	Polymorph (Deity's Animal)	Exorcism

	Trickster Chaos, Mischief, Discord	Weather Storms, Seafaring, Rain	Hearth Family, Home, Fertility	Destruction War, Hunting, Evil
1	Hide	Resist Storm Magic	Magelight	Hack
2	Unglue	Swimming	Awaken	Threat Vitals
3	Acrobatics	Gifted Lightning Ray Strike	Brace	Barbarian Tracking
4	Tumble	Gifted Ice Ball Strike	Skill Share	Gifted Fireball Strike
5	Tradecraft levels (+1)	Corsair	Sense Ambush	Impale
6	Lie	Sense Weather	Resistant to Fear	Improved Strength
7	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal
8	Might Strike	Might Strike	Might Strike	Might Strike
9	Disable	Shock Touch	Watchman	Hunting Party
10	Tradecraft levels (+2)	Flying	Regeneration Touch	Triumph
11	Avoid	Whirlwind Aura	Talented in a Craft	Crit Elite
12	Self-Detonate	ResistWeatherDamage	Limited Teleport: Inn	Gifted DeathRay Strike

	Spirit Spirits, Law, Afterlife	Death Murder, Death, Killing	Fortune Wealth, Luck, Travel	Celestial Sun, Moon, Stars
1	Summon the Dead	Spirit Guide	Unglue	Magelight
2	Resolve Conflict	Summon the Dead	Endurance	Oracle
3	Tea Ceremony	Gifted DeathRayStrike	Cartographer	Gifted Med. Ball Strike
4	Spirit Guide	Gifted Terror Ball Strike	Sense Encounter	Resistant to Death in direct sunlight
5	Duel	Exorcism Ritual	Tradecraft levels (+1)	Moonlight EnergyFact.
6	Resist Mental Effects	Spirit Bury	Talented Gambler	Magic Resistance
7	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal	Jumpstart Heal
8	Might Strike	Might Strike	Might Strike	Might Strike
9	Bow Out	Slay Vitals	Evasive Shimmering	Flying
10	Spirit Bury	Zombify	Tradecraft levels (+2)	Crown of Light
11	Ritual Ethereal Travel	Animate Dead	Escape	Night Vision
12	Resist Mana Drain	-1 Black Stone from Death Bag pulls	Lucky: GM rolls twice, Takes better roll.	Resistant to Outsiders



Monster Field Book



How to Play Monsters (Playing Baddies)

Playing monsters is different from playing your own character and takes some different skills. When you're being a "baddie" (playing monsters or NPCs) for the Game Master, remember that your first job is always to help the GM tell their story. Monsters aren't always there to fight the players, sometimes you'll need to talk and roleplay, and sometimes you're there as a challenge to fight the heroes, but you're not always supposed to try to win! Below are a few guidelines to keep in mind:

1. Monsters are not always evil or bad

They can be friendly or helpful. Ask the Game Master what your alignment (evil, good, or neutral, etc.) is for your monster, and what you are supposed to be doing (not always fighting!)

2. You are not trying to win!

The game is all about telling a story, not trying to win by killing the heroes. Act as the GM instructs you to, and don't just kill because you can. The best baddies play monsters *accurately*, even if that means doing something "dumb" as an Ork or fighting poorly as a goblin! Sometimes the players will lose to 'easy' monsters, and that's ok as long as you were playing them correctly.

3. Use the weapons you already have for your monster

Unless the Game Master tells you to use something else, use the weapons you have so you can suit up quickly!

4. Don't give other players anything (All your items are Glued)

When you play a monster players will want to search the monster for money items. Don't worry, they are taking the *monster's* things, *not* your character's! However, don't give them anything unless the Game Master says you should, usually a monster's items and money are "Glued" which means they cannot be Searched/Looted unless the GM says so or the player has certain skills.

Monster Stats

Many monsters have special abilities, traits, or stats. Some also have important disadvantages. Being able to read a monster's description is important so you can play it right! Monsters all have a 'stat block' like the one below:

<i>Species Name</i>				
HP: -	Size: -	AV: -	Int: -	BR: -
Looks:	(What a monster looks like, you should tell players what they see at the start of an encounter!)			
Abilities:	Each ability a monster has is listed here, sometimes these are drawbacks too!			
Notes:	Special information on how a monster lives, acts and fights. Sometimes includes things they will or won't do based on how they behave.			

HP is how many hits a monster can take before it drops unconscious. **Size** is how big a creature is compared to other creatures. Size 3 is average human height. **AV** is the *natural* armor a monster has, which can add to any *worn* armor! **Int** is how smart a monster is - how well to fight and how likely you are to fall for a trick! **BR** is a monster's "Battle Rating" which GM's use to gauge encounter difficulty.

Effects of Size on Game Play

There are a few important differences in how we play creatures that are much larger or smaller than average.

Big Creatures

Creatures which are size 5 or over must wear a gray "size sash" to show they look much larger than those around them. Their armor, clothing, and shields are not usable by smaller creatures. They always have Strength (can use two handed weapons in one hand), as large weapons aren't large to them.

Tiny Creatures

Creatures which are size ½ or smaller must hang a gray "size sash" from their belt to show that they look much smaller than those around them. Their armor, clothing, and shields are not useable by larger creatures. They always have Tiny Strength (can only use weapons 2 feet long or smaller), as anything bigger is huge to them! Tiny creatures have Limited Damage Resistance (zones 0-2 only), as they are so small as to be very difficult to hit.

Monster Props

Below are some props we use as baddies to let players see what sort of creatures we look like from a distance:

Baddie Pinnies - Purple and Orange

The purple and orange jerseys you may be used to from capture-the-flag. **Purple** pinnies are used for baddies that are probably hostile - like beasts or people who might be bandits. **Orange** pinnies worn by the 'baddies' who are probably friendly and familiar to the party - like local townsfolk or the guards in the region.

Size Sashes - Gray

These sashes show players that you are unusually small or large, depending on *how* you wear them. Tiny creatures (size ½ or smaller) wear a **gray** size sash hanging from their belt. Big creatures (size 5 or larger) wear the same sash over their shoulder like any other sash.

Monster Sashes - Leopard or Bone Print

Leopard-print sashes called **animal sashes** are used to show that a creature is non-humanoid - shaped like an animal or monster, not a human. **Undead sashes** are black with white bone patterns and are used to show a baddie is clearly some thing undead, like a zombie or a ghost.

Animal Packets

Leopard-print packets are used for any natural ranged attacks a creature has, like shooting quills. These are represented by throwing an **animal packet**. Animal packets are AV0 like all other packets.



The Monsters



ANGELS

Angels are Outsiders, creatures from another plane of existence and thus are not governed by the rules of any world they are in, and may have many other abilities not listed here. Angels can not be harmed by non-magical weapons.

Angel [Outsider]

HP: 20* Size: 3 AV: 0 Int: Extreme BR: 28

Looks: Appears as a human, or other species, but with wings.

Abilities: **Angels only take Magic damage.**
5 Mana, Divine Gift, Instant Ethereal, Flying, Giant Strength, Jumpstart Heal, Rebirth, *Regenerating, Shattering Armor, Spell Turning Shield.
Innately 1st Rank in two classes, may have other skills.

Notes: -

Archangel [Outsider]

HP: 30* Size: 4 AV: 0 Int: Extreme BR: 30+

Looks: Appears as a human, or other species, but with wings.

Abilities: **Archangels only take Magic damage.**
5 Mana, Divine Gift, Dispel and Reflect Magic (Passive), Instant Ethereal, Flying, Giant Strength, Jumpstart Heal, Rebirth, *Regenerating, Shattering Armor, Spell Turning Shield.
Innately 2nd Rank in three classes, may have other skills.

Notes: Often wear magical full plate armor, and any armor they wear does not impede their ability to cast spells.

BEASTS

Dangerous wildlife, much larger and stronger than normal animals.

Armored Beast

HP: 5 **Size: 5** **AV: 3** **Int: Animal** **BR: 7**

Looks: Usually bulky and covered in heavy, bony, plates.

Abilities: **Bite AV0, Devour, Giant Strength, Martial Arts, Night Vision, Shattering Armor.**

Notes:

Common Beast

HP: 5 **Size: 5** **AV: 1** **Int: Animal** **BR: 5**

Looks: Usually ugly, gorilla-like monsters with or without hair.

Abilities: **Bite AV0, Devour, Night Vision, Martial Arts, Strength. [Partial Hands, No Speech]**

Notes:

Mountain Beast

HP: 4 **Size: 4** **AV: 3** **Int: Animal** **BR: 8**

Looks: Usually muscular and covered in shaggy fur. Ram-like horns.

Abilities: **Bite, Battle Charge and Trample, Devour, Martial Arts, Night Vision.**

Notes:

Rourge

HP: 5* **Size: 5** **AV: 2** **Int: Animal** **BR: 12**

Looks: Purplish, long-jawed beasts with claws and horns.

Abilities: ***Magic damage instantly heals Rourges to full HP and Mana, Resurrecting them if dead.**
Bite, Devour, Leap, Martial Arts with Weapon Mastery, Night Vision, Strength.

Notes:

Vroat

HP: 5 **Size: 5** **AV: 2** **Int: Animal** **BR: 5**

Looks: Like a massive toad with a crocodile's head.

Abilities: **Bite AV0, Devour, Leap, Martial Arts, Night Vision, Strength.**

Notes: -

Sea Beast

HP: 5 **Size: 5** **AV: 3** **Int: Animal** **BR: 7**

Looks: Come in a wide variety of forms, often look like something somewhere between a huge predatory fish and a sea snake with very heavy scales.

Abilities: **Bite AV0, Devour, Martial Arts, Night Vision, Strength, Water Native.**

Notes:

Serpent Beast

HP: 5 **Size: 5** **AV: 3** **Int: Animal** **BR: 7**

Looks: Like very large snakes.

Abilities: **Bite AV0, Devour, Night Vision, Martial Arts, Strength.**
May have Poison.
[No Hands, No Speech]

Notes:

Sky Beast

HP: 2 **Size: 2** **AV: 1** **Int: Animal** **BR: 6**

Looks: The most common type are flying, monkey-like creatures.

Abilities: **Bite, Devour, Flying, Night Vision, Martial Arts.**
[Partial Hands, No Speech]

Notes:

Swamp Beast

HP: 5 **Size: 5** **AV: 2** **Int: Animal** **BR: 9**

Looks: A cross between a snake and a hippo.

Abilities: **Bite AV0, Devour, Night Vision, Martial Arts, Strength.**
May have Poison.
[Partial Hands, Partial Bipedal, No Speech]

Notes: Usually solitary and territorial.

Brittlemen

HP: 5 **Size: 3** **AV: 0** **Int: Stupid** **BR: 6**

Looks: Strangely elongated and carnivorous men, almost appear to be on stilts. Brittlemen's origin is unknown, possibly a form of Drakepawn, some believe them a failed species creation attempt.

Abilities: **Adrenaline, Endure (passive, no choice!), Bite, Limited Martial Arts (Attack only).**
[Partial Humanoid]

Notes: They tend to attack in hordes, eating whatever they can find. They use weapons if they can find them.



DRAGONS

Dragons are powerful magical creatures of extreme intelligence and influence. Believed to have been involved with creation of the universe and as such are often viewed as gods. The language of magic, Elder Sorcery, is the language of dragons, thus dragons can make things happen simply by saying so. Greatly feared and revered by all, and rightly so, Dragons embody the very mystery of the universe itself and the raw power of nature unleashed.



Dragon

HP: 30 Size: 10 AV: 4 Int: Extreme BR: ∞

Looks: Massive reptilians with wings, looks vary by type.

Abilities: 10 Mana, Battle Roar, Bite AV0, Devour, Dragon Scales (all body armor counts as a Shield!), Dragon Sight (True Sight & Instant Identify), Flying, Martial Arts, Monstrous Strength, Night Vision, Shattering Armor.

Innately 2nd Rank in one class (by type) and have a breath weapon (by type). Their breath weapon costs 1 Mana and takes its effect on anyone within 30 feet in the direction the dragon is facing. See "Dragon Types" below for more information. All Dragons have innate Elder Sorcery. Adept at Elder Sorcery and Class skills/spells by type. Improved Healing & Energy Factor in vicinity of their lair. [Non-Humanoid, Partial Bipedal]

Notes: Dragons are extremely intelligent, and natively speak the language of creation!

Dragon Types:

- **Red Dragons** - Innately 2nd Rank Flame Mages. Breath Weapon: call "Red Dragon Breath:" Deals 10 Magic Fire damage.
- **Blue Dragons** - Innately 2nd Rank Storm Mages. Breath Weapon: call "Blue Dragon Breath:" Freezes all for dragons 30 minutes.
- **White Dragons** - Innately 2nd Rank Life Mages. Breath Weapon: call "White Dragon Breath:" Puts to sleep all players for 30 hours!
- **Black Dragons** - Innately 2nd Rank Necromancers. Breath Weapon: call "Black Dragon Breath:" Deals 10 Magic Terror damage.
- **Green Dragons** - Innately 2nd Rank Nature Mages. Breath Weapon: call "Green Dragon Breath:" Unforges all magic items.
- **Iron Dragons** - Innately 2nd Rank Barbarians. Breath Weapon: call "Iron Dragon Breath:" Hacks all limbs.
- **Golden Dragons** - Innately 2nd Rank Samurai. Breath Weapon: call "Golden Dragon Breath:" Dishonors all players.
- **Mithril Dragons** - Innately 2nd Rank Veterans. Breath Weapon: call "Mithril Dragon Breath:" Prevents the next 30 damage dealt by players hit.
- **Steel Dragons** - Innately 2nd Rank Knights. Breath Weapon: call "Steel Dragon Breath:" Reduces all armor to AV = 0.
- **Platinum Dragons** - Innately 2nd Rank Paladins. Breath Weapon: call "Platinum Dragon Breath:" Divine Gift (usually kills undead and Exorcises them).
- **Shadow Dragons** - Innately 2nd Rank Assassins. Breath Weapon: Call "Shadow Dragon Breath:" Kills all players hit.
- **Sea Dragons** - Innately 2nd Rank Amazons and are Water Native. Breath Weapon: call "Sea Dragon Breath:" Impales and deals 10 Vitals damage to all hit.
- **Needle Dragons** - Innately 2nd Rank Archers. Breath Weapon: call "Needle Dragon Breath:" Disarms all hit.
- **Copper Dragons** - Innately 2nd Rank Thieves. Breath Weapon: call "Copper Dragon Breath:" Disable: (name a skill or spell) All players hit lose the named skill/spell until the end of the encounter. Until the end of the encounter, you may only Disable *that* skill/spell.
- **Leather Dragons** - Innately 2nd Rank Rangers. Breath Weapon: call "Leather Dragon Breath:" Shatter all items hit.

Drake

HP: 15

Size: 5

AV: 2

Int: Animal

BR: 15

Looks: Similar to dragons, but half the size and much more bestial.

Abilities: Flying, Bite AV0, Devour, Martial Arts, Improved Strength, Night Vision, Battle Cry.

Innately Rank 1 in a class (by type) and a breath weapon (by type). Their breath weapon costs 2 Mana and takes its effect on anyone within 30 feet in the direction the drake is facing. See "Dragon Types" for more information.

[Non-Humanoid, Partial Bipedal]

Notes: These "half-dragons" are a hybrid of Dragons made by Elder Sorcery. Dragons hate these beasts, who possess little intelligence beyond the desire to kill. Drakes can be ridden and are often found as mounts for imperial guards.



DRAKESPAWN

Drakes breed at a frantic pace. Each clutch of six eggs: three drakes, three random creatures (a remnant of Dragons' innate Elder Sorcery). These drakespawn usually appear as a cross between two animals, but with strange abilities.

Common Drakespawn

HP: 0-30 **Size: 1-5** **AV: 0-4** **Int: Stupid** **BR: X**

Looks: Usually look like a cross between two normal animals, though they can look like anything.

Abilities: **Aggressive.**
Drakespawn have have 1d10 random abilities (50% normal animal ability 40% class-type spell or skill, 10% new ability)
[Non-Humanoid, Partial to Full hands, Partial to Full Bipedal]

Notes: Drakespawn are the offspring of Drakes. They can breed on their own and are *very* aggressive.

Spawnmen

HP: 0-10 **Size: 1-5** **AV: 0-4** **Int: Stupid** **BR: X**

Looks: Usually look like a cross between a normal animal and a humanoid though they can look like anything.

Abilities: **Aggressive (very amoral and sociopathic).**
Spawnmen have 1d5 random abilities (50% normal animal ability 40% class-type spell or skill, 10% new ability)
[Partial Humanoid, Partial to Full hands, Partial to Full Bipedal]

Notes: Spawnmen are the offspring of Drakes. They can breed on their own and are very aggressive. They tend to be sociopath killers and Amoral, living alone, or in very small groups of their type only. They treat all species not their own as things to be killed/destroyed.

Elemental [Outsider]

HP: 1-10 **Size: 1-10** **AV: 0** **Int: High** **BR: 10-16**

Looks: Appear a mass of their element (fire, rock, water, etc.) Elementals can also take a human form (resembling a human with an odd skin color)

Abilities: *Elementals only take magic damage. Immune to all magic of their own mage type.*

5 Mana, Dark Vision.

Innate Mage spells by type and size: Sizes 1-5 are 1st Rank, Sizes 6-10 are 2nd Rank. Adept at spells by type.

- **Fire - Innate Flame Mage**
- **Water - Innate Storm Mage**
- **Air - Innate Life Mage**
- **Shadow - Innate Necromancer**
- **Earth - Innate Nature Mage**

[Non-Humanoid]

Notes: If an elemental takes on it's humanoid form, it retains all of it's immunities but cannot use it's innate spells. Elementals can "revert" between forms at will.



FAERIE FOLK

Faerie Folk take many shapes and forms but usually appear as tiny elfin people with wings. They are deeply interwoven with the forces of nature and are believed to be caretakers, protectors, and messengers of the wild. Much like elves they are immortal and wrapped deeply in their own world of timeless feuds and plots, making them appear extremely chaotic to mortals. Fae have innate magic much like dragons do, but their magic is more unconscious and usually not completely under their control, triggered by intense emotion or need, making them extremely dangerous if provoked.



Faerie

HP: 1 Size: ½ AV: 0 Int: Average BR: 10

Looks: Humanoid with wings, and small size.

Abilities: **Flying, *Mana Regenerating, Limited Damage Resistance (Zones 0-2), Night Vision, Tiny Strength.**
One chosen Mage spell, Innate Elder Sorcery (see GM).

Notes: The great mages of their race, Fairies are dangerous spell casters.

Pixie

HP: 1* Size: ½ AV: 0 Int: Average BR: 10

Looks: Humanoid with wings and small size.

Abilities: **Flying, Limited Damage Resistance (Zones 0-2), *Regenerating, Night Vision, Tiny Strength.**
One chosen Warrior skill. Innate Elder Sorcery (see GM).

Notes: Pixies are the warriors of their race.

Nymph

HP: 1* **Size: 3** **AV: 0** **Int: Average** **BR: 12**

Looks: Very attractive elf-like beings.

Abilities: **Adrenaline, Allure, Charm, *Mana Regenerating, Night Vision, *Regenerating, Treeform Ball.**
Innate Elder Sorcery (see GM).
[Cannot wear armor]

Notes: Seductive and dangerous creatures, Nymphs lure their prey into an intoxicating dream world forever. Nymphs never wear armor (or much else for that matter).

Madwing

HP: 2* **Size: 2** **AV: 0** **Int: Average** **BR: 12**

Looks: Larger Faerie with a set of dragonfly-like double wings.

Abilities: ***Mana Regenerating, Night Vision, Flying, *Regenerating.**
One chosen Warrior skill and one chosen Mage spell.
Innate Elder Sorcery (see GM).

Notes: Madwings are very rare elite forces of the fae.

Brownie

HP: 1* **Size: ½** **AV: 0** **Int: Average** **BR: 15**

Looks: Brownies appear like elfin gnomes, always in hats and nicely made clothes.

Abilities: **Instant Teleport, Limited Damage Resistance (Zones 0-2), Night Vision, *Regenerating, Tiny Strength, True Invisibility (at will!).**
Innate Elder Sorcery (see GM).

Notes: They *love* magic items and bartering, often won't take "No" for an answer!

GIANTS

Giants are solitary and prefer fighting alone (though they will come to each-others aid). They are arrogant and will only attack if they see a large group worthy of battle or are attacked themselves.

Hill Giant (Lesser)

HP: 10 **Size: 6** **AV: 0** **Int: Low** **BR: 8**

Looks: Humanoid, though of great size and build

Abilities: **Giant Strength.**

Notes: The major warriors of their race, Hill Giants are straightforward, and always Warriors.

Stone Giant (Lesser)

HP: 15 **Size: 7** **AV: 0** **Int: Average** **BR: 10**

Looks: Humanoid, though of great size and build

Abilities: **Giant Strength.**

Notes: The craftsmen of the Giant Clans, they tend to specialize in one area and master it. They can be Warriors *or* Mages.

Greater Giant (All Types)

HP: 20 **Size: 8** **AV: 0** **Int: Average** **BR: 15**

Looks: Humanoid, though of great size and build, skin colors and features varying by their natural mage-type.

Abilities: **Monstrous Strength.**

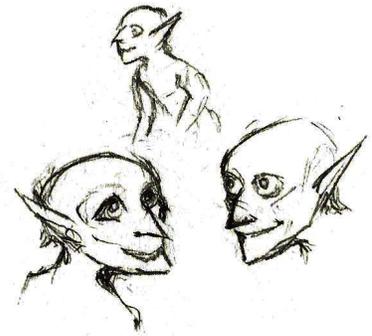
Greater Giants have all of the 1st Rank spells (Innately) of the Mage class that matches their color.

- ***Flame Giants - Innate 1st Rank Flame Mage Spells***
- ***Strom Giants - Innate 1st Rank Storm Mage Spells***
- ***Life Giants - Innate 1st Rank Life Mage Spells***
- ***Death Giants - Innate 1st Rank Necromancer Spells***
- ***Nature Giants - Innate 1st Rank Nature mage Spells***

Notes:

GOBLINS

A species of underground people with thousands of variations and mutations, Goblins have a very odd culture. They breed extremely fast and reach adulthood in under a year. Most do not live much longer, as they are known for a lack of intelligence that often leads them into deadly circumstances. Goblins are not evil, but are often used by evil armies because they are easy to manipulate and are extremely numerous.



Common Goblin

HP: 1 **Size: 1** **AV: 0** **Int: Stupid** **BR: ½**

Looks: Green skinned, with a slight build, wide eyes and sharp features.

Abilities: **Digging, Tunneling.**
[Partial Humanoid, Partial Speech]

Notes: Goblins have only a loose grasp on reality and are easily fooled. In combat, they prefer to attack in large numbers.

Goblin (Types)

HP: 1 **Size: 1** **AV: 0** **Int: Stupid** **BR: 2**

Looks: Like Common Goblins, but with different skin colors features due to their different adaptations.

Abilities: **Digging, Tunneling.**
Special Abilities by type:

- **Cliff Goblin - Battle Charge, Leap.**
- **Prairie Goblin - Rebirth.**
- **Swamp Goblin - Spirit Bury.**
- **Sand Goblin - Dispel Magic.**
- **Wood Goblin - Threat, Defy Death.**

[Partial Humanoid, Partial Speech]

Notes: These unusual breeds of goblins have developed various natural abilities which make them marginally more threatening than their more common kin.

Hobgoblin

HP: 1 **Size: 1** **AV: 0** **Int: Dense** **BR: 2***

Looks: Slightly larger, more alert goblins.

Abilities: **Digging, Tunneling.**

****Goblins in the presence of a Hobgoblin will go Berserk in combat.***

[Partial Humanoid, Partial Speech]

Notes: These creatures are slightly more intelligent than goblins, often acting as leaders of goblin packs. Will fight alone but prefer to fight in groups.

GOLEMS

Golems are built as sentries to guard particular spots or items and have a trigger system that activates them (costs one Mana to activate) and they generally follow a set "program" while active. Their construction and abilities vary as below:

Flesh Golem

HP: 3 **Size: 4** **AV: 0** **Int: Dense** **BR: 10**

Looks: Humanoid statue made of flesh.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**

Adrenaline, Giant Strength, Shattering Armor.

1st Rank in one Class (Innately).

Wood Golem

HP: 5 **Size: 5** **AV: 1** **Int: Low** **BR: 12**

Looks: Humanoid statue made of wood.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**

Adrenaline, Giant Strength, Shattering Armor.

Innately 1st Rank in one Class.

Stone Golem

HP: 10 **Size: 6** **AV: 2** **Int: Average** **BR: 16**

Looks: Humanoid statue made of stone.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**
Adrenaline, Giant Strength, Shattering Armor.
Innately 2nd Rank in one Class.

Iron Golem

HP: 15 **Size: 7** **AV: 3** **Int: High** **BR: 22**

Looks: Humanoid statue made of iron.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**
Adrenaline, Giant Strength, Shattering Armor.
Innately 2nd Rank in one Class, 2 Fireballs.

Silver Golem

HP: 20 **Size: 8** **AV: 4** **Int: Very High** **BR: 30**

Looks: Humanoid statue made of silver.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**
Adrenaline, Monstrous Strength, Shattering Armor.
Innately 2nd Rank in two Classes, 2 Lightning Rays and 2 Elder Sorcery Thunder Rays (deal 5 AV0 Knockout)

Mithril Golem

HP: 25 **Size: 9** **AV: 4** **Int: Extreme** **BR: 30+**

Looks: Humanoid statue made of mithril.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**
Adrenaline, Monstrous Strength, Shattering Armor.
Innately 2nd Rank in two Classes, All attacks are Passively Warded and will Shatter and Unforge.

Griffin

HP: 4

Size: 5

AV: 1

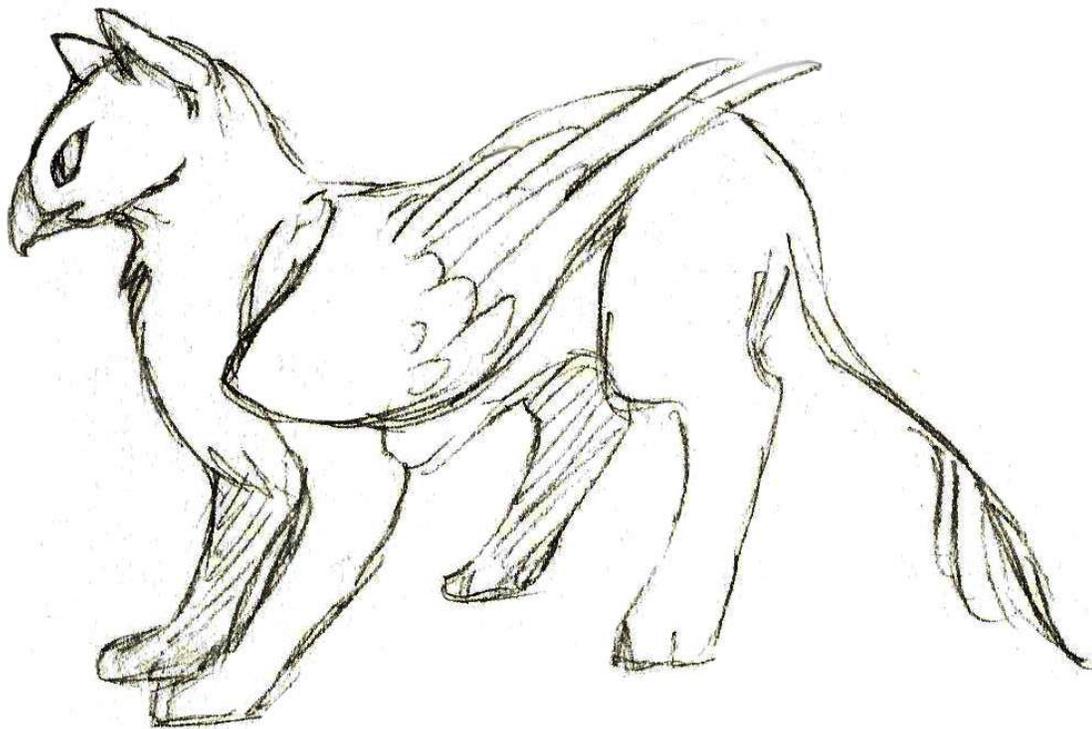
Int: Low

BR: 6

Looks: Like a large cross between an eagle and a lion.

Abilities: **Bite AV0, Devour, Flying, Martial Arts, Night Vision.**
[Non-Humanoid]

Notes: Griffins have a particular fondness for shiny objects and riddles, as well as fresh meat!



Harpy

HP: 3*

Size: 2

AV: 1

Int: Low

BR: 4

Looks: Bird-like, but with a human features.

Abilities: **Flying, *Improved Healing Factor, Swimming.**
[Partial Humanoid, Partial Hands, Partial-Bipedal]

Notes: Harpies are generally cruel, and prefer to attack in bands from the air. Usually live near the coast.

HYDRAS

Hydras are tricky to play, as they require multiple players acting as one creature: one player for the body and many players for the heads. The heads must stay within 30 feet of the body. The body can't be killed until *all* the heads are killed and burned.

Hydra - Head

HP: 5* **Size: 2** **AV: 2** **Int: Animal** **BR: 8**

Looks: A massive lizard with multiple snake-like heads.

Abilities: **Acidic Blood, Bite, Devour, Glide, Reach, *Regenerating (and remember they can Carry!).**
Flying if part of a Greater Hydra.
[Non-Humanoid]

Notes: Heads cannot move more than 30 feet away from their body!

Hydra - Body

HP: X **Size: 5-7** **AV: 3** **Int: Animal** **BR: 12**

Looks: A massive lizard with multiple snake-like heads.

Abilities: **Acidic Blood, Martial Arts with Weapon Mastery.**
Hydra Bodies have 5 HP per head they start with. The body cannot be killed until all of the heads are killed and burned! Greater Hydras (Size 8-10) have Giant Strength.
[Non-Humanoid]

Notes: Heads cannot move more than 30 feet away from their body!

Kobold

HP: 1 **Size: 1** **AV: 2** **Int: Low/Average** **BR: 5**

Looks: Small lizard-men.

Abilities: **Aggressive.**
Fight as though they had Average Intelligence, in battle only!
[Partial Humanoid]

Notes: They usually attack in large numbers. Their innate scale armor makes them very dangerous, as they only need to put on leather armor to have AV 3! Only semi-intelligent they are aggressive and territorial.

KRAKENS

Krakens are tricky to play, as they require multiple players acting as one creature: one player for the body and many players for the arms (tentacles). The arms must stay within 30 feet of the body. If the body dies, so do all of the arms!

Kraken - Arm

HP: 1 **Size: 4** **AV: 1** **Int: Animal** **BR: 7**

Looks: A huge, scaly tentacle!

Abilities: **Endure, Flying, Giant Strength, Reach, Snare.**
[Non-Humanoid]

Notes: Use a long-flail as the end of the tentacle to attack and carry!
 Arms cannot move more than 30 feet away from their body!
 Drop enemies and bring them to the body to be devoured.

Kraken - Body

HP: X **Size: 5-7** **AV: 3** **Int: Animal** **BR: 15**

Looks: An enormous squid covered in scaly armor.

Abilities: **Bite AV0, Devour, Giant Strength, Martial Arts with**
Weapon Mastery, Shattering Armor, Water Native.
Kraken Bodies have 10 HP + 5 HP per arm they start with.
If the body is killed, all of the arms die as well!
[Non-Humanoid]

Notes: Arms cannot move more than 30 feet away from their body!

Merfolk

HP: * **Size: *** **AV: *** **Int: *** **BR: ***

Looks: As aquatic versions of many land species with gills, fins and other "fishy" features.

Abilities: **Water Native**
**Stats and abilities as species type.*

Notes: Territorial about their waters, lay claim to anything below the waves and raid ships. Can be as friendly or hostile as anyone.



OGRES

These people look like bigger and stronger Orks. Ogres have a wild culture, tending towards solitude and hunting smaller humanoid species for food. Relying on superior strength and toughness in combat, Ogres are known to underestimate their foes. Often recruited by evil armies due to the Ogre's hunting instincts for humanoids, their natural prey.

Common Ogre

HP: 5 **Size: 5** **AV: 0** **Int: Low** **BR: 4**

Looks: Ugly muscular humanoids with sharp teeth.

Abilities: **Improved Strength**
[Partial-Humanoid]

Notes:

Grey Ogre

HP: 5 **Size: 5** **AV: 0** **Int: Low** **BR: 4**

Looks: Ugly muscular humanoids with sharp teeth and grayish skin.

Abilities: **Improved Strength**
[Partial-Humanoid]

Notes: Terrified of magic and will flee if any is used on them!

Dark Ogre

HP: 5 **Size: 5** **AV: 1** **Int: Average** **BR: 5**

Looks: Ugly muscular humanoids with sharp teeth, blue-green skin.

Abilities: **Improved Strength, Night Vision**
[Partial-Humanoid]

Notes: Dark Ogres are a cross between Death and Common Ogres. Smarter and solitary, they tend to be cruel and dangerous.

Death Ogre

HP: 5 **Size: 5** **AV: 1** **Int: High** **BR: 6**

Looks: Ugly muscular humanoids with sharp teeth and olive skin.

Abilities: **Dark Vision, Improved Strength**
[Partial-Humanoid]

Notes: Very smart and solitary. Often cruel and evil.

ORKS

A often misunderstood group of people, Orks have a wide range of cultures and behaviors. They have evolved to be tougher and more resilient than many other species, but due to the harsh climate and demands of their region their culture is similarly rough and brutal.

They are not evil, but more survival driven, making them prone to control by evil forces who tend to use them as troops for their strength and resilience.



Common Ork

HP: 1 **Size: 3** **AV: 1** **Int: Dense** **BR: 1**

Looks: Like humanoids with heavy, gorilla-like features and grayish-green skin.

Abilities: **Night Vision.**
[Partial-Humanoid]

Notes: Good fighters and resilient but rarely mages. Common Orks receive very little training or education. *Playable as characters with GM permission.*

Urukai Ork

HP: 1 **Size: 4** **AV: 1** **Int: Average** **BR: 1**

Looks: Tall, heavily muscular Orks.

Abilities: **Aggressive, Armor Piercing, Night Vision.**
[Partial-Humanoid]

Notes: High status Orks chosen young for intensive physical and mental conditioning, Urukai are very smart and are good fighters and mages. They prefer to fight alone unless leading other Orks. *Playable as characters with GM permission.*

Turuk Ork

HP: 3 **Size: 3** **AV: 1** **Int: Low** **BR: 6**

Looks: Tall muscular Orks

Abilities: **Berserk, Fearless, Night Vision.**
[Partial-Humanoid]

Notes: Tougher, battle-hardened Orks chosen young for harsh training. Turuk Orks tend to be very combat-oriented, and are rarely mages. Known for their wild yet effective battle tactics, Turuks are very deadly foes.

Ogrekai Ork

HP: 4 **Size: 4** **AV: 1** **Int: Average** **BR: 5**

Looks: Tall, heavily muscular Orks

Abilities: **Improved Strength.**
[Partial-Humanoid]

Notes: Ogrekai Orks are a cross-breed between Orks and Ogres. They are very rare and tend not to breed well. They are more Ork than Ogre, but things that affect Ogres might work.

Phoenix [Outsider]

HP: 20* **Size:5-10** **AV: 3** **Int: Animal/High** **BR: 20**

Looks: A huge red-orange bird with feathers made of fire.

Abilities: **5 Mana, Bite AV0, Devour, Flying, Fire Adept, Immune to Fire, Inferno (Innate, free!), Martial Arts, *Regenerating, Strength.**
[Non-Humanoid]

Notes: Phoenixes are actually Outsiders as they are not native to this plane.



Sea Serpent

HP: 20

Size: 9

AV: 4

Int: Animal

BR: 16

Looks: Like a giant, aquatic snake

Abilities: Battle Roar, Bite AV0, Devour, Dragon Scales (all natural AV counts as a shield), Monstrous Strength, Water Native. *In the vicinity of it's lair: Improved Healing Factor for HP & Mana* [Non-Humanoid, No Hands]

Notes: (Sea Serpents are essentially Water Native Wyrms)



Slime

HP:1-10

Size:1-10

AV: 0

Int: Animal

BR: 7-12

Looks: A pool of thick, opaque liquid with the color of the matching Mage type.

Abilities: Damage Reduction (all damage taken is reduced by one bracket). HP varies by size. Immune to Mental Effects and Unconsciousness. Acidic Blood, Advanced Smell, Blind-fighting, Dark Vision, Devour. *Slimes have innate Mage spells of their color: Sizes 1-5 are 1st Rank, Sizes 6-10 are 2nd Rank.* [Non-Humanoid, No Hands]

Notes: Slimes are basically a conglomeration of semi-sentient ooze. *Schooooooop!*

SPIDERS

The Spiders of our game world are no different than those of the real world, except in size. These creatures look and behave just as their real world counterparts might, if they were much larger. Most are animals, just like any other, but on a scale we wouldn't recognize in the real world.



Big Spider

HP: 3 Size: 2 AV: 1 Int: Animal BR: 3

Looks: Just like a normal spider, but about the size of a dog.

Abilities: Acidic Blood, Acrobatics, Bite, Dark Vision, Devour, Improved Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).
[Non-Humanoid]

Notes: *Use a flail in each hand as your arms.*

Huge Spider

HP: 5 Size: 4 AV: 2 Int: Animal BR: 6

Looks: Just like a normal spider, but about the size of a horse.

Abilities: Acidic Blood, Acrobatics, Bite, Dark Vision, Devour, Improved Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).
[Non-Humanoid]

Notes: *Use a flail in each hand as your arms.*

Giant Spider

HP: 10 **Size: 8** **AV: 3** **Int: Animal** **BR: 12**

Looks: A spider the size of a giant!

Abilities: **Acidic Blood, Acrobatics, Bite AV0, Dark Vision, Devour, Monstrous Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).**
[Non-Humanoid]

Notes: Use a flail in each hand as your arms.

Spiga [Outsider]

HP: 20 **Size: 10** **AV: 4** **Int: Very High** **BR: 24**

Looks: Monsterous, metallic gunmetal-grey spider-like creature with a human-like face.

Abilities: **Spiga only take Magic Damage.**
5 Mana, Acidic Blood, Acrobatics, Bite AV0, Dark Vision, Devour, Monstrous Strength, Poison (Bite only, any Poison or Venom of it's choice with potency = it's HP), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).
Innately 1st Rank in one mage type. Adept with that type.
[Non-Humanoid]

Notes: Use a flails as your arms. Carrying size 10 needed to free anyone from Spiga Snares/Webs. Snared/Webbed players at half strength carrying. Spiga are powerful spider-like Outsiders.

Spinemen

HP: 5 **Size: 4** **AV: 2** **Int: Stupid** **BR: 6**

Looks: Broad reptilian creature covered in sharp spines with bladed forelimbs

Abilities: **Hack, Unbreachability**
[Non-Humanoid, No Hands, Partial Bipedal]

Notes: Use specialty swords or other curved weapons in each hand, pointing backwards along the forearms as the spineman's bladed forelimb.

TREE ENTS

Protectors and shepherds of the forest, these ancient beings are believed to be decedents of nature elementals or fae. Each is native to a particular forest which it protects and maintains over hundreds of years. Ents are slow and patient beings, ever on the watch for threats to nature and protecting those beings who cannot protect themselves.

Common Ent

HP: 10* **Size: 8** **AV: 4** **Int: Average** **BR: 15**

Looks: Walking tree with a rough face, arm-like branches, and roots for feet.

Abilities: **Healing Touch, *Improved Healing Factor, Martial Arts, Monstrous Strength, Night Vision, Rebirth (free in home forest), Treeform (self), Treeform Ball.**
[Non-Humanoid, Partial Hands]

Notes: *Use flails one arm, cast spells with the other hand.* Ents, if unprovoked, will usually heal anyone in need, but will attack anyone with an axe!

Ironwood Ent

HP: 10* **Size: 8** **AV: 4** **Int: Low** **BR: 20**

Looks: Walking tree with a rough face, heavy, weapon-like branches, and roots for feet.

Abilities: **Dark Vision, *Improved Healing Factor, Martial Arts, Monstrous Strength, Treeform (self), Unbreachability.**
[Non-Humanoid, No Hands]

Notes: *Use any weapons as arms.* Ironwood Ents will attack anyone with an axe as well as anything that doesn't seem like nature to them!

Elder Ent

HP: 20* **Size: 10** **AV: 4** **Int: High** **BR: 30**

Looks: Huge walking tree with a rough face, arm-like branches, and roots for feet.

Abilities: **Dark Vision, *Improved Healing Factor, Martial Arts, Monstrous Strength, Rebirth (free in home forest), Treeform (self), Treeform Ball, Unbreachability, Ward. Innately have Elder Sorcery of Nature at double proficiency.**
[Non-Humanoid, Partial Hands]

Notes: *Use a flail for one arm, cast spells with the other hand.* Elder Ents are very rare, thought of as the true shepherds of the forests, they are believed to be only one per forest. They attack anyone with an axe, friend or foe. Elder Ents are very reclusive spend most of their time dormant (in Tree Form).

TROLLS

These predominately nocturnal creatures are well known and feared across many lands. While goblinoid in appearance, they have many variations in their builds and habits. Their primary trait is that they all Regenerate, even when dead! This amazing ability is the major reason they are feared by all but the most knowledgeable of adventurers. Tough and resilient, Trolls are not evil, but are predators of most player species, leading to poor relations between the two groups.

Wood Troll

HP: 5* **Size: 2** **AV: 0** **Int: Dense** **BR: 7**

Looks: Dwarf-sized, ugly and hunched with a lanky build and chameleon-like skin.

Abilities: **Hide & Stealth, Martial Arts, Night Vision, *Regenerating.**
[Partial Humanoid]

Notes: Wood trolls are very wild and not much smarter than cave trolls.

War Troll

HP: 10* **Size: 4** **AV: 1** **Int: Low-Average** **BR: 9**

Looks: Ugly, and hunched with a lanky build and thick, leathery skin.

Abilities: **Night Vision, *Regenerating.**
[Partial Humanoid]

Notes: War trolls are much smarter than cave trolls and are commonly found in evil armies as front running troops.

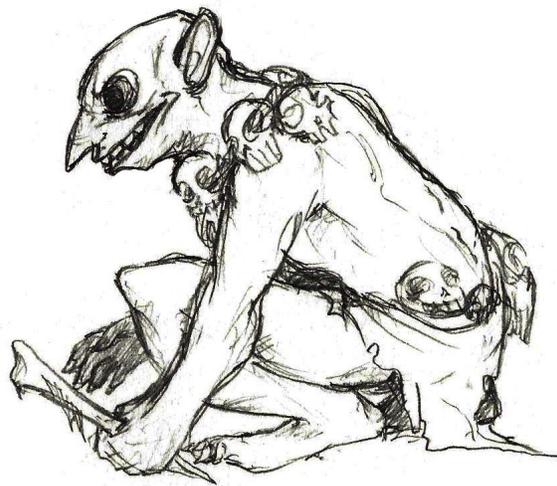
Cave Troll

HP: 20* **Size: 8** **AV: 2** **Int: Dense** **BR: 10**

Looks: Huge and ugly with a hunched, muscular build, claws, and rock-like skin.

Abilities: **Adrenaline, Dark Vision, Martial Arts, Monstrous Strength, *Regenerating.**
[Partial Humanoid]

Notes: Cave trolls are not very smart but extremely resilient. Rarely mages.



Dark Troll

HP: 10* **Size: 5** **AV: 1** **Int: High** **BR: 15**

Looks: Ugly and hunched with a lanky build and dark leathery skin, long razor sharp claws and huge yellow cat-like eyes.

Abilities: **Acidic Blood, Adrenaline, Dark Vision, Martial Arts with Weapon Mastery, *Regenerating, Strength.**
[Partial Humanoid]

Notes: Dark Trolls are nocturnal and wilder than War Trolls. They are often deadly mages.

Rift Troll (Flame, Storm, Dune, Shadow, Rock) [Outsider]

HP: 15* **Size: 7** **AV: 1** **Int: High** **BR: 30**

Looks: Ugly, and hunched with a lanky build and dark, thick, colored, leathery skin, long razor sharp claws and huge yellow cat-like eyes.

Abilities: **5 Mana, Acidic Blood, Adrenaline, Dark Vision, Giant Strength, Martial Arts with Weapon Mastery, *Regenerating.**
Immune to one type of magic & Element Shaping by elemental type.
[Partial Humanoid]

Notes: Rift Trolls are Elemental trolls that have come to this plane and are thus Outsiders. They are partial Elementals and have the same Immunity of Elementals. They also have an ability to shape their element at will (GM discretion). Their control range is usually 1 foot per level they are.

Were-Creature

HP: * **Size: *** **AV: *** **Int: *** **BR: 14**

Looks: A monstrous cross between an animal and another species (ie. Human, Elf etc.)

Abilities: **Can only be Killed by Silver or Magic damage.**
Bite, Improved Strength, *Regenerating (Non Silver or Magic Damage only)
Any abilities their animal-type would have.
****HP as animal + 1 HP per level, Size as animal +1, AV as animal, Int varies + Animal.***
[Partial Humanoid]

Notes: Anyone bitten by a were-creature will become a Lycanthrope of the same type. Lycanthropes change by the full moon into a Chaotic half beast of themselves and begin attacking randomly. The rest of the time they appear as a normal humanoid (but still Regenerate). (Note: Were-Creatures are *not* undead!)

Windrunner

HP: 1

Size: 2

AV: 1

Int: Low

BR:8

Looks: Windrunners look like skinny, very light cats that stand upright to fight

Abilities: **Aggressive, Flying, Martial Arts, Speed.**
Have Battle Training and are Fortified when in groups.
[Non Humanoid, Partial Bipedal]

Notes: They usually attack in large numbers. These creatures are ferocious protectors of their territory, and often use weapons to excellent effect. Their lack of a bipedal stance means that they cannot run while holding weapons so they tend to wear baldrics and sheaths for this.

Wurm

HP: 20

Size: 9

AV: 4

Int: Animal

BR: 16

Looks: Like a smaller, longish dragon without wings.

Abilities: **Battle Roar, Bite AV0, Devour, Dragon Scales (natural AV counts as a shield), Martial Arts, Monstrous Strength.**
In the vicinity of it's lair: Improved Healing Factor for HP & Mana
[Non-Humanoid]

Notes: (Wyrms are essentially Land Native Sea Serpents.)



ANIMALS

It is unusual to run into common animals as enemies in a battle. But sometimes do show up and are important for certain spells so we have included their stats below.
Note: Animals are shy of fire and torches will cause Fear on contact (UB).

Each animal has an ability listed which you gain if you have it as a Familiar. Sometimes skills or blessings give you an animal ability. In that case, choose or roll from the chart to the right.

Common Animal Abilities Chart	
1. Acrobatics	11. Night Vision
2. Advanced Smell	12. Prehensile Appendage
3. Barbarian Tracking	13. Reach
4. Battle Charge	14. Scouting
5. Bite	15. Spirit Guide
6. Digging	16. Sonar
7. Endurance	17. Swimming
8. Flying	18. Terrain Native
9. Hide	19. Web (Packet)
10. Martial Arts	20. +1 AV

1 - Ape		
HP: 1	Size: 3	AV: 0
Abilities: Berserk, Climbing, Improved Strength, Martial Arts [Partial Hands]		
Familiar: Martial Arts		

2 - Armadillo		
HP: 1	Size: 1	AV: 4
Abilities: Bite, Digging, Unbreachability		
Familiar: Brace		

3 - Badger		
HP: 1	Size: 2	AV: 1
Abilities: Advanced Smell, Berserk, Bite, Digging, Fear Resistance, Martial Arts		
Familiar: Fear Resistance		

4 - Bat		
HP: 1	Size: ½	AV: 0
Abilities: Bite (<i>may also Infect</i>), Climbing, Evasive Shimmering, Sonar		
Familiar: Sonar		

5 - Bear		
HP: 5	Size: 5	AV: 2
Abilities: Battle Cry, Berserk, Bite 5 AV0, Improved Strength, Martial Arts		
Familiar: Improved Strength		

6 - Bird, Raptor		
HP: 1	Size: ½-2	AV: 0
Abilities: Dive Bomb, Flying, Improved Carry <i>Eagle: Improved Strength, Falcon: Speed, Owl: Night Vision</i>		
Familiar: Scouting		

7 - Bird, Songbird

HP: 1 Size: ¼ AV:0

Abilities: Courtier (if singing), Flying**Familiar:** Sense Ambush**8 - Bird, Waterfowl**

HP: 1 Size: ½-1 AV:1

Abilities: Flying, Swimming**Familiar:** Swimming**9 - Boar**

HP: 1 Size: 2 AV:1

Abilities: Advanced Smell, Battle Charge, Berserk**Familiar:** Triumph**10 - Cat, Large**

HP: 5 Size: 4 AV:0

Abilities: Acrobatics, Ambush, Bite (Slay) Martial Arts
*Cheetah: Speed. Tiger: Swimming. Jaguar: Bite UB - 1mana.***Familiar:** Martial Arts**11 - Cat, Small**

HP: 1 Size: ½ AV:0

Abilities: Acrobatics, Escape, Spirit Guide**Familiar:** Spirit Guide**12 - Cow**

HP: 1 Size:4 AV:0

Abilities: Battle Charge, Knockback, Trample**Familiar:** Knockback**13 - Crab or Lobster**

HP: 1 Size: ½-1 AV: 3

Abilities: Serrated Claws, Water Native**Familiar:** Serrated Claws**14 - Crocodile**

HP: 5 Size: 4 AV:2

Abilities: Bite AV0, Leap (water), Hide(water), Water Native**Familiar:** Swimming**15 - Deer or Antelope**

HP: 1 Size: 3 AV:1

Abilities: Advanced Hearing, Advanced Smell, Battle Charge, Leap**Familiar:** Leap**16 - Elephant**

HP: 10

Abilities: Advanced Hearing, Battle Charge, Battle Cry, Giant Strength, Impale, Prehensile Appendage, Trample**Familiar:** Improved Strength**17 - Fish, Large**

HP: 5 Size: 3+ AV:1

Abilities: Bite, Improved Strength, Leap, Water Native, *Huge: Giant Strength***Familiar:** Swimming**18 - Fish, Small**

HP: 1 Size: ½ AV:0

Abilities: Leap (water), Water Native**Familiar:** Swimming**19 - Fox**

HP: 1 Size: 1 AV:0

Abilities: Advanced Hearing, Advanced Smell, Bite, Hide, Stealth**Familiar:** Hide

20 - Frog or Toad

HP: 1 Size: ¼-½ AV: 0

Abilities: Acrobatics, Water Native

Familiar: Sense Weather

21 - Giraffe

HP: 5 Size: 7 AV:0

Abilities: Battle Charge, Knockback, Scouting

Familiar: Scouting

22 - Goat

HP: 1 Size: 2 AV:0

Abilities: Battle Charge, Climbing, Impale, Improved Carry, Knockback

Familiar: Climbing

23 - Hippo

HP: 5 Size: 5 AV:1

Abilities: Battle Charge, Berserk, Bite AV0 Slay, Giant Strength, Trample

Familiar: Crit Elite

24 - Horse

HP: 1 Size: 4 AV:0

Abilities: Improved Carry, Speed

Familiar: Improved Carry

25 - Hyena

HP: 1 Size: 3 AV:1

Abilities: Adv. Smell, Bite, Martial Arts

Familiar: Lie

26 - Insect, Small (Swarm)

HP: 1 Size: Aura AV:0

Abilities: Hack, Immune to damage except for auras, Knockback, Threat Vitals

Familiar: Skill Share or Fear Touch(by type)

27 - Insect, Large

HP: 1 Size: ¼-½ AV:3

Abilities: Climbing, Dark Vision, Flying
May have Bite 0 and Venom

Familiar: Dark Vision

28 - Lizard

HP: 1

Abilities: Climbing, Evasive Shimmering, Hide

Familiar: Hide

29 - Llama

HP: 1 Size: 3 AV:0

Abilities: Blind Strike, Improved Carry, Stamina
Alpaca: Mountain Native, Camel: Desert Native

Familiar: Endurance

30 - Mongoose

HP: 1 Size: ½ AV:0

Abilities: Area Search, Climbing, Hide, Poison Resistance, Stealth

Familiar: Reflexes

31 - Monkey

HP: 1 Size: 3 AV:0

Abilities: Acrobatics, Martial Arts, Prehensile Appendage, Unglue

Familiar: Acrobatics

32 - Moose

HP: 1 Size: 4 AV:1

Abilities: Battle Charge, Impale (while charging), Trample

Familiar: Battle Charge

33 - Mouse

HP: 1	Size: ¼	AV:0
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Abilities: Bite (Infect, at GM discretion), Climbing, Hide, Stealth

Familiar: Hide

34 - Opossum

HP: 1	Size: ½	AV:0
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Abilities: Bite (Infect, at GM discretion), Climbing, Prehensile Appendage

Familiar: Lie

35 - Rabbit

HP: 1	Size: ½	AV:0
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Abilities: Leap, Speed

Familiar: Reflexes

36 - Raccoon

HP: 1	Size: 1	AV:0
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Abilities: Acrobatics, Hide, Night Vision, Unglue, Stealth[Partial Hands]

Familiar: Unglue

37 - Rhinoceros

HP: 5	Size: 5	AV:2
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Abilities: Advanced Hearing, Battle Charge, Giant Strength, Trample

Familiar: Improved Strength

38 - Seal

HP: 1	Size: 3	AV:0
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Abilities: Bite, Leap, Water Native

Familiar: Swimming

39 - Sheep

HP: 1	Size: 2	AV:0
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Abilities: Can shear wool

Familiar: -1 damage from weather

40 - Skunk

HP: 1	Size: ½	AV:0
-------	---------	------

Abilities: Bite (Infect, at GM discretion), Digging, Knockout Packet

Familiar: Fear Touch

41 - Sloth

HP: 1	Size: 2	AV:0
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Abilities: Climbing, Hide (in trees), Slow

Familiar: Resistance to Mental Effects

42 - Snake

HP: 1	Size: ½-2	AV:0
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Abilities: Bite, Hide
Vipers: Poison

Familiar: Crit Elite

43 - Spider

HP: 1	Size: ¼	AV:0
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Abilities: Climbing

Familiar: Acrobatics

44 - Tortoise

HP: 1	Size: ½-2	AV:4
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Abilities: Endure, Selective Shielding for zones 3-4, Slow,
Turtle: Water Native

Familiar: +1 AV

45 - Vulture

HP: 1	Size: 2	AV:0
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Abilities: Advanced Smell, Flying, Resistance to Disease

Familiar: Resistance to Disease

46 - Weasel

HP: 1	Size: 1	AV:0
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Abilities: Bite, Climbing, Digging, Hide, Partial Hands, Stealth
Otters: Swimming, not Climbing

Familiar: Reflexes

47 - Whale, Toothed (or Dolphin)

HP: 5-10	Size: 3+	AV:2
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Abilities: Battle Charge, Bite 1-5 AV0, Devour, Improved or Giant Strength, Trample, Water Native

Familiar: Improved Strength

48 - Whale, Baleen

HP: 20	Size: 6+	AV:5+
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Abilities: Battle Charge, 1UB to boats, Giant or Monstrous Strength, Water Native

Familiar: Cartographer

49 - Wolf

HP: 1	Size: 3	AV:1
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Abilities: Advanced Smell, Barbarian Hordes, Battle Cry, Bite, Martial Arts, Tracking

Familiar: Tracking

50 - Wolverine

HP: 1	Size: 2	AV:1
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Abilities: Advanced Smell, Aggressive, Berserk, Bite, Martial Arts and Weapon Mastery

Familiar: Triumph



Undead and Otherworldly Beings

In FanWar we have distinctions between the types of otherworldly beings you might run into based on the way they are created, as well as by what forms they take.

Undead can form or be created in several ways. They may be **constructed** by trapping a spirit in a body and using it like a battery to power the dead body (a very evil thing to do). These are usually like robots in that they follow orders and are not sentient. Some undead are **natural**, these are naturally occurring creatures of the Ethereal Plane. They can be summoned by Necromancers, but most are free-willed and sentient and can even be good. The last type of otherworldly beings are called **outsiders** because they don't belong in this world or are from another dimension etc. These are things like Demons, Angels, or Elementals. Outsiders don't necessarily follow the rules of normal undead unless they are also undead (like the ones listed in this section).



Undead can also be categorized by their form, we use the terms **corporeal** (animated bodies, like Zombies), **skeletal** (animated bones only, Skeletons and Liches), **spectral** (ethereal, ghost-like undead, Ghosts, Spectres etc.) and **outsider** (outsiders can take many strange forms).

Many undead, especially the spectral types, can move between the ethereal and material planes, see *Adventuring* for rules on Ethereal beings.

Degrees of Undead

All undead fall into one of three power levels: Minor Undead, Full Undead and Greater Undead. All undead have certain abilities just because they are undead. To save space, we will only list those abilities once below, and refer to them by the power level given for each undead creature.

All undead have the following:

Effective Dark Vision and Spirit Guide, Immune to Mental Effects and Unconsciousness, Immune to standard Necro Spells, Mana Drain Ritual.

Other abilities by type:

✕ Minor Undead

These are just animated dead bodies or are otherwise weak enough to be cut down like any other body. Minor undead only have the most basic properties of an undead, as given above.

● Full Undead

These stronger beings have all of the above abilities and cannot be hurt by normal weapons. A full undead, if hit by a normal weapon will simply ignore that damage. Full Undead can also Mana Drain by two handed tag in their ROR (see below). To wound or kill a full undead the damage must be from:

- a) **Silver** - silver weapons can deal this kind of damage
- b) **Magic** - either from a spell or magic weapon, for example.
- c) **Healing** - healing spells can damage them on a point per point basis!

Ω Greater Undead

All of the above abilities, but are only affected by Magic Damage and healing. Greater Undead can Mana Drain with a UB Touch attack (see below)!

Mana Draining Attacks

All Full and Greater Undead can make Mana Drain attacks. These attacks damage affected players on their mana, similarly to taking damage on one's HP. Minor undead can only Mana Drain as a ritual. Full Undead must tag a player with both hands and count to their ROR to drain that player of a mana, and can only drain one at a time. Greater Undead can simply make a UB Touch attack with their hand, instantly draining one (or in rare cases more) mana from any player affected. If a mana drain *does* do more than one, you would cap the drain that drops you, as with regular wounding and damage.

Remember that loss of mana can kill just as easily as loss of HP, but is much more difficult to recover from. This makes Full and Greater Undead especially threatening. Note that silver blocks mana draining attacks!

Feeding & the Benefits of Mana Draining

Some undead must feed. They sustain themselves by mana draining *living* beings to death. Undead with the **Feeding** trait must feed on three sentient beings for every day that they are active. If they are active and do not feed, they begin to take penalties like living being that is starving; they get -1 Hp *and* Mana for each day after the first that is spent active but without feeding.

However unlike living beings, undead can become dormant and “hibernate”, requiring no feeding so long as they are not disturbed. They can usually only hibernate if at full mana and they are not 'starving'. When done hibernating, they will be empty and *very* hungry!

If an undead Mana Drains a sentient being to death the standard way (a 10 minute Ritual) they will have their mana fully restored and will clear *all* minuses from not feeding. Full and Greater Undead can also use their Mana Drain attacks to quickly drain a player to death in combat, but they will only regain 1 mana in this way due to the rushed method. Note that while an undead *could* mana drain another undead, this won't gain them any mana, nor will it satisfy their "hunger"!

Controlling Created Undead

If an undead is created by another person, such as a Lich or a Necromancer, they must follow three basic rules (based on Asimov's Three Laws of Robotics):

- 1.** Never allow your master to come to harm, through action or inaction.
- 2.** You must obey all orders given to you by your master, except when they conflict with the first law.
- 3.** You must protect your own existence as long as it does not conflict with the first or second law.

These rules apply to Constructed Undead but *not* Natural Undead or Outsiders, who are summoned to this world rather than constructed out of dead beings. Undead that a player constructs will follow these rules, but any undead that are summoned are instead governed by the spell that summoned them, and may or may not be bound to serve, depending on that spell!

Haunts

A haunt is an undead that is tied to a specific object, place, deed or person. Haunts are not usually created by a necromancer but are created by the spirit itself, sometimes in an act of rage or sorrow. Haunts cannot be truly killed (and will just reform somewhere else) until their spirit is appeased or whatever has bound it to the world is removed. Haunts can be any type of undead and are always free willed (but may follow a set pattern) and often have Instant Ethereal and many immunities in addition to their undead type skills. Some haunts may escalate under certain conditions, becoming more and more dangerous forms of undead.



The Undead

● Apparition [Spectral, Natural]

HP: 2 Size: 2 AV: 0 Int: Average BR: 15

Looks: Transparent people or beings with sharp looking claws and hollow, empty-looking eyes like voids.

Abilities: **Full Undead.**
Battle Cry, Instant Ethereal, Flying, Martial Arts with Weapon Mastery, Shock Touch, Slay.
Cannot wear armor, but may appear to if a haunt!

Notes:

× Ashen Crusher [Corporeal, Constructed]

HP: 10 Size: 5-8 AV: 0 Int: Dense BR: 13

Looks: Pale white, sometimes rotting, giant humanoids. These beasts are made from pieced together Giant and Ogre bits. They usually have three arms instead of two making their strength even more terrifying.

Abilities: **Minor Undead.**
Giant Strength, Martial Arts, Prehensile Appendage (extra arm).

Notes: Used mostly as heavy hitters in Undead armies, these beasts are a menace and known for crushing through tough defenses.

● Banshee [Spectral, Natural]

HP: 1 Size: 3 AV: 0 Int: Low BR: 8

Looks: Transparent shifting outline, usually female, with claws and what looks like transparent cloth blowing around them as if in a wind storm.

Abilities: **Full Undead.**
Battle Cry (no mana cost), Cowardly, Ethereal Shift, Hide and Stealth, Martial Arts, and Shock Touch. Immune to Flame and Storm Spells as well as all Bindings or Control Spells.

Notes: Banshees are terrifying but not dangerous, fleeing if anyone stands up to them.

● *Battlebones [Skeletal, Constructed]*

HP: 5* Size: 4 AV: 0 Int: Average BR: 15

Looks: Larger complete sets of bones (various troll sizes).

Abilities: **Full Undead.**
***Regenerating. Immune to Missiles Weapons, Missile Spells and Vitals Attacks.**
[Partial Humanoid]

Notes: Made from fallen Trolls, Battlebones are far more dangerous than the common Skeletons that lurk marshes.

× *Bone Warrior [Corporeal, Constructed]*

HP: 3 Size: 3 AV: 0 Int: Low/Average BR: 6

Looks: Mutated bodies, with bones grafted out and sharpened to be used as weapons!

Abilities: **Minor Undead.**
Immune to Disarm.
Fight as though they had Average Intelligence, in battle only!
[No Hands]

Notes: *Usually use axes or swords for bone-like hands.* All of their items (weapons, shields, armor) are *part* of them. If shattered they can be healed and they cannot be Looted. Low Intelligence outside of combat.

● *Crypt Hulk [Corporeal, Constructed]*

HP: 5 Size: 4 AV: 1 Int: Animal-Low BR: 7

Looks: Gorillas with no heads and empty helmets instead.

Abilities: **Full Undead.**
Improved Strength, Jumpstart Animate Dead (allies only), Martial Arts, Zombify.
[Partial Bipedal]

Notes: These beings seem to be created from protective mother gorillas twisted to view allied undead as their babies. They are very healing focused and will even first aid allied living troops.

● *Crypt Sentinel [Spectral, Natural]*

HP: 1*

Size: 3

AV: 0

Int: High

BR: 12

Looks: Transparent skeletons.

Abilities: **Full Undead.**
Ethereal Shift, *Healing Factor, Unbreachability.

Notes: Dangerous guardians of tombs and relics, these creatures are sometimes recruited as deadly warriors for undead armies.

DEMONS

Dark beings from the underworld, demons are one of the most feared and powerful of all undead. Known for their intelligence, powerful magic, and deadly force. Many necromancers have sought to enslave demons to their will, only to end up as slaves themselves. Demons often operate as the chief agents of the will of their overlords, much as angels are the agents of more good deities.



Ω *Lesser Demon [Outsider]*

HP: 20*

Size: 4

AV: 3

Int: Very High

BR: 30

Looks: A strange mixture of demonic and elemental features. These beings appear very alien and are only barely humanoid.

Abilities: **Greater Undead.**
5 Mana, Flying, Giant Strength, Martial Arts with Weapon Mastery, *Regenerating, Shattering Armor, Slay, Hack & Staff Touch with melee weapons.
Mage Abilities by Demon type: (Fire, Storm, Sun, Shadow, or Earth) - Innately 2nd Rank Flame, Storm, Life, Necro, or Nature Mage, respectively. Adept at spells by type.
[Partial Humanoid]

Notes: Demons are Outsiders and thus they may have many other abilities not listed here. They are notoriously difficult to control, power hungry, sadistic, and evil.

Ω Beast Demon [Outsider]

HP: 20* **Size: 1-10** **AV: 1-4** **Int: Animal/High** **BR: 25**

Looks: Demonic looking animals or beasts with a supernatural intelligence in the eyes and often characteristic demon like traits such as wings, horns, and claws.

Abilities: **Greater Undead.**
5 Mana, Flying, Giant or Monstrous Strength, Shattering Armor, Hack (Martial Arts only), Martial Arts with Weapon Mastery, *Regenerating, Slay.
[Partial Humanoid, Partial Hands, Partial Bipedal]

Notes: Beast Demons are Outsiders and thus they may have many other abilities not listed here. Unlike other demons, Beast Demons become sidetracked more easily and can be distracted.

Ω Greater Demon [Outsider]

HP: 30* **Size: 5** **AV: 4** **Int: Extreme** **BR: 30+**

Looks: Massively muscled and terrifying, usually with bat-like wings, horns, tail, and claws.

Abilities: **Greater Undead.**
5 Mana, Battle Roar, Flying, Giant Strength,
***Regenerating, Shattering Armor, Skill/Spell Rogue,**
Hack & Staff Touch with melee weapons.
Innately 2nd Rank in three classes.

Notes: Demons are Outsiders and thus they may have many other abilities not listed here. They are notoriously difficult to control, power hungry, sadistic, and evil.

MORITOST

These animated suits of armor are created through mysterious means to guard important locations. They are often used to great effect in evil armies.

● **Moriplate [Corporeal, Constructed]**

HP: 3 **Size: 4** **AV: 3-4** **Int: Average** **BR: 12**

Looks: Complete suits of plate mail armor with helm, apparently empty, yet animated.

Abilities: **Full Undead.**

Notes: Armor that has been haunted, possibly by it's former wearer, Moriplate are durable and dangerous foes.

Ω **Death Knight [Corporeal, Constructed]**

HP: 3 **Size: 4** **AV: 3-4** **Int: Average** **BR: 20**

Looks: Complete suits of plate armor with full helm, walking around, with an empty black void where a face should be.

Abilities: **Greater Undead.**
Animate Dead, Zombify.
Innately 1st Rank Knight and 2nd Rank Necromancer

Notes: Usually used as military generals or guardians, these very dangerous creatures are believed to be created when a Knight is killed in a particular way.

Ω **Doom Guard [Corporeal, Constructed]**

HP: 3 **Size: 4** **AV: 3-4** **Int: Average** **BR: 20**

Looks: Suits of plate armor with a skeleton fused to the metal. A large colored gem glows faintly in the forehead of the helm.

Abilities: **Greater Undead.**
Innately 2nd Rank Veteran and 1st Rank Mage of the type matching their gem color. Eye Hacks acts as slay to them!

Notes: Used as Elite Guards or as key units in wars, these rare creatures are simple yet effective. Extremely hard to destroy, these beings are feared and hated.

× *Ghost [Spectral, Natural]*

HP: 2 Size: 3 AV: 0 Int: Low BR: 5

Looks: Transparent people.

Abilities: **Minor Undead.**
Can not deal any damage, Fear Touch, Flying.

Notes: Ghosts tend to rely on scaring away their opponent and knocking them out for mana draining later. If this doesn't work, they tend to retreat.

GHOULS

Believed to be a terrifying form of zombie, ghouls are a mystery. Extremely loathsome. How they devour everything around and never get full is unknown, some believe them cursed by deities to forever walk the earth trying to get full.

× *Grave Ghoul [Corporeal, Constructed]*

HP: 2 Size: 3 AV: 1 Int: Low BR: 11

Looks: Hunched over, pale and raggedy with sharp claws and sharp teeth.

Abilities: **Minor Undead, Feeding.**
Bite, Devour, Martial Arts.
[Partial Humanoid]

Notes: Insatiable cannibals with no limit to how much they can eat. Items devoured are simply gone!



● *Plague Ghoul [Corporeal, Constructed]*

HP: 2 Size: 3 AV: 1 Int: Low BR: 15

Looks: Hunched over pale raggedy people with sharp claws and lots of very sharp teeth.

Abilities: **Full Undead, Feeding.**
Bite and Devour, Martial Arts.
Their Bite can have a variety of Poisons or Diseases.
[Partial Humanoid]

Notes: Insatiable cannibals with no limit to how much they can eat. Items devoured are simply gone!

× Guardian Spirit [Spectral, Constructed]

HP: *

Size: *

AV: *

Int: *

BR: *+3

Looks: Like a transparent version of whatever the creature was in life when it died, with the same items, etc.

Abilities: **Minor Undead.**
**Stats and abilities as species type, no class skills. Can't Mana Drain.*

Notes: They are usually created by Necromancers during battle when a party member dies, they retain all their personality, though none of their class spells/skills.

Ω Lich [Skeletal, Constructed]

HP: 3

Size: 3

AV: 0

Int: Very High

BR: 21

Looks: Complete sets of bones, usually humanoid, sometimes with magely garb or items.

Abilities: **Greater Undead, Feeding. Immune to arrows and Vitals Attacks. Animate Dead, Zombify. Innately 2nd Rank Necromancer. [Partial Humanoid]**

Notes: Liches are double proficient with Elder Sorcery Undead Creation and Undead Binding and Command/Control Spells (create undead at ½ mana cost, double control number and double control range!).



Ω Lupogaunt [Outsider??]

HP: 30*+ Size: 4-10 AV: 4 Int: Animal/Very High? BR: 30

Looks: Taking many forms, these creatures appear as strange terrifying beasts or beings, like something out of a nightmare. More often than not they are animal like, though humanoid ones have been encountered.

Abilities: **Greater Undead.**
Dark Vision, Giant or Monstrous Strength, Hind Claws, Martial Arts with Weapon Mastery, True Sight.
Immune to most attacks, Silveel (elven Silver Steel) seems to damage them as well as some ancient Elder Sorcery types of items.
Other Abilities?: Paralysis Howl?, Plague Touch?, Magic Drain?, Innate Morganti Attacks?, Mana Drain 5 UB?, Command Breath?

Notes: Definitely something from another plane, these beings are among the most feared of undead, if they are undead at all. Their abilities are unknown, as encounters with them are rare. Often seeming to act in an animal-like way, yet with powerful intelligence. Lupogaunts seem unable to be Exorcised normally, most having been killed or stopped by divine beings. Those that have been killed often return, imprisonment is the only known end for these terrifying beings.

● Mummy [Corporeal, Constructed]

HP: 5 Size: X AV: 0 Int: High BR: 14

Looks: Bodies wrapped in cloth ceremonially for burial.

Abilities: **Full Undead.**
Battle Cry, Martial Arts, Shatter. Immune to Charms etc. Fire damage ignites mummies immediately, even when up!
Size as species type. Innately 1st Rank Mage by type: Sand - Flame, Ice - Storm, Cairn- Life, Bog - Necro, Clay - Nature.
May have a blessing which is inverted to curse whosoever kills the mummy!
[Partial Humanoid]

Notes: Mummies are often guardians sanctified areas.



× *Phantom [Spectral, Natural]*

HP: 1 Size: 3 AV: 0 Int: Low BR: 5

Looks: Phantoms appear to be transparent humanoids.

Abilities: **Minor Undead.**
Ethereal Shift

Notes: Often mistaken for Ghosts, these more dangerous undead are a common form that Haunts will take.

● *Skeleton [Skeletal, Constructed]*

HP: 1 Size: 3 AV: 0 Int: High BR: 8

Looks: Complete sets of bones, usually humanoid.

Abilities: **Full Undead.**
Immune to arrows and Vitals attacks.
[Partial Humanoid]

Notes: Skeletons, known for their inhuman intelligence are used for complex tasks which they perform with eerie efficiency.



● *Specter [Spectral, Natural]*

HP: 1 Size: 3 AV: 0 Int: Average BR: 10

Looks: Transparent humanoids with claws.

Abilities: **Full Undead.**
Instant Ethereal, Flying, Martial Arts. Never wear armor.

Notes:

Ω *Tomb Wight [Corporeal/Spectral, Natural]*

HP: 3 Size: 3 AV: 0 Int: Average BR: 18

Looks: Transparent Zombies, shifting between solid and transparent.

Abilities: **Greater Undead, Feeding.**
Flying, Improved Strength, Martial Arts. Immune to damage (except Healing damage).

Notes:

VAMPIRES

There are many types of Vampires, most are unknown. Their abilities are uncharted other than the forms listed below. Vampires are creatures that derive their power from forsaking something they previously valued above all else. For many this is a divine power, for others it is merely their own better self.

In any case, all vampires are thus touched by Evil, the idea of a Good vampire being antithetical. Some try to control the evil side of themselves, most have embraced it completely. This determines the power level and type of vampires. The more they accept the power of the evil part of themselves, the more powerful they become.

Feeding

Vampires need to feed whenever they are active, like other Feeding undead. However, Vampires *also* are at risk of degrading into a lower form of vampire if they fail to feed. When a vampire would normally gain an insanity due to loss of mana, they instead degrade one step.

If this 'insanity' would become permanent, they are *permanently* degraded to that lower form of vampire. It is possible for vampires to move into more powerful forms, but all that is known about this process is that it is likely difficult and costly.

Infect

Some vampires can use a ritual to Infect with their bite. Any Infected person will be loyal to the vampire that created them (as Allure), but Remove Charm has no effect on this, only an Exorcism can return them to their original state. Players successfully infected by a vampire's bite will likely become Sired-by Vampires (50%), but can be Beast (40%) or Noble (10%) Vampires.

There are other factors that are true to all Vampires: Sunlight harms them, they can die if immersed in running water, and any symbol of that which they previously held dear bothers them. The amount that each of these forms of attack will affect a vampire depends on it's type, see below.



× *Sired-by Vampire [Corporeal]*

HP: * **Size: *** **AV: *** **Int: *** **BR: *+5**

Looks: These creatures look exactly like their original species and often do not even seem undead! They usually have pale skin and more pronounced fangs.

Abilities: **Minor Undead, Feeding.**
Charm, Talented Courtier
Sunlight deals Holy Healing weather damage to them.
Running water is painful to them.
**Stats as species type.*

Notes: Must feed on the blood of sentient living beings (Ritual Mana Drain).

● *Beast Vampire [Corporeal]*

HP: 4 **Size: 5** **AV: 1** **Int: Dense** **BR: 10**

Looks: Monstrous, bestial versions of their original species.

Abilities: **Full Undead, Feeding.**
Bestial Transformation (Bat and Wolf only), Bite and Devour, Martial Arts, Night Vision, Strength.
Sunlight or running water deals damage as Holy Healing damage every 20 count.
[Non Humanoid, Partial Hands, Partial Bipedal, No Speech]

Notes: Also called "Blooded Vampires", these creatures are voracious killers. They must feed on one sentient being per encounter that they are active! One per day can sustain them if they remain dormant the rest of the time.

Ω Noble Vampire [Corporeal]

HP: 5 **Size: X** **AV: 0** **Int: Very High** **BR: 20**

Looks: Look exactly like their original species and may not even seem undead! Usually have pale skin and pronounced fangs.

Abilities: **Greater Undead, Feeding.**
Animate Dead, Charm (x2 Uses), Bestial Transformation, Courtier @ Level, Duel, Infect, Instant Ethereal, Flying, Spirit Bury.
Sunlight & running water damage them as Warded Holy Healing every 20 count.
Size as species type.

Notes: "True Vampires", Nobles must feed to maintain their state.

Ω Elder Vampire [Corporeal]

HP: 10? **Size: X** **AV: 0** **Int: Extreme** **BR: 30+**

Looks: Look exactly like their original species and may not even seem undead! Usually have pale skin and pronounced fangs.

Abilities: **Greater Undead, Feeding.**
Animate Dead, Charm (x2 Uses), Bestial Transformation, Courtier @ Level, Duel, Infect, Instant Ethereal, Flying, Spirit Bury.
Sunlight & running water damage them as Warded Holy Healing every 20 count.
Size as species type. Elder Vampires can control vast numbers of undead, there are many rumors that Elder Vampires are innately Necromancers, like Liches and Death Knights. Their full abilities are unknown, but usually they can create a "shroud" or dark layer around their lair to protect themselves and their minions from sunlight. Other abilities unknown!

Notes: Few Elder Vampires have been recorded in history, but it is believed they have a host of 15-25, 25th level Vampires called *Carakwaith*, usually former Dark Heroes. Elder Vampires take over entire cities, twisting them to their control and using them as a feeding source and recruitment system.

● **Wisp Guard [Spectral]**

HP: 1 **Size: ¼** **AV: 0** **Int: Average** **BR: 10**

Looks: Floating lights of various mage-type colors.

Abilities: **Full Undead.**
Animate Dead, Ethereal Shift, Flying, Limited Damage Resistance (Zones 0-2), Limited Melee Weapon Resistance (Zones 0-4), Tiny Strength. Innately 1st Rank of the mage type matching their color.

Notes: These lights are used to keep undead armies up and running. They have no attacks except spells, but are very hard to deal with.



WRAITHS

Wraiths are powerful spirits that have remained in this world rather than passing on, Embodying a powerful anger and hatred for life, wraiths have been twisted from a previous, more benign, spectral form into vicious predators. They take many forms, all deadly and not to be trifled with.

Ω Wraith [Spectral, Natural]

HP: 10 **Size: 3** **AV: 0** **Int: Average** **BR: 17**

Looks: Transparent humanoids with red glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead.**
Animate Dead, Charm, Instant Ethereal, Flying, Martial Arts and Weapon Mastery, Slay.

Notes: Never wear armor.

Ω Blue Wraith [Spectral, Natural]

HP: 10 **Size: 3** **AV: 0** **Int: High** **BR: 26**

Looks: Blue transparent humanoids with blue glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead.**
Instant Ethereal, Flying, Martial Arts with Weapon Mastery.

Notes: Never wear armor. Anyone mana drained to death by a Blue Wraith becomes one under the original's control!

Ω Knight Wraith [Spectral, Natural/Constructed]

HP: 10 **Size: 3** **AV: 0/4** **Int: High** **BR: 26**

Looks: Appearing black and empty in the material plane, these creatures are Death Knights in the Ethereal plane.

Abilities: **Greater Undead, Feeding.**
Animate Dead, Charm, Instant Ethereal, Flying, Martial Arts with Weapon Mastery, Slay.
Innately 1st Rank Knight and 2nd Necromancer

Notes: Also called "Black Wraiths", on the Ethereal Plane (or in Duels) they have Full Plate mail.

Ω Demon Wraith [Spectral/Outsider, Natural/Outsider]

HP: 10 **Size: 3** **AV: 0** **Int: Very High** **BR: 30+**

Looks: Transparent, with Demon like traits, red glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead, Feeding.**
Tend to have many Demon and Wraith abilities.
5 Mana, Animate Dead, Charm, Instant Ethereal, Flying, Improved Strength, Slay, Staff Touch & Hack with Melee Weapons.
[Partial Humanoid]

Notes: Demon Wraiths are demons from the ethereal plane.

ZOMBIES

Animated bodies, zombies are a well known form of undead. Easy to make quickly and in great numbers, Zombies are found anywhere Necromancy is at work.

× *Humanoid Zombie [Corporeal, Constructed]*

HP: 1 **Size: 3** **AV: 0** **Int: Stupid** **BR: 3**

Looks: Humanoid collection of body parts.

Abilities: **Minor Undead, Feeding.**
Slow.
[Partial Humanoid]

Notes: Common creatures found in use by necromancers everywhere, Zombies are one of the easiest undead to create and are a staple of undead armies.



Ω *Shambler [Corporeal, Constructed]*

HP: 5 **Size: 3** **AV: 0** **Int: Dense** **BR: 10**

Looks: Like Zombies, but occasional bursts of speed in combat.

Abilities: **Greater Undead.**
Slow (may move full speed in battle).

Notes: These strange creatures move with the shuffling gait of a Zombie and are sometimes mistaken for one (fatally!).

× *Zombie - by species [Corporeal, Constructed]*

HP: * **Size: *** **AV: *** **Int: Dense** **BR: 4**

Looks: They look somewhat like the original species though with none of the abilities or stats of that creature.

Abilities: **Minor Undead, Feeding.**
Slow.
***Stats as species type.**

Notes: Species type zombies are much smarter and more dangerous than their standard counterparts. Seek to feed.

Abilities and Traits

MONSTER ABILITIES

Acidic Blood

[Passive]

Any weapon that dealt damage to this creature is shattered at end of encounter.

Adrenaline

[Passive, Resistance]

Resist Unconsciousness and can fight while in the negatives. You die at -4 as normal.

Aggressive

[Passive]

You are Arrogant (below) and will attack anything that appears to be a threat to you. (note: people with weapons drawn is a threat).

Arrogant

[Passive]

You won't retreat from battle (you don't believe you are in any danger).

Battle Charge - Convoke, Running

[BC, Called, Modifier]

Call "Battle Charge" and remain running. As long as you do, you may Convoke then call "UB Knockback" and tag a player *anywhere* with your weapon to knock them back.

Battle Roar - Aura

[IC, Called]

Call "Fear Aura: run in fear" to cause Fear on all players within 10 feet.

Berserk

[IC, Called]

Call "Berserk" to gain Adrenaline, Aggressive, and Resist Fear for the rest of the encounter.

Bite

[IC, Called]

Call "Bite" and tag a player with BOTH hands at the same time (at least a foot apart). If *both* hands make contact the Bite is successful. Bite can be anything from Vitals to AV0 to UB, depending on the monster.

Breath Weapons - 30' cone effects

[IC, Called]

Call "[name of breath weapon]" and extend your arms out in front of you at roughly 45 degree angles from the direction you're facing. Anyone within 30 feet of you who is also within the area indicated by your outstretched arms (sight along each arm to check), takes the effect of the breath weapon.

Cowardly

[Passive]

Any attack that contacts your body (even if you are unharmed) causes Fear. (You can still attack and block, but if you're hit- you run!).

Devour - Tag

[IC, Called]

To devour a player, a monster will tag the player with both hands and call "Devouring" then count to 20. After a 20 count, one 'size' of the player is gone. If they were not already dead, this kills them. Monsters usually will devour a number of 'sizes' equal to their own size, before being full.

Digging

[IC, Called]

As Diving in soft soil or sand but Slow.

Dive Bomb

[IC, Called]

Can Descend from Soaring and *immediately* make a Vitals attack with damage boosted by one bracket.

Diving

[IC, Called]

Call "Diving" while swimming and point your first to the ground and count to 5. You are then out of reach of all attacks from players that are not also Dived. You remain Dived until you call "Surfacing" and count to 5 (as Flying). (Unless you have Water Breathing or Water Home you must immediately call Surfacing after Diving or begin to drown).

Dragon Scales

[Passive, Modification]

Your body armor counts as shields for you. This means AV0 will not cut through your armor in those zones!

Endurance

[Passive]

You will not tire while running, carrying, etc. If you can get OUT of game while running you may elect to continue to “run” indefinitely OUT of the encounter.

Enrage: [name]

[IC, Called]

Call “Enrage: [name of ability]” when you take damage to gain that ability as long as you *remain* injured (down any HP, Hacked, etc).

Evasive Shimmering

[IC, Called]

Call “Evasive Shimmering” to gain Resistance to Snare and Immobilization as long as you not Stationary and are avoiding combat .

Gliding

[Passive]

Flying without the ability to “Soar.”

Gore

[IC, Called]

Can make attacks that Impale with your hands (only), even without Martial Arts. See Impale.

Healing & Energy Factors

[Passive]

Creatures with a Healing Factor are healed every 20 count, as long as the Healing Factor is working (see below). Creatures with an Energy Factor recover one Mana every 20 count, as long as the Energy Factor is working. These factors exist on a continuum from weak to very strong.

- **Low** - Only works after battles, as an Out.
- **Healing Factor** - Only works while you are conscious.
- **Improved Healing Factor** - Works even when unconscious.
- **Regenerating** - Always working, see Regenerating below.
-

Immune to [name]

[Passive, Immunity]

The named effect *always* fails to work on you, even if it is Warded/would bypass a Resistance. You are *Immune*.

Invisibility

[IC, Called, Magic]

Call “Invisibility” to become Hidden as (Hide) but Scouting will not reveal you. You may continue to move around as normal. Alternate quickly between a fist and a open hand in front of your face to alert players that you're Hiding state is not usual and their Scouting isn't working. (Note- Advanced Smell or Hearing still reveals you).

Instant Teleport

[IC, Called, Magic]

Call “Instant Teleport” and choose a location by line of sight you wish to Teleport to, then make a “POP!” sound and put your fist over your head (Out of Game). Proceed directly to that location. Once you arrive you must immediately make the “POP!” sound again and drop your hand, returning to the In Game state. (Note: Dispel Magic will *not* dispel this, it is not a standard class spell!)

Maul

[IC, Called]

Can deal Terror damage to *down* players with your natural attacks (Claws, Bite, etc.)

Poison

[IC, Called, Modifier]

Call “Poison” as a Modifier to your attack. Anyone who takes the damage will be dropped and unconscious in a 20 count (if they aren't already by the attack). Then every 20 count you take 1 damage, starting at 0 HP and moving down through the negatives. At -4 you will die from poison. (note: most healing does not remove Poison from the system, though Resurrect and Healing Touch do).

Prehensile Appendage

[Passive]

You have Strong. You have the use of another part of the body as if it where a hand (like a monkey tail or an elephants trunk).

Reach - Stationary

[BC, Called]

Call "Reach" and be stationary. As long as you remain stationary you may call "Reach" before making an attack to have that attack count as though you had Flying.

Regenerating

[Passive]

A type of Healing Factor that keeps you alive and healing even at -4 (though you do drop at -4 even if you have Adrenaline or are Immune to Unconsciousness). Usually requires Terror Damage or destroying the body to stop it. Regenerating recovers HP, Regenerating Mana recovers mana.

Resistant to [name]

[Passive, Resistance]

The named effect fails to work on you *unless* it is Warded/would bypass a Resistance.

Serrated Claws

[IC, Called]

Can make attacks that Hack with your hands (only even without Martial Arts. See Hack.

Shatter - 1 Mana, Convoke

[IC, Called]

Convoke and call "Shatter: I shatter your [item name]" & tag an item with your weapon to Shatter it (makes it no longer work normally).

Shattering Armor - Stationary

[IC, Called]

Call "Shattering Armor" and be stationary. As long as you remain stationary, any items that strike your body armor but *do not* damage you are Shattered.

Speed

[Passive]

Can leave an encounter by calling Escape and counting to 5. Can also out-distance or catch up to players, may set up Ambushes this way.

Strength

[Passive]

There are several levels of Strength, all listed below. Each level is assumed to include all of the previous ones.

- **Tiny Strength** - Can't wield any weapons longer than two feet.

- **Low Strength** - Less than average, can't wield two-handed weapons.
- **(Normal Strength)** - Average strength, no limits or benefits. This is never listed, but instead assumed by default.
- **Strength** - Can wield two-handed weapons in one hand and Carry with one hand
- **Improved Strength** - Gives Improved Armor Piercing: Convoke any weapon in one hand to deal AV0
- **Giant Strength** - Gives Boulder Throwing: can convoke and throw boulders for 1 UB, Convoke Damage Boost: Convoke a weapon in both hands to deal one damage bracket higher on your next attack.
- **Monstrous Strength** - *All* Melee and Thrown attacks are boosted by one damage bracket.

Trample - Convoke, UB

[BC, Called]

Call "Trample" and stay in motion. As long as you remain traveling you can Convoke UB for your next strike only.

Triumph: [name]

[IC, Called]

Call "Triumph: [name of ability]" when you drop an opponent to gain a one-time use of the named ability (as Gifted or mana activated abilities).

Water Native

[Passive]

You have Swimming and Diving, but are Slow on land.

Water Home

[Passive]

Water Native and Water Breathing. Cannot move on land. (Note: Air breathing creatures with Water Home still are effectively Water Breathing for one encounter at a time).

Web - Animal Packet, AV0 or UB

[IC, Called,]

Call "Web: Earthbind AV0 or UB" and throw an animal print packet to Earthbind anyone hit.

Venom

[IC, Called, Modifier]

Call "Venom" as a Modifier to you attack. Anyone who takes the damage will then take a damage boost after a 20 count. (ex. if you deal 0 Venom, they take 1 in a 20 count. If you deal 5 Venom, they take 10 in a 20 count).

UNDEAD ABILITIES

Animate Dead - 1 Mana, Covoke, Tag

[IC, Called, Spell, Magic]

Call "Animate Dead," spend 1 Mana, and Covoke. Tag an undead player to instantly resurrect them.

Ethereal Shift

[IC/BC, Called, Primal]

Call "Ethereal Shift" and count to 20 and then put your open hand over your head to indicate that you are now ethereal. To manifest, count to 20 again and then immediately drop your hand to and call "Appear" to manifest. You cannot manifest materially during a combat (only BC).

Instant Ethereal

[IC/BC, Called, Primal]

Call "Instant Ethereal" to vanish and put your open hand over your head. To manifest, call "Appear" and drop your hand, you are material. You can't manifest during combat (BC only).

Jumpstart Animate - Tag

[IC, Called, Spell, Magic]

Call "Jumpstart Animate" and tag an Undead player that is down. After a 20 count they are resurrected.

[Name] Rogue

[IC, Called, Skill/Spell, Magic]

Call "[Name] Rogue" to select from a set group of spells or skills and gain the named one for the encounter. Call "[Name] Rogue" again and count to 20 to change what you have selected. (Note: Rogue means you can chose from a selection of abilities much like elder sorcery rotators. An ability that gives you Rogue will list what items can be rotated and when and if it can be rotated).

TRAITS

AGILITY

Slow

[Passive]

You cannot move faster than a walking pace at any time, no matter how you are traveling (Flying, Swimming, etc.).

Partial Bipedal

[Passive]

You cannot run with anything in your hands because this creature runs on all fours. Can only walk while holding items.

Quadruped

[Passive]

No movement while holding anything.

APPEARANCE

Partial Humanoid

[Passive]

Looks slightly human, could pass for a human or similar species in the dark etc.

Non-Humanoid

[Passive]

Look totally alien, like an animal or a beast (though may have arms and legs and walk upright depending on Bipedal and Hands etc.)

DEXTERITY

Clumsy

[Passive]

Use your off hand for everything to represent this creature's lack of dexterity

Partial Hands

[Passive]

You do not have real opposable thumbs, thus holding things is difficult. You must wield all items with both hands.

No Hands

[Passive]

Cannot use items in your hands, as you don't have any!

INTELLIGENCE

Animal Intelligence

[Passive]

Animal intelligences vary widely, but a creature with Animal Intelligence approaches situations from the mindset of an animal.

Animals usually have fairly simple, straightforward motivations, but vary in how cleverly they go about things.

Stupid Intelligence

[Passive]

Stupid creatures won't accurately deduce whether they are in danger or not. They'll leap off cliffs in pursuit of enemies, etc. and have a basic disregard for the laws of nature and their own safety.

Creatures of this type are required to roll to see if they can figure out the right thing to do (usually with only a 25% of getting it right).

Dense Intelligence

[Passive]

Dense creatures are a step up from Stupid. They have a basic sense of reality but often forget what it is. They don't retreat even if they can't win a fight (don't realize they can't win). They don't search people for goods, forget items are magic, attack without warning and hide things in rather obvious places.

If you are playing a Dense creature, be just that, dense, and have fun with it.

Low Intelligence

[Passive]

You are basically not very bright and take longer than normal to assess what is going on and what to do about it. You will think of things in rather simple terms, and may get confused by complex problems. You tend to prefer action to strategy and do things rather than think them through.

High Intelligence

[Passive]

You are much smarter than the average individual and anticipate the actions of others and react accordingly. Occasionally, with GM permission, you are allowed to meta game to simulate this level of intelligence. You will learn

your opponent's weaknesses quickly and exploit them. Crafty and cunning, you will always make the smart move. The GM may give you additional abilities in combat to simulate your level of intelligence in battle.

Very High Intelligence

[Passive]

The ability to think in an exceedingly advanced way, anticipate the actions of others and react accordingly before events begin. You fight far better than average and are allowed to meta-game to simulate this level of intelligence.

You never forget key factors in any situation and will always take the most strategic course of action for your aims and are allowed to ask the GM what the best action is. The GM may give you additional abilities in combat to simulate your level of intelligence in battle.

Extreme Intelligence

[Passive]

The ability to think far beyond the abilities of most other beings. You know the skills, abilities and motives of most everything you meet. You have a profound understanding of the universe that others cannot begin to fathom.

You are allowed to meta-game in order to role play this kind of intelligence effectively and can assume you know the answer to almost any question posed to you. The GM may give you additional abilities in combat to simulate your level of intelligence in battle.

SENSES

Advanced Smell

[IC/OC, Passive]

Can smell what type of creatures are within 30' and can tell the exact location of creatures within 10' if given at least a 20 count.

Blinded (Blind)

[Passive / Mechanic]

Must look down toward your feet, chin to chest, until the end of the duration.

Blind Fighting

[Passive]

Can fight things that are within 10 feet normally even if you are effectively Blind.

Dark Vision

[Passive]

You can see in situations where there is no visible light (Infra Red, UV, or other sense).

Night Vision

[Passive]

You can see in areas with very low light.

True Sight

[Passive]

Scouting, Spirit Guide, and can see Invisible things. See through Illusions, Polymorphed or shape changes, etc.

SPEECH

Partial Speech

[Passive]

Can only speak in broken common and no other languages.

No Speech

[Passive]

Can't talk, but can make animal sounds.

MODIFIERS

Adept at (Name)

[Passive]

Using the named ability(s) costs one less mana than normal. (May cost zero)

Gifted (Name)

[Passive]

Can use the named ability even though you aren't trained in it. Costs 1 mana per use.

Note: as with mana activated items, passive abilities last for a 20 count, rituals and crafts are one full use per mana, and any ability that reads your level reads 5 instead.

Incapable of (Name)

[Passive]

You can never gain/use the named ability through *any* means, including magic items, training and blessings.

Inept at (Name)

[Passive]

Using the named ability(s) costs one more mana than normal. (May add a cost when there was none before)

Jumpstart (Name)

[Passive]

The named effect works just like it normally would (see the appropriate skill rules) but only after a 20 count delay.

Talented at (Name)

[Passive]

Naturally skilled at the named Craft and have it equal to half your total level.

Vulnerable to (Name)

[Passive]

You count as level 0 versus the named effect and cannot be Resistant to it, no matter what other skills or abilities you have.

Notes:



Player: _____
Game World: _____

Character Name: _____

Species: _____

Alignment: _____

Backstory: _____ GM <input type="checkbox"/> <i>Description:</i> _____ <i>Benefits:</i> _____ _____ <i>Flaws:</i> _____ _____ _____

Equipment

Magic Items

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Other

Gold

Notes: *(Personality, Blessings, Curses, Insanities etc.)*

Player: _____

Game World: _____

Character Levels

Training

GM Level Sets Played (Date)

1					
2					
3					
4					
5					
6					
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11					
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30					
31					

Training

Choose a Trade: _____

Choose a Craft: _____

Enter First Class: _____

In Skills:

Out Skills:

Add a Rank or new Class: _____

In Skills:

Out Skills:

Add a Rank or new Class: _____

In Skills:

Out Skills:

Add a Rank or new Class: _____

In Skills:

Out Skills:

Add a Rank or new Class: _____

In Skills:

Out Skills:

Add a Rank or new Class: _____

In Skills:

Out Skills:

GM

Elder Sorcery Spell Sheet

GM

Player: _____ Game World: _____

Character: _____

Spell Title: _____

Total Level: _____

Incantation: _____

Mana Spent: _____

Delivery: Ritual/Touch/Ray/Ball/Aura/Other: _____

Mage Levels

Mana Cost: _____ Rate: Incant/Encounter/Day/Other: _____

Flame: _____

Effect: _____

Life: _____

Storm: _____

Necro: _____

Nature: _____

Flaws: _____

Elder Sorcery Spell Sheet

GM

Player: _____ Game World: _____

Character: _____

Spell Title: _____

Total Level: _____

Incantation: _____

Mana Spent: _____

Delivery: Ritual/Touch/Ray/Ball/Aura/Other: _____

Mage Levels

Mana Cost: _____ Rate: Incant/Encounter/Day/Other: _____

Flame: _____

Effect: _____

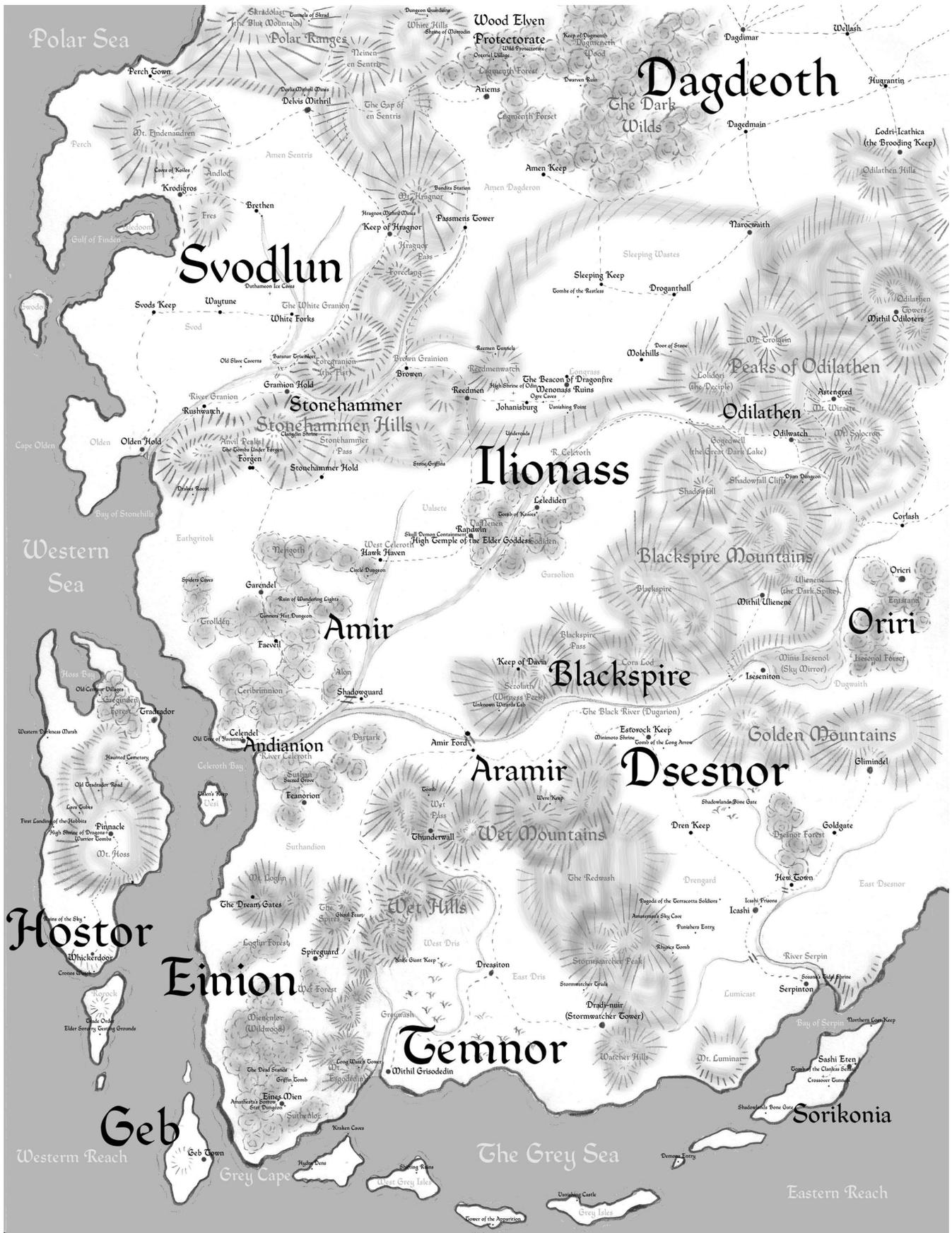
Life: _____

Storm: _____

Necro: _____

Nature: _____

Flaws: _____



Polar Sea

Western Sea

Hostor

Western Reach

Svodlun

Einion

Geb

Ilionass

Gemnor

The Grey Sea

Dagdeoth

Dsesnor

Sorikonja

Orii

Golden Mountains

Stonehammer

Amir

Aramir

Blackspire

Wet Hills

Blackspire Mountains

Peaks of Odilathen

Odilathen

Wood Elven Protectorate

Stonehammer Hills

Andianion

The Dream Gates

Wet Forest

Einas Mien

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

Wet Forest

Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

Wet Hills

Wet Forest

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Lodri-Iathica (the Brooding Keep)

Ullens (the Dark Spire)

White Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Stonehammer Hills

Wood Elven Protectorate

Wet Mountains

Wet Hills

Wet Forest

Grey Isles

The Dark Wilds

Blackspire

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