

MYTHS

WHAT TO DO?

A role playing game is a game about stories. The people that play it conceive and play out a story of some sort. There are written scenarios and settings, but the imagination is without limit so whatever the people playing can come up with is good, as long as it stays within the consensus of the group. There is also no need to ever end the game and there are no set winners or losers. Though it is possible to die in the game, that only means that one creates a new character and starts playing again. Although the game master and the players seem to be at odds with each other, trust and cooperation between them is actually necessary.

WHAT YOU NEED

The only thing that is needed to play the game is a set of dice, though more dice is both more fun and one set per person playing speeds up the game. Other things that can come in handy is the rulebook, pen and paper, character sheets, possibly a grid to speed up and keep track of movement. The most readily available playing grid is a of course a pad of paper with a grid on it but there are also play mats available for those that want to buy one.

INTERACTIVE PLAY

PLAYING THE GAME

Playing the game involves talking, perhaps drawing things to add to descriptions, at times using some sort of grid to handle movement while playing through an action sequence, and when something is unclear, rolling dice. The game is all about building a story together through imagination and talking.

For example: If a player wants to take a closer look at a lamp that the game master has described she just says “I walk up to the lamp, pick it up, and take a closer look”. Within the reality of the game, unless the game master puts some sort of obstacle in the way of her doing it, the players character has just picked up the lamp and the player is waiting for a closer description of the lamp from the game master.

ROLES

A traditional roleplaying game has two roles. One is the game master and the other one is the player.

THE GAME MASTER

You can think of the game master as the person in charge of all the extras, antagonists, the plot and the script in a story. The game master tells the players where they are and who else is there and then goes on to act out the part of anyone that the players chose to interact with. The game master is not supposed to tell the players directly what to do. However she may leave clues as to what direction she has intended for things to move along. It is still up to the players if they decide to do as the clues tell them to. It may just be that the players miss those clues altogether. A skilled game master can build adventures around a premise without ever having to force her

players into doing anything.

THE PLAYER

To be the player is to get to play the main character of the story. She is, along with the other player characters, the hero of the setting, the protagonist. Together they form a party of adventuresome individuals that go forth and do whatever it is that they feel need to be done. The game master builds the world around them while they play.

SPOTLIGHT

While making sure everyone gets their turn while playing a combat sequence is easy, it is also easy to give everyone time to interact while playing other scenes as well. One way to do this is to keep track of how long it takes to perform a task and then make sure everyone else gets to do something at the same time. This way it is easier to make sure everyone gets to be in the spotlight for a while and do something in the game.

RULES

There are set rules in this game but even those are merely suggestions as the only one that can really tell what each story needs is those that play through it. This however is not to imply though that anyone is free to break the rules. Changing the rules to fit a certain situation and play style better is something that should either be done after some consideration by the GM or through consensus by the entire group.

IGNORING THE RULES

Quite often a situation can be resolved just through interactions without any dice being rolled, this goes for most investigative and social situations. For the sake of immersion this is the kind of thing that should be encouraged. Thus it is good to ignore dice rolling in favor of solutions that involve talking to each other.

THE GAME MASTERS NO

The game master has three options when a player states an intent. One is to assume that the player's character succeeds. The second option is to make the player use the rules to see if she can achieve success. The third option, which should not be used without careful consideration or overwhelming certainty, is to say no. To say no removes a lot of energy from the game and does not encourage the player to use her imagination. Thus saying no to the player about something within the story should only be done if said player tries to do something that is in danger of ruining the game or simply impossible. However, the player should generally trust her game master so much that once there is a no, there should, hopefully, be no argument about the issue.

MEASURING INGAME TIME

The usual time measurements used for this game are quite commonly known. This will be such things as hours, days, months, years etc. It is however good to take a moment and think about what time frame things should be described in. Also downtime in this game is important for training and making the character better so keeping track of the passing of the seasons is

encouraged. Let us take a look at the time frames and discuss when it is appropriate to use them. In general, measuring time is only important if there is something timed going on in the background. If the characters have as much time as they like to do something, measuring how long it takes is not really that important. Measuring time all the time only complicates things.

YEARS

Very rarely do years pass without anything happening in game. However, should the characters become completely inactive as adventurers, it is possible that a lot of time may pass without them doing anything, until something brings them back to the life of an adventurer.

SEASONS

Though this might differ from gaming campaign to gaming campaign, this is the normal measurement used during Active Downtime. Adventurers that let more than a season pass without going out on adventure can probably be seen as inactive.

MONTHS

This measurement can be used when traveling, if the distance traveled is really far. However months are not that useful within the game context.

WEEKS

Some crafts projects take weeks. However since most crafting takes place within the downtime measuring time in weeks is normally not that useful either.

DAYS

Most traveling uses days to measure the time it takes to get somewhere. Healing is done once per day, some abilities are used once per day. Several in game tasks take one or several days. Thus days are used quite often when dealing with in game time.

HOURS

An hour is normally too long to measure in game activity in and not long enough to measure traveling time in. It is useful to know what time of the day it is since this affects lighting. Hours are also used when gathering information or hunting to see how long it takes.

MINUTES

Minutes is the usual time measurement of the game. This is often the amount of time it takes to perform an in game action, like looking something over, setting up a trap or clearing a room of debris. How many minutes something takes is usually up to the game master. The game master can also keep track of how long it takes for NPCs to do things. This way she knows when the NPCs will arrive at a scene or whatever it is she is calculating. It isn't that important to be exact and smoothness of play is generally more important than measuring time exactly.

For Example: The player wants her character to rummage through laboratory to see if there is anything explosive in there. It will take her 15 minutes, which gives other players 15 minutes to act and means that if any NPCs are scheduled to arrive at the laboratory within that time they do

so, finding the character rummaging through their stuff .

ROUNDS

This is a superficial measurement of time. It consists of around 6 seconds and is usually used in combat. See the combat section for further descriptions of what the round is used for.

DESCRIPTIONS

THE NEED TO DESCRIBE THINGS

Describing things in Myths is paramount. A thing not described is a thing not interacted with. Though players may ask if certain things are present or not they are more likely to just assume they are not if given a description that does not include them. Though describing everything in a shelf is tedious, when said shelf is just being glanced at, one should at least mention the presence of several art objects and books on it to give the players some idea what they may find there.

For example: Since this game does not include any game mechanics for discovering a trap that is not described, not describing a trap makes it impossible for the players to interact with it. If said trap is supposed to be hidden, the object behind which it is hidden should at least be described. If there is a mechanism for disarming the trap, that too should be described. Of course, sometimes traps are just death traps that cannot be discovered, but too many of those are likely to make the players wary of doing anything at all.

PLAYERS INVENTIONS

The game is supposed to be interactive. The players can of course add things by describing them themselves as long as they fit in to the current scene. However such objects are by their very nature not essential to whatever plans the GM has laid out since they were conceived in her mind.

ZOOMING IN

As previously mentioned, describing everything on a shelf is tedious for both the GM and the players. Thus it is important to know when to zoom in and not. Basically, when looked at closer an object described sparingly at first should be described in more detail. When said object is then interacted with the object in question should be given even more description.

For Example: When describing a room the GM mentions a shelf with several books and some statues on it. When the PCs give it a closer look they are informed that it is three statues, two depicting an anthropomorphic cat and one showing a watchful temple dog, there are also ten books on the shelf. When the characters actually start to examine the shelf they are given the nature of the books, possibly with some mention of important titles. They are also given clues as to who is depicted in the statues from what they are wearing and if any symbology is used. Finally when one of the characters starts looking through the books, the secret sheet of paper hidden in it falls to the floor.

FOCUS, OR AVOIDING INFORMATION OVERLOAD

Describing everything in the setting all the time is too time consuming to ever be valid. Thus it is important, if not overly realistic, to focus on things that matter. There are three types of things that matter. Those that give a feeling of the flavor, those that are parts of the story and those that are very hard to miss. The flavor things might be tapestries covered in erotic art that gives one the feeling this is a temple to a god of lust. Not important to the current storyline about grabbing a thief that is hiding within the temple but giving the players some sort of context as to where they are and how to interact with said thing.

Also mentioned are the things valid to the story. In this case the two shoes sticking out from underneath an altar covered in incense in the back of the room. These of course belong to the thief that the characters are looking for.

Finally things that can't be missed would in this case possibly be an enormous pillar at the center of the room, from which water spouts down into a small pool. This is important because if the players don't hear this when the room is first described they will be very surprised when it seemingly magically appears out of nowhere due to the GM describing it in the middle of the scene. Other examples might include a dragon lounging in the back of the cavern or a mountain seemingly made of gold off in the distance. A good idea is to try to see most intelligent creatures as things that cannot be missed if nothing else, even if they do not interact with the plot directly. Thus if there are priests and worshippers inside the temple at the time when the PCs arrive then they should probably be mentioned in passing.

What is not mentioned is all the other details that are just assumed to be there. A temple might include benches for prayer, there are probably patterns covering the walls, there is a slight smell of sweat from the people performing some sort of Yoga, etc. These things are all available should the players ask for them or if the characters stick around for longer than a glance, but they should not be in the first description since this just leads to information overload.

HANDLING INFORMATION

Generally MYTHS is played in a group. It is also assumed that the players and their characters will not have a total overlap of knowledge about the situation. For example the character is probably intimately familiar with the prevalent religions of its homeland while the player has read a blurb about it from a book. In the same way the player is aware of how many HP the character has and how much anything in the items table is supposed to cost while the character has a feeling of being fine or being injured and still needs to appraise and haggle for some things and thus might get a price that is totally inaccurate in comparison to the one given in the equipment tables of the game.

Thus players are already supposed to not act on all the information they have, instead immersing themselves in the campaign. This is why secrets that the characters keep from each other and information only available to one character will still most likely be available to all the players, since they are sitting right there while the information is handed out.

There is a tendency to act on information the character is not supposed to have when the player has it. This is of course very bad for immersion and should be avoided. The solution normally used in this game is to try to be more clear about how the information is handed out. Also it helps if they players are as descriptive of where they are and what their actions are as the

GM is.

It is much easier to comprehend that one cannot see the demon behind the pillar in the lobby when standing inside a separate bedroom behind a wall according to ones own description. If a character goes to search for information, those that are with her should mention that they are when she goes out searching for it. That way it is easier to keep track of the fact that they did not talk to the old monk at the top of the cliff and don't know about the demon hiding in the cracks of the nearby bridge.

MISSUSE OF INFORMATION

Of course there are people that will still ignore that they are not supposed to be privy to certain pieces of information. There are several ways to handle them within the game. One is to simply force them to play characters with some sort of oracular ability. Another is to keep track of what they know and don't know for them (a time consuming and rather boring way to do it). A third way is to start handing out information that isn't supposed to be known by all characters by writing notes or leaving the room to speak privately. A fourth is to admit to oneself that it is just a game and not something worth getting angry over. A fifth idea is to try to talk to the offender/s out of game in a mature manner.

THE STORIES

What kind of stories can you tell in a game like this. First answer is, any that you like. The second one is a little bit more complex. First of all, there are three measurements of story length that should be explained. The session, the adventure and the campaign.

THE SESSION

Every time you meet and play this game is a session. A session is probably somewhere between 2 and 10 hours. Unless you want to rush things, having 4 hours to meet, talk and play is probably a good idea. During a session there is as much story as you like, it is good for a game master to have some clue as to how fast her players are and how much story they will get through in a session so that she may prepare properly. Though the session really isn't a story in and of itself it is a good idea for the game master to try to end things with either a cliffhanger of some sort or resolution of something to leave the players wanting for more.

THE ADVENTURE

This is the usual story that this game is based on. An adventure is a location, a plot or an event of some sort that the characters come into contact with. Though the set up of the adventure is up to the GM it is highly unlikely that the adventure will start, proceed and finish exactly as she has imagined, the players will always have quite a lot of impact on the story, if they do not, then they are not as likely to feel that the game is interactive which could ruin their fun. An adventure ends either when the characters solve some sort of task, or when the GM realizes there is nothing left to do, or possibly when the players give up. An adventure should take between one and four sessions. If it takes longer than that, it should probably be divided into sub adventures.

THE CAMPAIGN

A campaign is a larger story being built by the adventures that they character go through. The campaign involves the same characters over a longer period of time, usually with downtime

between the adventures to give the characters a chance to learn new things. A campaign need not have a conclusion ever and can consist of as many adventures and sessions as you like. Some sessions in a campaign can even be spent building castles, training henchmen and other things that are not really happening within the adventure format. Since the game is openended and interactive it is a good idea to just go with the flow, improvise, and if necessary invent minigames and subrules to handle the things that need to be handled.

GAME SYSTEM

TASK RESOLUTION

Most tasks are resolved through description of actions. Only when the outcome is in question or when someone is acting under stress are the game mechanics used.

RULES

Resolution of any event that requires the use of game mechanics in this system is based on two things. One is the D20-roll. The other one is the Hit Point mechanic.

THE D20-ROLL

The D20-roll is when a D20 is rolled and the result aims for a difficulty. The difficulty is usually between 8 and 20. See the table beneath. Added to the D20 roll is usually one Ability and possibly a skill. There are also other bonuses that might be added such as Specializations, other tricks and possibly bonuses from gear.

DIFFICULTIES

These are some difficulties to give one an idea of how hard different tasks are.

8: This is something that even a person without the proper skills succeeds at quite often.

10: This is something that even a person with a complete lack of talent but some training can accomplish.

12: This is what a normal person with training can do on a daily basis.

14: A person who does this kind of thing for a living has specialized training and some talent for it.

16: Only a few people do this regularly without failing. Both special training and a lot of talent is normally required.

18: The most talented and well trained in the world can operate on this level without rolling the dice. Most normal people without training consider this kind of task to be a feat of luck to succeed at.

20: Even very talented people fail at this task quite often. Normal people do not attempt this unless desperate.

AUTOMATIC SUCCESS

When a character possesses a skill and can exceed the difficulty of a roll with 10 plus her other bonuses there is no need to roll the die, unless the game master deems the situation to be very stressful.

CRITICAL SUCCESS

When a 20 is rolled on the dice, the action does not only succeed, but does so critically. This means that the player gets to add some sort of added effect to what she did, such as forcing a struck target to save or fall unconscious or that a crafted item turns out to cost less to make than first thought.

THE HIT POINT MECHANIC

This means a character has a certain amount of hit points. This is her will to fight and her actual ability to survive.

HOW TO LOSE HIT POINTS

There are two ways that Hit Points can be lost. They can either be paid as a cost for using certain abilities, including the Exertion action (see below) that all characters can take. The other is when someone attacks you for damage.

EXERTION

This is when a character spends 1D6 Hit Points to get the amount rolled as a bonus to a D20 roll or to a defense against one attack. If a character would be reduced to zero hitpoints or lower by using Exertion, the ability does not work, the character does not lose the Hit Points but can no longer use Abilities with a cost or Exertion for the rest of the day.

PAYING FOR ABILITIES

Some abilities cost HP to use, usually 1D6 or as stated by the specific ability. If a character would be reduced to zero hitpoints or lower by using an ability, the ability does not work, the character does not lose the Hit Points but can no longer use Abilities with a cost or Exertion for the rest of the day.

STRIKE

This is an attack designed to remove the targets Hit Points by damage or exhaustion or possibly just attacking her will to fight. An attack does damage (damage=removal of the corresponding number of Hit Points). The Damage varies from one attack to the other and is usually calculated using the rules for the Strike that is being performed.

DYING

If a character reaches zero hit points, there is a chance of her dying. She needs to succeed on a Resist Save against death to not be considered dying, 1D6 rounds later she dies if no one helps her. If she succeeds on the check she instead becomes unconscious and in need of medical attention. There are some injuries that are considered non lethal most of the time, bare knuckle fighting in a bar fight rarely kills people for example. It is up to the GM to decide when attacks are considered non lethal.

REGAINING HIT POINTS

A character normally regains 1D6+CON+Level hit points per day. After a combat, someone can also perform an action that is called Patching Up. This takes a minute and requires an INT+Medicine roll against difficulty 10. A successful roll lets the character regain 1+CON HP.

COMBAT

This is a conflict in which one or both sides try to subdue the other one with violence. It often includes strikes against hit points or some sort of containing tactic.

THE ROUND

While the rest of the system usually measures things in a minute by minute or hour by hour time frame, combat is measured in rounds. A round is about six seconds, which makes 10 rounds a minute. During a round one can take one action while moving up to the characters move rating in squares. The acting person may also perform many small actions, like small jumps, climbing stairs and shouting. Actions that do not require her full attention and do not take an actual action to perform or that are considered a part of a move. The GM decides how many of these small actions the character has time for.

MEASURING DISTANCES

Distances are measured in squares. One square is about 5 feet or 1.5 meters. One square is the amount of space a character is normally assumed to occupy during combat.

USING THE GRID

It is not hard to use a squared grid. Whenever one counts the distance diagonally just count every other diagonal shift as 2. This is not perfect, but for gaming purposes it is close enough. Of course if there is a corner one has to actually walk around it instead of pass it diagonally. Walking through doors is also not something that is done diagonally.

NOT USING THE GRID

It is both allowed and encouraged to ignore using a grid altogether if doing so affects the level of immersion. Each player is different in what they prefer. If nothing else not using a grid for minor encounters speeds up play as getting set up can take a while. It isn't that hard to just imagine it all happening in your mind.

INITIATIVE

Initiative is a process where it is decided which side gets to go first in performing their actions. There are three different ways to determine this. The first one is that whichever side starts the fight gets the initiative, if this cannot be determined then the leader of each side rolls INT+Tactics, whoever rolls the highest gets to go first. The last way to determine initiative is used when who goes first is only determined by reflexes. In that case DEX is instead rolled.

TAKING TURNS

During a round both sides get turns. The one that won the initiative goes first. It is up to the players running a side who does what in what order within their turn. When all players on one

side has acted and moved as much as they are allowed, or want, the other side gets to do their turn.

ACTIONS

An action is normally some rather time consuming thing that the character must nonetheless perform within the round. Such as drawing a weapon, pushing a massive door open or making an attack (often the most common action in a combat).

MOVEMENT

The character can move her normal movement within one round. While moving the character can perform her action and as many small actions as she is allowed to along the way.

EXTRA MOVE ACTION

If she wishes. A character can spend her Action to move up to her full movement once more in a round.

EXHAUSTIVE RUNNING

The character can run up to 1D6 extra squares at the cost of the same amount of HP.

STANCES

This is the basic ways that a character can fight. All of them add different options to the characters actions.

No Weapons: The characters Dodge is increased by 1 while she has both her hands free. She also gets +1 to all wrestling maneuvers. However Block may be used to defend against all strikes against this character, even if the blocker is unarmed too.

One weapon in one hand: This manner of fighting increases the characters Dodge by 1. It also makes it possible for her to use DEX instead of STR to hit in melee.

One one-handed weapon in two hands: The character gets +1 to hit and increases the damage dice of the one handed weapon to 1D10.

Two weapons, one in each hand: The character increases her chance to hit by 1. She can also use DEX instead of STR to hit with her attacks if she so chooses.

One weapon and a shield: The character may use her Block to defend against all melee attacks.

One two-handed weapon in two hands.: The character gets +1 to hit.

ATTACKING

Making an attack means you are trying to forcibly do something against someone else, whether it is a strike for damage, a sweep to make them fall down or a poke to the eyes to make them blind. Since an attack is contested the difficulty is the targets defense rather than one set by the game master. Attacking is always an action unless there is a specific rule stating otherwise.

ATTACK TYPES

There are several different ways to attack someone in combat. Those that are most commonly

used in the game are listed below. What defense is being attacked differs between actions. Most commonly it is Block or Dodge though.

Attack Type	To Hit	Damage
Strength based Melee	STR	STR
DEX based Melee	DEX	STR
Archery and Throwing	DEX	STR
Firearms and Crossbows	DEX	INT

There are other more uncommon types of attack, such as magic. These other types have their To Hit and Damage ability listed when presented.

Example: Having lost her sword Mo Lai attacks an evil Serpent Monk with her unarmed attack. She adds her STR (+1) to her fighting (+2) to a D20 roll (13) and holds this up against the Serpent Monks Block defense (10+STR (+2)+ Fighting Skill (+2)) of 14. She hits and does 1D4+1 damage.

STRIKE

This is an attack to damage. The damage is the damage of the weapon plus the ability bonus mentioned in the Attack Type table. Damage for most normal weapons is listed in the Weapons Table.

Critical Success: Upon a critical success the character can force her target to save against 10 or be struck unconscious, prone, disarmed or any other condition that the person making the critical success so wishes.

CONDITION ATTACK

A condition attack is an attack designed to somehow limit the options of the opponent. For example an attack to disarm leaves the opponent without a weapon if successful and an attack to stun makes the foe dazed and confused for a while if successful.

DEFENSES

These are the difficulties to act against the character. The defenses differ depending on the type of action taken against the character. They are the following.

Block (STR+10)

This defense is normally used against unarmed attacks, grappling, pushes and strikes to disarm or throw the character.

Dodge (DEX+10)

This defense is used to move out of the way of all kinds of attacks. It can usually be used against attempts to grab the character as well but it cannot be used once the character is engaged in a grapple. This is also the difficulty to hit the character with most physical spells.

Resist (CON+10)

This defense protects the character against poison, disease, nausea, pain, stunning attacks.

Notice (INT+10)

This defense is used against ambushes, illusions and as a general defense against trickery, including feints.

Will (WIS+10)

This is a defense against mind control, fear and a general measure of the characters willpower. It protects against most sorts of mental attacks and holds as well.

Luck (CHA+10)

This is the defense against curses, bad luck and a general measure of the characters ability to avoid the effects of bad luck.

ARMOR

Armor Rating does not work like other defenses. It is instead the amount of damage needed to injure someone wearing armor. If the target number is reached then damage is calculated normally. If the Armor Rating is not matched by the damage, then the attack does no damage. For more rules about armors, see the Armor Table.

DEFEND ACTION

The character can, as an action, raise all her defenses by 1D6 for a round.

THE SAVE

Sometimes an active defense is called for. That is when 1D20 is rolled instead of the character just taking ten on her defense. For example a Luck save would be CHA+D20 instead of CHA+10. This is a save. Unless something else is mentioned, the difficulty of a save is 10. A save is not normally an action as it happens out of turn.

UNAWARE

If someone is not aware of an incoming attack, that character has a defense of 10, unless her defense is already lower than that. A character can chose to bypass AR instead of attacking against a defense of 10 should she so chose.

It is possible to make someone unaware in the middle of combat by feinting her, usually using Social skill or Intimidate to do so.

CONDITIONS

Most conditions remove options from the character that suffers from them. Examples of conditions are being stunned, grappled, blinded or disarmed. The limits from a condition are normally obvious, such as not being able to move away or use very long weapons when being grappled or being unable to see when blinded. If they are not, the GM should either come up with what penalties if any the condition incurs. If no one can come up with logical effects for a condition default to the stunned condition which makes the character have to chose each round between moving and taking an action.

WHEN DOES IT END?

A condition ends when it is logical for it to do so. For example when a disarmed character picks up her weapon again or when a grappled character breaks free of the grapple. This can be applied to most conditions, for example someone stunned can be allowed to roll an active defense against a difficulty set either by the one that stunned her or by the GM each round and has shaken it off when successful. If there is no logical way to shake off a condition, just roll 1D6 and assume that is how many rounds it lasts for.

CREATING A CHARACTER

The character is the player's avatar in the setting and story. She is one of the protagonists along with the other player characters. To create a character for this game one goes through the following steps.

CHARACTER CREATION SEQUENCE

- 1.** Determine Abilities
- 2.** Choose a Race

3. Choose a Class
 - 3.1. Note down Skills
 - 3.2. Choose a Trick
4. Make other game system choices
5. Roll for Hit Points
6. Flesh out your character

DETERMINE ABILITIES

The character has six abilities. These are the base talents of the character. How clever, charming, strong, wise, sturdy or agile she is. These abilities have two numbers, one is the actual value while the other is the bonus derived from that value.

DETERMINING THE ABILITY VALUES

This is done by rolling 3D6, and rerolling any dice that comes up with a one, then adding the three dice together. This gives the raw values. When referring to ability values the complete name of the ability is typed out.

DETERMINING ABILITY BONUSES

The ability bonus is calculated by taking the value, subtracting 10 from it and then dividing it by two (rounding down). Or one could just use this table.

VALUE	BONUS
0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6

24-25	+7
26-27	+8
28-29	+9
30-31	+10

Ability bonuses are added to almost every active dice roll involving a character in the game. Usually when mentioned in text the ability bonus is mentioned as an abbreviation.

THE ABILITIES

Strength (STR)

This is a measurement of the characters ability to lift and carry things, to impose her will on others through sheer force, and how explosive she is. It is used for jumping, climbing, swimming and generally when physical power is needed over finesse.

Dexterity (DEX)

This is a measurement of the characters pliability, her balance, her precision and her reflexes. It is used for anything from shooting a bow to picking a lock.

Constitution (CON)

This is a measurement of how sturdy a character is. How long she can run for, how well she deals with being poisoned, how much of a beating she can handle. It is usually used as a defense but can sometimes be used more actively to outrun someone at a long distance for example.

Intelligence (INT)

The characters intelligence score measures her ability to reason, her memory and her perception. It can be helpful when solving riddles and also protects the character from being ambushed.

Wisdom (WIS)

This ability is the characters empathy and her willpower. It is mostly defensive in nature, protecting the character from being affected by social or magical influences. It is also helps her understand the motives of others.

Charisma (CHA)

This is a measurement of the characters charm, appearance and luck. It is most often used to help sway the hearts and minds of others. It can also be used to intimidate and distract.

CHOSING A RACE

If the setting allows players to chose among several races then this is the time to do that. The basic game includes only humans, however future modules for the game will most likely include other races. Humans have the following statistics.

HUMAN

Abilities: The character gains +2 to an ability of choice

Versatile: Humans are more versatile than most other races. The character can chose another skill of choice. Any skills on the list that aren't forbidden due to restrictions from the setting is allowed.

Focused: The human is more inclined to try to achieve greatness in whatever she chooses. This means that a human character can choose another trick from the list of setting specific tricks or just a focus of her choice.

CHOOSING A CLASS

There are some classes that are available in most settings that are presented here. However there are a lot of other classes presented in the specific setting descriptions.

NOBLE

A noble is someone of high birth that spends most of her days entertaining herself while at the same time ruling society. She has class and style in her favor and whatever else she needs she can buy.

Skills: Scribe, Intimidate, Social, Fighting, Ride

Tricks: Fencing, Influential

WORKER

This is an urban character that spends most of her time working for low wages at jobs that are somewhat hazardous to her health. She is probably not the sharpest tool in the shed but she is very likely to have a whole community of people like her backing her up.

Skills: Crafts, Gossip, Endure, Athletics, Intimidate

Tricks: Union, Normal

ARTISAN TRADER

This character is inventive when it comes to making money and getting things done. Every community needs someone like her making sure that society is working properly.

Skills: Crafts, Social, Endure, Athletics, Science

Tricks: Inventor, Entrepreneur

OCCULTIST

This character is a somewhat shady scholar of the hidden. Occultists are often urban but there are also witches and druids from the countryside that might fit in to this concept.

Skills: Mysticism, Meditative, Legends, Insight, Scribe

Tricks: Rituals, Born Witch

SCHOLAR

The scholar studies the world. She is a very intellectual and social adventurer who is often appreciated for her wisdom and vision.

Skills: Legends, Science, Scribe, Insight, Social

Tricks: Blade of Wisdom, Patient

LUMBERJACK

The lumberjack lives near the woods. Along with the Barber she is one of the most classical heroes in the realm of fairytales. With her axe, her force of will and her woodland skills she tries to handle whatever situation she is thrust into.

Skills: Survival, Endure, Crafts, Athletics, Legends

Tricks: Axe Specialization, Reckless

PEASANT HERO

The Peasant Hero comes from the same humble belongings as the majority of people in her world. She is just another country bumpkin that doesn't seem much to the world. However she has both courage and a way with people that sets her apart from her peers.

Skills: Perform, Athletics, Courage, Legends, Survival

Tricks: Exemplar, Inspiring

BARBER

The barber spends most of her days cutting hair, talking and helping people with minor surgery. However she is also a source of information about all the things that she gets to hear while working, as well as a somewhat adventuresome soul that is very likely to put her nose where it doesn't belong.

Skills: Medicine, Dodge, Gossip, Thievery, Legends

Tricks: Blade Specialist, Healing Touch

NOTING DOWN SKILLS

This is simple, just write down the skills that the class has and move on. Skills are described and explained in their own section of the rules.

CHOSING THE TRICK

The player gets to chose between one of the two tricks available to her class. She may chose a focus instead. Either way this is noted down on the character sheet. Tricks are handled in their own part of the rules.

MAKING OTHER CHOICES

If the character is a human she gets to chose another skill of her choice and yet another trick, which may be any trick available in the setting that she is qualified for and that the Game Master allows her to have. There are conceivably other races that make choices as well. If so, this is the time to make those choices.

ROLLING FOR HIT POINTS

This is when the player rolls for the characters hit points. At this level the hit points should just be Constitution value plus one dice.

FLESHING OUT THE CHARACTER

The character probably has a background, a name, a personality, an appearance and several other details that feel important. If the play group includes keeping track of equipment in its play style this is the time to go shopping from the equipment lists as well.

SKILLS

These are the main abilities of the character. They are very much determined by her upbringing and training in life. Skills are usually quite broad, though there are some exceptions. These are the skills that are normally included in the game and what they do. A skill adds a +2 bonus to a D20-roll where it is applicable. Skill bonuses do not stack so having two skills that apply does not give a +4 bonus.

ATHLETICS

A skill for doing flips and jumps, for balancing, swimming and climbing. This skill can also be added to Block for countering wrestling maneuvers.

CRAFTS

This is the skill for crafting things. It includes a multitude of talents such as painting, sculpting, architecture, carpentry, etc.

COURAGE

This skill adds to your Luck save and to any defense against fear effects. It indicates that the character was raised to be brave and to not fear anything, trusting fate to guide her.

ENDURE

This is a skill that is added to the Resist defense. It is an indication that the character has trained her stamina and dedication to finish what she has started.

EVADE

This skill is added to the Dodge defense. It indicates that the character has been raised in an environment where little ones need to learn to get out of the way of grownups or that there is extensive fight training in background.

FIGHTING

A skill for fighting with both melee and ranged weaponry. It is also added to Block defense. This indicates a military or just generally rough background.

GOSSIP

The skill for knowing what is going on in society. Staying informed about scandals, politics and who is selling what. It is available to most people living in the cities and towns although there are those that are too aloof to care about such trivial things.

INSIGHT

This skill is added to the characters Notice to see through lies and illusions. It can also be used actively to determine the motives of someone.

INTIMIDATE

This is the ability to scare the living daylights out of someone. In combat it is used to scare or feint opponents. Intimidate is usually something that imposing figures develop to not always have to use their physical might.

LEGENDS

This skill includes a knowledge of written history as well as knowledge of monsters, gods and such things, as seen through the filter of legends.

MEDICINE

This is the knowledge of life, biology and healing. It is used for patching up the injured, helping the sick get well and just for giving information to people about their general health.

MEDITATIVE

This skill is added to the defense Will. It is also a measure of how this character has learned to keep calm under crisis.

PERCEIVE

This is added to the defense Comprehend when defending against hidden threats. This skill can also be used actively at times to gain extra clues from the game master, for example by listening to a conversation through a door. Perceive should never be required to discover anything when the characters have time to examine it thoroughly.

PERFORM

This is a skill used for dancing, acting, singing and making jokes professionally. It is the art of entertaining people.

RIDE

This is the ability to ride whatever animals are common in the setting. It also includes driving carts if necessary.

SOCIAL

This is a skill for fooling others, speaking untruths and feinting. It can also be used for convincing someone that something is in their best interests. To negotiate deals and to get along with whoever you are currently socializing with.

SCIENCE

The character is at the cutting edge of science in her era. She knows most of the things there are to know about chemistry, mechanics and how the natural world is ordered. This skill can be used to make explosives and poisons, should the technology for such things be available in the setting. It is also used to make all sorts of mechanical wonders that might exist, though this also requires knowledge in crafts.

SCRIBE

This character is a master of writing, calligraphy and illumination. She can read and write just about any language commonly known in the setting. She can also read magical scrolls and might know several dead languages. This skill can also be used to recall anything that she might have learned from spending so much time with her eyes peeled to different books.

STREETWISE

This is knowledge about all the different figures of the underworld as well as the ability to hang out with them without sticking out like a sore thumb. Those that know this skill have a talent for gathering information that is unavailable to other more upstanding citizens.

STEALTH

This is the art of remaining unseen and unheard. It is most commonly used to sneak past sentries, to hide from people searching for the character and to creep up on people undetected.

SURVIVAL

This skill helps a character survive in the wilderness. It also grants her knowledge of animals and plants and other features that might be found in the wild. Setting up shelters, setting traps and such are all included in this skill.

TACTICS

This skill is all about getting tactical advantages over the enemy. Unlike fighting which is the physical act of combat, this is a much more cerebral skill which includes learning about logistics, artillery, titles for officers, strategy and even the philosophies surrounding combat.

MYSTICISM

This skill is a knowledge of the supernatural as presented by whatever sect, cabal or religion that the character belongs to. Though it might vary somewhat, the character is generally aware of the supernatural, different philosophies of the setting and the rituals, prophets, scriptures and religions of the area. This is also the skill most commonly used to gain access to magic.

THIEVERY

This is the art of stealing. It is also used for sleight of hand, picking locks and even creating distractions to help others to do so. It can also be used to know who the different figures of the underworld are and to hang out with them without sticking out like a sore thumb. This can be used to gather information that is not readily available to polite society.

TRICKS

Tricks are the small things that makes a character unique as far as game mechanics go. While all characters with the same class start out with more or less the same skills, even freshly made characters can differ in what Tricks they know. A trick is a small piece of training that the character has picked up along the way somewhere. There is a few standardized ones though most of the tricks are available depending upon the setting that is being used. Those that are specific for a class are quite often a little bit better than the general ones.

TRICKS

AMBIDEXTEROUS

Prerequisite: 3rd Level

Cost: 2 HP

This character performs extra attack with her off hand weapon.

AXE SPECIALIZATION

Prerequisite: Athletics

This character does +1 damage with axes. She also gets +2 to break down doors and other obstacles when using an axe.

BASHING STRIKE

Prerequisites: 3rd level

If the attack of this character causes more damage than the target has Block defense, then that character is pushed back or toppled over (attackers choice).

BLADE OF WISDOM

Prerequisite: Legends

The character can, as an action, try to gain an insight about the current scene (through the use of Insight for social scenes, Legends for fighting monsters ETC) and through the gained knowledge advise an ally. Thus the ally is given +1 to all actions against the target for the rest of the scene.

BLADE SPECIALIST

Prerequisite: Medicine

This character can use her Medicine+DEX to make attacks with small blades. She also does 1D8 instead of 1D6 with knives.

BORN WITCH

Prerequisite: Mysticism

This character gets a +1 bonus to damage and effect rolls with all witchcraft spells.

CLEAVING STRIKE

Prerequisites: 3rd level

If the characters attack causes more damage than the target has Block defense, then she can perform an attack against another nearby foe.

CRUSHING SLAM

Prerequisite: 3rd level, Weapon Specialisation (Hafted)

This character does her strength bonus for damage against those using Block defense against her attacks with two handed hafted weapons, even if they don't manage to match it with their roll to hit.

DOUBLE STRIKE

Prerequisite: 3rd level, focus on one type of one handed weapon.

Cost: 3 HP

This character can make another strike with a one handed weapon that she has focus on.

ENTREPRENEUR

Prerequisite: Social

This character is very good at making money out of her inventions. She can generally make 25% more profit out of her business ventures than others.

EXEMPLAR

Prerequisite: Courage

This character adds +2 to the mental and social defenses of its allies after having successfully defended against such a thing herself.

FENCING

Prerequisite: Fighting

This character gets +1 to dodge when fighting with a single one handed blade.

HEALERS TOUCH

Prerequisite: Medicine

Not only does the character own a healing kit, she also has a way of patching people up. Whenever she applies first aid to a character after an encounter she gives them back 1D6+CHA HP instead of 1+their CON.

INFLUENTIAL

Prerequisite: Social

This character gets +1 to all social rolls with those in the upper strata of society as well as those servants that respect the upper echelons. Being a part of the elite can also give other advantages in society and during downtime actions.

INSPIRING

Prerequisite: Perform

The character can as an action each round add a +1 bonus to hit and damage to all its allies while she continues to perform for them.

INVENTOR

Prerequisite: Science

This character starts with some sort of invention and also has a +1 to all Science and Crafts rolls to invent or craft new items.

NORMAL

Prerequisite: Survival

This character seems to be a normal person. This means that she gains +1 to social rolls against common people. She is also very likely to be overlooked or ignored in general.

PATIENT

Prerequisite: Scribe

This character knows that time works in her favour. This means she may reroll most knowledge rolls and even some perception and insight rolls, once more, on the next turn.

QUICK DRAW**Prerequisite:** Fighting

This character can draw a weapon without having to use an action for it.

RECKLESS**Prerequisite:** Endure

This character can spend 1D6 HP to get +1 to strength rolls for the rest of the scene.

RITUALS**Prerequisite:** Mysticism

The character knows how to perform five levels of rituals. The rituals must be chosen from those available at levels 1-3. If this is chosen at the start of the game she also starts the game with one craft or weave that she knows already finished.

SECOND WIND**Prerequisite:** 3rd level, Toughness

This character can take her daily healing as an action any time during the day instead of having to rest to do so. This does expend her daily healing though.

SKILL CRITICAL**Prerequisites:** 5th Level

This trick improves the chance of getting a critical success, on one of the characters skills, by one. Normally from a natural roll of 20 to a natural roll of 19-20.

SKILL FOCUS

This is the general trick that can be learned many times for different focuses. It is generally a bonus of +1 to succeed with a smaller portion of a skill, such as nighttime movements with stealth or a certain fighting style for weapons. Generally focus does not stack with itself.

SKILL SPECIALIZATION

This is a general trick that can be learned many times for different specialisations. It is a +1 bonus that can be applied to anything that involves a non D20 diceroll for effect, such as a healing spell or a damage roll for a specific weapon. It is chosen for one skill each time the trick is chosen. Specializations do not stack.

UNION**Prerequisite:** Gossip

This character is one with the common worker of the area. Not only does she have access to one favour from the local union per session. She also has +1 bonus to all social rolls against other

workers. However the character is also expected to help others that are members of the Union.

MAGIC

All magic starts with rituals learned through study and training. There are three kinds of rituals. There are basic rituals, then there are weaves and crafting rituals. The basic rituals are often quite easy to perform and produces results once that are normally not permanent. The weaves are the rituals required to bind a spell to the spell caster permanently. Crafting rituals are rituals to make magic items, either one use items such as potions or scrolls or permanent items such as a magic sword.

What kind of magic is available varies from one setting to the next, thus only a few rituals are presented here as examples of what a ritual might be.

SPELLS

Once a weave has been woven the character knows a spell. A spell is some short term thing that may be cast, often in more action oriented scenes, to help the character perform a task. It almost always costs HP to cast. If nothing else is mentioned, casting a spell is an action. If no duration is mentioned the spells duration is instant.

MATERIALS

Most rituals use materials. The materials are not necessarily used up but if there is a cost written next to them then they probably are.

ELEMENTUM

There is also magically distilled substances, such as magic mushrooms growing in the enchanted forest or the floating gold of the rivers of hell, that can be used to replace almost any other component that fits in under their descriptors. Making up Elementum materials and deciding what kind of rituals they work for is up to the GM. Suggestions will be stated within the given setting. When elementum is quantified, the symbol for it is €.

IMPROVISED RITUALS

It is possible for a character to improvise a ritual to mimic a certain spell or ritual or to create a unique effect. This requires double the amount of ingredients.

BLESS WEAPON

Level: 2

Materials: Holy water from a high mass, earth from holy ground, access to a holy relic, a weapon to bless.

Casting Time: 1 minute

This ritual blesses a weapon for a day so that it may injure the unholy, ignoring any inherent AR of the creature. This weapon even injures the incorporeal.

CRAFT: BLESSED SYMBOL

Level: 2

Materials: Holy water from high mass, access to a holy relic, a religious symbol made of exotic or expensive materials (Cost 1£).

Casting Time: 3 hours

A symbol is blessed so that it gives +1 to Will, Luck and Notice against the unholy.

CRAFT: GOBLIN BOMB

Level: 1

Materials: Sulphur, coal, a circle drawn in chalk and a copper casing.

Casting Time: 1 day

This ritual creates a bomb with a grinning goblin face on it. That bomb does 1D8+INT damage to everyone within a 2 square radius. It is considered a throwing weapon.

CURSE OF THE THUNDER GOD

Level: 3

Materials: An iron rod, ground electrum (1 £),

Casting Time: 1 hour

Duration: 24 hours

The character curses someone. As long as that person is within 1000 feet of the character and outdoors, that target gets blasted by a lightning bolt for 1D12+CHA once per round. The target gets the panicked feeling that fleeing or moving indoors might be a good idea as the ritual is being cast.

EXORCISM

Level: 1

Materials: Holy Water, Holy Scripture

Casting Time: 1 hour

This ritual banishes an unholy spirit from a place or a person possessed by it.

WEAVE: INVISIBILITY

Level: 3

Materials: Chameleons (Or Octopus' skin), a six sided mirror (2£), smoke from a secret furnace

Casting Time: Downtime only

This ritual creates the spell Invisibility and binds it to the ritualist.

Invisibility

Cost: 3 HP

Duration: 1 hour

The character becomes invisible until she decides to cancel the effect or acts against another being.

WEAVE: SIMULACRUM

Level: 3

Materials: A six sided mirror (2£), glitterdust, another person that dresses exactly like the character.

Casting Time: Downtime only

This ritual weaves the spell Simulacrum

Simulacrum

Cost: 3 HP

Duration: 1 hour

This spell creates an illusory copy of the character. Whenever the character is interacted with, while this spell is active, there is a chance that the simulacrum is the one being interacted with. This is most easily solved by flipping a coin. If the character has created more than one simulacrum at the same time (which is possible by just casting the same spell again) then a D3 or D4 might need to be used instead. If the simulacrum is hit, it is instantly destroyed.

WEAVE: SPIRIT BOLT

Level: 1

Materials: Several strips of calligraphy written on paper soaked in vinegar and garlic, that are burnt while the caster is chanting the names of the secret masters.

Casting Time: Downtime only

This ritual weaves one of the most basic attack spells. The spirit bolt.

Spirit Bolt

Cost: 1 HP

This spell creates a bolt of spiritual energy. It hits with CHA+Mysticism and does 1D10+CHA for damage. It can also injure incorporeal beings and beings that are immune to normal damage.

WEAVE: TELEPORT

Level: 3

Materials: A lined cloak, an ounce of flash powder and a spyglass (5£)

Casting Time: Downtime only

This is a ritual to weave the quite powerful spell teleport.

Teleport

Cost: 3 HP

The character can with this spell instantly move up to 10 squares. This spell makes it possible to move through walls etc. If the location teleported to turns out to be a solid structure, the character will instead teleport to the nearest location that she can physically occupy.

WEAPONS & ARMOR

WEAPONS

Rather than to write the rules for every weapon in the game, there are general guidelines for how a weapon works.

MELEE WEAPONS

Unarmed Attack

An unarmed kick or punch, or possibly throw normally does 1D4+STR for damage.

Small Weapons

A small weapon, such as a tomahawk or a dagger, usually weighs less than 1 lbs and does 1D6+STR for damage.

One Handed Weapons

A one handed weapon usually weighs around 2 lbs or more and does 1D8+STR damage

Two Handed Weapons

Two handed weapons usually weigh 6 lbs or more and do 1D12+STR damage

Non Optimal Weapons

Improvised weapons or certain non military weapons, such as a pitchfork or a wooden club, usually do damage with a dice that is one size less than normal. For example an oar would be a two handed weapon that does 1D10 instead of 1D12 for damage. Certain weapons may also be way too unwieldy, this adds 2 to the difficulty of hitting an opponent.

Shields

Strictly speaking not normally used for hurting people shields are still non optimal weapons that can be used for bashing. The light shield being counted as a medium weapon and the heavy one counted as a Large weapon. However the main advantage of carrying a shield is that the character gets to use block against all melee attacks and just against certain types of attacks. A large shield also adds +1 to Block defense but -1 to Dodge.

THROWING WEAPONS

Small Throwing Weapons

Throwing knives, shuriken and possibly chakram are all small throwing weapons. These do 1D6 in damage and have a range of 5 squares. They correspond to, and in fact sometimes are, small melee weapons. In this category you also find slings.

Large Throwing Weapons

These are weapons such as a throwing axe or a spear. They do 1D8 for damage. They have a range of 10 squares.

RANGED WEAPONS

All weapons in this category have a range of 20 unless something else is stated.

Light Crossbow

This weapon does 1D8 damage and needs to be reloaded as an action before it is fired again.

Heavy Crossbow

This weapon does 1D12 damage and needs to be reloaded as two actions before it is fired again.

Hunting Bow

This weapon does 1D8 damage and reloading it is not an action. A hunting bow adds 2 to the difficulty to hit to those that do not have special training.

War Bow

This weapon does 1D10 damage and reloading it is not an action. An war bow adds 2 to the difficulty to hit to those that do not have special training.

ARMOR

What category an armor belongs to is both a sign of how much of the body is covered and how well the armor protects those parts. For example wearing arm and leg guards might be considered light armor even though they are made of metal. Meanwhile, even covering the entire body in cured leather will still only make it a light armor.

Light Armor

A light armor is made of soft materials or covers very little of the body. Normally leather armors and some combinations of chainmail or plate armor are considered light armor. Light armor gives an AR of 5 and -1 to Dodge defense.

Medium Armor

This is often a half armor of some sort. Like a chain shirt or a breast plate. The level of protection to the parts where there is armor is about the same as with a full armor, only there isn't protection everywhere. AR is 7 with this armor and it gives -2 to Dodge defense.

Heavy Armor

This is the kind of armor worn by samurai and knights for example. The character is clad in a full body suit of armor with the capacity to soak up most blows and bounce arrows off of it. AR is 10 and it gives -3 to dodge defense.

DOWNTIME AND EXPERIENCE

GETTING BETTER

Once an adventure has ended there is downtime. The downtime is when the characters get better. First of all they may gain levels. Second of all they get to learn new things.

GAINING LEVELS

A character gains level after a certain amount of adventures. How many is listed in the following table.

LEVEL	TOTAL NUMBER OF ADVENTURES
2	1
3	3
4	6
5	10
6	15
7	21
8	28
9	36
10	45

LEARNING NEW THINGS

Learning something new is possible every downtime. How long the downtime, between adventures, is differs and is up to the GM and in some parts the players. However as a good rule of thumb it should be around 1 season. During downtime a character can learn one of the following things.

A new trick: This takes one downtime and requires a reason to do so such as a teacher or this

being a part of the characters core concept.

A new skill: This takes two downtimes, it does not need to be consecutive downtimes though. This also requires a teacher of some sort or a good reason, such as someone entering the army learning endurance because she marches everywhere.

Raise an attribute: This takes four downtimes and raises the attribute by one. Usually this is a last resort when there is nothing else to do during a downtime.

OTHER DOWNTIME ACTIVITIES

This is the time when a character can spend her money, building castles, partying, doing business, building some sort of enterprise or whatever else she might feel like. Describing this and roleplaying through it is usually both fun and adds flavor to the campaign. There will, in the future, probably be whole subsystems for things a character can do in downtime depending upon the setting and what the focus of the campaign is. However this is not a part of the main rules and thus not presented here.

MONSTERS

These are the different creatures that might serve as antagonists of the player characters. The world of myths is full of monsters of all shapes and sizes and these are in no way representative of all the monsters available. They are, rather, an example of what might be found. After the monsters there are descriptions of the inherent traits of their race as well as the unique tricks that they have access to.

DEMON

This creature of gluttony, greed and lust is a strange spirit that lacks a physical body and can normally only interact with the world through suggestions given in a moment of weakness or by possessing someone in the midst of a particularly horrid moment of overindulgence. It is also possible for demons to possess an animal of some sort if the owner of it is lazy or if the animal has tasted human blood of flesh.

DEMON SPAWN: IMP

An imp is the lowest form of demon. It rarely has the strength to possess a human but it does have the power to possess smaller animals such as goats, cats or dogs. Once it has possessed this creature it can chose whether to remain in the shape of an animal or to become an anthropomorphic demonic creature. If it remains an animal it can whisper suggestions to its owner in the night making her perform all sorts of strange tasks while sleepwalking.

DEMON SPAWN: ZOMBIE

Sometimes a minor demon accidentally possesses the corpse of a human that died horribly. The creature then created is an undead abomination that shambles around, looking for humans to vent its anger upon. The zombie can also be crafted by practitioners of the dark arts. Sometimes whole armies are built from these creatures. They are durable and surprisingly stealthy.

ZOMBIE

Level: 1/2

STR 14

DEX 6

CON 14

INT 5

WIS 8

CHA 2

Skills: Athletics, Stealth, Intimidate

Racial Abilities: Frantic Digging, Life Sense, Undead Armor

Tricks: Frightener

HP: 9

ATTACKS:

· **Slam:** +2 (1D6+2)

· **Intimidation:** +4 (Feints the target)

DEFENSES

Block: 12 (14 vs wrestling)

Dodge: 8 (9 when unarmed)

Resist 12

Notice: 7

Persevere: 9

Luck: 6

Armor Rating: Undead Armor 10

SNAKE PEOPLE

The snake people are said to be the remnants of an ancient culture steeped in witchcraft. Some say they are related to, or at least the servants of, dragons. They dwell in ancient temples, slums and depopulated wilderness areas. They are often hidden from, or in the shadow of mankind and other more socially minded races. They look like humans with strange skin colorings as well as the occasional scale or ridge. Some snake people are much more extreme, with tails or snakes heads, but these are the exception, not the norm, often holding religious positions within their secretive society.

SNAKE PEOPLE WARRIOR

Level: 2

STR 12

DEX 12

CON 14

INT 10

WIS 10

CHA 6

Skills: Athletics, Intimidate, Stealth, Fighting, Survival, Evade

Racial Abilities: Scent, Pliable

Tricks: Fang Dagger Mastery, Dagger Specialisation, Scales

HP: 21

ATTACKS:

- **Fang Dagger** +4 (1D8+2)

DEFENSES

Block: 13

Dodge: 13 (14 with one handed fighting style)

Resist 11

Notice: 10

Persevere: 10

Luck: 8

Armor Rating: 5

TROLL

True giants can, according to fairytales, be as tall as the sky. Trolls on the other hand are slightly more maneagable. They are only about 8 feet or more tall, massive, lumbering and very crude looking creatures that resemble something made out of stone, moss and vines. They are usually blessed with strangely haunting yellow eyes and a sly and unreliable temper. Given their size and strength this makes most other creatures avoid them like the plague.

TROLL

Level: 3

STR 18

DEX 10

CON 14

INT 10

WIS 12

CHA 6

Skills: Athletics, Stealth, Intimidate, Strength, Survival, Endurance

Racial Abilities: Large, Night Vision, Intimidating, Sun Aversion

Tricks: Toughness, Cleaving Strike, Fighting Specialization: War Club, Terrible Charge

HP: 30

ATTACKS:

- **War Club:** +7 (1D12+5)

- **Intimidation:** +7 (Feints the target, free action first round)

DEFENSES

Block: 17

Dodge: 10

Resist 12

Notice: 10

Persevere: 11

Luck: 8

Armor Rating: Large 7

GORGON

To gaze upon a Gorgon is to die. Yet some legends claim that the gorgon is a thing of utter beauty. Others claim that it is a monstrosity of anger and death. Whatever the case is, few have

seen one and lived to tell the tale as their mere visage turns whoever gazes upon it to stone. The most common story tells of Oreads, spirits of the mountains, that were corrupted, by foul gods or magic, into snake haired monsters. They are rare, but their devastating powers make them among the most feared creatures in existence.

GORGON

Level: 4

STR 12

DEX 12

CON 14

INT 12

WIS 12

CHA 16

Skills: Occult, Legends, Survival, Fighting, Social

Racial Abilities: Petrifying Gaze

Tricks: Toughness, Writhing Presence, Deadly Poison,

HP: 30

ATTACKS:

- **War Club:** +6 (1D12+5)
- **Intimidation:** +7 (Feints the target, free action first round)

DEFENSES

Block: 13

Dodge: 11

Resist 11

Notice: 11

Persevere: 11

Luck: 13

Armor Rating: 0

DRAGON

The dragon is an ancient beast, though there are stories about young dragons being slain by knights and their ilk, most dragons are far too big and far too clever to ever be slain by any mere mortals. They are said to originate from a previous era, where other, more primitive life forms dwelled in primordial wilderness and above it all, the dragons soared like the royalty of a bygone era. Once they were the rulers of all but greed and gluttony doomed their race. Still they are the terror of all living beings, so powerful even demons fear them. Living in secluded areas and guarding treasures and knowledge often forgotten by the rest of the world.

MATURE DRAGON WARRIOR

Level: 10

STR 20

DEX 10

CON 16

INT 12

WIS 12

CHA 12

Skills: Athletics, Endure, Fighting, Perceive, Intimidate, Occult, Legends, Courage

Racial Abilities: Large, Wings, Natural Weaponry, Primitive, Magical Natural Weaponry, Magical Defenses

Tricks: Huge Size, Draconing Armor, Flight 5, Dragons Breath, Dragon Fighting, Hoarding, Terror, Rituals (GMs choice), Cleaving Strike, Bashing Strike, Fighting Critical, Fighting Focus Unarmed, Fighting Specialization Unarmed, Toughness, Terrible Charge

HP: 81

ATTACKS:

- **Gore, Claw, Bite, Tail Spike:** +9 (1D6+7), Critical 19-20
- **Intimidation:** +9 (Feints the target, free action first round)

DEFENSES

Block: 19

Dodge: 12 (+1 for being unarmed)

Resist 16

Notice: 14

Will: 12

Luck: 14

Armor Rating: 11

RACIAL ABILITIES

UNDEAD ARMOR

This ability means the undead has an AR against all but attacks meant to injure the Unholy.

LIFE SENSE

These undead are quite unperceptive but they have an unerring ability to find those mortals unlucky enough to come near them. They can sense the presence and general direction of any mortals within 10 squares of them.

SCENT

This creature has a +1 bonus to all scent based perception rolls and can track by scent.

PLIABLE

This creature has a +1 bonus to all rolls to break free of bonds or to squeeze through tight spaces.

FRANTIC DIGGING

The undead can dig through graveyard soil or loose earth at a rate of 1 square per round. Moving around this way to help surprise those above it.

LARGE

This creature gets a +2 to the difficulty of hitting any creatures smaller than it. It also adds +1 to its Block defense and raises its Hit Points dice by one category (normally to 1D8). Furthermore it gets an AR of 7 naturally. Finally, all of its attacks count as crushing.

CRUSHING

This ability does STR damage on a miss when trying to hit with a strike against Block value.

NIGHT VISION

This monster has better than average vision in conditions that are dark but not completely devoid of light.

INTIMIDATING

This creature is quite terrifying and has a +1 bonus to Intimidate.

PETRIFYING GAZE

Whoever looks upon the Gorgon is turned to stone. To avoid doing so while fighting her requires a successful Notice vs 10. Anyone looking away gets +2 difficulty to hit her dodge. It is possible to close ones eyes but when doing so the difficulty to hit her dodge is increased by 5. The drawback of this is of course that the Gorgon can have no minions except those immune to her gaze.

GLIDING WINGS

The creature has wings that can be used to buffer falls, making it impervious to falling damage while it is allowed to act.

NATURAL WEAPONRY

The creature has a tail spike, it has horns, claws or fangs. It does 1D6 with these natural weapons.

PRIMITIVE

The dragon has a very hard time wearing armor and wielding weapons. It also prefers to rely on its natural abilities.

MAGICAL NATURAL WEAPONRY

This creature has natural weapons that are magically enhanced to be +1 to hit and damage.

MAGICAL DEFENSES

This creature has defenses that are magically enhanced to be +1.

HUGE

This ability increases the hit point size by one more size. It also makes the target resistance to saving throw effects such as poisons that are Save or Die or Blinding strikes that are save or become blind. The size of the creature means that it has to fail 2 saves against different attacks that kill or maim the creature before it is successfully subject to the rules for whatever the

condition is. Some abilities work just fine on the creature however, such as the Gorgons mere visage turning even giants into stone. The creature can also defend against most physical attacks from normal sized foes with its Block defense instead of its dodge, by virtue of being able to sweep most threats out of the way without effort.

TRICKS

SCALES

Some snake people are born with or develop scales. These scales give them an AR of 5.

FANG BLADE MASTERY

This trick makes the character better at wielding fang blades. She does 1D8 damage with it instead of 1D6 and she also gets a +1 focus bonus to hit with it.

FRIGHTENER

Prerequisite: Undead

Cost: 2

After successfully intimidating a victim this character can make an attack as an extra action.

TERRIBLE CHARGE

Prerequisite: Large

This character can attack and intimidate in the same round at the same turn at the start of a fight where she wins the initiative or the target is unaware of her until the fight starts.

WRITHING PRESENCE

Prerequisites: Gorgon

Anyone in close combat with the Gorgon must succeed on a dodge save against 10 or be struck by snakes on her head. These do 1D6+CHA poison damage.

DEADLY POISON

Prerequisite: Writhing Presence

The snakes on the Gorgons head now deliver a poison that requires a Resist vs 10 or the character hit dies. If the target manages to save she is still damaged normally.

DRACONIC ARMOR

Prerequisites: 3rd Level, Dragon

The dragon is a true warrior dragon. It has an AR of 10.

FLIGHT

Prerequisites: Athletics, Dragon

The dragon can fly at a speed of +2. This trick can be bought up to one time per level for +2 speed each time.

DRAGONS BREATH

Prerequisites: Fighting, Dragon

The character gets +1 to dodge against close combat attacks, due to the heat it gives off.

Use Ability

Cost: 3

The dragon breathes a cone that is 5 squares long and 5 squares wide. Everyone in that cone takes 1D12+STR damage unless they manage a Dodge vs 10.

DRAGON FIGHTING

Prerequisites: Dragon

The dragon does +1 damage with its natural weapons

Use Ability

Cost: 1

The dragon can make an extra attack with its natural weapons.

HOARDING

Prerequisite: Perceive

The dragon can hoard at least 10£ worth of gold to get to use one of its abilities for free once per day. If it manages to hoard 30 £ it gets another free use. It can also spend 10 £ to gain experience as if it had completed an adventure. If it spends 10 £ over the course of a year, it gets an extra training point for that year. This requires for it to stay inactive.

TERROR

Prerequisite: Intimidate

When breathing fire or charging an opponent the dragon can perform an intimidate action as a free action against a chosen foe.

HUGE DRAGON

Prerequisite: Dragon, 7th level

This trick gives the dragon the racial ability Huge.