

Player's handbook

This chapter covers everything a player needs to know to play the game, including how to create, play and advance their character, what equipment costs and more.

Create your character

Go through the following steps to create your character:

1. Distribute your ability dice
 - Your abilities are Strength, Agility, Mind, Spirit and Character.
 - You have d6 in each of these, but you can lower an ability to d4, and raise another one step. You can do this multiple times, but no ability can be higher than D8 to begin with.
2. Choose race
 - Each race, apart from adding flavour, adds some special abilities.
 - You can be a human, elf or dwarf.
3. Choose class
 - Your class determines your hit points per level and gives you a set of basic skills, and a class specific Resource.
 - You can be a warrior, rogue, cleric or wizard.
 - Roll your starting hit points. What die you roll is stated in the class description.
 - Choose your starting Class skill (Refer to the class descriptions for available choices)
 - You also get a non combat skill from your class.
4. Choose three general skills
 - Refer to the skills section for available choices.
5. Make up a name and a short description of your character, and any background, personality and so on you wish

[Optional rule]: Heroic 1

Ask the GM if you are running with this rule. If you are, every new player character starts with 4 additional hit points.

[Optional rule]: Heroic 2

Ask the GM if you are running with this rule. If you are, every new player character starts with their maximum allowed hit points instead of rolling. This only applies for level 1, subsequent levels are rolled as normal.

[Optional rule]: Super heroic

If the GM so wishes, she can combine the two rules above, so that each character begins with a full hit die plus four hit points. Reserve this for games with very few players or with extremely heroic content (though in that case it may be better to start the characters at a higher level).

Playing with few characters

This game is designed for four or more players, and it may prove extremely lethal if the group consists of fewer people. If this is the case, ask the GM for advice (and GMs, look this section up in your book!).

Abilities

Your abilities describe general knowledge or ability in five areas: Strength, Agility, Mind, Spirit and Character. They each have a die type (From D4 to D12), and that die type is what you roll when you try something that is covered by that particular ability.

To start off with you have the die type D6 in each of these five abilities, but while creating your character you can choose to lower one or more of them to D4, and in turn raise another ability one step. When starting out, you cannot have a higher die type than D8 in any ability.

Example: Medea is creating a crude barbarian. She lowers Spirit and Mind to D4, thus getting two raises. She puts one in Strength and one in Agility, ending up with Strength D8, Agility D8, Mind D4, Spirit D4 and Character D6. She hopes that no one tries to fool her or use any mind controlling magic on her. Good luck Medea!

Strength

How strong is your body? How much can you lift? How long can you run? How hard do you hit?

Strength is the warrior's primary attribute, and decides how well you hit in melee combat. It is also used for all manner of bodily activities, such as climbing, running, lifting, general handiness and many crafts.

Use Strength to resist poison and disease.

Agility

How good is your hand-eye coordination? How good is your balance? How fast can you run? Can you fit through a small opening? How light on your feet are you? How nimble are your fingers?

Agility is the rogue's primary attribute, and decides how well you hit in ranged combat and combat with small weapons. It is also used for all manner of maneuvers where quickness, slenderness and stealth are required, such as sneaking, pickpocketing, hiding and many crafts.

Use Agility to avoid fireballs, falling rocks and to reduce fall damage.

Mind

How good are your reasoning skills? Can you think abstractly? Can you see through the illusion? Do you know what the capital of the kingdom is? How good are you at games of skill?

Mind is the wizard's primary attribute, and decides how apt you are at magic. It is also used for checks for things such as research, arcana and most knowledge skills.

Use Mind to see through illusions.

Spirit

Do you appreciate art? Do you feel like you have a place in the universe? Are you confident? Are you empathetic?

Spirit is the cleric's primary attribute, and decides how well you can deal with the gods. It is used for raising morale, realise the intent and feelings of others and to be self assured.

Use spirit to resist being charmed or affected by other mind affecting magic.

Character

Can you resist temptation? Do you stand fast in the face of terror? Can your presence capture the interest of an audience? Can you get that sword cheaper?

Character is a general ability handling all social interaction, as well as a character's personal sense of responsibility and moral fiber. It is used to persuade, bluff, and to not flee in the face of danger.

Use Character to resist fear and temptations.

Races

Your race adds flavour to your character, a unique background and look as well as some special abilities. The three races are Human, Elf and Dwarf. Each race has a non combat bonus, a utility ability and a combat bonus.



Human

Humans are generalists and adaptable. They can survive in the face of overwhelming odds and are capable of great kindness and great cruelty.

Humans spread far and wide in the world, and can be of many different complexions, tempers and cultures.

Non combat bonus: Gain an additional Character based general skill.

Utility: Well travelled (+1DT to Speak languages and Geography)

Combat bonus: Human adaptability gives them +1DT to any *Get there first* roll.



Elf

Elves are immortal beings from the deep forests. They are wise and strong of mind, and have a longer perspective than most other creatures.

Elves are reclusive, secretive and have an advanced and rich culture. Many different types of elves may exist in your particular world, typical examples include Wood elves, High elves, Dark elves and Gray elves.

Non combat bonus: Gain an additional Wilderness general skill.

Utility: Perceptive (+1DT to search and spot)

Combat bonus: Resistant to mind affecting magic, roll all such rolls as if Skilled.



Dwarf

Dwarfs are sturdy, hardy and stubborn. They live underground in great halls of stone, and are especially revered craftsmen. Many different types of dwarves may exist in your particular world, typical examples include Mountain dwarves, Hill dwarves and Deep dwarves.

They are resistant to the elements, gaining an extra die to resist all rolls against heat and cold, and have an extra die for all non combat rolls in underground areas.

Non combat bonus: Gain an additional artisan skill.

Utility: Low light vision (see twice the distance with a torch). In total darkness they are as blind as anyone else.

Combat bonus: Resistant to the elements of heat and cold, roll all such rolls as if Skilled.

Classes

Your class determines your roll in the group, what skills and specialisations you can pick and how much hit points you will gain each level. There are four classes: Warrior, Rogue, Wizard and Cleric.

Your class gives you the following: Hit die - ie what type of die you roll to determine your Hit points, three (3) starter skills, a class specific resource (see the class descriptions for details), and two Class skills, which in turn has Class specialisations attached to them.

The class is very defining for your character and what sort of things you will end up doing during the game, so pick something that you think will be fun. Warriors are mainly melee fighters, they tend to be in the foreground, attacking and being attacked, and they tend to shine in combat situations. Rogues are sneaky assassins that hide in the shadow, and they are experts at exploring dangerous places secretly. Wizards casts powerful spells that do damage or control the enemy, and they are good at learned things. Clerics are, like warriors, melee fighters, but they can also give benefit to the group as a whole with prayers, healing and hindering the enemy.



Warrior

The warrior is an expert at melee combat. In combat he or she sports the best armour and weaponry, either dealing devastating damage or soaking up damage from enemies. Out of combat the warrior handles crafting and logistics.

The player of the warrior is often asked by his or her fellow players to lead in combat, acting as tactician and strategist.

Starting out as a warrior

The warrior receives 1D8 hit points per level.

A warrior has the following class skills from the start: Light armour (ability to wear), Simple weapons (+1D), Handiness (+1D).

At creation, select if you want to focus on Melee combat or Protection.

If your focus is Melee combat, you start the game with a two handed weapon of your choice, and if your focus is Protection you start with a one handed weapon and a suit of leather armour.

Combat advantage

After having defeated an enemy (deal the killing blow as it were), a warrior gains a *Combat advantage die*. Up to (Level/2) dice can be kept at any

time. These dice can be spent to increase any attack or damage roll, are always of the type D6, and are gone once they are spent.

When the warrior wants to use one or more combat advantage die, he rolls a normal skill or damage roll, but also rolls the combat advantage dice. Combat advantage dice are considered as any other die, and are counted towards the success and quality of rolls.

Skills and specialisations

The warrior's two combat skills are Melee combat and Protection. Melee combat focuses on dealing damage, Protection on avoiding or being able to cope with incoming damage.

The warrior non combat skill is Handiness, covering artisan activities such as Smithing, Carpentry and Leatherworking.

Melee combat

If you select this skill you are Skilled (use an extra die) in the use of any melee weapon.

Specialisations

To choose any of these, you must have selected the Melee combat class skill.

Swords

Roll with one more die (totalling at least 3 die) whenever you use a one handed sword or sword like weapon.

Clubs

Roll with one more die (totalling at least 3 die) whenever you use a one handed club or club like weapon.

Spears

Roll with one more die (totalling at least 3 die) whenever you use a spear or a lance or other spear like weapon.

Axes

Roll with one more die (totalling at least 3 die) whenever you use a one handed axe or axe like weapon.

Two handed weapons

Roll with one more die (totalling at least 3 die) whenever you use a two handed weapon that isn't a spear.

Two weapons fighting

Allows you to use two one handed weapons, one in each hand. You get to do two attacks per round, one with each weapon. The off hand weapon must be of the Light type. The attack made with your off hand is done with -1DT.

Lethal

You are lethal with any weapon. +1DT damage.

Ripost

Whenever you are hit in melee, you retaliate with a quick attack, doing 1D4 damage to the enemy.

Sweeping strikes

Does weapon-1DT damage to all adjacent creatures. Each creature can avoid the attack as normal.

Protection

If you select this skill, you are Skilled in the use of any armour. You can also use a shield.

Specialisations

To choose any of these, you must have selected the Protection class skill.

Total protection

If you are wielding a shield and choose not to attack your target, you gain +1DT on the roll, but do no damage if you win.

Taunt

With a successful roll for Taunt (Character), you make an opponent want to attack you. This does not mean they automatically will, but it will increase their willingness to do so (Resist with Cha to overcome).

Intimidate

With a successful roll for intimidate (Character) you make an opponent not want to attack you. This does not mean they automatically will not, but it will increase their reluctance to do so (Resist with Cha to overcome).

Shield bash

Requires you to wear a shield. If the attack succeeds it does D4 damage, and if the opponent is not significantly larger than the warrior, they are also pushed over and are counted as prone. It takes one round for them to get back on their feet, and they have -1DT on defense during this time. They cannot attack while being prone.

Mind shield

Your mind is trained to ignore suggestion. You get an extra die when you roll to resist mind affecting magic.

Force movement

A successful attack of this type does -2DT damage, but forces your opponent to move 10 meters in a direction you choose, if this is possible given the physical circumstances. If the movement is impossible, they will first move where it is possible, and if they are cornered, they will take +1DT damage until they are freed.

Elemental shield

Your body is hardened against the elements. You receive an extra die when resisting elemental attacks.

Projectile shield

You can use your shield to parry projectiles, giving any projectiles that are fired so that you can see the person firing them -1DT damage.

Handiness

You are Skilled in any practical undertaking. This includes the crafts below, but is not limited to them. Other examples where this skill comes into play are: Building a raft, sailing, repairing a bridge, constructing a makeshift ram and so on.

Specialisations

To choose any of these, you must have selected the Handiness class skill.

<Specific craft>

Gives you an extra die when using this craft. Example includes: Carpenter, Fletcher, Smith, Leatherworker, Mason.



Rogue

The rogue is a master of stealth and mechanical devices such as locks and traps. He or she is the born explorer, carefully sneaking ahead, discovering and disarming traps and picking locks. The rogue in combat is rarely seen but when they strike, the damage has the potential to be the highest of all the classes. They often strike from the shadows or from a distance using light weapons or ranged weapons.

The player of the rogue often gets the final word on where the party is going next, leading the exploration of the adventure location.

Starting out as a rogue

The rogue receives 1D6 hit points per level.

A rogue has the following class skills from the start: Sneak (+1D), Search (+1D), Spy (+1D).

At creation, select if you want to focus on Subterfuge or Explorer.

If you focus on Subterfuge you get a suit of leather armour and a one handed weapon of

your choice. If your focus is Explorer you instead get a dagger and a set of lockpicks.

Trick dice

Rogues are masters of luck and fighting against the odds. They gain one *trick die* (which are always D6es) every odd level (to a total of 5 dice at level 9), which can be used whenever they wish. All trick dice are regained after an 8 hour rest. When one or more trick dice are used, the rogue has to declare what it is he is trying to do (if the game master deems that the action is not *tricky* enough, he can deny the use of the dice in this instance). He then rolls a normal skill roll for that action, but also rolls the trick dice. Trick dice are considered as any other die, and are counted towards the success and quality of rolls.

Example. Rhana, a sneaky level one rogue, has one trick die. He is now trying to run through a passageway full of fire traps with a vial of holy water without spilling it, so he declares that he will run straight in, dodge the first one, jump over the second one, and then throw the vial into the air, make a forward roll and then catch the vial again. The GM asks him to roll an acrobatics roll with a difficulty of 6, and Rhana rolls his 2D8, plus 1D6 (the trick die). He gets 2 and 6 from the D8s, and the D6 explodes! The final tally of the D6 is 8, so Rhana gets two successes, and easily makes the run.

Skills and specialisations

The rogue's two combat skills are Subterfuge and Explorer. Subterfuge focuses on sneaking, staying hidden, striking out quickly to deal a lot of damage, only to disengage again and go into hiding. Explorer focuses on handling adventure specific situations, such as locks, traps, using magic items and poisons and finding the best way. These are skills that aren't always used in combat, but are vital to the survival of a party in a dungeon.

The rogue non combat skill is Spy, covering finding hidden things and secrets as well as having contacts in the underworld and so on.

Subterfuge

This skill gives you the ability to effectively wear light armour. It also gives you an extra die when attacking with light, thrown or projectile weapons.

Specialisations

Light weapons

This specialisation lets the rogue use an extra die when attacking with Light weapons, such as Daggers, Clubs and improvised weapons.

Thrown weapons

This specialisation lets the rogue use an extra die when attacking with Thrown weapons, such as Throwing daggers, Throwing axes, rocks and slings.

Projectile weapons

This specialisation lets the rogue use an extra die when attacking with Projectile weapons, such as Bows, Crossbows and Javelins.

Sneak

Lets the Rogue use an extra die when sneaking.

Backstab

If the rogue attacks an unsuspecting victim (one who is not aware of the attack) they double their damage. this ability only works on humanoid creatures no larger than one size larger than the character.

Example

Sven the Sneak sneaks up on a guard with his dagger at the ready. He is successful (rolling an 8 while the guard rolls a 4 to discover him). He is behind his target, raises his dagger and strikes. The guard is unaware, so the roll is made against a straight 3 difficulty (the guard is counted as "still"). He rolls 3D8 (because he has the Light weapons specialisation and D8 in agility), and hits. He then rolls 2D8, and hits. Finally he rolls 1D8 and hits again. Three hits! The damage is therefore 3D4, which turns out to be 11 in total. Because Sven has the backstab specialisation he doubles that, doing a whopping 22 damage to the guard!

Disengage

If the rouge is Engaged in combat, she can, if she wants to, try and disengage without getting hit. Roll 2D with agility against the opponents 1D agility to succeed.

Precision attack

Increases the damage type with one for all weapon groups you are specialised in. For example, if you have the Light weapons specialisation, a dagger in your hands does D6 damage rather than D4.

Two weapon fighting

Same as the warrior specialisation, but daggers have no penalty

Penetrate

The rogue rolls search before the attack. If successful he may ignore all armour as he or she has found a gap in it.

Aim

When you attack from stealth, you have an extra attack die.

Unimportant

Allows the rogue to, with a successful Character check, appear less important. Monsters are more likely to choose another target than the rogue.

Explorer

This skill gives you an extra die when manipulating all manner of mechanical objects, such as locks and traps. It also gives you an extra die in acrobatic maneuvers.

Specialisations

Locks

Gives you an extra die when trying to pick or construct locks.

Traps

Gives you an extra die when trying to disarm or set traps.

Use magic items

Allows the rogue to use wands, staves and rods, scrolls and some other magic items normally only usable by Wizards.

Poisons

The rogue is knowledgeable in poisons, and can create, apply and identify poisons.

Search

Gives the rogue an extra die when trying to find hidden things, such as traps, treasure and doors.

Path finding

With a successful Spirit roll, the rogue has an inclination, an intuition if you will, of the best way to go to reach a goal. Before the roll the rogue has to ask a specific question, such as "Which is the least dangerous path of these three?", "Which is the shortest way to the throne room?" or similar. Only one criteria can be asked about at every location.

Acrobatics

The rogue is an expert climber, jumper and acrobatic. She gets plus one die on all such maneuvers.

Spy

This skill lets you use an extra die when dealing with other people, such as when you are trying to gather information, negotiating and acting.

Specialisations

Sleight of hand

Allows you to try and pick pockets or hide small objects, and gives you an extra die on these actions.

Underworld contacts

Knowledge of thief guilds, fences and how to gather information from them.

Disguise

Disguise someone to look as a member of a different type of role in society. It's very hard to make someone look like a specific person.

Act

Play a role

Diplomacy

Knowledge of politics, how to say things to politicians and diplomats, how to negotiate

Insight

Sense motives and hidden meanings

Escape artist

Get out of restraints, get through narrow passages etc

Rope master

Use a grappling hook, climb ropes (double speed), make all manner of knots

Forgery

Forge documents etc



Wizard

The Wizard is the wielder of powerful dark forces used to supernaturally control or restrict enemies, or deal devastating damage.

The player of a Wizard often gets the task of drawing the map of the dungeon as the party explores.

Starting out as a wizard

The wizard receives 1D4 hit points per level.

A wizard has the following cantrips from start: Light (ability to cast), Mage hand (ability to cast), Minor illusion (sound/visual/smell/taste) (ability to cast), Spark (ability to cast). You can also use magical items (read scrolls, use wands etc) (ability to roll). You also get the following class skill: Knowledge (+1D).

At creation, select if you want to focus on Elemental or Mentalism.

You start the game with 4 scrolls with random spells that you can cast once each.

Spellpoints

Casting spells is very draining on the soul. Every spell has a cost in *spellpoints* (though the cost can be zero). Each time the spell is cast, it costs that many spellpoints. Wizards have $\text{Die type in Mind} / 2 +$

Level spellpoints (so a level one wizard with D8 Mind

will have five (5) spellpoints). A wizard regains all lost spellpoints when having an extended rest (8 hours). Spellpoints can never be lower than zero.

Skills and specialisations

The wizard's two combat skills are Elemental magic and Mentalism. Elemental focus on dealing damage, both to individual targets and to many targets at once. Mentalism focus on controlling the enemy, restricting movement, inducing fear and so on. The wizards non combat skill, Knowledge, contains various rituals as well as general knowledge skills that befits an educated person.

A special note on wizard specialisations

Wizard specialisations are spells. They are travelling magic, adapted to be quick and usable on foot. As such they all take one round to perform, just like any other ability. They are also scaled down. A wizard researching and performing a fire ritual can surely conjure up a bigger fireball than the one described below for instance. Nevertheless wizard spells are among the most powerful abilities in the game, especially since they scale well. At higher levels wizards are clearly more powerful than the other classes. This is a conscious choice, as they are decidedly weaker on lower levels. Honing your wizard, as it were, and protecting them at lower levels, can mean a party can reap the benefits of one on higher levels.

Wizard spells all have Cost, Duration, Damage, Area of effect and Range (see the rules for more information).

Elemental magic

The theory of Elements have proven a deep source of arcane knowledge for the wizard.

This skill allows you to cast a magical missile (cost 0) made of fire and earth at a target, doing d4 damage (resist with Agi). One more missile every 3 lvls so 4 on l 10.

It also lets you read scrolls and use other magic items with an extra die.

Specialisations

Fireball

Cost: 3

Duration: Instant

Damage depends on caster level: 1-3 d4, 4-6 D6, 7-9 D8, 10 d10

Area: Ball with 6m. R, 900 m3

It will fill this area, so if no room is given it'll expand wherever it can. In a "normal" dungeon, 3 meter to ceiling it'll cover a box of 12x12 squares or 144. In the open, or if the ceiling is at least 6 m high, it'll cover an area of 8x8 squares or 64. Each square is 1.5x1.5 meters. It hits friends and foes alike. Resist with Agi.

Wall of flame

Cost: 2

Duration: Concentration

Damage depends on caster level: 1-3 d4, 4-6 D6, 7-9 D8, 10 d10

Area: Wall, 12x3x0.5 meters

Produces a wall of flames that is up to twelve meters wide, up to three meters tall and half a meter deep. The wall can be placed in any way the wizard wishes. Anyone who is not protected from fire,

or is of the element of fire will avoid the wall as it emanates strong heat. Anyone passing through the wall will take damage (Resist with Agi). 1-3 D4, 4-6, 7-9, 10 d10.

Darkness

Cost: 0

Duration: 1 round per level of the caster

Damage: None

Area: 1 square (3x3 meters) per level of the caster

Lays an area in total darkness, preventing sight for anyone who uses normal senses. Creatures using infra red, spirit or other supernatural sight are unaffected.

Stoneskin

Cost: 0

Duration: 1 hour per level of the caster

Damage: None

Area: Personal

The casters skin turns hard and metallic. It protects against physical damage with -1DT.

Loose ground

Cost: 1

Duration: 1 hour per level of the caster

Damage: None

Area: Up to 8 squares (3x3 meters each) per level of the caster

Makes the ground in an area treacherous, either by making it muddy, shake or crackelate. Resist with Agi: If fail, stuck, else Half speed.

Ray of ice

Cost: 0

Duration: Instant

Damage: D4, +1DT every four levels for a maximum of D8 on level 9

Area: 1 target

This spell fires a ray of pure ice at a target. Apart from taking damage, a victim who fails their resist (Agi) is also slowed for 1 round per level of the caster.

Water breathing

Cost: 1

Duration: 1 hour per level of the caster

Damage: None

Area: 1 target

The target can breathe under water, but not on land, for the duration.

Root

Cost: 3

Duration: 1 round per level of the caster

Damage: D4 the first round, then D6, D8, D10 and finally D12 on the fifth round and any rounds after that.

Area: 36 squares

The wizard commands the element of water to guide roots from that snares victims in the area. The victims are swallowed by the earth, suffering damage from compression and suffocation. For the first two rounds the victim can resist (Str) to get free, subsequently they can resist (Str) to take half damage, but needs help from someone else to get out. After the fifth round they are underground, and shovels or other equipment will be required. this spell affects anyone in the area, including the wizard. If someone breaks free, they can try and move out of the area, but passing through any square that is affected requires them to resist or be caught again.

Whirlwind

Cost: 1

Duration: 1 round per level of the caster

Damage: None

Area: one square, centered around the caster.

This spell causes a great sudden gust of wind flying in all directions away from the caster, thus protecting against projectiles aimed at the wizard. The protection is equivalent to -2DT armour.

Lightning

Cost: 1

Duration: Instant

Damage: Dependant on caster level: 1-3 D6, 4-6 D8, 7-9 D10, 10 D12

A bolt of lightning shoots from the caster's hands, hitting a target of their choosing (Agi to resist). It then jumps to the nearest other person, preferring people with metal armour if possible, doing one DT less damage to them. It continues to jump in this manner until it does D4 damage.

It is possible that this spell can be diverted after the first target if enough conducting material is nearby. If, for instance, a wall of steel is next to the victim, the bolt may go into the wall and dissipate, however this is at the GM's discretion.

The bolt makes no difference between enemies and friends.

Stinking cloud

Cost: 1

Duration: 1 round per level of the caster

Damage: D4 per round in the cloud

Area: 1 square (3x3 meters) per level of the caster

The wizard summons a poisonous gas from the air, covering the area. anyone standing in the square must resist (Str) or take D4 damage and be rendered unable to act, other than to try and get out of the gas cloud. This spell affects friends and enemies alike.

Elemental cloak

Cost: 1

Duration: 1 round per level of the caster

Damage: None

Area: 1 target

The wizard surrounds himself or a target with an elemental cloak, making him resistant to elemental damage. The protection is equivalent to -1DT armour.

Mentalism

Delving into the mind of themselves and others to control and alter, this type of arcana is perhaps more feared than any other.

This skill allows you to cast Stun (cost 0), paralyzing an enemy for d4 rounds if successful.

It also lets you read scrolls and use other magic items with an extra die.

Specialisations

Sleep

Cost: 1

Duration: 1 hour per level of the caster

Damage: None

Area: nine squares (3x3 meters each)

Each creature in the area must resist (Spi) or fall into a deep dreamless sleep. Loud noises, such as combat, can awake anyone sleeping thus, giving each of them a resistance roll each round.

Charm person

Cost: 1

Duration: 1 day per level of the caster

Damage: None

Area: 1 target

The target must resist (Spi) or fall under the thrall of the caster, trying their best to fulfill every whim they have. This is not mind control, the victim still thinks for themselves and performs tasks as best they can. If this spell is cast in combat, the affected victim is basically acting as if they were on the casters side, if it's cast outside of combat it can be used to gain information, amazing prices and so on. Once the spell has ended the victim will remember the whole incident and may not be best pleased.

Paralyse

Cost: 2

Duration: 1 round per level of the caster

Damage: None

Area: 1 target

The victim must resist (Spi) with -1DT or be paralysed for the duration.

Invisibility

Cost: 2

Duration: 1 hour per level of the caster

Damage: None

Area: 1 target

The target is made invisible to normal sight for the duration. He or she can still be heard of course, as well as smelled and felt. Creatures with exceptional senses or other forms of sight will be able to perceive the target more or less as usual (use Min to see through the illusion).

Zone of silence

Cost: 2

Duration: 1 hour per level of the caster

Damage: None

Area: Three by three squares (3x3 meters each)

Creates a sphere of complete silence, no sound is able to pass through it in any way. This prevents spellcasting and prayers in the area, even for the wizard themselves.

Lower resistance

Cost: 1

Duration: 1 round per level of the caster

Damage: None

Area: 1 target

The victim must resist (Spi) with -1DT or have all their resistances lowered by -2DT for the duration. This includes mental magic and prayers, as well as elemental attacks and some creature special attacks.

Mental barrier

Cost: 2

Duration: 1 round per level of the caster

Damage: None

Area: 1 target

Shields the target from mental magic and prayers, giving +2DT to resist.

Terror

Cost: 3

Duration: 1 round per level of the caster

Damage: None

Area: 3x3 squares (3x3 meters each)

The wizard strikes utter terror into all in the area. On a failed resist (Cha) they will headlessly flee, or, if that is not possible, crouch together unable to act.

Fear

Cost: 2

Duration: 1 round per level of the caster

Damage: None

Area: 1 target

The wizard strikes fear into a target. On a failed resist (Cha) at -1DT they will headlessly flee or, if that is not possible, crouch together, unable to act.

Mental agony

Cost: 2

Duration: 1 round per level of the caster

Damage: D4 per round

Area: 1 target

Induces painful mental agony in the victim. Resist (Spi) with -1DT to avoid the damage for the round. The victim also has -1DT to all actions while under the effect.

Knowledge

All Wizards can read, write and count. They also possess a deep knowledge of all things magical (use Skilled rolls for such things because of this skill).

Specialisations

Arcana

Knowledge of all things magical.

Ritual: teleport

Teleports the wizard or a target to the specified location, which must be familiar to the wizard. The maximum distance is dependant on the wizards level.

Ritual: dispel magic

Attempts to dispel a magic effect. The difference in level between the original caster and the wizard gives the difficulty (if the wizard is of a higher level the difficulty is 3).

Ritual: summon

Elementals, deamons and angels... The wizard can summon a creature up to twice his or her own level.

Ritual: Protective rune

Creates a protective sphere around a painted rune. No demonic creature can enter or leave the rune as long as it is intact.

Sense magic

Detects magic residue and magic in the vicinity.

Runes

Create scrolls

Alchemy

Create potions

Enchanting

Create wands rods staves, and magic items.



Cleric

The cleric is a warrior priest, fighting evil with the help of their gods. In combat they are either experts at soaking up damage and helping their allies or at healing and protecting.

The player of the cleric often gets the task of being the leader of the group, morally, and logistically, handling rations, potions, group gold and the like.

Starting out as a cleric

The cleric receives 1D6 hit points per level.

A cleric has the following class skills from the start: Mend (heal HD-1DT HP, Cost 1) (ability to cast), Light armour (ability to wear), Priesthood (+1D).

At creation, select if you want to focus on Combat or Prayer.

You get a holy symbol, a one handed weapon and leather armour to begin the game with.

Favour and disfavour

Clerics have favour with their god(s). Using the god's power for mundane matters drains the cleric's favour (each

prayer below has a cost, though some cost zero). A cleric has <die type of Spirit> + Level favour. All lost favour is regained once the cleric has an extended rest (during which he or she is assumed to perform various rituals to honor their god). If a cleric is in desperate need to use a prayer, but does not have the favour to do so, they can opt to gain *disfavour* with their god. Disfavour is a negative number, and can be endlessly low. However, for a prayer to take effect when the cleric has disfavour, the cleric has to succeed with a simple roll with Spirit against the disfavour. Disfavour is regained by one point per week of intense repentance.

Example. Viggo, a devout of Sol, is in dire need to heal his comrades, but he has used up all his favour with his god. He chooses to gain Disfavour. The prayer Mend costs 1, so he gains one disfavour. to succeed he has to roll above that with his Spirit die (D8). He rolls 5 and the prayer takes effect. He can now not regain his favour until he has gotten rid of his disfavour. Because it is

only one point, it will take him a week of intense prayer and fasting. Once he has done that, his favour will return with another 8 hours of prayer.

Skills and specialisations

The cleric's two combat skills are Combat and Prayer. Combat lets you get up close and personal with the evils of the world, specialising you in melee combat and in how to take a lot of damage. Prayer lets you cast godly spells that aid your friends and harms your enemies. The cleric non combat skill is Priesthood, and contains, along with general priestly knowledge skills, ceremonies, powerful rituals that gets you the help of the gods.

Combat

This skill allows you to effectively use shields, and use one handed weapons with an extra die (Skilled).

Specialisations

Heavy armour

Allows you to use heavy armour.

Clubs

Gives you an extra die when attacking with one handed blunt weapons.

Thrown weapons

Gives you an extra die when attacking with thrown weapons, includes sling.

Shield wall

If you are wielding a shield and choose not to attack your target, you gain +2DT on the roll, but do no damage if you win.

Divine blow

A hit does -1DT damage, but stuns the opponent making them miss their next 1D4 attacks.

Aura of wrath

Makes all enemies prone to not attack the cleric out of fear (Cha to overcome).

Aura of holy focus

Makes all enemies prone to attack the cleric because he is surrounded by a holy light that makes enemies hateful towards him (Cha to resist).

Turn undead

The cleric scares or destroys all undead in front of him that fail their defenses.

Inspire

Gives all allies (on a successful roll) +2DT to resist fear and to morale rolls for 10 minutes.

Prayer

This skill gives you the ability to cast a Bless/Curse (cost 0) on yourself or another, giving them

+/-1DT to all rolls for D4 rounds (use Spi to resist). It also allows you to use holy items.

Specialisation

Blessing of wrath

Cost: 1

Gives one person +1DT damage for 10 minutes.

Aura of faith

Cost: 1

Gives -1DT armour.

Aid

Cost: 1

Gain 1-3 D4, 4-6 D6, 7-9 D8, 10 D10 temporary hit points.

Cure / Harm

Cost: 2

Cures or causes damage on touch (Spi to resist). The damage or healing depends on the level of the cleric. 1-3 D6, 4-6 D8, 7-9 D10, 10 D12.

Purifying fire

Cost: 1

Great damage (d10) against undead, deamons etc, normal (d6) against others.

Holy strength/agility/mind/spirit/character

Cost: 2

+1DT to the attribute in question for 10 minutes.

Animate dead

Cost: 2

Animates skeletons or bodies in the surrounding area. The level of monster is $\frac{1}{4}$ the clerics level, rounded up. The total number of levels is the clerics level times two.

Entropic barrier

Cost: 2

Protects against missiles.

Cloak

Cost: 3

Hides the subject from creatures that does not have normal eyesight, such as undead.

Priesthood

This skill gives you knowledge of the worlds apart from our own. You know about gods, deamons and devils, and how to (hopefully) combat them. It also lets you select ceremonies, powerful rituals

that asks for divine favours.

Specialisations

Ceremony: Scrying

Allows you to see a faraway place as if you were there.

Ceremony: Divination

Allows you to divine a truth about the future or past.

Holy presence

Raise morale by walking around, exchange a few words, a small prayer etc.

Occultism

Knowledge of religious things

Ceremony: Heal

Can heal any ailment, such as diseases, amputations, lowered ability dice, level drain and even death on higher levels. Heals all normal hit point damage in around half an hour.

Ceremony: Remove Curse

Removes any curse on a person, or temporarily removes a curse on an item for 1 minute per level of the cleric.

Ceremony: Hallowed weapon

The cleric holds a ceremony over a weapon, praying for it to become hallowed and serving the god in a specific task. If the task is in alignment with the gods wishes, the ceremony may succeed and the weapon henceforth does +1DT damage and gives +1D to attack rolls when it's used by a member of the faith who strives towards the weapons designated goal.

Ceremony: Animate higher undead

Animates a skeleton or corpse into a higher undead creature. The creature has a will of it's own, but if proper preparation is taken beforehand it can be bound to the cleric, or bargained with.

Ceremony: Divine intervention

Dangerous if the wish is not in alignment with the god.

General skills

These skills are learnable by any class and race, they are rather narrow, to be seen as spot specialisations. This list is by no means complete, if someone in your group has a good idea for a skill, add it!

Endurance (Str) - Exert yourself for longer!

Jump (Str) - Jump higher and longer!

Climb (Str) - Climb better!

Swim (Str) - Swim faster and for longer!

Lift (Str) - Lift heavier things!

Balance (Agi) - Don't lose your balance as easily!

Ride (Agi) - Ride better!

Acrobatics (Agi) - Do acrobatic maneuvers easier!

Sprint (Agi) - Run faster!

Escape (Agi) - Avoid people grabbing you!

Throw (Agi) - Throw things with better precision!

Read/write script (Min) - Understand a script (One skill per script)

Speak language (Min) - Speak a foreign language! (One skill per language)

Listen (Min) - Hear better!

Administration (Min) - Know how a state is run!

Law (Min) - Know the law!

Botany (Min) - Know about plants!

Geography (Min) - Know where things are!

History (Min) - Know about events of the past!

Mathematics (Min) - Know how to calculate!

Games of skill (Min) - Know boardgames where skill is the deciding factor!

Appraise (Min) - Know how much things are worth!

Linguistics (Min) - Know about forgotten languages!

Zoology (Min) - Know about animals!

Animal handling (Spi) - Make animals do what you want!

Survival (Spi) - Handle survival better!

Insight (Spi) - Be better at guessing what goes on inside the head of others!

Morale (Spi) - Flee more seldom!

Arts (Spi) - Paint and sculpt better!

Music (Spi) - Play instruments and sing better!

Diplomacy (Spi) - Be better at politics!

Interrogate (Cha) - Persuade people to give up information that they are secretive about!

Bluff (Cha) - Lie and make the truth appear to be other than it is!

Haggle (Cha) - Get the price down!

Persuade (Cha) - Be more persuasive!

Act (Cha) - Take the role of someone else!

Rhetorics (Cha) - Speak to the crowds persuasively!

Steadfast (Cha) - Resist interrogation!

Levelling up

Three things happens every time you level up: You gain more hit points, you choose one combat skill or specialisation, and you choose one non combat specialisation or a general skill.

Every three levels (so at levels 4, 7 and 10) you also get to increase one of your abilities by one die type.

Hit points

When you reach the next level you always get more hit points. Roll the same die as you rolled initially, and add the number to your previous hit points.

Combat skill/specialisation

Choose one skill or specialisation for your class lists. To choose a specialisation you have to meet the skill prerequisite requirement.

Non combat specialisation/general skill

Either choose a non combat specialisation from your class list or pick a general skill.

Ability increase

Choose one of your ability dice, and increase it one step. You cannot have more than D12 in an ability.

Equipment

Money:

1 truesilver pieces (tsp)	=	10 gold pieces (gp)
1 gp	=	10 silver pieces (sp)
1 sp	=	10 bronze pieces (bp)
1 bp	=	10 copper pieces (cp)
1 copper	=	10 tin pieces (tp)

Food, fresh (mixed, keeps for a maximum of 1 week)

1 tp/day and person

Food, travelling rations (dried goods, keeps for a maximum of 1 month)

1 cp/day and person

Iron rations (dried, lighter than travelling rations, keeps for 6 months)

1 bp/day and person

Elven waybread (dried, lighter than iron rations, keeps for 12 years)

1 sp/day and person

Rope 1cp/meter

Flint and tinder 2 tp

Torch (1 hour) 1 cp

Oil lamp 3 bp

Oil (1 hour)		1 bp
Bedroll	5 bp	
Backpack		3 bp
Tent (6 man)		7 sp
Club		3 sp
Dagger		1 gp
Shortsword		5 gp
Broadsword		10 gp
Two handed sword		20 gp
Leather armour		3 gp
Plate armour		10 gp
Riding horse		7 gp