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Introduction

INTRODUCTION

Welcome to the world of Destiny. Destiny is a world that takes place in the Fantasy genre, a world of magic, myth, creatures, races and medieval lore. Destiny itself is more than a game system, but a world that has been developed in over a ten year span of time.

Destiny is a role playing world, a mythological environment in which you can develop your own character and experience imaginary beings. This is a continent of legends and detailed histories, both past and in the making. Step into this world and you can become an integral part in Destiny's illustrious history.

Destiny is an RPG world where you will play a part in the history of that world, build your reputation and become a respected or feared member of society. Actions taken by you can alter the world for good or evil as you help to shape history on your journey.

WHAT IS A ROLE PLAY GAME

A Role-playing game (RPG) is a term used to describe a broad family of games in which players assume the roles of a fictional character in a constructed world. Actions taken within the game succeed or fail according to a formal system of rules and guidelines.

Role playing games are fundamentally different from most other types of games in that they stress social interaction and collaboration. This would be similar to a "Choose your Own Adventure" book.

Destiny is a "pen-and-paper" or "Tabletop" game, with one player specially designated the game master (GM). The GM creates the setting

in which each player plays the role of a single character. Players describe their actions through speech, and the Game Master describes the results. The GM describes the game world and its inhabitants; the other players describe the intended actions of their characters, and the GM describes the outcomes. Some outcomes are determined by the game system, and some are chosen by the GM.

WHAT YOU NEED TO PLAY

There are several things you will need to play this game. First you will need this book. This book will contain all the rules and world information needed to play this game. This is the core rule and world book. Any other books to the Destiny Fantasy RPG game will be supplemental to this book to enhance the gaming world and experience.

Other things you will need:

- Friends (aka Players or victims)
- Imagination
- Time (aka having no life)
- 2 ten sided dice
- Paper
- Pencil (we don't recommend using a pen)

Optional:

- Pizza
- Caffeine

SYSTEM OVERVIEW

This book will provide everything you need to play in the way of rules and world. Before we get into the thick of it, here is a brief overview of how the system works.

DICE

Destiny is a tabletop Role Play game and like most RPGs Destiny uses dice to determine

arbitrary outcomes. This outcome will determine success or failure. Please note that the dice should not be used in lieu of actual role playing. If a situation can get by without the use of dice we would recommend that you do so.

Destiny will use 2 ten sided dice for all rolls. This is represented as 2D10. You can purchase 10 sided dice from a game store, hobby store, comic book store or online. EBay is a great resource to purchase dice.

ATTRIBUTES

Characters possess several Attributes which determines their innate capabilities. These are the natural talents and gifts of the character.

Attributes will have a rating that will range from 1 – 10 with one being the worst. Higher Attribute Ratings are better. The average Attribute Rating in Destiny is 4.

When your character performs an action that requires the dice to be rolled you will usually add your Attribute Rating to your roll.

See Page 8 for more information on Attributes.

SKILLS

Each character will possess Skills which represent your characters training and learned abilities. Skills are the backbone of your character.

Skill Ratings will have a range from 0 (unskilled) to 10 (unsurpassed). As with Attributes, the higher the Skill Rating the better you are at performing that Skill. The average Skill Rating in Destiny is 4.

When your character performs an action that requires the dice to be rolled you will usually add the appropriate Skill Rating to your roll.

See Page 22 for more information on Skills.

SITUATIONAL MODIFIERS

As with real life, not everything is strait forward. There will be certain situations or conditions that will make performing a task easier or more difficult. This is represented as either a bonus or penalty that will be added or subtracted from your total.

Performing a ranged attack at night with no real light is more difficult than doing so in broad daylight. This would be represented by a penalty or negative number.

Picking a lock with high quality professional tools can make the job easier and therefore would be represented as a bonus or a positive number.

All modifiers are cumulative unless otherwise stated and are added or subtracted after the die roll is complete.

See Page 57 for more information on Situational Modifiers.

ROLLING THE DICE

Now that you understand all the factors that can impact the outcome of an action, you will need to know how to put it all together.

The GM will determine which Attribute you will need to use to perform the task at hand and which Skill will need to be used.

The player will add the appropriate Attribute Rating with the appropriate Skill Rating. This will *usually* result in a number from 2 through 20.

The player will roll 2D10 (two ten sided dice) and add them together. This will usually render a result of 2 through 20.

It is important to note that most 10 sided dice have a number from 0 – 9 on them. The 0 represents 10.

There are two special rules that apply to the rolling of the dice. First is the Rule of 10s. If you ever roll two 10s (a 10 on both dice on the same roll) you will roll an additional 1D10 (one ten sided die) and add it to the original roll total (which would have been 20).

Second is the rule of 1s. If you ever roll two 1s (a 1 on both dice on the same roll) you will roll an addition 1D10 and subtract the result from the original roll total. Note that this can result in a negative number.

The player will then add the Roll result to the Attribute and Skill Ratings. This will typically give you a result from 4 – 40.

At this time the player will apply any situational modifiers that the GM has determined to apply.

See Page 46-47 for more information on Rolling the Dice and Success or Failure.

Credits & Thanks

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Legal Stuff

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Character Creation

CHARACTER CREATION

Creating characters in Destiny is an adventure unto itself for many players. The system is a point based system. You are given 100 Character Points to build your character and you will spend those points to determine your Attribute Ratings, your Skill Ratings, your Abilities if you are a Practitioner of Magic or a Member of the Church and any additional purchases.

CHARACTER POINTS

Character points are units used during character creation and development. Each player will be allotted 100 Character Points for the purpose of creating their character. A character's attributes (such as intelligence), skills (such as Stealth or Light Weapons), or abilities (such as Elements or Influences) can be "bought" for a certain number of points. Higher Ratings or a greater degree of power will cost more character points. Later, character points can be earned through level advancement and spent to improve attributes, skills, or abilities, or to buy new skills or abilities.

BACKGROUND

Before you begin to create your character you should have an idea of the type of character you are wanting to play. It is usually helpful to put together a brief one or two sentences that describe your character. This will assist you in determining what levels you should purchase your various Ratings at, which Apprenticeships and Occupations you should choose, etc.

At this point, if playing in a group, the group should work together to come up with a back story on how they know each other and what concepts work well together so that there is not too much overlapping.

PURCHASE ATTRIBUTES

Each character has 7 Attributes. Each Attribute Rating will begin with 1 and cannot go below 1. It helps to prioritize your Attributes to determine which are most important to your concept. It is important to note that all Attributes play an important role in the game. If you skimp on one you will suffer somewhere down the line. So be certain you are willing to take that sacrifice.

Attribute Ratings may not be purchased above 6 during Character Creation.

You will need to purchase your Attribute Ratings high enough to account for Race Modifiers. An Attribute Rating may never drop to or below zero.

Attribute Rating	CP Cost
1	0
2	1
3	2
4	4
5	8
6	15

See Page 8 for more information on Attributes.

CHOOSE RACE

There are five available player races to choose from. Each race has certain advantages and disadvantages.

All the races, with the exception of Human, will have Racial Modifiers. These modifiers will impact your Attribute Ratings and cannot lower the Attribute Rating to 0 (in other words you must purchase your Attribute Rating high enough to compensate for the Racial Modifier). When purchasing an Attribute Rating keep in mind potential Attribute Penalties you may have to account for based upon the Race you choose

to play. All Racial Modifiers are applied after the Attribute Rating is purchased. The Racial bonus can therefore raise an Attribute Rating above 6 for a beginning character.

The five player races are the Cimmerian, Khor, Human, Tir and the Warrow.

See Page 12 for more information on Races.

CHOOSE APPRENTICESHIPS & OCCUPATIONS

In medieval society an Apprenticeship is important. It often determined what you would be and amount to in life. An Apprentice is one bound to serve another for a prescribed period with a view to learning an art or trade. He is one who is educated through practical experience under a skilled worker to learn a trade, art, or calling.

To be able to access Magic or Clergy you must take an Apprenticeship. There are 10 available Apprenticeships to choose from. The player may also choose to forgo an Apprenticeship.

The player character is no longer an Apprentice once play begins unless decided by the player or the GM for role play purposes.

An Occupation is the primary job or training of the character. This is the activity in which your character engages in order to earn a living. The Occupation does not impact the Apprenticeship nor does the Apprenticeship impact the Occupation.

Whereas the Apprenticeship grants the character access to certain things (magic, clergy, alchemy, wealth or specialized skills) the Occupation grants the character specific skills with a +1 bonus modifier. Occupations also allow the player to purchase their Occupational Skills up

to 6 instead of the normal restriction of 5 during character creation.

There are 14 listed Occupations. A player and GM may choose to create custom Occupations. The player may also choose to forgo an Occupation.

See Page 16 for more information on Apprenticeships and Occupations.

PURCHASE SKILLS

What a character knows and how well he knows it is important to the game. A skill shows the characters training and practice in a specific area.

Skill Ratings may not be purchased above 5 during Character Creation. The exception to this rule are the Occupational Skills which may be purchased up to a Rating of 6.

Skill Rating	CP Cost
1	1
2	2
3	3
4	4
5	6
6	10

See Page 22 for more information on Skills

LANGUAGES

A subset of skills is Language. Each character begins the game with the ability to speak their native language. In order to be able to write their native language the player must spend Character Points to be able to do so.

There are three Common Languages in the world today. The three Common Languages are Human, Khor and Tir. All three common languages have a written form.

In order to become literate in a language, the character must first be able to speak it. To

purchase an additional common language to speak will cost 1 Character Point. To gain Literacy in a common language that you speak will cost 1 additional Character Point. The exotic languages will cost between 3 – 4 Character Points to purchase.

See Page 22-23 for more information on Skills and Languages.

PURCHASE SPECIAL ABILITIES

If you are a practitioner of Magic or a Clergyman you will have access to special skills and abilities.

PRACTITIONERS OF MAGIC

A practitioner of magic will need to purchase the skill Spell Weaving. This can only be done if you have chosen the Arcana, Mage or Wizard Apprenticeships.

In addition to the Spell Weaving skill a practitioner of magic will also need to purchase the Elements. An Arcana and Wizard will need to purchase Air, Earth, Fire and Water. The Mage will also have the Akasha Element that must be purchased.

These are purchased and raised exactly the same as skills. An Element may not be purchased higher than 5 during Character Creation.

Element Rating	CP Cost
1	1
2	2
3	3
4	4
5	6

Practitioners of Magic will begin with a Fatigue of 10 + Endurance Attribute Rating.

See Page 71 for more information on Magic.

CLERGY

A Clergyman will need to purchase the skill Piety. This can only be done if you have chosen the Clergy Apprenticeship.

In addition to the Piety skill a Clergyman will also need to purchase his Influences. There are five Influences that may be purchased. The Clergyman will also have to determine which Influence will be his primary Influence. The five Influences are Benediction, Curse, Healing, Infliction, and Protection.

These are purchased and raised exactly the same as skills. An Influence may not be purchased higher than 5 during Character Creation.

Element Rating	CP Cost
1	1
2	2
3	3
4	4
5	6

See Page 85 for more information on the Dominion Assembly and Clergymen.

FINAL TOUCHES

The last step in the character creation process is to round out your character. You will need to ensure that all your Character Points are spent. Any CP that you do not spend will be lost.

At this time you will fully round out your character. Ensure your Attribute Ratings are where you want them, you have the Skills you need to adventure and that your Influences or Elements Ratings are where you want them to be (if applicable).

At this point you can fill out your physical characteristics such as Age, Sex, Height, Weight, Hair Color, Eye Color and Origin (Where you are from).

This should complete the first page of your Character Sheet.

STARTING WEALTH & EQUIPMENT

Every character will need equipment to survive. To determine how much money you have to spend on starting equipment you will add your Animas + Reason Attributes together and roll 2D10. You will add the rolled result to your Attributes. (Animas + Reason + 2D10). This total will be multiplied by 10 unless you chose the Land Owner Apprenticeship. This will be your starting monies in Guilders.

You will use this money to purchase starting equipment. There are several Equipment Packages to choose from or you may choose your Equipment ala carte.

See Page 32 for more information on the monetary system and Equipment.

Attributes

ATTRIBUTES

Everybody has the inherent capacity to act, behave and think. We can perform actions and have intuitive talents and abilities. A character's basic fundamental capabilities are represented by Attributes.

Each character has 7 Attributes. Each Attribute Rating will begin with 1 and cannot go below 1. Attributes will have a rating that will range from 1 – 10 with one being the worst. This higher an Attribute Rating is the better. The average Attribute Rating in Destiny is 4. If at any time an Attribute Rating falls to 0 your Character will be dead.

When your character performs an action that requires the dice to be rolled you will usually add your Attribute Rating to your roll.

PURCHASING ATTRIBUTE RATINGS

During the Character Creation Process your Attribute Ratings may not be purchased above 6. You will use your pool of 100 Character Points to purchase your Attributes. These points must be spread out between Attributes, Skills, Elements and Influences so don't spend them all in one place.

When considering your Attribute Ratings, it is important that you purchase your Attribute Rating high enough to account for Race Modifiers. An Attribute Rating may never drop to or below zero.

Each Rating has a base cost, this is the amount of Character Points you must spend to get the Attribute Rating at that level from 0.

The following chart provides a quick reference for purchasing of Attributes.

Attribute Rating	CP Cost
1	0
2	1
3	2
4	4
5	8
6	15

To purchase a Reflex Attribute Rating of 6 you will pay a total of 15 Character Points. To purchase Strength of 4 you will spend 4 Character Points. Total would be 19 Character Points spent on two Attributes.

THE ATTRIBUTES

There are seven Attributes that are used in Destiny. Each Attribute serves a distinct and equally important purpose. Many gamers like to power play their character and boost one Attribute real high and then let another suffer. If you do this you will sacrifice and suffer in other important areas. The following is a breakdown of each Attribute and what it entails.

ANIMAS

Animas is the measure of your link and ability with the arcane. Animas represents the inherent connection to magic, the ability to both use and resist it as well as a general sense of the mystical.

Animas is also the measure your connection to God and is the backbone for casting miracles and resisting them.

- Ability to use Magic
- Ability to use Miracles

- Helps Determine your Resistance Rating
- Starting Wealth

COORDINATION

Coordination represents hand eye coordination and fine motor control. Coordination measures your finesse with weapons and ability to perform delicate jobs. Coordination is the base Attribute used for all offensive actions.

- Used in all Offensive Attack Actions
- Helps to Determine Movement
- Used for fine motor skills such as Pick Locks, Pick Pockets, Sleight of hand, etc.

DEXTERITY

Dexterity reflects how graceful your character is. This represents whole body movement such as balance, climbing, dodging, etc. Dexterity is the base for all defensive actions.

- Used as the foundation for all Defensive Actions
- Helps to Determine Movement
- Used for Riding, Stealth, etc,

ENDURANCE

Endurance is a measure of your sturdiness, steadfastness and sheer physical resilience. This is how tough that your character is and how much physical abuse he can withstand. Endurance is used to determine how much damage your character can take before death occurs.

- Used in determining how much damage your character can withstand
- Used in your Resistance
- Used to determine Fatigue when using magic

REASON

Reason is the raw power of the mind. This represents the cognitive capacity of the character. This reflects the overall ability for logic, comprehension, recall and abstract thinking. More importantly, this is a direct measure of

your character's intelligence. Reason is the foundation for perception and most non physical skill rolls.

- Used with most non physical skills
- Used for perception checks
- Used for Counter Magic
- Your overall charisma
- Starting Wealth

REFLEX

Reflex is your overall reaction and response time. Reflex represents how fast your character can react to any given situation. Reflex is the foundation for initiative and indirectly for actions as well.

- Used for Initiative
- Used to determine number of Actions
- Helps to Determine Movement

STRENGTH

Strength represents sheer physical might and bodily power. This measures the capacity to lift items, move objects, and cause damage. Strength determines how much a character can carry, the size and magnitude of weapons that he can use, and the base damage that can be inflicted.

- Used to determine Base Damage for combat. Strength divided by two, rounded up, minimum will be 1.
- Determines how much equipment you can carry.

CALCULATED ATTRIBUTES

Calculated Attributes are derived from your Attribute Ratings. You will use an Attribute or combination of Attributes to determine several key statistics that will assist you in game play.

BASE DAMAGE

Base Damage is the damage bonus that you will inflict with Hand to Hand or Melee Combat and under certain circumstances with ranged weapons. Your Base Damage is equal to your

Strength divided by 2. See Combat Page 55 for additional information and rules on Damage.

- Strength Rating / 2 (Round Up)

HEALTH

Your Health is equal to your Endurance in each health level. There are five levels of wounds. Bruised, Minor Wounds, Moderate Wounds, Major Wounds and Near Fatal Wounds. Each level of wounds can take damage equal to your Endurance Attribute Rating. See Combat page 56 for additional information and rules on Health Levels.

- Each Health Level = Endurance Rating

MELEE MAXIMUM

Regardless of the size of the weapon, you can only inflict as much damage as your Strength allows. Melee Maximum is determined by multiplying your Strength Attribute by 1.5 and rounding up. This determines the maximum amount of damage you can inflict with a melee weapon, even if the weapon may be able to inflict more damage. *Base Damage does not count against the Melee Maximum.* This applies only to the maximum damage that the weapon itself can inflict. Magical weapons may increase, decrease, alter or otherwise ignore this if designed to do so. See Equipment page 38 for additional information on Weapons.

- Strength Rating x 1.5 (Rounded Up)

MOVEMENT

Sometimes you just need to run away. When it isn't prudent to stick around, you will need to determine if you can move faster than your enemy. Movement is determined by adding your Coordination plus Dexterity plus Reflex all together. Please see Combat page 54 for additional rules on movement.

- Coordination Rating + Dexterity Rating + Reflex Rating

RESISTANCE

And the LORD said unto Moses, I have seen this people, and, behold, it is a stiffnecked people. While resisting the Lord may be ill advised, sometimes being stubborn and resistant is prudent. Resistance is your Endurance plus Animas Attributes added together, then divided by two rounding down. Resistance will be used to resist some magic, miracles, poisons, etc.

- Endurance Rating + Animas Rating / 2 (Rounding Down)

SPECIAL PURCHASES

During Character creation you will get the opportunity to make two special purchases. Each character has the option to purchase an additional Bruise Level of damage. They also can purchase an Initiative bonus to assist in those tight situations.

ADDITIONAL BRUISE LEVEL

The player may choose to purchase an extra level of Bruised damage to begin the game. To purchase the extra Bruise Level it will cost 5 Character Points. Only one additional level may be purchased at Character Creation. For additional rules on how Health works see Combat page 56 for more information.

- +1 Level = 5 CP (Maximum 1 Additional Level)

INITIATIVE BONUS

You may purchase an Initiative bonus up to a +3 during Character Creation. For each +1 to Initiative (up to a maximum of +3) it will cost 2 Character Points. For rules on how initiative works see Combat page 49 for more information.

- +1 Initiative Bonus = 2 CP (Maximum 3)

ATTRIBUTE MODIFIERS

Modifiers are a way of life in Destiny. When it comes to Attributes, different races will have modifiers to some Attributes. Modifiers come in two types, a bonus or a penalty. A bonus will add to the Attribute Rating and penalty will subtract from the Attribute Rating.

It is important to remember that any penalty must not take an Attribute Rating below one. This means if you decide to take any race other than Human you must purchase the applicable Rating high enough to account for any negative modifiers. All modifiers are added to or subtracted from the Attribute Rating **after** the Ratings are generated.

During game play things may also modify an Attribute Rating. You will want to make sure your Attributes are high enough so that if something should happen you don't die. When an Attribute Rating is reduced to 0, your character is dead. Yes it sucks, but we are evil so just accept it.

RACES

Varied are the races and creatures that inhabit the lands of Destiny. While many races inhabit the world, there are five common races readily found most anywhere. The most populous by far are the Humans and they control most of the known world. The other main or populous races are Cimmerian, Khor, Tir and Warrow.

Each Race will have a brief description and Racial Modifiers. Racial Modifiers are designed to compensate for the differences between the various races. The modifiers will alter an Attribute up or down. All modifiers are applied after the Attributes have been purchased. A modifier may not reduce an Attribute Rating below 1. A Racial Modifier may raise an Attribute Rating above the initial restriction of 6. This is the only way during Character creation that an Attribute Rating may begin the game higher than 6.



THE CIMMERIAN

“Mind your own business” he wasn’t in the mood for a nosy barmaid. Giving a good sniff, she turned around ignoring any future requests for food or drink from him. That’s ok, he preferred it this way.

These mysterious beings keep to themselves. Not liked by most, distrustful of all but a select few, the Cimmerian usually keep to themselves and have a relatively small group of friends.

The Cimmerian are an offshoot of the Tir. Back in the first age, a Tir turned to the darker side of magic, dabbling in what was referred to as Shadow Magic, an art long since forgotten. Forbidden by all races, Au’Jaun Rashir continued her dabbling and eventually established a large following of other Tir loyal to her cause. Her and her people were tainted by the magic and eventually banished from the Tir lands.

The Cimmerian are identical in size and general appearance to the Tir, although due to the dark magic, their skin color, eye color and hair color are very different.

The Cimmerian stand between six to seven feet in height, have a weight range of 150 to 250 pounds, sharp, angled facial features with long pointed ears. Their hair color is white, and their eye color is lavender or red. Their skin color is a ghostly pale white. The average lifespan for the Cimmerian is 200 years

The Cimmerian tolerate all of the other races, but don’t get along very well with any of them. They are not outright hostile (usually), just standoffish and distant.

Cimmerian Racial Modifiers

- +1 Bonus to Animas
- +1 Bonus to Reason
- -2 Penalty to Strength



THE KHOR

“A duel then. Tomorrow at the pond.” He grinned. A glorious day it will be. He enjoyed being able to defend his honor, but then so did his opponent. This would be one of his tougher fights. His brother was one of the few Khor he knew who was as good as him.

Feared opponents on the battle field, the Khor are not to be taken lightly. Fortunately the Khor Code of Honor gives them an edge up when it comes to trust from the other races.

The Khor are nomadic people that dwell in the Malkis desert. In the first age, the Khor lived inside vast mountain mines and made a lucrative living trading with the other civilizations on the surface. With the end of the first age, the Khor were forced to move to the surface moving into the desert to get away from the horrible abominations that the end of the first age brought with it. The Khor are tribal and value honor and family above all else.

The various Khor tribes continually maneuver and fight for land and water rights in the desert. Every male Khor begins to grow a beard upon reaching adulthood.

Throughout their life, a Khor will not cut or trim his beard; to do so is a sign of great failure and

dishonor. For every great feat or victory in combat a Khor will put a large knot in his beard usually decorated with various colored beads in tribal colors.

Many Khor travel outside the desert and interact with other societies, but most like to return home from time to time and some once home choose not to leave again.

The Khor stand between four and a half feet to five and a half feet tall, have a weight range of 200 to 300 pounds, with flat and blunted facial features. Their hair color is almost always dirty blond to dark brown, and their eyes are usually a dark brown as well. Their skin color a grey to brown due to many generations of desert dwelling. The average lifespan for a Khor is 150 years.

The Khor get along with most Humans, they tend to tolerate all of the other races, but think the Tir are uppity and arrogant.

Khor Racial Modifiers

- +1 Bonus to Strength
- +1 Bonus to Endurance
- -1 Penalty to Animas
- -1 Penalty to Dexterity



THE HUMANS

“My lady,” he bowed deep, “may I have the honor of this dance?” She giggled and shyly accepted his extended hand. He moved like a cat, light on his feet and swept her across the dance floor to the envy of many young women. He had no interest in them, he had eyes only for her.

Ours is a sordid past. But then, whose isn't these days. The humans are very plentiful and come in every shape and size. The first age changes the human race for ever, during the great war the Human aristocracy began to experiment on their people through magic and alchemy attempting to alter breeding habits to produce more humans at a faster rate. This succeeded, but not in time for victory for the Karismon Empire. The aristocracy left the mainland and were not heard from again until near the end of the second age. The human people that were left after the first age had a dramatically shortened life span, but they were able to learn how to adapt and live life to its fullest and over time became the dominant race in the world.

The humans stand between five to six and a half feet tall, have an average weight range of 100 to 250 pounds, their facial features are that of each player (or at least most of the players) around you. Their hair and eye color vary greatly as

does their skin color. The average life span for a human is 60 years.

Human Racial Modifiers

- None



THE TIR

“You want me to do what?” He was taken aback by the suggestion. “That’s what we have the Warrow for. Make him do it.” He turned his back on his companions; he wouldn’t stoop to dirty work, not like that, not here, not now.

Tir society is one of unification and dedication to the queen and her people. Tir can be found in most large cities and like to travel home to the An'Tier on an annual basis.

The Tir stand between six to seven feet in height, have a weight range of 150 to 250 pounds, sharp, angled facial features with long pointed ears. Their hair color is usually a shade of brown, and their eye color is blue or green. Their skin tone is light in color. The average lifespan for the Tir is 200 years.

The Tir tolerate the other races, but they feel they are superior to all of them and at times come across as arrogant. The Tir get along with Humans the best and ignore the Warrows. When they cross paths with the Cimmerian, they are usually on guard, but not hostile unless they feel

their life is threatened. No Cimmerian is ever allowed within the Tir controlled area of the An' Tier forest.

Tir Racial Modifiers

- +1 Bonus to Animas
- -1 Penalty to Strength



THE WARROW

“You’re a silly little man” the little girl told him. He laughed jovially, enjoying the fact he was able to keep her entertained. That was his passion, to keep the masses happy and he was good at what he did.

The Warrow are the friendliest of all of the races. They have assimilated into human culture and society. The largest Warrow city is Oak Hill; this city is heavily traveled by many different races. When entering a Warrow inn or tavern, you will immediately notice the friendly nature of the people and the warm welcome that you will receive.

A Warrow stands between three and a half to four and a half feet in height, have an average weight of 80 – 150 pounds, their facial features are similar to humans, but a little more exaggerated. They vary in build, but tend to be

stout. Their hair is usually a red to brown color and their eyes are dark. Their skin tones are usually light. The average life span for a Warrow is 160 years.

Warrow Racial Modifiers

- +1 Bonus to Reflex
- -1 Penalty to Strength

Apprenticeships & Occupations

APPRENTICESHIPS & OCCUPATIONS

You can amount to something or you can amount to nothing. That's what I was always told growing up. Being a gamer you probably have the idea of the direction I took.

Apprenticeships and Occupations indicate what your character did before now and what he has learned doing it.

An Apprenticeship grants the character access to certain things (magic, clergy, alchemy, wealth or specialized skills) the Occupation grants the character specific skill sets and equipment. Each character can only have one Apprenticeship and one Occupation.

Players may choose to not take an Apprenticeship or an Occupation. If you choose to not take an Apprenticeship you will get 5 additional Character Points to apply to your character. If you choose not to take an Occupation you will get an additional 5 Character Points to apply to your character.

APPRENTICESHIPS

In medieval society an Apprenticeship is important. An Apprentice is one bound to serve another for a prescribed period with a view to learning an art or trade. He is one who is learning by practical experience under skilled workers in a trade, art, or calling.

An Apprenticeship gives you access to certain skills, abilities, wealth, etc. There are 10 available Apprenticeships to choose from. The player may also choose to forgo an Apprenticeship.

Each Apprenticeship will list a brief definition and list it's benefits.

ALCHEMIST

Alchemy is both a philosophy and a practice with an aim of achieving ultimate wisdom as well as immortality, involving the improvement of the alchemist as well as the making of several substances described as possessing unusual properties. While no one yet is known to have achieved immortality, the rumors are around enough to keep those who wish to live forever eternally searching.

The Alchemist has the ability to create various potions, salves, poisons, etc. through the use of plants, herbs, powders, bloods, exotic items (i.e. ground up dragon's claw, hydra eye, etc).

See page 62 for more information on Alchemy.

Benefits:

- Gains access to the Skill Divine Chemistry
- Receive literacy in Hermetic
- Membership to the Hermetic Circle

ARCANA

The Arcana is the artist of the magical world. They can create spells by drawing glyphs in the air or creating wards with ink. The glyph drawn in the air leaves a silvery shimmering trace until complete and the spell is complete. The Arcana can also create a ward by drawing a glyph, the ward spell effect is woven together with specially prepared inks. The resulting ward functions similarly to an enchantment, and can be activated later under certain conditions. Unlike enchantments, wards simply attach themselves to their target; they do not actually alter it.

Magic can be a gift to the world and the Arcana are able to provide one of the more useful skills with magic by creating Dormant Spells. As an Arcana, you have access to the Skill of Spell Weaving and the Four Elements. The Arcana are also literate in Glyphs, the written language of Magic.

Benefits:

- Gains access to the Skill Spell Weaving
- Receive literacy in Glyphs
- Fatigue – 10 + Endurance Attribute Rating
- Access to the Four Elements of Magic (Air, Earth, Fire and Water)

BERSERKER

Right now, I'm kinda like a powder keg, and you're the match. I am a ticking time bomb of fury. Rage... taking over... The character can go into a berserk like rage, giving the character bonuses to his attack and initiative rolls. During the berserk trance, the berserk character loses consciousness and attacks the enemy without thought for himself, his companions nor his surroundings. He cannot feel pain and no amount of pain will snap him out of the trance. A character can suffer fatal damage during the trance, but will not die until the end of the trance unless severing wounds are inflicted (the character loses a leg or is cut in half or his Endurance reaches 0.) To enter a rage the Target Number is 19. To get out of a rage before all enemies are destroyed (fleeing does not count as destroyed, the berserker in a rage will chase them down) the Target Number is 25.

Benefits

- Gains access to the skill Rage
- Target Number 19 to Enter Rage
- Target Number 25 to get out of Rage
- No Penalties for Wounds while in Rage
- +2 Bonus to all Offensive Attacks

- -3 Penalty to all Defensive attempts
- +3 Bonus to Initiative
- -1 to Endurance for 24 hours after getting out of Rage (this is stackable)

CHAMPION

A champion is a person experienced in or capable of engaging in combat or warfare, especially within the context of a tribal or clan-based society that recognizes a separate warrior class. Trained in the art of causing damage, this warrior has spent years learning how to best cause harm to someone either through the use of a weapon or in hand to hand combat. The Champion gets full Strength Attribute Rating to all damage inflicted.

Benefits

- Inflict full Strength damage for Base Damage.

CLERGY

clergy are ordained; that is, they are set apart for specific ministry in religious rites. The Dominion Assembly is a powerful entity in the world today, and as a member of the church you are an extension of that power. Not all members of the Dominion Assembly can perform Miracles, but for those few who have been chosen by God, Miracles are a daily occurrence. As Clergy you have access to the Skill Piety and the Five Influences.

Benefits

- Gain access to the Skill Piety,
- Access to the five Influences
- Literate in your native language

LAND OWNER

Property and prestige go hand in hand in many cities and kingdoms. A sign of your power is often directly related to the size of your property. As a land owner you have some prestige within the city and/or kingdom (GM discretion). You

also have some help on your land be it slave or hired (depending on locality).

Benefits

- Starting Wealth multiplier is 50 instead of 10
- Begin game with property (an estate)
- Have prestige in community

MAGE

Feared, hated, and not trusted, the Mage has the ability to channel magic within himself. Born with a gift, mages can channel magic using themselves as a focus rather than having to use on object or other physical focus. As a Mage, you have Access to the Skill of Spell Weaving and the five Elements which includes Akasha.

Benefits

- Gains access to the Skill Spell Weaving
- Fatigue – 10 + Endurance Attribute Rating
- Access to the Five Elements of Magic (Air, Akasha, Earth, Fire and Water)

MERCHANT

Money makes the world go round. The merchant owns a small shop of some sort and may have employees to man it while he travels. The player will have to work with the GM to determine where and what this shop will be. A merchant character should have the appropriate skills to run his business.

Benefits

- Own a small shop
- Starting wealth increased by 100 Guilder after all calculations are done

SPECIALIST

There is something to be said for spending time honing your skills. The specialist has taken time and effort to learn some Skills just a bit better than most. The Specialist gets to add a +3 modifier to two of his Skills. The Specialist also gets at add an additional +2 Modifier to two

additional skills. All modifiers must be placed on different skills, these do not stack with each other although they may stack with other bonuses (such as Occupational Skills). This modifier does not add to the rating of the skill, just enhances as a modifier.

Benefits

- Gain +3 Modifier to two separate skills
- Gain +2 Modifier to two separate skills

WIZARD

Loved, liked or otherwise worshiped, the Wizard is the darling of the magical world. Wizards use precious and semi precious stones and metals as a focus to cast their spells. As a Wizard, you have access to the Skill of Spell Weaving and the Four Elements.

Benefits

- Gains access to the Skill Spell Weaving
- Receive literacy in native language
- Fatigue – 10 + Endurance Attribute Rating
- Access to the Four Elements of Magic (Air, Earth, Fire and Water)

OCCUPATIONS

An Occupation is the primary job or training of the character. This is the activity in which your character engages in order to earn a living.

Each Occupation will provide the character with a +1 bonus modifier to each Occupational Skill. Occupations also allow the player to purchase their Occupational skills at 6 instead of the normal restriction of 5 during character creation.

There are 14 listed Occupations. A player and GM may choose to create custom Occupations. The player may also choose to forgo an Occupation.

Each Occupation will have a brief definition, list the five skills the character will receive a bonus

to and any starting equipment that character gains from the Occupation.

ARCHER

The Archer is someone who has devoted their life to the art of ranged warfare. The Archer's weapon of choice is the bow or the crossbow.

Skills

- Bow
- Craft: Bowyer
- Craft: Fletcher
- Crossbow
- Precise Shot

Beginning Equipment

- Short Bow, a Long Bow or a Light Cross Bow
- Quiver of 20 arrows or bolts.

ASSASSIN

The Assassin is a shadowy dealer of death. Skilled in the art of killing, his two main weapons are deception and stealth.

Skills

- Detect
- Exotic Weapon: Garrote
- Poisons
- Shadow
- Stealth

Beginning Equipment

- Garrote
- Dagger or Stiletto
- Cloak that has many pockets for hiding his art

BARD

The Bard is the consummate entertainer. His weapon is his charisma.

Skills

- Dance
- Entertain: Any
- Etiquette: Courtly & Street
- Haggle
- Lore: Local; Nobility; & Street

Beginning Equipment

- Flashy clothing
- Musical instrument

BOUNTY HUNTER

A mercenary at heart, the Bounty Hunter goes after the most challenging prey, people. Bounty Hunters often make the best Body Guards.

Skills

- Detect
- Grapple
- Shadow
- Punch
- Stealth

Beginning Equipment

- Manacles
- Rope

KNIGHT

The Knight is the heavily armored warrior who is equally skilled in combat from horseback as he is in dealing with the royal court. Living his life by a chivalric code of conduct, the Knight stands as a symbol of his kingdom.

Skills

- Etiquette: Chivalry
- Etiquette: Heraldry
- Heavy Blade
- Pole Arm
- Ride

Beginning Equipment

- War Trained Horse
- Chain Mail.

MERCHANT

Merchants make the world go round, and are the craftsmen and salesmen of the world.

Skills

- Appraise: Any
- Craft: Any
- Etiquette: Any
- Haggle
- Light Blade

Beginning Equipment

- Tools for his Craft
- Small supply of raw materials.

MILITIA

Often designated as the town guard, the Militia is there to protect the interest of the city.

Skills

- Detect
- Grapple
- Light Blade
- Lore: Local Laws
- Punch

Beginning Equipment

- Short Sword
- Boiled Leather Armor

OUTRIDERS

Outriders are used to gather information on enemy positions or engage in quick strikes to help confuse or slow down an enemy until the main force has arrived or is prepared to deal with the enemy. Outriders are used as forward caravan guards, scouts and watchmen.

Skills

- Bow
- Detect
- Light or Heavy Blade
- Ride
- Stealth

Beginning Equipment

- Racing Horse

PATHFINDER

The Pathfinder is your quintessential survivalist. He forges new paths and can live off the land as long as is needed without having to return to civilization. A Pathfinder will often be employed as trackers or a guide.

Skills

- Area Knowledge: Any
- Climb
- Detect
- Survival
- Track

Beginning Equipment

- Cloak
- Winter Adventurers Garb

SAILOR

Adventurers of the high seas, the sailor is skilled in things necessary to live a life on the water.

Skills

- Balance
- Climb
- Light Blade
- Sailing
- Swim

Beginning Equipment

- Spyglass

SCHOLAR

A Scholar is usually more at home in a library than out in the world. Scholars are highly educated people that thrive on learning new things.

Skills

- Area Knowledge: Any
- Enigma
- History: Any
- Lore: Any
- Research

Beginning Equipment

- Parchment
- Writing utensils
- Waterproof case

SOLDIER

A Soldier is your typical trained warrior. A Soldier is trained to fight in the battlefield either as part of the king's army or a mercenary.

Skills

- Blunt & Hafted or Heavy Blade
- Climb
- Dodge
- Pole Arm or Light Blade
- Tend Wounds

Beginning Equipment

- Studded Leather
- Short Sword

THIEF

The Thief is the ultimate in acquisitions. Most of these city rats are quite skilled in lightening a nobleman's load.

Skills

- Detect
- Etiquette: Street
- Pick Locks
- Pick Pocket
- Stealth

Beginning Equipment

- Lock Picks
- Cloak

WEAPON MASTER

The Weapon Master is a fighter that has spent much of his life dedicated to the art of melee combat.

Skills

- Ball & Chain
- Blunt & Hafted
- Heavy Blade
- Light Blade
- Pole Arm

Beginning Equipment

- Main Weapon of Choice

SKILLS

A Character's Attributes determine his innate or natural ability and talent. How the Character can apply those natural abilities is determined by skills. Skills reflect the character's education, training and experience he has received up to this point in his life.

Skills will have a Rating with a range from 0 to 10 with zero being the worst. The higher a Skill Rating is the better. The average Skill Rating in Destiny is 4.

When your character performs an action that requires the dice to be rolled you will usually add your Skill Rating to your roll.

There are three types of skills in this game, Academic, Everyday and Special. Academic Skills are those that must be taught to someone, they cannot be picked up through experience. Everyday Skills are skills that if attempted enough you can potentially learn to do them without instruction. Special Skills are those that only come with a chosen Apprenticeship. You cannot take a Special Skill without having the Apprenticeship.

Unskilled Use

When you have no Rating in a Skill you are considered to be Unskilled in that skill set

Academic skills cannot be used if you have no Rating in that skill.

Everyday skills can be used even if you do not possess the skill. To use an Everyday you will suffer a -3 Penalty Modifier to your total.

SKILL FAILURE (RETRY)

When a Skill is attempted and failed, a player may opt to try again at the GM's discretion. The player will make another roll as normal, but this time at a -2.

Should the player fail again, he may continue to attempt his feat at the GM's discretion, but at an additional -2. For each additional retry, an additional -2 is applied. The maximum amount of retries on a task should not be allowed to exceed three unless the GM rules that it is possible or necessary.

A retry is not applicable to combat situations, you either succeed or fail, and you cannot retry an action. You go on to your next action which is a whole new try.

HELP ME PLEASE

Sometimes the player will want to accomplish something that is very difficult to do. The player may solicit help from another character. In order to lend assistance, the other character or characters must have a Skill Rating within 2 of the rolling Character's Skill Rating. For each additional person assisting, the character will get a +2 modifier to his total result. A maximum of up to three additional people may assist. The GM may allow more than three if the situation warrants it.

PURCHASING SKILLS

What a character knows and how well he knows it is important to the game. A skill shows the character's training and practice in a specific area.

During the Character Creation Process you will use your pool of 100 Character Points to purchase your Skills. These points must be spread out between Attributes, Skills, Elements

and Influences so don't spend them all in one place.

When you begin to generate your Skills, you should have some idea of the type of character you will want to play. Different Skills are important to different types of characters.

Each Rating has a cost in Character Points. The maximum that a skill can begin the game at for a level 1 character is 5. Occupational skills have the advantage of being able to begin the game at 6 if the Character Points are spent to do so.

Each Rating has a base cost, this is the amount of Character Points you must spend to get the Attribute Rating at that level from 0.

The following chart provides a quick reference for purchasing of Skill Ratings.

Skill Rating	CP Cost
1	1
2	2
3	3
4	4
5	6
6	10

LANGUAGES

Languages are essential in Destiny. As in the real world, if you can't communicate then life can be very difficult.

COMMON LANGUAGES

There are three common languages in the world. These languages are Human, Khor and Tir. All three have a spoken and written component to them.

Each character begins with the ability to speak his native common language. Each character has the option to purchase the ability to be able to write his native language for 1 Character Point.

Each player may choose to purchase for his character the ability to speak another common language. To speak each additional Common Language will cost 1 CP. To be able to read and write in that additional Common language it will cost 2 additional CP.

Before a character must be able to read or write a language he must first be able to speak it. This means the CP must first be spent to speak a language before learning to read and write (with the exception of written only languages).

The Cimmerian usually speak Tir and the Warrow usually speak Human.

EXOTIC LANGUAGES

There are many different uncommon languages that can be learned, but they are rare. Some of the uncommon languages are Karismon, Old Tongue, Elrathi, Arcanic, Glyph, Troll and Goblyn.

Karismon, Old Tongue and Elrathi all have a written form and the remaining languages are spoken only.

There are some languages that have only a written form and no known spoken form. Writing systems are distinguished from other possible symbolic communication systems in that one must usually understand something of the associated spoken language to comprehend the text. Arcanic, a mystical symbolic language is one such form. Divine is also a symbolic language that was used by the early religions in the first age, and limitedly in the second. Hermetic is the written language of the Alchemist and is only known to the Hermetic Circle.

To speak an exotic language costs 4 Character Points. To read or write an exotic language costs 3 Character Points.

Language	CP Cost
Speak Native	No Cost
Read/Write Native	1
Speak Additional	1
Read/Write Additional	2
Speak Exotic	4
Read/Write Exotic	3

SKILL LIST

Following is a list of skills that are provided for ease of use. Skills that are listed with an asterisk (*) indicates that you must choose a specific skill set for that skill. For example Appraise requires you to determine what it is you are skilled at appraising be it precious metals and stones, weaponry, horses, etc.

Italicized skills are skills that can only be chosen if you have taken the proper Apprenticeship. These are Special Skills.

Type indicates if the skill is an Academic, Everyday or Special Skill.

Attribute represents the most common Attribute that will be used in conjunction with the skill. It does not mean that another Attribute cannot be used in conjunction with the skill.

Skills	Type	Attribute
Animal Handling	A	Reason
Appraise*	A	Reason
Area Knowledge*	E	Reason
Balance	E	Dexterity
Ball & Chain	E	Coordination
Block	E	Dexterity
Blunt & Hafted	E	Coordination
Bow	E	Coordination
Cartography	A	Reason
Climb	E	Strength
Concentrate	E	Reason
Cook	E	Reason
Counterfeiting	A	Varied
Craft*	A	Reason

Crossbow	E	Coordination
Dance	E	Dexterity
Detect	E	Reason
<i>Divine Chemistry</i>	S	Reason
Dodge	E	Dexterity
Enigma	E	Reason
Entertain*	E	Varies Greatly
Etiquette*	E	Reason
Exotic*	A	Coordination
Gambling	E	Reason
Grapple	A	Coordination
Haggle	E	Reason
Heavy Blade	E	Coordination
History*	A	Reason
Instrument*	A	Reason
Intimidate	E	Reason
Kick	E	Coordination
Light Blade	E	Coordination
Lore*	A	Reason
Meditate	A	Reason
Pick Lock	A	Coordination
Pick Pocket	E	Coordination
<i>Piety</i>	S	Animas
Poisons	A	Reason
Pole Arm	A	Coordination
Precise Shot	A	Reason
Punch	E	Coordination
<i>Rage</i>	S	Endurance
Research	E	Reason
Riding	E	Dexterity
Sailing	A	Reason
Shadow	E	Reason
Sling	E	Coordination
<i>Spell Weaving</i>	S	Animas
Stealth	E	Dexterity
Streetwise	E	Reason
Survival	A	Reason
Swim	E	Strength
Tend Wounds	A	Reason
Thrown	E	Coordination
Track	E	Reason
Tumble	E	Dexterity

SKILL DESCRIPTIONS

It is important to understand what you can and cannot do with a skill. Each skill will contain a brief description, the Type and the Primary Attribute used with the skill.

Animal Handling

Animal Handling is the ability to keep, raise, train and properly use domestic animals for work and food. An animal handler knows the minimum environment an animal must be kept in, the proper food to feed it, and how to keep the animal from running off. He can raise an animal to maturity if the animal has been weaned. If not, he must also have the mother present until it has been weaned. With proper care, an animal handler can increase the amount of work an animal can perform in one day or the production of milk and eggs.

Type Academic

Primary Attribute Reason

Appraise

Use of this skill shows a basic knowledge and understanding as to the quality and worth of certain types of items. A character with Appraise can tell the approximate value of an item by closely inspecting it. When choosing this skill the player must specify the area of knowledge he is able to appraise in; Gemstone, General Goods, Furniture, Weapons, Tailoring, etc.

Type Academic

Primary Attribute Reason

Area Knowledge

Use of this skill will help the character to have a better understanding of a portion of the world that he lives in. This knowledge is about a particular area of the world; this can be centered around a small area of a kingdom, an area of a forest, etc. The player must choose the area.

Type Everyday

Primary Attribute Reason

Balance

Use of this skill represents the training in stability and firmness on unstable or narrow surfaces. When a character gets knocked off balance or is on an unstable surface, balance will help to keep him from falling.

Type Everyday

Primary Attribute Dexterity

Ball & Chain

Use of this skill allows the character to engage in affective combat with weapons that are swung around on a chain or in a whipping like motion.

Type Everyday

Primary Attribute Coordination

Block

Use of this skill shows some training in the art of hand to hand combat. This is the skill in stopping another hand to hand attack by intercepting the attack in mid strike. Block should not be used against a weapon, as the person blocking is likely to take damage.

Type Everyday

Primary Attribute Dexterity

Blunt & Hafted

Use of this skill allows the character to engage in affective combat with weapons that are wielded in a bludgeoning manner.

Type Everyday

Primary Attribute Coordination

Bow

Use of this skill allows the character to engage in affective combat with the use of bow.

Type Everyday

Primary Attribute Coordination

Cartography

A Cartographer can make professional-looking and accurate maps. This can be local area, city, nation, world, dungeon, etc. If the character also possesses the Area Knowledge Skill pertaining to the area being drawn, the map can contain much more detail and are often worth much more money.

Type Academic

Primary Attribute Reason

Climb

A climber uses his hands and/or climbing equipment to scale walls, cliffs, trees or other vertical surfaces. Use of this skill facilitates the character in climbing up various surfaces or objects as well as getting down from them.

Type Everyday

Primary Attribute Strength

Concentrate

Use of this skill shows that the person is trained in keeping his mind on the task at hand regardless of the interruptions around him.

Type Everyday

Primary Attribute Reason

Cook

In a survival situation, anyone can throw a slow animal over the fire and remove it, partially charred but well done. The cooking skill is not about survival; rather it is about pleasing an audience. A successful roll means that a character has made a meal worth complimenting. It does not mean that the cook has made an appropriate meal for his audience (ex. cooking a small furry creature for vegetarians or cooking a hoofed animal for centaurs). If the cook does whip up the wrong meal for his audience in this fashion, any check he makes automatically fails. A successful Etiquette check will keep this disaster from happening. This only applies to

cooking for unfamiliar audiences. Use of this skill allows the character to be able to prepare meals that people will actually enjoy. This can be a good way to make some money while traveling by cooking for taverns and inns.

Type Everyday

Primary Attribute Reason

Counterfeiting

A character with counterfeiting has enough knowledge of printing and minting techniques used to forge a currency, document or other necessary things. Modifiers to a counterfeiting check are based on how close the materials and printing ink and plates used to make the counterfeited currency (Ex. paper, ink, or metal.) A counterfeiter must first determine how to do it, and then make another roll to replicate what he is attempting to counterfeit.

Type Academic

Primary Attribute Reason & Dexterity

Craft

Use of the Craft skill allows the character to be able to perform craft type work. A craft skill can be weapon smithing, armor smithing, general smithing, woodworking, masonry, carving, painting, bower, fletcher, etc. The Craft skill must be specified on the type of craft that the character can perform.

Type Academic

Primary Attribute Reason

Crossbow

Use of this skill allows the character to engage in affective combat with a crossbow.

Type Everyday

Primary Attribute Coordination

Dance

A dancer knows several styles of dancing and can perform those dances with grace and style.

Use of this skill allows the character to be able to keep up with the best be it a royal ball, or a hoedown in a barn.

Type Everyday

Primary Attribute Dexterity

Detect

A character with Detect has a good eye or a sense of intuition for when things seem to be not right. Use of this skill allows the character to better notice things that are going on around him through sight, hearing, smelling, etc. This skill would be used to detect an ambush, find a hidden door or hidden treasure, etc.

Type Everyday

Primary Attribute Reason

Divine Chemistry

This is the ability and knowledge to create both mundane and alchemical concoctions. This would also allow the Alchemist to determine what a particular concoction is and its relative strength. This skill is exclusive to the Alchemist.

Type Special

Primary Attribute Reason

Dodge

Use of this skill shows some training in the art of combat. This is the skill in getting physically out of the way of an attack.

Type Everyday

Primary Attribute Dexterity

Enigma

Use of this skill shows that the character has some skill in resolving mysteries and puzzles.

Type Everyday

Primary Attribute Reason

Entertain

Use of this skill shows some practice and training in the performing arts. This can be

storytelling, juggling, acting, etc. This skill must be specified with the type of entertainment you will be skilled at.

Type Everyday

Primary Attribute Varies Greatly

Etiquette

Use of this skill allows the character to be able to interact or know the appropriate behavior in certain settings. The player much specify the type of Etiquette he is skilled with, some samples are: Courtly, Street, Business, etc.

Type Everyday

Primary Attribute Reason

Exotic

Use of this skill shows a proficiency in the use of a specific exotic weapon. Unlike other weapon skills, by choosing Exotic weapons, the player must specify which exotic weapon he is trained in.

Type Academic

Primary Attribute Coordination

Gambling

Only inexperienced gamblers rely on chance and luck. Professionals rely on their knowledge of the game and statistical probabilities. A successful gambling check adds a bonus to a character's chance to win in the long run.

Type Everyday

Primary Attribute Reason

Grapple

Use of this skill shows that the character has been trained in the art of being able to fight an opponent through the use of holds, joint locks, and ground type fighting.

Type Academic

Primary Attribute Coordination

Haggle

Haggling is more of an art form than most people realize. The point of haggling is not to secure a deal by honest negotiation, but rather, by skillfully annoying a merchant by incessantly haggling the price. The merchant is then caught between two needs, one, to get rid of an annoying person and the need to make a sell. This is risky, because if a character does not balance these two needs very well, the merchant will permanently label the character a severe pain in the butt. A successful check means that the character has gotten a good deal. A failed check means that the merchant may never sell to you again, or at least charge you a lot more each and every visit. For each repetitive haggling check the merchant's patience grows thin.

Merchants can also use this skill against a potential customer, but a failed roll means he can lose that customer permanently or may lose some profit. A merchant who fails too often may gain a bad reputation and go out of business.

Type Everyday

Primary Attribute Reason

Heavy Blade

Use of this skill allows a combatant to affectively use heavy bladed weapons in combat.

Type Everyday

Primary Attribute Coordination

History

History is the study of civilizations and cultures that no longer exist (Ancient History) but have left evidence of themselves in the written word or through archeology. History also encompasses the history of current nations and places.

Although scholars may know bits and pieces from every era, most scholars will choose a specific era or civilization to specialize in.

Use of this skill means that your character has had some training in knowledge about the past.

The player must specify what historical knowledge that he has, this can be History of the Dominion Assembly, Parsh, Avalaria, the Second Age, etc.

Type Academic

Primary Attribute Reason

Instrument

The character has had training and practice at playing a musical instrument. The player must specify the type of instrument he is skilled at, String, Wind or percussion.

Type Academic

Primary Attribute Reason

Intimidate

Use of this skill means that the character has a basic understanding of the psyche of people and how to best cause fear or various other forms of intimidation in them in order to achieve a desired result.

Type Everyday

Primary Attribute Reason

Kick

This skill shows a knowledge, understanding and training at being able to know how to strike at your opponent with your feet or knees.

Type Everyday

Primary Attribute Coordination

Light Blade

Use of this skill allows a combatant to affectively use light bladed weapons in combat.

Type Everyday

Primary Attribute Coordination

Lore

Lore is the study of times, events, and places that may or may not have existed. They are held to be real by the true believers of the lore. Players can invent their own lore, choose it from a list that the GM has provided, or frame it around a known, powerful artifact. Use of this skill shows an understanding and learning in the knowledge of something. The player must specify the type of Lore he has, this can be magic, religion, abysmal, mystical creatures, plants, etc.

Type Academic

Primary Attribute Reason

Meditate

This skill allows the character to go into a trance like state to rest and restore lost fatigue. Meditate also helps in concentration.

Type Academic

Primary Attribute Reason

Pick Locks

This is the knowledge on how to open locked things. This skill allows the character to be able to open locked doors, locked cabinets, locked chests, etc. The Pick Locks skill cannot be used to open things that are locked magically.

Type Academic

Primary Attribute Coordination

Pick Pockets

This skill allows a character to affectively reach inside someone's pocket or pouch with various techniques in order to retrieve what is inside without alerting the target as to what is happening.

Type Everyday

Primary Attribute Coordination

Piety

This skill can only be used by the Clergyman Apprenticeship. Piety enables the Clergyman to

contact God in order to apply his miracles. Piety represents how well he can pray to perform his Miracles.

Type Academic

Primary Attribute Animas

Poisons

Use of this skill provides an understanding of the many different types of poisons, how to make poisons, what they do and how to administer them.

Type Academic

Primary Attribute Reason

Pole Arms

This skill allows the character to affectively use Pole Arm weapons in combat.

Type Academic

Primary Attribute Coordination

Precise Shot

Precise Shot will allow an Archer to more accurately hit his mark or to inflict more damage upon his target. The base Target Number for this skill begins at 19. Use of this skill requires one action as well. For each point the player exceeds the Target Number of 19, he can choose to either reduce his penalties by one or choose to inflict an additional point of damage on his next attack. The player cannot choose to do both; it must be one or the other. The next action that the character takes must be his Bow or Crossbow attack, otherwise he loses his aim.

Type Academic

Primary Attribute Reason

Punch

Use of this skill shows a knowledge, understanding and training at being able to know how to strike at your opponent with your hands or elbows.

Type Everyday

Primary Attribute Coordination

Rage

It's better to be pissed off than pissed on. This special skill allows the berserker to go into a trance like rage where he ignores pain and focuses entirely on combat.

This combat skill allows the character bonuses to his attack and damage rolls. During the berserk trance, the berserker will ruthlessly attack the enemy without thought for himself or his friends. He cannot feel pain and no amount of pain will snap him out of the trance. A character can suffer fatal damage during the trance, but will not die until the end of the trance unless severing wounds are inflicted (the character loses a leg or is cut in half or Endurance reaches 0).

Type Special

Primary Attribute Endurance

Research

Research is the skill of using various information sources to gain the specific information that a character wants relating to a subject. Libraries are good examples of large information sources. A character need not have the knowledge skill pertaining to what he is researching, but he does need access to an information source. A bonus or penalty may be applied according to how large the information source is. The character knows how to gather information and find out facts about something or someone. This can be done through questioning people, reading, etc.

Type Everyday

Primary Attribute Reason

Riding

Use of this skill enables a person to be able to ride a horse in a manner that is not your typical walk. Riding allows the character to better be able to perform combat from the saddle, to race a horse, ride in rough terrain, etc.

Type Everyday

Primary Attribute Dexterity

Sailing

Sailing is a broad skill, including general navigation, ship-handling (such as tacking, giboing, coordinating sails, tackles and rigging, etcetera). Use of this skill means that the character has knowledge of the sea and how to survive in that type of environment. Sailing also means that the character has been trained in the various operations that are required to run a boat of any size.

Type Academic

Primary Attribute Reason

Shadow

The use of this skill allows the character to be able to follow someone without them being aware of your presence.

Type Everyday

Primary Attribute Reason

Sling

Use of this skill allows the character to affectively use a sling in combat

Type Everyday

Primary Attribute Coordination

Spell Weaving

This skill can only be used by practitioners of magic, someone who has chosen the Arcana, Mage or Wizard Apprenticeship. Use of this skill shows how adept the spell caster is at creating and casting his magic.

Type Special

Primary Attribute Animas

Stealth

Use of this skill means that the character has learned how to move and get past things without being noticed.

Type Everyday

Primary Attribute Dexterity

Streetwise

Streetwise is a character's link with the criminal underworld. Using streetwise, a character can gain information, find a contact, and purchase items from whatever black market may be available. Streetwise can garner general information, or information specific to a city or guild. This is general survival on the mean streets of a city.

Type Everyday

Primary Attribute Reason

Survival

Going out into the middle of nowhere and "roughing" it. Knowing what supplies to bring along as well as a general knowledge of plants and animals. Use of this skill means the character has been trained in how to survive in a hostile or wild environment.

Type Academic

Primary Attribute Reason

Swim

The character is skilled in swimming and surviving while in the water. This skill would include distance, speed and overall ability in swimming.

Type Everyday

Primary Attribute Strength

Tend Wounds

At its most basic, tend wounds is the skill of treating minor cuts, bruises, and burns. This is usually done with a first aid kit or similar that has all the essential bandages and topical ointments to soothe burns and help keep a cut from being infected. More advanced first aid involves stabilizing major wounds, stopping profuse bleeding, splinting broken bones, preventing shock and other measures to give the victim enough time to professionally treated.

In a wilderness setting, a character with tend wounds knows how to improvise a splint, bandages (from clothing), and stretchers to carry the victim. A character's skill check may suffer a penalty when using such rudimental equipment. Tend Wounds can help to speed up the healing process.

Type Academic

Primary Attribute Reason

Thrown

Use of this skill allows a character to affectively use thrown weapons in combat.

Type Everyday

Primary Attribute Coordination

Track

This skill means that the character has knowledge on how to go about tracking someone or something.

Type Everyday

Primary Attribute Reason

Tumble

The Tumble skill means that the character is able to take a fall and not get or reduce injury.

Type Everyday

Primary Attribute Dexterity

Equipment

EQUIPMENT

Equipment and items take a variety of forms, ranging from the most exotic armor and weapons, to more mundane things such as a tent.

Equipment, money and wealth are important to any game. When building your character you will begin with a certain amount of money to outfit your character for game play.

STARTING WEALTH

Every character will need equipment to survive. To determine how much money you have to spend on starting equipment you will add your Animas + Reason Attributes together and roll 2D10. You will add the rolled result to your Attributes. (Anumas + Reason + 2D10). This total will be multiplied by 10 unless you chose the Land Owner Apprenticeship. This will be your starting monies in Guilders.

You will use this money to purchase starting equipment. There are several Equipment Packages to choose from or you may choose your Equipment ala carte.

CARRYING EQUIPMENT

A person can only carry so much. The Strength Attribute will determine how much equipment you can carry.

Combat related equipment has a weight rating which is cumulative. The weight rating cannot exceed your character's Strength Attribute without suffering a penalty.

Standard non combat equipment must also be taken into account. This is done easily by considering non combat equipment as a total weight rating of 1. The GM should keep an eye

on what non combat type of equipment a character is carrying and keep it within reason.

As long as a character keeps his weight rating equal to or less than his Strength Attribute, he will suffer no encumbrance.

If he chooses to carry more equipment than his Strength Attribute will allow up to twice his Strength, then he will suffer a -2 to all die rolls that include physical actions.

A person can carry up to three times their Strength Attribute in weight, but anything above two times and the character will suffer a -4 to all physical actions.

QUALITY OF GOODS

Not everything built has the same quality. The prices listed with each item is for standard quality, this means nothing fancy, just functional.

The player may choose to purchase something of peasant quality, this means that the item will cost half of its listed cost, and will look ratty and poor. Armor of this quality will only have half its absorption, weapons may be rusted or break easier, clothing will have holes, etc. Tools used of this quality will suffer a -3 Penalty.

Noble (or good) quality is twice the listed cost and means that the purchased item is of fine quality and looks well made. Weapons and armor of this quality may have a bonus or just be of great overall quality or have some special feature about them. Tools of this quality may gain a +2 Bonus. Clothing is of exceptional quality and in rich or bright colors.

Royal (or the finest) quality is four times the cost and is made of the finest materials and by the best people. Weapons and armor can be jewel encrusted, may have some bonuses to use, etc. Tools may gain a bonus up to +4. Clothing of this quality is extravagant to the extreme.

	BP	SCh	SCo	GG	PD
Pence	1	1/6	1/24	1/96	1/2400
Chit	6	1	1/4	1/6	1/400
Concord	24	4	1	1/24	1/100
Gryphon	96	16	4	1	1/25
Dragon	2400	400	100	25	1

A person can also choose to purchase his garb for Cold Weather, the cost of Cold Weather garb is one and a half times more than the listed cost, this is stackable with other quality as well.

CURRENCY

Currency is the means of exchange, a form of payment for goods or services. There are four commonly accepted currencies in the world today, the old Mik'Tash currency, Ki'Ar, Avalaria and Dransia. All four currencies are generally accepted anywhere, but usually must be exchanged at a local Coin Exchange Merchant in the city.

Avalaria

The currency of Avalaria is still strong, but like Ki'Ar it is fading out in value against the Guilder and Mik'Tash Centry. Avalaria is the only coin system that contains a platinum coin, while very valuable, these coins are mostly in the royal treasury. The Avalaria currency contains 5 coins: the Bronze Pence, the Silver Chit, the Silver Concord, the Gold Gryphon and the Platinum Dragon. The Silver Chit is the main currency in Avalaria and Synovi. The Silver Chit is worth 6 Bronze Pence, and it takes 4 Silver Chits to equal one Silver Concord, 16 Silver Chits to equal 1 Gold Gryphon and 400 Silver Chits to equal 1 Platinum Dragon.

Guilder

The newest currency is the Guilder. The Guilder was created in Dransia and has proven to be the strongest and most stable currency today. Unlike all of the other currencies, the Guilder coins come in different denominations, the 1, 5, 10 and 50 Guilder Coin. The 1 Gat is a small solid Bronze coin, the 1 Guilder coin has a Bronze center with a Silver ring on the outer part of the coin, the 5 guilder has a silver center with a thin Bronze ring, the 10 guilder has a silver center with a gold ring and the 50 guilder has a gold center with a silver ring. The Guilder is used mainly in Dransia and in Parsh.

	1 Ga	1G	5G	10G	50G
1 Gat	1	1/10	1/50	1/100	1/500
1 Guilder	10	1	1/5	1/10	1/50
5 Guilder	50	5	1	1/2	1/10
10 Guilder	100	10	2	1	1/5
50 Guilder	500	50	10	5	1

Ki'Ar

The currency of Ki'Ar is still around, but is at this time the weakest of the four currencies. Ki'Ar has three major coins: the Bronze Dirge, the Silver Citric and the Gold Laurel. The Silver Citric is the standard currency of the kingdom of Ki'Ar. The Silver Citric is worth 10 Bronze Dirge and it takes 10 Silver Citric to equal 1 Gold Laurel.

	BD	SC	GL
Dirge	1	1/10	1/100
Citric	10	1	1/10
Laurel	100	10	1

Mik'Tash

The Currency of the fallen Mik'Tash Empire is still around and still strong against other currencies. The Wizards that control the city of Islia are now in control of the printing press for this currency and are keeping a tight rein on the value of their coins. The Mik'Tash currency contains four coins: the Bronze Dagget, the Silver Centry, the Silver Crown and the Gold Royale. The Silver Centry is the standard coin used in all three Principalities, in Islia, and in the southern kingdoms, it is worth 10 Bronze Daggets, and it takes 2 Silver Centrys to equal one Silver Crown, or 10 Silver Centrys to equal one Gold Royale.

	BD	SCe	SCr	GR
Dagget (bD)	1	1/10	1/20	1/100
Centry (SCe)	10	1	1/2	1/10
Crown (SCr)	20	2	1	1/5
Royale (GR)	100	10	5	1

CURRENCY EXCHANGE

When traveling, exchanging one currency for another is either necessary or prudent. To do this you will need to know the rate of exchange for the currency you are changing from for the currency you are changing to.

Major cities will have merchants who do nothing but exchange currencies for a fee, small cities tend to except whatever currency you have, although they may inflate the price if not a standard currency for that town.

To determine the exchange you will take the amount of coinage you have and multiply it by the Exchange Rate to get your total for your

currency type. To determine how much something costs in a particular currency (other than Guilder) you will use the Guilder exchange rate table. For example, I wish to purchase an item that has a cost of 11 Guilders, but I currently only have coins from Avalaria. To determine the cost for my coinage I will multiply 11 by 2 (1 Guilder = 2 Chit) for a total of 22 Chits. Another example would be trying to exchange my 25 Centry Mik'Tash currency into Ki'Ar currency I would multiply 25 Centry by 2.2 (1 centry = 2 Citric 2 Dirge) for a total of 55 Citric.

1 Guilder = 3 Citric
1 Guilder = 2 Chit
1 Guilder = 1 Centry 5 Dagget

1 Centry 5 Dagget = 1 Guilder
1 Centry = 1 Chit 2 Pence
1 Centry = 2 Citric 2 Dirge

2 Chit = 1 Guilder
1 Chit 2 Pence = 1 Centry
1 Chit = 2 Citric

3 Citric = 1 Guilder
2 Citric 2 Dirge = 1 Centry
2 Citric = 1 Chit

BEGINNING EQUIPMENT PACKAGES

Every adventurer needs to begin with some basic equipment. A person can only purchase a Beginning Package once, but he can purchase more than one if he has the money. A player may also choose to purchase equipment al la carte.

Basic Package

Basic Package is a free package that everyone begins the game with. This includes City Garb of standard quality and a backpack.

Adventurer's Package

Adventurer's Package includes a Dagger for a weapon, a set of standard Adventuring garb, a cloak, a water skin, flint and steel, bedroll, blanket, rope, backpack and two torches. All this for a cost of 35 Guilder.

Warrior's Package

Warrior's Weapon Package includes Chain mail armor and a coif, with a short sword and either a mace or a long sword all for a cost of 228 Guilder.

Blunt Weapon Package

This Weapon Package is for those who enjoy the act of bludgeoning your enemies. This package includes reinforced chain armor with a war hammer or a maul for a cost of 210 Guilder.

Archer Weapon Package

This package includes Boiled Leather armor and a Long bow with 20 arrows and a quiver for a cost of 150 Guilder.

Defensive Package

The Defensive Package includes reinforced chain armor, a coif and a standard shield for a cost of 240 Guilder.

ARMOR

Armor is a defensive covering, usually made of metal, wood, or leather, worn to protect the body against weapons. It is the apparatus for defense of persons, horses, etc Body armor developed early as protective suits made of such materials as leather, shells, wood, and basketwork, later supplemented by metal. Armor was made specifically for war, is often very costly, and could be an index of social status.

Around the world many of the same basic elements of armor developed, especially the shield and the helmet.

Some armor was flexible, with metal attached to cloth or even woven in mail. Other armor was made in plates or large pieces worn as a garment.

Armor is essential to the protection of your character. Armor soaks up damage so you don't have to.

MINIMUM STRENGTH REQUIREMENTS

In order to use armor and/or a helm there is a minimum Strength requirement. The minimum Strength needed to wear armor or a helm is equal to the Absorption Rating of the Armor. These do not stack. You don't need a Strength Rating of 14 to wear Ornate Plate and a Great Helm, you just need 7.

See Combat Page 56 for rules on how Armor Absorption works.

Armor	Guilder	Absorption	Weight
Pelts	50	1	1
Soft Leather	75	1	.25
Boiled Leather	150	2	.5
Studded Leather	200	3	.75
Polished Wood	210	2	1
Brigandine	340	4	1.5
Chain	280	4	1.75
Ring	200	3	1.25
Reinforced Chain	300	5	2
Splinted	700	5	2
Banded	700	5	2
Plate	1000	6	2.5
Ornate Plate	1500	7	3

Most of the different types of armor from the varying regions may look different but basically have the same properties. A suit of chain mail is the same no matter whom or where it is made. Most of the armors in the game cover chest, torso and shoulders. The exceptions are the full suits of polished wood, plate, and ornate plate,

which cover all but the head. All full suits include bracers and the two plates have gauntlets.

EXOTIC ARMORS

Two of the more exotic armors are things you would not normally consider to be armor.

One of the oldest forms of armor are pelts. Pelts are nothing more than layers of animal skins donned by a person.

Polished wood is almost exclusive to the Tir. It is cheap to produce but is usually quite extravagant. The armor is made strips of wood lashed and/or glued to form elaborate designs. This is popular among the arcane practitioners.

LIGHT ARMORS

Light armors can easily be concealed and in most cases people don't care if you are wearing it. In some cases light armor is more clothing than protection.

Soft leather is the lightest armor one can find in the civilized areas. This is nothing more than a shirt made of leather and is more of a fashion statement. There is another form of light armor similar to leather in protection value, and that is padded. Padded armor makes the statement "I am poor and wearing my blanket".

Boiled leather is a vest or breast plate that is boiled in wax or oil until rigid. This is probably the most used of all armors and the town guard is less likely to notice or care if you are wearing it.

Studded leather is boiled leather with metal studs riveted throughout the armor, and yes most town guards will notice you.

MEDIUM ARMORS

Medium armor is usually for military purposes. Everybody can see you are expecting a fight and they tend to take notice of you.

Ring mail is a soft leather coat with metal rings sewn onto the outside of the suit. The town guard may harass you but the populous will not notice much.

Brigandine is leather armor with metal plates or platelets that are sewn or riveted into place. The more commonly called brigandine is a layer of platelets sandwiched between layers of soft leather on either side. A common variant of this is scale armor, which is a layer of overlapping outer metal platelets that look like scales or coins riveted to a soft leather inner lining.

Chain mail is a shirt made of interlocking small rings of steel. In order to wear chain one must wear a padded inner shirt, if worn on unprotected skin chain mail will chafe and cut.

HEAVY ARMORS

Heavy armor is noticed by all when it is worn. The town guards tend to get edgy, people watch as you walk down the roads, and children not within their parents' reach like to bother you if you don't look too mean.

Reinforced Chain mail has more ring or links (usually 1.5 to 2 times more) than chain. Like chain an undershirt of pudding needs to be worn, and the armors length is usually longer (to mid thigh)

Banded mail is horizontal metal plates sown to a backing of leather. To get an idea of the armor, think of the Roman Lortica Segmenta use by the Roman Legions.

Splinted mail is made of thin vertical strips of metal plates riveted to a leather shirt. This is similar to brigandine except the metal strips are much larger than the platelets.

Plate armor is a steel breast plate, with arm and leg protection that has to be strapped on. This armor is common among knights.

Ornate Plate also known as full plate is made of a steel breast plate, several interlocking steel joints, and a great helm. This armor is the best man can make without magic. Kings and elite troops wear such armor.

HELMS

Armor is good to protect your body, but without your head, your body does no good. To provide protection for you head, you will need to purchase a helm. In order to use a Helm, there is a minimum Strength requirement. Helm Absorption does not stack with armor Absorption; this just adds protection to the head.

Helms	Guilder	Absorption	Weight
Pot Helms	50	3	.25
Coif	70	4	.25
Pot Helm with Leather	75	4	.25
Pot Helm with Coif	120	5	.5
Helm	100	5	.75
Full Helm	130	6	.75
Great Helm	140	7	1

There are many different types of head gear from the extravagant Tir head pieces to the heavy Khor helms. Those listed here are the most commonly use in this world.

Pot helm is just a skull cap that covers the top of the head above the eyes and ears. These helms may have a nasal guard on them as well.

Coif is a chain mail hood and padding under hood that covers all of the head and neck not including the face. This head gear was commonly worn by young knights and paladins.

Pot helm with leather is nothing more than a pot helm worn over a leather hood. This is probably the most used helmet by the basic infantry man.

Pot helm and coif is a pot helm worn on top of a coif. This would be worn by more seasoned troops.

Helm or open faced helm is a steel helmet that covers the head from the bottom of the jaw line up, but there is no facial protection except for maybe a nasal guard.

Full helm covers most of the areas around the head and neck. This can range from a helm with a coif (leaving the face open) to barrel helm (no neck or throat protection).

Great helms are helmets that cover all of the head and neck.

SHIELDS

Shields help to defend against attacks, by taking some of the blows for you. This can mean the difference between life and death. In order to use a Shield, there is a minimum Strength requirement. The minimum Strength needed to wield a shield is equal to the defense Bonus of the Shield.

Shields	Guilder	Defense Bonus	Weight
Bracers	30	+1 S	.25
Buckler	40	+1 S	.25
Small	60	+2	.5
Standard	70	+3	1
Large	89	+4	1.5

Shields are a broad group of protective items that help characters protect themselves. A shield in the proper sense can take many shapes (round, kite, square, coffin lid, etc.) and can have curves or bends.

Bracers are forearm guards often called van braces. They can be made of wood, leather, or

steel. If wearing bracers with armor, the arms should be considered to have the armor protection of the armor type worn.

Buckler is the smallest shield one can get. It is the size of a dinner plate and is used more in deflecting than intercepting. A buckler is either strapped to one's arm leaving the hand free or hand held. Note intercepting large weapons with a buckler is suicidal, you cannot add the defense from a buckler to any defense roll except for dodge.

Small shields are about twice the size of a buckler. In order to use a small shield one must devote one arm to its use whether it is held by one hand (center boss) or strapped to the arm (if a hand has been cut off, one can still strap the shield to the arm and the stump).

Standard shield is the common size of most shields. You can find them in abundance in any fighting force (not adventuring parties). Standard shields must be strapped to an arm. Like small shields stumpy can use a standard shield.

Large shields are the largest shields anyone can fight with. These shields cover at **least 2/3rd of the body** and are as heavy as or heavier than most armor out there. Unlike its smaller cousins the large shield needs a hand plus an arm strap.

Tower shields are used as cover. They are not wielded they are placed. Most tower shields are made of wood and some are made onto small carts. Tower shields act as a wall, and provide cover, not a defensive bonus.

WEAPONS

As long as there is war there will be as many different types of weapons as there are people. There are ten different classes of weapons; Ball

and chain, blunt and hafted, bows, crossbows, heavy blades, light blades, pole arms, slings, thrown, and exotic. Some weapon have footmen, great, and horsemen in front of there names; these terms are in reference to the size and weight of the weapons (horsemen being small for ease of use from the saddle, footmen are infantry weapons, and great are the monsters of the battlefield). Any weapon with a weight more than 1.0 requires two hands to use.

MAXIMUM DAMAGE

Weapons all have a maximum amount of damage that it is able to inflict. This is the Damage listed on each weapon chart. This is not a given but a possible maximum amount of damage. For more information on Damage please see Combat Page 55.

EXOTIC

Exotic	Guilder	Damage	Weight
Garrote	Varies	Special	-

The Garrote is a unique weapon in that it isn't designed to inflict a lot of damage to someone; it is simply designed to kill in one attack. Proper use of the Garrote takes great skill. As an exotic weapon, the Garrote is its own skill. Use of the Garrote requires that the target be in front of the attacker, with his back faced to him. The attacker will then put the garrote around the targets neck, then pull and twist the garrote cutting into the throat of the victim. A garrote can be a rope, a leather strap or the most preferred, the wire. The Rope and Leather Garrote requires an Endurance resistance roll by the target against the attacker's roll. If the Resistance roll fails, then the attack will inflict Strength divided by two (rounded up) damage plus one for every success above the resistance roll. The Wire Garrote works the same way, but does full strength damage and cuts the throat instead of just choking the victim. On a successful resistance roll, the defender will only

take quarter of the Strength damage (rounded up). If the defender knows the attack is coming, he can make a normal defense roll, then if he fails the defense roll, then he can make the Resistance roll. The cost for a rope or leather garrote is 3 guilder, and the cost for a wire garrote is 8 guilder.

Ball & Chain

Ball & Chain	Guilder	Damage	Weight
Whip	20	2	.25
Cat-o-Nines	15	3	.25
Chain	20	4	1
Horseman's Flail	50	5	.5
Footman's Flail	55	8	1
Great Flail	60	10	1.5

Ball and chain weapons are flexible and found in many cultures throughout history.

Whip is an 8 to 12 foot braided leather strap. This is good for training horses just be sure there is not a knight on the horse.

Cat-o-nine is an in all senses of the word a terror weapon. It consist of nine leather straps 2.5 to 4 feet in length with glass or metal bits tied along the straps every few inches.

Chain is just a length of chain roughly 2 to 4 foot long.

Flails are weapons that are made into two different basic kinds, hinged and chain. The hinge can be a true hinge but in most cases it was a single link of chain connecting a wood pole to a large head. The chains are one to three lengths of chain ranging from 1 to 4 feet.

Blunt & Hafted

Blunt & Hafted	Guilder	Damage	Weight
Horseman's Pick*	20	3	.5
Staff	4	3	.5
Club	-	4	.5
Hand Axe	15	4	.5
Iron Shod Staff	45	4	1
Footman's Pick*	25	5	1
Horseman's Mace	30	5	.5
Long Staff	10	5	.75
Tomahawk	20	5	.75
Battle Axe	40	6	1
Footman's Mace	40	6	1
Morning Star	40	6	1
War hammer	45	6	1
Double Headed Axe	45	8	1.5
Maul	28	8	1.5
Great Axe	55	12	2
Great Maul	36	12	2.5

Blunt and Hafted weapons are your basic crushing and cleaving weapons that do a lot of collateral damage.

Axes are a common weapon. It consist of a metal head with a blade designed to cleave, affixed to a wood haft. Axes come in sizes from the small hand axe, the standard Battle axe, and the huge great axe. Combat axes are not wood cutting axes and have an edge on them but are not sharpened.

Clubs are the most basic of all weapons. Most of the time they are made completely of wood and can be anything from an ox's thigh bone, table leg, to a finely crafted war club. Over the years people started to put spikes in their clubs which led to the morning star which is a wood shaft with multiple rows of spikes along the last quarter of the shaft.

As time progressed, the conversion of tools into weapons became more common and the hammer has excelled in its new role. There are 3 types of hammers, first is the war hammer. The war hammer consists of a haft and some sort of

hammer head (usually a flat face on one side and a crow bill on the other). The maul can be one of two things, one is that the maul is a military sledge hammer, and the second is a giant mace. In most cases the giant mace still has a flat striking area. And lastly the Great maul. This beast is a giant hammer made of wood with metal capped striking surfaces, and the best way to describe it is a keg on a stick.

Mace is without a doubt the most common weapon on the battlefield. The mace is made 100% of metal and is easy to produce. Most of a mace can be cast and can be produced much faster than a sword. For all intents and purposes a mace is a metal club.

The pick is another tool converted into a weapon. A pick is a miner's pick designed to be wielded as a weapon and usually consist of a pick end and a small hammer on the other. *Picks are exceptional at piercing armor and when it hits the absorption of the armor is 2 less than listed.*

The staff is another weapon of antiquity. Staffs or staves are as simple as a club. Many are just good tree branches. The average staff is from 5 to 6 feet long and a long staff is about 7 to 8 feet long. The iron shod staff is a staff with iron studs running down a ¼ to a 1/3 of the length of the end of the staff.

Bows

Bows	Guilder	Damage	Weight
Composite Short Bow*	50	6	.5
Short Bow*	30	6	.5
Long Bow*	70	8	.75
Composite Long Bow*	100	8	.75
Arrows Short (10)	5	-	.1 (10)
Arrows Long (10)	7	-	.1 (10)

Range in Yards	Short	Damage	Long
Composite Short Bow	5-60	60-125	125-175
Short Bow	5-50	50-100	100-150
Long Bow	15-150	150-250	250-350
Composite Long Bow	5-100	100-200	200-300
Range Modifier	None	-3	-5

Bow is the most commonly used and basic ranged weapon. There are two types of bows; self and the composite. *All bows are good at penetrating armor and the armor's absorption is -1.*

The self bows or the standard long and short bows are made with a single piece of wood to make the staffs. Short bows can be used on horseback.

Composite bows are made with pieces or layers to strengthen the staff. These bows have a longer range than self bows. Like self bows short composites can be used from horseback. Note composites can be built with a damage bonus based on the characters strength, such a bow is always a custom job and the prices vary greatly. It is also possible to build a long composite bow that is designed to be used from horseback but the price is bound to be steep. The Strength bonus for a composite bow can only go up to Half the Strength of the wielder, and costs 100 Guilder per +1.

CROSSBOWS

Crossbows	Guilder	Damage	Weight
Hand Crossbow*	30	5	.5
Light Crossbow*	60	7	.75
Heavy Crossbow*	85	9	1.25
Bolts Hand (15)	3	-	.1 (15)
Bolts Light (10)	5	-	.1 (10)
Bolts Heavy (10)	7	-	.1 (10)

Range in Yards	Short	Medium	Long
Hand Crossbow	0-50	50-100	100-150
Light Crossbow	2-75	75-150	150-300
Heavy Crossbow	10-100	100-200	200-380
Range Modifier	None	-2	-5

The next evolution in ranged weaponry was the crossbow. The crossbow is a steel bow mounted on a wood stock where a bolt is placed into a groove. *Crossbows are much easier to use than bows, can be fabricated faster than bows, and can penetrate armor with ease giving armor 2 less absorption than is listed*, which make them a logical choice for many armies. There are 3 types of crossbow; the hand crossbow is the size of a pistol and can be easily concealed, the light crossbow is the standard size crossbow, and the heavy crossbow is the largest crossbow in most armies. Anything other than a hand crossbow requires an action to load. The nice thing many soldiers like about the crossbow is its durability; if the enemy gets too close you can club him with it.

HEAVY BLADES

Heavy Blades	Guilder	Damage	Weight
Cutlass	35	5	.5
Broad Sword	55	6	.75
Falchion	50	6	.75
Long Sword	55	6	.75
Bastard Sword	60	7	1
Claymore	65	8	1.25
Two Handed Sword	70	8	1.5
Great Sword	75	10	2

Heavy blades are the larger military swords use in war. There are an infinite number of names and style of these blades, but they can all be classified into their basic shape and purpose.

The cutlass is the smallest of these; it has a short broad blade that widens towards the front and tapers up to a point with a slight curve in the last 1/3 of the blade.

The broad sword is a wide blade with little to no point. The broad sword was designed to cut, but was later redesign with a longer thinner blade that came to a distinct point, this is now called the long sword.

The Bastard sword, also called the hand and a ½ sword came for the need to get through heavier armors. The bastard sword weighs roughly 10 pounds, twice that of broad or long sword, and designed similar to the long sword but on a grander scale. The claymore is the smallest of the two handed swords, at 4.5 feet in length. The true two handed swords are 5 to 5.5 feet in length. Great swords are the big daddy of swords; it is as tall as a Tir and the blade is at least the width of a human woman's hand. The Falchion is a sword that is used like an axe. The blade has a straight back and the edge of the blade widens than tapers off about 1/8th from the end, falchions look like a big machete.

LIGHT BLADES

Light Blades	Guilder	Damage	Weight
Knife	5	1	.25
Stiletto*	10	1	.25
Dagger	10	2	.25
Main Gauche	15	2	.25
Foil	20	3	.25
Long Knife	15	3	.25
Sickle	15	3	.25
Epee	30	4	.5
Short Sword	25	4	.5
Rapier	30	5	.5
Saber	40	5	.5

Light Blades are the smaller one handed blades use by people, although many armies view them as less effective as a primary weapon but are great secondary weapons. There are two types of light blades, knives and swords. The three types of knives are the typical kitchen knife, dagger which is your fighting knife with a blade up to 8 inches long and may has an edge on one or both sides of the blade that can be thrown, and the long knife is a dagger with a blade that are 1.5 to 2 times longer.

There are two notable versions of the dagger; they are the main gauche and the stiletto. The

main gauche is a dagger with a large exaggerated cross guard and a basket hilt to parry and catch blades, and *the stiletto is a military ice pick or a fancy shiv that penetrates armor at 2 less absorption than listed.*

The short sword is the most common sword to date; the sword is up to 2 ½ feet long and the blades can be short stout or long slender blades.

Rapiers have a long slender blade the length of a long sword used to thrust although an edge could put on the blade. The saber is sword with a mild curve in the blade and is a little shorter than the rapier, and is meant to cut or slice and is kept sharp. Next there is the foil which is nothing more than a practice sword. The epee is a reinforced foil or a stiletto type sword with a ¼ to ½ inch rod the length of a rapier's blade that comes to a point. This makes the epee better at defeating armor than any other sword; absorption is one less than listed. And last there is the sickle which is just a gardening tool. It has a blade that starts at the top of the handle; the blade itself forms a crescent moon with the interior edge shaped.

POLE ARMS

Pole Arms	Guilder	Damage	Weight
Short Spear	30	6	.75
Trident	40	7	1
Lance*	60	8	2
Long Spear	40	8	1.5
Bac De Corbin	40	9	2
Glaive	50	10	2
Pike	50	10	2.5
Scythe	60	10	2.5
Halberd	65	11	2.25

Pole arms are the counter to the mounted fighting man. There are three type of pole weaponry; spears, glaives, and pole axes.

Spears are the most basic of weapons, made of wood that has a metal point or is sharpened to a

point. The spear was made into five styles; the short spear which is 5 to 6 foot long and can be thrown, long spear is 10 feet long, *lance is a horsemen's spear that when charging the Damage Maximum increases to 12*, the trident is a short spear with a forked head that can be thrown, and the pike which is a 16 foot spear.

Glaives are roughly 10 feet in length with a blade meant for cutting and slicing. There are many different styles of the glaive but most do the same thing.

Pole axes are a classification of hafted weapon with some flare in most cases. *The bac de corbin or Lucerne hammer is a war hammer head, or a slender long spiked hammer and crows bill, and a long thrusting spike. The weapon is 10 foot long; striking with the hammer head focuses so much power into a small area that armor absorption is two less than the list.* The halberd is the pole arm for all occasions. It is a 10 foot axe with a hooking fluke on the back end and a thrusting tip. There are as many styles of halberd as there is glaive. The last pole arm is the scythe. This is the weapon of the Grimm Reaper.

SLINGS

Slings	Guilder	Damage	Weight
Sling	5	Ammo	-
Rocks	-	3	.1 (10)
Bullets (Bag of 20)	5 Gat	4	.1 (20)
Staff Sling	10	Ammo	.5
Rocks	-	4	.1 (10)
Bullets (Bag of 20)	5 Gat	5	.1 (20)

Range in Yards	Short	Medium	Long
Sling			
Rocks	1-25	25-50	50-100
Bullets	1-50	50-100	100-200
Staff Sling			
Rocks	25-50	50-100	100-200
Bullets	25-75	75-150	150-300
Range Modifier	None	-3	-7

Slings are a more efficient way to throw things. They are often made of a leather thong with a leather strip to cradle a rock or sling bullet. The projectile is placed in the cradle, the thong is held by both ends so that one end is released when part of the hand is opened, then swing the sling in a circular motion and release. A staff sling has one cord of the sling is firmly attached to the stave and the other end has a loop that can slide off and release the projectile. Staff slings are extremely powerful because the stave can be made as long as two meters, creating a powerful lever. It is generally suited for heavier missiles and siege situations as staff slings can achieve very steep trajectories for slinging over obstacles such as castle walls. The staff itself can become a close combat weapon in a melee. Sling bullets are cast from the scrap metal or lead and formed into balls.

THROWN

Thrown	Guilder	Damage	Weight
Throwing Knife	10	2	.25
Throwing Axe	15	4	.5

Thrown weapons have been designed and weighted to be thrown like the throwing axe and knife.

GARB

Clothing is essential to the style of a character. The type of garb you choose will often reflect the personality of your character. City Garb is the average clothing that one will see on most people, while the Adventurer's garb includes heavier boots with better traction, gloves, and sturdier clothing. Clergy robes are designed by the church and are only supposed to worn by official personnel from the church. Cloaks are designed to protect the wearer from the elements and are often heavy and hooded. The robe is a lighter version of a cloak, but with sleeves built into it, robes are usually fancier than cloaks are.

Garb	Guilder
Adventurer	6
City	2
Clergy	5
Cloak	4
Robes	6

TOOLS

To make money requires work, to work you need tools. Tools are used every day, by everybody in one way or another.

Tools	Guilder
Caltrops	5g
Chain	12
Pry bar	12
Grapple	19
Hammer	5
Iron Lock	68
Manacles	55
Piton	2
Sewing Needle	2g
Spade	4
Spyglass	295
Whetstone	1
Lock Picks	129

TRAVEL

Equipment to get from one place to another is needed in a world this large. Traveling equipment will help cut down the amount of time needed.

Travel	Guilder
Barding Armor	900
Bit & Bridle	18
Cart	50
Feed / Day	2
Harness	20
Horse - Pony	200
Horse - Racing	350
Horse - Riding	275
Horse - War Trained	400
Horse - Work	325
Horse - Pack Mule	120
Saddle - Military	75
Saddle - Pack	25
Saddle - Riding	35

Saddlebags	17
Feedbag	5
Wagon	150
Horseshoes	5 / set

SCHOLAR

Equipment designed for writing and sealing official documents.

SURVIVAL GEAR

Survival gear is designed with the adventurer in mind. This gear will help the adventurer to survive long cold nights, and help to find his way to the treasure.

Survival	Guilder
Bedroll	7
Blanket	3
Candle	1
Fishing Gear	3
Fishing Net	45
Flint & Steel	7
Oil Lamp	4
Lantern	10
Oil per Flask	2 (12)
Rope	3
Soap	11
Tent	17
Torch	1

Scholar	Guilder
Chalk	5g
Ink	2
Quill	5g
Parchment (Per Sheet)	5
Blank Book (10 Pages)	50
Sealing Wax	3
Signet Ring	100

STORAGE

As you travel you will find you need to store things. Storage containers allow a lot of loot to fit into a smaller area.

Storage	Guilder
Backpack	4
Chest - Small	20
Chest - Small with Lock	45
Chest - Large	35
Chest - Large with Lock	90
Flask	10
Iron Pot	10
Pouch - Small	4
Pouch - Large	8
Sack - Small	4
Sack - Large	8
Tankard – Clay	3
Tankard – Metal	6
Vial & Stopper	5
Water skin	13
Waterproof Case	32

The Order of Things

THE ORDER OF THINGS

A Role Play game is about people getting together and playing a role in a story that the Game Master creates. This differs from a book in that you are the actual character in the story and you have a direct impact through your decisions, actions, successes and failures.

There will come a time when you need to determine if you have done something successfully or not. This is where the rules come into play. We always encourage the use of role playing rather than relying on rules, but it will be necessary from time to time for more arbitrary results. The use of the rules can be as overt or as subtle as you like.

The first and most important rule is to have fun. If you find that any rule or rules are getting in the way of that, feel free to change or eliminate it. The set of rules presented here have been game tested and balanced as well as we could.

TIME

Time management is a skill. One many lack in my never to be humble opinion. The passage of time during a game session is very strange and malleable. It is dependent upon what it is you are trying to do. Time can crawl when needed or take huge leaps and bounds during down time.

Turn

A turn is the smallest increment of time. A turn is a 12 second focus of time, often the most critical or important increment used in this game. A turn is observed in intense situations where time is of the essence. You will use turns in combat situations, time sensitive situation (trying to find something in a room before the homeowner returns, etc).

Scenes

A scene would be something akin to a scene in a theatrical play. A scene is a single encounter with a specific group of people or a single combat. A scene will usually involve one location and encompasses a single event. A scene can be brief (go into a shop and purchase something) or it could be lengthy (have a festival in the King's ballroom). In one scene you can have no turns or many turns, it just depends on how the GM needs to focus game time.

Scenario

A scenario is a collection of scenes. This would be like a chapter in a book. This often would take place in roughly the same area or the same city. A scenario is often the focus of a sub-plot. This most often takes place in one game session. When authors write a book, the end of the chapter leaves you wanting more. Each scenario should end with your player wanting more. You should have a plan for what you're going to do next.

Story

This would be akin to a plot line or even sub plot within a larger campaign. A story will tell an entire tale and is comprised of several scenarios. This would be a major plot from beginning to end.

Campaign

There are many different words for this. It can be an epic, a saga, a tale, etc. A campaign is a number of stories that lead up to one climactic event. This is the big picture, an overall goal or theme. This would be like a series of books, each book being one story (my favorite example would be *The Wheel of Time* series by Robert Jordan).

Downtime

Another important increment of time many forget is the all important Downtime. This is where the players will provide a general summary of what they do over an extended period of time. This time may or may not contain rolls (GM's discretion). This would cover a period of time between scenarios or stories.

LET 'EM ROLL

There are two ways that an action can succeed or fail in Destiny. A GM can declare a success or failure (often depending upon difficulty of the task and the Attribute and Skill Ratings of the character). The other option is to turn to the dice for a more random and arbitrary outcome.

Destiny will use 2 ten sided dice for all rolls. This is represented as 2D10. All rolls will use these two dice so you shouldn't need any others for this game.

BUILDING THE FOUNDATION

A good foundation is needed to build a strong structure. Attributes and Skills are your character's foundation. To determine an outcome you first need to determine which Attribute best applies. The GM will then determine what Skill is needed and if the character has that skill. The player will add both the Character's Attribute Rating to his Skill Rating for one number. This will usually give you a number range from 2 – 20.

ROLLING THE DICE

When asked to do so the player will roll two ten sided dice (2D10) and add the results together for one number. This will *usually* result in a number range from 2 – 20.

It is important to note that most 10 sided dice have a number from 0 – 9 on them. The 0 represents 10.

THE RULE OF 10's

There will come a time when the dice are hot and you have a chance to succeed beyond your wildest dreams. The Rule of 10's accounts for the chance of a lucky result.

If you ever roll two 10s (a 10 on both dice on the same roll) you will roll an additional 1D10 (one ten sided die) and add it to the original roll total.

With this you have the potential for a total result of 30. Even the most difficult task should be achievable this way.

THE RULE OF 1's

Luck is a fickle bitch. It loves you one second and bites you in the bum the next. This bad luck is represented by the Rule of 1's.

If you ever roll two 1's (a 1 on both dice on the same roll) you will roll an addition 1D10 and subtract the result from the original roll total (which was 2). This can result in a negative number, potentially up to -8.

SITUATIONAL MODIFIERS

As with real life, not everything is strait forward. There will be certain situations or conditions that will make performing a task easier or more difficult. This is represented as either a bonus (positive) or penalty (negative) that will be added or subtracted from your total.

Performing a ranged attack at night with no real light is more difficult than doing so in broad daylight. This would be represented by a penalty or negative number.

Picking a lock with high quality professional tools can make the job easier and therefore would be represented as a bonus or a positive number.

All modifiers are cumulative unless otherwise stated and are added or subtracted after the die roll is complete.

See Page 57 for more information on Situational Modifiers.

WHERE THE CHIPS FALL

At this time you should have a number between 2 – 20 (Attribute + Skill), another number that can range from -8 – 30 from the die roll and possibly a modifier which can be a bonus or a penalty.

All of these numbers will be added together for a result, which will end up in success or failure.

I need to throw a fireball at my enemy. My Mage has an Animas of 7 and Spell Weaving of 6. This gives me a total of 13.

I roll 2D10 with a result of 7, a poor roll by most standards.

The GM has determined that I have a total modifier of -2 due to the low lighting.

My total result will be an 18 (13+7-2).

TARGET NUMBERS

Now you have a total number, but what does it mean? Do you succeed or fail? Success or failure is dependent upon the type of action you are trying to do. There are two types of rolls that a player can make, Opposed and Simple.

OPPOSED ROLLS

An Opposed Roll will be used when a character is actively opposing (or being opposed by) another. Combat rolls will be an Opposed Roll. This will be used when you are pitting yourself directly against another. An Opposed Roll Target Number will be the total result of the opposing party. The higher number will succeed, the lower will fail.

SIMPLE ROLLS

A simple roll is an action whose outcome is based solely on the ability of the character. To determine the Target Number for a Simple Roll the GM must decide on the difficulty of the task. Once the difficulty is determined, the GM will give the player the Target Number.

The player must then exceed that Target Number with his total from his Attribute + Skill + 2D10 +/- modifiers to succeed. If the player does not beat (exceed not just match) this number he fails.

If at any time the total result is equal to 11 or lower, the player automatically fails at what he is trying to do. This is applicable only to Simple Rolls (it does not apply to Opposed Rolls).

Difficulty	Target Number
<i>Total Result 11 or less = Failure</i>	
Easy Tasks	12 – 16
Average Tasks	17 – 21
Difficult Tasks	22 – 26
Hard Tasks	27 – 31
Near Impossible Tasks	32+

ACTION TYPES

It's time to put your money where your mouth is. You know how to roll and interpret the dice, it's now time to learn how to apply them. Actions represent various activities that your character will attempt that requires a roll of the dice. The type of action used will often depend on the time

frame involved. Simple or immediate actions take place the moment you do them. These would be used in a Turn. Extended actions take place over several Turns or a Scene. Opposed actions are actions that are contested by another opponent. Automatic actions happen without regard to time.

SIMPLE ACTIONS

A Simple Action is a one shot attempt at success. This will usually involve one roll of the dice to determine success or failure. These are feats that are attempted and completed in the moment and will usually have an obvious result. Instant actions are usually rolled against a Target Number.

EXTENDED ACTIONS

Sometimes a task will extend over a larger period of time than one turn. Extended actions will usually involve several rolls and may need a certain number of successes to achieve the desired outcome. Scaling a wall, picking an intricate lock, searching for a well hidden object, are all examples of extended actions.

OPPOSED ACTIONS

An Opposed Action is a Simple or Extended Action that pits one opponent against another. In an Opposed Action, the two or more contestants compare roll results against each other with the higher result succeeding and the lower results failing. The outcome is determined by another's roll not by a Target Number.

Opposed actions can be a Simple Action, such as an attack or an Extended Action such as tracking a person who is trying to hide his tracks.

AUTOMATIC ACTIONS

Some actions are done as a reflex. Automatic Actions are actions that are defensive and reactionary and don't intrude on other behavior or actions. An Automatic Action will not preclude you from taking other Simple,

Extended or Opposed Actions. Automatic actions are resolved immediately. Automatic Actions include Defensive rolls, Resistance Rolls, or any other reactional activities.

THE COMBAT ROUND

Follow, but follow only if ye be men of valor, for the entrance to this cave is guarded by a creature so foul, so cruel that no man yet has fought with it and lived. Bones of full fifty men lie strewn about its lair. So, brave knights, if you do doubt your courage or your strength, come no further, for death awaits you all with nasty, big, pointy teeth.

What would a good story be without conflict? Conflict is the heart of a good story. The most extreme form of conflict is combat.

In any Role Play Game the rules of warfare are an important factor. Without rules there would be chaos and argument. While the rules may do away with some of the chaos, unfortunately the argument may still be there.

Combat can be confusing and stressful because so much goes on at one time. Anyone who has been in a large scale brawl or fighting for their lives can attest to this fact. For times like this the GM will need to focus the game in order to better measure an outcome. Most of the time the GM will focus the game into a standard 12 second combat round (one Turn).

The Combat Round consists of an Initiative Phase and an Action Phase. Initiative determines the order in which people will act in the Action Phase and how many Actions you can perform. The Action Phase is where character will perform various activities and feats to garner a desired outcome.

INITIATIVE

All warfare is based on deception. Hence, when able to attack, we must seem unable; when using our forces, we must seem inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near.

We're all children at heart (ok, at least I am or so I'm told) and we all want to go first. Initiative is the process which is used to determine who gets to go before whom in combat. Initiative will determine the order of play in a specific Combat Round.

At the beginning of a Combat Round the player will roll 2D10, adding them together and then add his character's Reflex Attribute to the total. This should render a result that ranges from -7 – 40 (including the Rule of 10's and the Rule of 1's).

A character will always get 1 Action every Combat Round. If an Initiative result is ever lower than 1 the character will get to perform 1 Action on Initiative Count 1.

The GM will then begin to count down the initiative, beginning with the highest number, counting down to one.

SURPRISE

A fight doesn't always begin with opponents squaring off with each other. It is inevitable that a fight at some point will start with a surprise attack. Surprise occurs when one party is caught unawares of an imminent attack.

When this occurs, the defending party is "frozen" while the attacking party gets one action for each attacker. The Action can be any normal combat Action that a participant may do in a normal Combat Round be it an attack, move, or other action of choice. Once this action has

taken by all attacking party members, a new Combat Round begins and initiative is rolled normally and play proceeds.

On a surprise attack, one in which the target is not expecting an attack; the Attacker must exceed an 11 to hit the target.

TAKING ACTION

The good fighters of old first put themselves beyond the possibility of defeat, and then waited for an opportunity of defeating the enemy. To secure ourselves against defeat lies in our own hands, but the opportunity of defeating the enemy is provided by the enemy himself.

Thus the good fighter is able to secure himself against defeat, but cannot make certain of defeating the enemy. Hence the saying: One may know how to conquer without being able to do it.

MAXIMUM ACTIONS PER COMBAT ROUND

Each Character will get a maximum number of Simple or Opposed (Offensive, Move, Spell Casting, etc.) Actions each Combat Round. To determine how many possible Simple or Opposed Actions a character may take in one Combat Round you need to look no further than the Character's Reflex Attribute Rating. If your Reflex Rating is a 4 the character may perform up to 4 Simple or Opposed Actions in one Combat Round.

NUMBER OF ACTIONS PER COMBAT ROUND

The amount of Actions (Simple or Opposed) that you can take in one Combat Round is different from the maximum amount you can perform. Your Initiative result will help to determine the number of Simple or Opposed Actions that your character can make. *Defensive Actions are Automatic and are not counted or dependent upon Initiative.*

Each character will have one Simple or Opposed Action on his Initiative. The character can then take another Simple or Opposed Action at every three below his Initiative. When the GM calls out your initiative number, your character will be able to perform one Simple or Opposed Action. Then when the GM reaches three lower on the initiative count you will be able to perform another Simple or Opposed Action. This continues for each character involved in the Combat Round until the character is either out of Simple or Opposed Actions or when the GM reaches 1 which is the last Initiative count in the Combat Round.

I roll a 7 and a 5 for a total Initiative of 12 on 2D10. I then add my Reflex Attribute of 4 for a total of 16 ($12 + 4 = 16$). I have no bonuses or penalties to add or subtract. When the GM calls a 16, I can then perform one Simple or Opposed Action. The GM will then continue the countdown once everybody is done on 16. Then when the GM reaches 13, I will take another Simple or Opposed Action. On 10 I take a third action, 7 I take my fourth and last action (I have reached my maximum actions allowed).

When counting down an Initiative, the GM will not count zero as an initiative result, the lowest number will be called out is 1. If a character isn't out of actions before one is reached, then all additional actions are forfeit.

I roll a 2 and a 1 for a total of 3 on 2D10. I then add my Reflex Attribute of 4 for a total of 7 ($3 + 4 = 7$). I have no bonuses or penalties to add or subtract. When the GM calls a 7, I can then perform one Simple or Opposed Action. The GM will then continue the countdown once everybody is done on 7. Then when the GM reaches 4, I will take another Simple or Opposed Action. On 1 I take my third action. I will forfeit my 4th action since we ran out of time for the Combat Round.

TIED ACTIONS

If two or more people have an action on the same initiative count, then the person who initially had the highest initiative will go first.

If more than one participant rolled the same Initiative number, then the person with the highest Reflex Attribute Rating will go.

If both Reflex Attribute Ratings are the same, then the GM will have all involved roll an additional 1D10 to determine the order with the highest result going first, this 1D10 is **not** added to the Initiative total.

Optional Rule

A fun alternative is to have simultaneous actions, all tied parties act at the same time. Each participant involved in the tie can declare their action to the GM without any others knowing (written usually works best) and the actions happen simultaneously. The GM will then explain the outcome based on appropriate rolls if

needed. This can add an interesting element to your game if you choose to use this option.

DELAYED ACTIONS

A player may choose not to take a Simple or Opposed Action on his Initiative. If he does this, the Character has the option to use it at a later time in the same Combat Round. When Delaying an Action no other Actions can be taken until the Delayed Action is played.

The player can choose to use his Delayed Action first in the Initiative count when a player decides to go. He may also opt to go after person on that Initiative count as well.

Delayed Actions will start the character on a new count, which means he will go every three from the point which he took his Delayed Action.

If any actions were taken prior to the Delayed Action, those count towards your maximum per round.

DEFENSIVE ACTIONS

A Defensive Action is considered an Automatic Action. This means that it does not impact the Initiative count nor the amount of Simple or Opposed Actions that a character can take in a Combat Round.

All characters have a Defensive Action pool. This pool is equal to your character's Reflex Attribute Rating. This is the maximum number of Defensive Actions you can perform in one Combat Round.

Any unused Defensive Actions by the end of the Combat Round are discarded. The pool refreshes at the beginning of every Combat Round.

Defensive Actions may be taken at any time during a Combat Round when the character is attacked provided he still has Defensive Actions

available. If for some reason a player chooses not to take a Defense or cannot take one, damage from the attack is calculated for every number above 11.

See page 55 for more information on Damage.

ATTACK

It is the rule in war, if our forces are ten to the enemy's one, to surround him; if five to one, to attack him; if twice as numerous, to divide our army into two. If equally matched, we can offer battle; if slightly inferior in numbers, we can avoid the enemy; if quite unequal in every way, we can flee from him. Hence, though an obstinate fight may be made by a small force, in the end it must be captured by the larger force.

The most basic Opposed Action is the attack. In order to perform an attack, the player or GM will announce who or what he is attacking. Then the person performing the attack will add his character's Coordination Attribute Rating to his character's appropriate Skill Rating. Once this is done, the player will roll 2D10, adding both die results together (taking into account the Rule of 10's and the Rule of 1's). The Dice roll result will be added to the Coordination and Skill Ratings. If this total is 11 or less the attack misses the target.

The defending player may then choose to make a Defense Roll. In order for your attack to strike a target, the total attack roll must be at least one higher than the defenders defense roll. On a surprise attack, one in which the target is not expecting an attack; the Attacker must exceed an 11 to hit the target.

Being a Mage I would likely cast a spell to attack my opponent but I decide to have a retarded moment

and use my Dagger instead. I have a Coordination of 3 and a Light Blade Skill of 1. This gives me a total of 4 for an Attack base with my Dagger. Let's face it, I suck. Chances are I'm going to miss or provide an easy defense for someone.

I roll 2D10 with a result of 4 and 9. This gives me a total of 13. I add this with my Attack base of 4 for a total of 17. In order to defend, the defensive roll must match 17.

RANGED ATTACKS INTO CLOSE COMBAT

Sometimes your character will be faced with the dilemma to fire a bow or throw a weapon at a target engaged in close combat with a friend. To send a ranged attack into the melee or hand to hand fray, the attacker suffers a -6 penalty to hit his target. If a practitioner of magic attempts to send magic into fray, then it is done only at a -3 penalty.

If the total result is an 11 or less then the attacker will roll again to see if he hits an ally. The same penalties apply. If the attack roll is above an 11 he hits his ally.

MULTIPLE ATTACKERS

There will be times when several people will gang up on one person in melee or hand to hand combat. There is a limit on how many people can attack one target. The most people that are able to attack one target in melee or hand to hand combat effectively is four.

If too many people attempt to attack the same target, then they begin to get in the way of each

other and are not able to attack effectively. If more than four people attempt to attack one target, then all attackers suffer a -3 penalty to all of their attacks for each attacker above four.

This does not apply to large targets that are twice the normal human size or more.

ATTACKING WHILE MOUNTED

Mounted Combat (Attacks while riding a horse) can only be done once the player has spent the first action in a round to make a Riding Skill roll. The Target Number for Combat Riding is an 18 if you are riding a War Trained Horse. Non-war trained horses will raise the Target Number to a 23. You must exceed these Target Numbers to be able to attack with your next action as normal. If you fail this roll, then any Action will be at -5 for the Combat Round.

While at more than a walk, an attack will inflict +3 Damage and any attack against the rider will suffer a Penalty of -3.

CALLED SHOTS & AIMING

Called shots allow a player to pick his target on the target. The size of the chosen target will affect the penalties for the called shot. Taking time to aim can help to offset the Penalty.

Aiming can only be done with ranged attacks. For every action spent aiming, you will gain a +1 bonus to your attack roll. The actual attack must take place in the same Combat Round in which you aimed.

See Page 57 for more information on Modifiers.

READYING AN ITEM

There will be times in combat or situations where you will need to ready an object. To ready an object means to draw or ready a sword, pulling an accessible object from a pocket or pouch, etc. It takes 1 Simple Action to ready an item for use.

Removing an object from the bottom of a full pouch may require more time to search and can take multiple Simple Actions.

DEFENSE

You can be sure of succeeding in your attacks if you only attack places which are undefended. You can ensure the safety of your defense if you only hold positions that cannot be attacked. Hence that general is skillful in attack whose opponent does not know what to defend; and he is skillful in defense whose opponent does not know what to attack.

The number of Defensive Actions that a character can perform in one Combat Round is equal to his Reflex Attribute Rating.

If you want to survive more than a fortnight you will need to ensure that you can mount a decent defense. To perform a Defensive maneuver, the character must take his Dexterity Attribute Rating, add any appropriate skill, then roll 2D10 and then add it to the total. In order to completely defend against the attack you must at least match the attacker's number.

I have a Dexterity of 4, a Dodge Skill of 4. I add them together for a total of 8. This is my base defense number that I begin with. I then roll 2D10 and get an 8 and a 3 for a total of 11. My total defense is a 19. If 19 matches or exceeds the attackers total then I fully defend myself against the attack and take no damage.

There are several Skills that can be used to Defend; Balance, Block, Dodge, or Parry with a weapon.

Balance

Balance is a rarer defense but it is a must when fighting on an unstable surface or a surface that you can easily lose footing on. This replaces all other defensive options while on a surface such as a boat, a narrow walkway where you can plunge to your death if you fall (or at least fall even if you won't die), or any other unstable surface.

Block

To block something means you obstruct the path of the attack. Block can only be used to block hand to hand attacks.

Dodge

Getting out of the way of an attack is perhaps the most efficient way to avoid taking damage. After all if you are not there, you can't be hit. Dodge is the universal defense and the only one that can be used against a ranged attack. Dodge will not be used on an unstable surface or narrow ledge, Balance must be used in it's place.

Parry

Parry acts a lot like Block, it obstructs an incoming attack. To parry you will use your weapon (and thus your weapon Skill) to obstruct and incoming attack. Parry is designed to defend against other Melee weapons. You can parry a Hand to Hand attack but you do so at a -5 Penalty. However you do inflict one point of damage if you are successful in your Parry of a Hand to Hand attack.

RANGED ATTACKS WHILE IN CLOSE COMBAT

It is difficult to defend against an attack that is coming in at you while you are engaged in close combat with an opponent. If a ranged attack manages to hit you while you are engaged, all Defensive maneuvers suffer a -5 Penalty.

DEFENDING AGAINST MULTIPLE ATTACKERS

When facing multiple opponents the defendant must choose a primary opponent and square off against. The defender may change his primary opponent with each of his attacks or upon the leaving, or incapacitating his primary opponent. The primary opponent and the defender have no modifiers. The second attacker gains a +1 on his attack and the defender suffers a -1 penalty (the total difference is 2). The third attacker gains a +2 on his attack and the defender suffers a -2 on his defense (for a total difference of 4). The fourth attacker gains a +3 bonus to attack and the defender suffers a -3 to defend (for a total difference of 6).

This does not apply to ranged attacks. The use of a shield will only give a Defensive Bonus against the primary opponent. If facing more than four attackers, then all attackers get an additional -3 while the Defender suffers with a maximum of -3 on all opponents above the fourth.

RESISTANCE

Resistance is futile. You will be assimilated. There will be times in the game when a Resistance roll is necessary. A Resistance roll is used when something needs to be resisted by the character and a proper Defense does not apply. A character may need to resist an Infliction from a Clergyman, resist the affects of a poison, etc.

Resistance works by taking your Resistance Stat, adding the appropriate Attribute, then rolling 2D10 and adding it all together.

Resistance is an Automatic Action. If Resisting an Opposed Action you must match or exceed the Opponent's roll. If Resisting a Simple Action you must beat (exceed) the Target Number.

MOVEMENT

You may advance and be absolutely irresistible, if you make for the enemy's weak points; you may retire and be safe from pursuit if your movements are more rapid than those of the enemy. If we wish to fight, the enemy can be forced to an engagement even though he be sheltered behind a high rampart and a deep ditch. All we need do is attack some other place that he will be obliged to relieve.

Movement is an essential part of any combat or tense situation. Every character will have a Movement Allowance. Your Movement Allowance is determined by adding your Coordination Attribute Rating with your Dexterity Attribute Rating and your Reflex Attribute Rating; the total is your Movement Allowance.

Movement is broken down into three modes or speeds, walking, Run and Sprint. Walking will allow your character to move his Movement Allowance, Run will be your Movement Allowance x2, and Sprint will be your Movement Allowance x3.

Walking will allow you to move your Movement Allowance in Feet on your action.

Running will allow you to move your Movement Allowance x2 in feet on your action.

Sprinting allows you to move your Movement Allowance x3 in feet on your action.

During combat a Character may move up to five feet in any direction without spending any Simple Actions. Up to five feet of movement is considered standard basic movement and you suffer no penalties for it.

Should a character choose to move more than 5 feet he must spend one Simple Action to do so. The character will also suffer penalties to any additional actions that Combat Round.

If you try to perform an action while walking, you will suffer a -2 penalty, while running you will suffer a -4 penalty. If you are sprinting and trying to perform any action, you are at a -8 penalty.

CHANGING LEVELS WHILE MOVING

While engaged in combat character can go up or down levels. This can be going up or down stairs, jumping up on or down from a table, or any other similar movement.

Moving down levels takes no actions and have no Penalties. Moving up a level (a flight of stairs for example) takes one Simple Action.

GETTING UP AGAIN

Changing position also falls under movement. A change in position will take one Simple Action. A change in position is going from a standing to prone (laying) or sitting or from prone or sitting to standing.

While lying prone a character cannot defend. There is no reasonable way to mount an affective defense while on the ground.

DAMAGE

By holding out advantages to him, he can cause the enemy to approach of his own accord; or, by inflicting damage, he can make it impossible for the enemy to draw near.

INFLECTING DAMAGE

To inflict damage in combat you must exceed the target's Defense number. Each weapon has a certain amount of damage potential. The better your strike is on a target, the more damage you will inflict.

For every 1 that you exceed the targets defense by, you will inflict 1 point of damage.

BASE DAMAGE

Base Damage is the amount of damage you can inflict based upon your Strength. Any time you cause damage to an opponent you will add your Base Damage to the amount of Damage caused by the attack. Base Damage is not incremental based upon the Dice roll.

WEAPON DAMAGE RATING

Each weapon has a Damage Rating. This determines the maximum amount of damage that a particular weapon can inflict. You will inflict 1 point of Damage for every one you exceed your Opponents Defense by, you can do this up to the Weapon's Damage Rating.

An average character with a Strength of 4 will have a Base Damage of 2. Using a Long Sword (Damage Rating of 6), the character has a potential damage range of 3 - 8 depending on how well he rolls. In his first attack, he beats his opponent's defense by 4, he will inflict 6 points of damage with this attack (2 Base Damage plus 4 from the Weapon). His second attack he exceeds his opponents defense by 9, he will inflict 8 points of damage (2 Base Damage plus the weapon maximum of 6 for a total of 8).

RANGED WEAPON DAMAGE

Ranged weapons work basically the same; they just don't get the Base Damage unless built

specifically built for a person's strength (such as a Compound Bow).

MAXIMUM MELEE WEAPON DAMAGE

Strength can limit the amount of damage that a person can inflict with a melee weapon regardless of the weapon's size. The maximum amount of damage that a person can inflict with a melee weapon is his Strength Attribute multiplied by 1.5. This is the character's Melee Maximum. It doesn't matter that a weapon can inflict more damage; a person can only inflict as much damage as his Strength will allow.

Melee Maximum does not count Base Damage towards its number, only the weapon damage.

A character with a Strength of 4 will have a Melee Maximum of 6; this means that if he uses a weapon with a Damage Rating of 8, he will only be able to get 6 out of it. If the Damage Rating for a weapon is lower than the character's Melee Maximum, then the weapon can inflict its full amount of damage should the attack be good enough.

HAND TO HAND COMBAT DAMAGE

Damage inflicted in hand to hand combat works in a similar manner. There is no Base Damage applied to any hand to hand attacks.

With a punch, for every 1 you exceed the targets defense by; you will inflict 1 point of damage to a maximum of your Base Damage.

In a kick for every 1 you exceed the targets defense by; you will inflict 1 point of damage to a maximum of your character's Strength Rating.

DURABILITY -- DAMAGING ITEMS & OBJECTS

Durability will determine how much damage an inanimate object can withstand before it is destroyed. Each time something gets hit, the damage inflicted will reduce the Durability of the item by the amount of damage inflicted, once the Durability reaches zero, the item is destroyed or rendered useless.

ARMOR ABSORPTION

Absorption will determine how much damage armor will shrug or shake off from each attack. In order to damage someone in armor, you must cause more damage than the Absorption of the armor. If the amount of damage inflicted is more than the Absorption, then the additional damage (total damage minus the Absorption of the armor) will go through to the person that is wearing it.

When Armor is breached (the damage exceeds the Armor Absorption) there is a chance that the armor becomes damaged. For every 3 points of damage that exceeds the Armor Absorption the Armor's Absorption Rating will be reduced by 1. Once the Absorption rating reaches 0 then the armor becomes useless.

HEALTH

Health is a measure of how much damage a living being can take before death occurs. A character's Health is directly related to his Endurance Attribute. There are five levels of health damage; Bruised, Minor Wounds, Moderate Wounds, Major Wounds, and Fatal Wounds.

A character can take a certain amount of damage at each damage level. The amount of damage that can be taken per level of damage is equal to the character's Endurance Attribute Rating.

A character has an Endurance of 5, he can take five points of damage and only be bruised, or up to 10 points and only suffer minor wounds, 15 points of damage and be moderately wounded, 20 points and have a major wound, or 25 points and be near death.

A character may also suffer penalties when injured. If a character is bruised, he will suffer no penalty, Minor Wounds he all dice rolls will be done at -1, Moderate Wounds all rolls will be at -2, Major Wounds -4 and Near Fatal Wounds -6.

If a character reaches Near Fatal Wounds, and runs out, all additional Damage is then deducted directly from his Endurance Attribute.

When Damage is taken to Endurance the player must make a Death Check in order not to die right then and there. All Death Checks are done with the original Endurance Attribute Rating (unmodified) + 2D10. The Target Number that must be beat is a 19.

If the character does go into Endurance for damage, then he will receive a permanent scar either physically or mentally, depending on what caused the damage. Clerical or Alchemical healing will help to alleviate any scarring if done promptly.

HEALING HEALTH LOSS

When a living being suffers damage, it is important to be able to heal that damage. How fast someone heals depends on if he is resting and also if he is receiving treatment.

- Characters that are injured and remain active (not under bed rest) will only heal 1 Health per day.

- Characters that are bed resting will heal 2 points per day.
- Characters that are bed resting and being treated (skilled help) will heal 3 points per day.
- Characters that have gone into their Endurance, will take 1 full week to recover 1 Endurance Rating back. This must be done with bed rest. Regular healing rates will apply after the character recovers his Endurance. Most will likely be in a coma until their Endurance reaches its full level.
- Mystical healing will be dependent upon the type of healing being done. This does not impact the above rules for natural healing.

SITUATIONAL MODIFIERS

When in difficult country, do not encamp. In country where high roads intersect, join hands with your allies. Do not linger in dangerously isolated positions. In hemmed-in situations, you must resort to stratagem. In desperate position, you must fight.

There are certain situations that can affect your chances of success for either good or bad. Situations can alter your chance of success and this is represented as a Bonus or Penalty applied to your overall score (Attribute + Skill + 2D10). Situation determines what is going on around the person.

There are two types of modifiers that may be applied. Environmental Modifiers include ways in which the environment may assist or hinder success. Combat modifiers apply to combat situations. While combat modifiers may not apply to non-combat situations, environmental modifiers can be applied to combat.

All modifiers will have a bonus or a penalty listed for Close (within 5 feet which includes Melee and Hand to Hand combat) and ranged (anything beyond 5 feet).

1 Provides bonus to defense due to smaller area to target in the case of kneeling or prone or provides a bonus due to being a moving target.

2 Some ranged weapons cannot be used while attacker is prone or kneeling.

Environmental Modifiers		
Visibility		
Situation	Close	Ranged
Normal Night	-1	-3
Overcast/Dark Night	-3	-5
Total Darkness / Blinded	-6	-8
Torch Light	0	-2
Heavy Smoke/Fog	-2	-4
Light Smoke/Fog	0	-2
Lighted Object in Darkness	+1	+3

Surface		
Slippery Surface	-2	-1
Sticky Surface	-2	-1
In Snow/Sand/Deep Mud	-4	-2

Combat Modifiers		
Defensive Modifiers		
Situation	Melee	Ranged
Defender Kneeling or Sitting	-2	+1 ¹
Defender Prone	-4	+4 ¹
Defender Climbing	-2	-2
Defender Running	+1 ¹	+2 ¹
Defender Sprinting	+3 ¹	+4 ¹

Attack Modifiers		
Attacker on High Ground	+2	-
Defender Helpless	+8	+5
Attacker Prone	-4	+2 ²
Attacker Kneeling	-2	+1 ²
Attacker Off Hand Penalty	-2	-
Attacker Using Two Weapons	-3	-
Defender has Partial Cover	-2	-3
Defender has Half Cover	-4	-5

Size Modifiers		
Colossal (Blue Whale 90' Long)	+7	+5
Gigantic (Grey Whale 40' Long)	+5	+3
Huge (Elephant)	+3	+2
Large (Lion)	+1	+1
Medium (Human)	0	0
Small (German Shepherd)	-1	-3
Diminutive (Rat)	-6	-8
Tiny (Eye)	-8	-10
Miniscule (Housefly)	-10	-12

Character Advancement

CHARACTER ADVANCEMENT

As your character continues to adventure and live life, he will grow and change over time and become better at what he does. He will learn and become more experienced. The advancement process allows you to expand your character through raising your Attributes, Skills, Elements and Influences.

EARNING EXPERIENCE POINTS

At the end of each Scenario or at the end of the Game Session, the GM will provide an Experience Point reward to each participant taking into account several factors. The amount awarded to each character is at the sole discretion of the GM.

Contributing to the Session

When a player takes a meaningful role in a story or good participation in the game session, he should be awarded Experience Points. If a player shows up to a game, but doesn't really participate in the game then no points should be awarded. Typical Experience Earned is 0 – 7 Experience Points

Playing in Character

The player has taken the effort to play his character in an entertaining and/or appropriate manner. The player has done a good job portraying his character. The player is not required to play a stereotype, but he must play reasonably within his character concept. Playing a coward who runs into the thick of combat because the player wants him to is not playing in character. The same coward hiding for his life half of combat and only getting involved when he is left no other choice, this would be playing in character. If a player does play, but not in character, then no points should be awarded.

Typical Experience Earned is 0 – 5 Experience Points

Good Use of your Brain

The player has taken the time to think their way through things rather than simply attempting to kill everything that moves. Critical though is beneficial to a story. Typical Experience Earned is 0 – 5 Experience Points

Combat Participation

Combat Participation is more than being part of a group that gets into a fight and you wait and watch to see if they need your help. To get points for combat participation, you must actually take an active hand in the combat (running from combat does not count as participation). Points for combat are not awarded for each time you participate in combat within a game session, but are awarded based on the highest combatant level you face. When you defeat an opponent or multiple opponents, you will get points based on the level of the opponent or average level of the opponents. If their level is more than two levels lower than yours you will get 1 – 3 Experience Points. If their level is within two of yours, you will get 4 – 6 Experience Points. If their level is more than two levels above yours you will get 6 – 10 Experience Points.

EXPERIENCE POINTS AND LEVELS

A character's level is a general measure of how green or experienced he is. The typical Destiny game will have levels that range from 1 – 25. All characters begin the game at Level 0. There is no maximum level that a character can attain, but it is rare for a character to get above the twenty-five mark.

In order to advance in levels, the GM will reward characters with Experience Points. Experience Points are earned during game play in various different ways.

For every one hundred Experience points that a character earns, his level will be increased by one. This means that when the Character earns 100 Experience Points he will be level 1, at 200 Experience Points he will be at level 2, 300 Experience Points he will attain level 3 and so on. Experience Points are cumulative; you do not start again from Zero after you advance a level.

RAISING THE BAR

When a character graduates to the next level he is awarded 10 Character Points. These points are cumulative and you do not have to spend them right away.

LEARNING A NEW SKILL

A person never stops learning. As time goes on, a character has the option to learn new skills that he does not possess.

A character can learn any Common Skill by taking time to learn by doing and self study. The amount of time needed to learn a Common Skill is 20 hours of study and practice time minus the character's Reason Attribute Rating.

Academic Skill must be taught to the character by someone who has that skill at a Rating of 6 or higher. The amount of time before you can purchase an Academic Skill is 20 days of study, being taught and practice minus your Reason Attribute Rating.

Once the time and training requirements are completed, the character may purchase the skill by spending 1 Character Point to get it at one.

For a Practitioner of magic and for the Clergyman, all Elements and Influences are considered to be Academic Skills.

ADVANCING RATINGS

The cost in Character Points associated with raising an Attribute, Skill, Element or Influence depends on what your Rating currently is.

The Cost listed with each level is the cost in Character Points you must spend to purchase that Rating.

An Attribute Rating may not increase more than 1 Rating level per Level of advancement of your Character. A Skill Rating may not increase more than 2 Rating levels per Level of advancement of your Character. In other words, once per your current level you may raise an Attribute by 1 or a skill by 2. You may not raise an Attribute multiple Rating levels just because you are now level 4 and you haven't raised it yet.

Rating	Attribute	Skill
1	0	1
2	1	1
3	1	1
4	2	1
5	4	2
6	7	4
7	10	8
8	15	10
9	20	12
10	30	15
11+	50 Per	25 Per

My character goes to Level 2 after earning 100 Experience Points. I would like to raise my Strength from 2 to 3 which would cost me 1 Character Point (from the 10 I've earned). I have enough Character

Points to raise my Strength to 5 but I can only raise it by one with each level advancement.

THE 5TH LEVEL

Every fifth level, the character gets to purchase some additional features for his character. This means that at levels 5, 10, 15, 20 and 25 the player may choose to purchase an additional Bruise Level for damage and he may also purchase an additional +1 to Initiative.

The Bruise Level costs 5 Character Points and the +1 to Initiative costs 2 Character Points. The player may only purchase one additional Bruise and one additional +1 at each of the fifth levels. A player may purchase both an additional Bruise Level and an additional +3 for Initiative on every 5th Level.

ALCHEMY

It is said that in ancient days (days long forgotten), the great god Zenobius the god of knowledge, lore and wisdom dwelt among the people passing on his wisdom and guidance to a few he found worthy. Then, when the realm fell under chaos and anarchy, the gods left the world for good, never to be seen again. Zenobius, partial to his people left one last gift, the *Tabula Smaragdina*. This tablet is a text purporting to reveal the secret of Alchemy and life. This text was the last enigma left of the knowledge of the immortals, a glimpse into their own world for any who could translate it.

Many tried and many failed. As time passed, the people moved on, and their understandings of the gods changed. The tablet was left untouched and untried for over a thousand years, before it fell into the hands of a lowly wandering monk. This monk began his travels across the desert, seeking any who could read to him the words of the tablet, the words of the ancients long gone. In the end, he failed to find anyone who could help. Dedicating his life to the book he passed it on in his family for generations, his son's picking up where he left off.

As generations passed the sons of the sons expanded to friends and family and soon the Hermetic Circle was formed, dedicated to understanding the tablet in hopes of learning the secrets of the gods and immortality.

Through the first and second ages, the Hermetic Circle has grown. They have learned very little information but enough to conduct their mystic arts. Born in the second age, Alchemy has become a part of the world, a closely guarded secret of the Hermetic Circle. This is the history

that is taught, though if it is factual no one really knows.

THE HERMETIC CIRCLE

To be an Alchemist you must be a member of the Hermetic Circle. Today the Hermetic Circle adheres to a strict code. Any member caught in violation of the code is disciplined according to the severity of the breach. Any alchemist caught letting the secrets out to non members will be given the elixir of Amaranthine Necrosis, which is said to inflict an eternal dying without end.

Rules of the Hermetic Circle

1. He may not share knowledge of his craft with any person outside the Circle.
2. He should be discreet and silent, revealing to no one the results of his operations.
3. He should conduct his craft in private so that others cannot learn from viewing.
4. He should have patience, diligence, and perseverance.
5. He should avoid having anything to do with princes or noblemen. The Alchemist cannot be in service to a nation.

ALCHEMY FUNDAMENTALS

The fundamentals of Alchemy can be broken up into four areas. All alchemy starts with a formula. The Alchemist must have or create a formula in order to produce something.

Second, an Alchemist will need the right ingredients for his formula. Ingredients are the foundation for what an Alchemist will create and will determine the next fundamental.

Potency determines the strength of the creation. The more potent the stronger it is. Ingredients have a direct impact on Potency.

Finally there are the Effects of the creation. This is what can happen at what power level, the outcome of the Alchemists work.

FORMULAS

To create a substance an alchemist must first create a formula. Alchemists are jealous with their secrets, and are not generally willing to give (or sell) their formulas to other Alchemists. By taking basic examples from the books that an alchemist was given by his master, and time experimenting in the laboratory, an alchemist can invent a formula that has the effect he desires.

Formulas will have a Potency Rating. The Potency Rating is the maximum Potency that this recipe can attain. Most Recipes can and will often be less Potent than the Formula's capability.

If a Formula was created with a Potency Rating of 5 in mind, the Alchemist can create any Rating of Potency from 1 - 5 with this formula.

INGREDIENTS

Ingredients are what an Alchemist uses to create his mixtures called formulas. There are three levels of Ingredients, Common, Rare Earths and Arcane.

Many Alchemists dedicate a certain amount of time hunting for the ingredients that he may need. Wealthy alchemists often buy many of them which can be found in large cities, but this is not always reliable.

An alchemist typically has chests/bottles/jars of ingredients, each labeled. Some stored items can spoil. As a general rule, such items must be tossed out every 2 years.

The amount of time needed to find ingredients depends entirely on the rarity of the ingredient you are searching for.

Common Ingredients

Common ingredients are fairly easy to find and easier to purchase. An Alchemist will usually know where he needs to go in the world to find the ingredient. Time needed to find a common ingredient or determine where to get it is usually 1 week minus your character's Divine Chemistry Rating. If this brings your time needed to 0 it means its knowledge you know off the top of your head. Common ingredients are used in almost all formulas to some extent.

Rare Earths

Second in importance only to the arcane are the substances are known as rare earths. Rare Earths consist of elemental substances such as antimony, cinnabar, pitchblende and various salts and metal oxides. They also contain trace amounts of all the elements, and can be found in small quantities in all types of soil and sand.

Rare Earths are difficult to find and expensive to purchase. One must be in the correct terrain and the correct time of year for many of these items.

The *typical* time frame for finding a Rare Earth ingredient around 6 months minus your Divine Chemistry Rating in weeks.

Arcane Ingredients

Arcane ingredients (dragon's tooth, fairy dust, eye of newt, etc) are extremely rare and difficult to find. Most Alchemist join adventuring parties for just this purpose. To find an Arcane ingredient for purchase can take years and cost a fortune.

POTENCY

Potency determines how powerful a substance is. The Alchemist will determine what the Potency of a concoction will be based on the Formula and ingredients being used.

The Potency of a concoction can be up to the Potency of the formula. The Alchemist doesn't have to always create the full power of the concoction if it isn't needed. This can save both time and expense, not to mention make the Target Number easier to hit.

FORMULA EFFECTS

There are many different effects that an Alchemist will create. Do you want to impact a character's Attributes (up or down), do you want to heal someone, poison someone, etc. The Formula Effects is what determines what is done and when combined with the Potency it will determine the impact of the affect.

CREATING ALCHEMICAL SUBSTANCES

Each formula has a Difficulty, or Target Number that must be hit in order to create it. When creating an existing formula the Alchemist needs to gather the ingredients and then roll to create the alchemical creation using Reason + Diving Chemistry + 2D10 +/- Modifiers. Success means that one dose has been created. Failure indicates the alchemical creation was not created correctly. A total result of 11 or less indicates a chance of explosion.

There are three things an Alchemist can do in regard to Formulas. They can use an existing Formula as is. They can modify an existing Formula or they can create a new Formula.

EXISTING FORMULAS

Alchemists usually have a set of basic Formulas that were passed down to them from those who trained them. They also memorize or have a

book of recipes for Formulas that they have successfully created in the past.

The time it takes to creating an existing Formula depends on several factors. For each level of Potency it will add 1 week worth of time. If all ingredients are common then the time multiplier is 1. If any ingredients are Rare Earths the time multiplier is 2. If any ingredients are Arcane then the time multiplier is 4. The Alchemist will subtract the number of days equal to his Divine Chemistry Rating. Minimum is always 1 day.

The Alchemist will make one roll to create the Formula. If successful the alchemical creation is created, if a failure, it is not. See Alchemy Target Numbers on page 65.

- 1 Week per Potency Level
- Common Ingredients Multiplier of 1
- Rare Earth Ingredients Multiplier of 2
- Arcane Ingredients Multiplier of 4
- -1 Day per Devine Chemistry Skill Rating

NEW FORMULAS

It is also possible for an alchemist to create new formulas. These are researched in the same way as set formulae, but takes much longer. The process of creating a new formula requires the alchemist to experiment with various ways of creating it. The cost involved can be immense especially if the new formula includes any Rare Earths or Arcane ingredients.

For each level of Potency it will add 1 Month worth of time. If all ingredients are common then the time multiplier is 2. If any ingredients are Rare Earths the time multiplier is 4. If any ingredients are rare then the time multiplier is 6. The Alchemist will subtract the number of weeks equal to his Divine Chemistry Rating. Minimum is always 1 Month.

- 1 Month per Potency Level
- Common Ingredients Multiplier of 2
- Rare Earth Ingredients Multiplier of 4
- Arcane Ingredients Multiplier of 6
- -1 Week per Divine Chemistry Skill Rating

To create a new formula the Alchemist must do research and experimentation. A Devine Chemistry roll must be made once for each month of time it takes to create the new formula. This roll is to determine if there is a chance for explosion.

At the end of the timeframe one dose will be created. The dice rolls done during creation are used to determine the risk during the process and not the creation of the formula itself.

In the event that a total of 11 or less results (Attribute + Skill + 2D10 +/- Modifiers) this means that the Alchemist must start over.

ENHANCE AN EXISTING FORMULA

Enhancing a formula is almost as difficult as creating a new one, just not quite as dangerous. Reduce the time it takes

For each level of Potency it will add 3 weeks of time. If all ingredients are common then the time multiplier is 2. If any ingredients are Rare Earths the time multiplier is 3. If any ingredients are rare then the time multiplier is 5. The Alchemist will subtract the number of weeks equal to his Divine Chemistry Rating. Minimum is always 1 Month.

- 3 Weeks per Potency Level
- Common Ingredients Multiplier of 2
- Rare Earth Ingredients Multiplier of 3
- Arcane Ingredients Multiplier of 5
- -1 Week per Divine Chemistry Skill Rating

To modify an existing Formula the Alchemist must do research and experimentation. A Devine Chemistry roll must be made once for each month of time it takes to create the new formula. This roll is to determine if there is a chance for explosion.

At the end of the timeframe one dose will be created. The dice rolls done during creation are used to determine the risk during the process and not the creation of the formula itself.

You can see why Alchemists covet their formulas, they are very time consuming and very expensive to create new ones. Finding a working Alchemist formula is a very prized treasure!

In the event that a total of 11 or less results (Attribute + Skill + 2D10 +/- Modifiers) this means that the Alchemist must start over.

ALCHEMY TARGET NUMBERS

The Target Number for all rolls will depend on several factors.

- Base Difficulty 15
- +1 For Each Level of Potency
- +2 for Common Ingredients Only
- +5 for *any* Rare Earth Ingredients being used.
- +7 for *any* Arcane Ingredients being used.

In addition to the Target Number, certain conditions may create a modifier.

- Creating on the road (not in a proper lab) -3 Penalty
- A basic laboratory = No Modifier
- An enhanced or full laboratory +3 Bonus

DANGERS OF ALCHEMY

In any mixing of Formulas there is a danger of explosion. Known Formulas tend to be more

stable and less volatile in mixing than experimenting to create new Formulas.

A known Formula has a chance at exploding if the Alchemist's result is 11 or lower while trying to create it.

Known Formula Chance of Explosion Divine Chemistry results in 11 or less		
Ingredient	% of Explosion	Damage
Common	2%	1 x Potency
Rare Earths	5%	2 x Potency
Arcane	10%	3 x Potency

When experimenting to create a new formula the chance of an explosion goes up. If at any time the Alchemist fails his roll (does not hit his Target Number) to create the new formula there is a chance the concoction will explode. This can happen with each Monthly roll.

New Formula Chance of Explosion Only roll is Divine Chemistry fails		
Ingredient	% of Explosion	Damage
Common	10%	3 x Potency
Rare Earths	20%	4 x Potency
Arcane	30%	5 x Potency

Enhancing a formula still has risks. If the Divine Chemistry roll for the month fails there is a chance for an explosion.

New Formula Chance of Explosion Only roll is Divine Chemistry fails		
Ingredient	% of Explosion	Damage
Common	5%	2 x Potency
Rare Earths	10%	3 x Potency
Arcane	15%	4 x Potency

INGREDIENT & POTENCY

Common Ingredients can only provide a Potency up to 3. Rare Earth Ingredients can provide a Potency up to 7. Arcane have the ability to go as high as needed, with the higher the Potency the rarer or more powerful the Arcane ingredient is.

- Common Ingredients Potency up to 3
- Rare Earth Potency up to 7
- Arcane Ingredients no Maximum, rarity and power of the ingredient determines the Potency. More rare or powerful the higher the Potency.

ALCHEMICAL EFFECTS

The whole purpose of Alchemy is to create some Formula to produce a desired effect. What you are attempting to create will impact the overall effect of the Alchemical creation. Only one effect can be created per alchemical item. If you want to heal but curse too, you will need two creations.

ATTRIBUTES

Any alchemical creation that impacts Attributes as either a Bonus or a Penalty must have a minimum Potency of 3. For every 3 levels of Potency the Attribute in question will get a +/- 1 Modifier rounded down. If an Attribute is reduced to 0 the person will be dead.

Duration the Attribute will be modified will be Potency in Hours.

CURES

Cures will promote recovery from a disease. If the disease is the result of an Influence, the concoction has no effect unless Arcane ingredients are used and the Potency of the cure must be equal to the Power of the Influence.

If the disease is "natural" then the concoction can cure or assist in the cure of the disease (GM will determine Potency needed).

DAMAGE

Damage can vary greatly. As a general rule, minor damage will be equal to Potency. Moderate strength damage will be equal to Potency x 2. Major or strong damage will be equal to Potency x 3 and Fatal will be Potency x 4 or 5 in damage.

The type of damage inflicted will depend on the type of Ingredients used. To inflict Minor Damage you can use Common Ingredients. To inflict Moderate Damage, Common and Rare Earths must be used. For Major Damage Rare Earths and Arcane must be used. For Fatal damage powerful Arcane Ingredients must be used.

Damage can be instant (all at once) or spread out over time. Those that are spread out over time are usually extremely painful and cause great suffering (although this doesn't have to be the case). Damage can be spread out over minutes, hours or days equaling the Potency of the creation.

Damage inflicted over time will be equal to Potency in damage inflicted each time increment. Some that have strong Arcane Ingredients can inflict more damage each time increment.

DAMAGE RESISTANCE

Alchemist can create things that minimize or in some way reduce damage. All damage resistance acts as armor for the purposes of game mechanics unless otherwise stated.

Absorption will be equal to the Potency of the creation. The duration will be equal to Potency in Minutes.

HEALING

Alchemical Healing is a necessity among some adventuring groups. The amount a person can be healed by Alchemy will be impacted by both the Potency and Ingredients used.

Common Ingredients will heal equal to Potency. Rare Earths can heal equal to Potency x3. Arcane can heal up to Potency x5.

INFLICTION

Some Alchemical creations can inflict things such as blindness, Amnesia, Hallucinations, etc.

on people. The duration is impacted by the type of Ingredients used. Common Ingredients will last for Potency in Minutes. Rare Earths can last for Potency in Hours. Arcane Ingredients can last for Potency in days.

OTHER

There are several other things that can be created through Alchemy. You can lessen the weight of someone, make them heavier, you can cause someone to speak only truth, etc.

The GM will have to be creative, but keep within the common guidelines listed in the other Effects above.

PROTECTION

Protection against things is important in life. You can be protected from magic, heat, lightening, etc.

To protect against anything mystical (magic, Influences, etc) Arcane Ingredients must be used.

The duration is impacted by the type of Ingredients used. Common Ingredients will last for Potency in Minutes. Rare Earths can last for Potency in Hours. Arcane Ingredients can last for Potency in days. Protection against anything mystical is always in hours.

The amount of protection will be equal to the Potency of the Alchemical creation.

SKILL MODIFICATIONS

Alchemy can help boost skills. Some examples of this would be a concoction to promote climbing, boost charisma for purposes of social rolls, etc.

The bonus or penalty will be equal to the Potency. Penalties can take the skill into a negative.

The duration for the skill modification will last

Potency in Minutes unless Arcane Ingredients are used, then it can be hours.

RESISTING ALCHEMICAL CREATIONS

Some alchemical creations can be resisted by the person or by a spell or Influence.

For a person to Resist an alchemical creation the Target Number to match or exceed is equal to Potency x 4.

If a spell or Influence is competing with the alchemical creation, the Potency will be pitted against the Power of the spell or Influence being used, with the higher winning out.

ALCHEMICAL CREATIONS

There are many types of things an Alchemist can create. This can be anything from Concoctions to Powders, Venoms or Items.

CONCOCTIONS

Concoctions are either liquids or ointments. Residual Salts in a concoction cause minor side-effects: eg. Tincture of peppermint might produce a strong smell for several days.

Examples of Concoctions: Cause amnesia, dull senses, cure disease, heal, enhance skills, bolster resistance, ward off undead, protection against fire, protection against lightning, etc.

TOXIC POWDERS

Toxic Powders can be added to food or drink, thrown in breakable vials, dispersed by hand or propelled via blow tubes.

Examples of Toxic Powders: Cause blindness, cause hallucinations, explodes on contact with air, cause nausea, cause paralysis, cause sleep, cause sneezing, cause insanity, etc.

COMPOUNDS

Compounds are the impurely obtained Essences. They are more complex than the simple

enhancement of the natural magic of herbs found in the creation of concoctions, and are often multi-step processes combining a number of effects. The effects of compounds can last for up to a day.

Venoms come under this category as well, Essences that have been concentrated to a sticky state whilst still retaining the natural venom of the animal of origin.

1 dose is sufficient to coat either:

- half of a 2H sword
- 6 spearheads
- a 2H axe
- 3 daggers
- 1 standard sword
- 12 arrows/quarrels
- 2 hand axes

The venom must be used within 1 min of being applied, and is only effective for up to 2 hits.

Examples of Compounds and Venoms: Aphrodisiac perfume, invisible ink, salve of sharpening, oil of slipperiness, slow and painful venom, quick venom, moderate venom, deadly venom, etc.

DEVICES

All devices are designed to enhance the natural properties of the non-magical item.

Materials: Jeweler's tools and molds, glass-working equipment. Rest varies according to device.

Examples of Devices: Alchemist Lens (Enhances fine detail), Alchemist Prism (pierces illusion), Alchemist lock (difficult to pick), Divining Rod, Alchemist Key (opens most locks), Alchemist torch (produces phosphorescent light), etc.

TALISMANS

The Talismans are split into planetary correspondences. Alchemists believe that it may be detrimental to have two talismans of different planets active at any one time, as their vibrations may interact. The first time it happens, for example, reduce the potency of both effects by half. Further multiple activations have a knock-on effect, what happens is up to the GM.

The effects last Potency x 2 in minutes and can be used but once a day. Each is specifically attuned to a single user, and will not work for any other.

Materials: All talismans use a base of 1 oz each of gold, silver and platinum, 5 ounces of the specified metal, 1 dram of rare earths and a five carat gem of the type specified

Examples of Talismans: Levitation, increase speed, increase reason, increase charisma, instill loyalty, resist fear, perceive lies, protection against magic or influences, invisibility, clear thought, armor skin, see invisible, luck, resist fire, increase strength, etc.

ELIXIRS

A partially worked and treated gemstone forms the base of an elixir. It is then augmented with Alchemic solution and elements to create a liquid of potent effect.

Materials: All elixirs start with a fluid base called Alchemic Solution. This consists of 1 carat each of twelve gemstones, 1 dram of rare earths and 1fl oz of pure water. (*)

Elixirs work through the Law of Similarity. The effects last for Potency x 6 minutes.

(*) An alchemist can spend a season making just alchemic solution (it is the base for many other future procedures). This involves only the

processes for creating the base, and so it is possible for the alchemist to make many more doses in a season, if he can afford the ingredients.

Examples of Elixirs: Cause unnatural aging, bring another under willing control, control over animals, manipulate emotion, give unnatural strength, extra-ordinary sight, resist cold, resist heat, immunity to poison, heal wounds, resist magic, calming, supernatural speed, water breathing, etc.

DUSTS

Like Toxic Powders, Dusts can be added to food or drink or dispersed throughout an area. Unlike Toxic Powders, dusts require a complex base and more mental control, which is used to concentrate the properties of the various ingredients and make the dusts more potent. Many of the effects are produced due to the Law of Similarity.

The duration of the effects of Dusts is generally Potency X 10 minutes, unless noted differently below. The completed mixture must be stored in an airtight vial or canister.

Explosions while creating a dust will spread the dust over the area of the explosion as well as the usual effects. Reduce the effect's potency due to the dispersal of the dust.

Materials: All alchemic dusts begin with a base of 5 drams of rare earths, 4 oz of sulphur and 2 oz each of silver, gold and platinum, powdered.

Examples of Dusts: Cause blindness, cause loss of memory, cause confusion, cause disorientation, control creatures, cause desire (love dust), evaporate water, invisible, cause hallucinations, take away aggression, stun, cause dizziness, etc.

SOLVENTS

Solvents are highly corrosive acids used to dissolve various substances. While mastering this skill, alchemists learn the basic natures that unite organic and inorganic substances and how to control the ways in which they interact with each other.

Solvents are not the same as acids, all solvents begin with a base of aqua regia, a mundane acid.

Materials: All solvents start with a base of 1 fluid ounce of alchemic solution (see elixirs), 8 fluid ounces of aqua regia and 2 ounces of mercury.

It is vital that alchemists take care with solvents. They must be stored in the correct containers, and may cause dangerous combinations with other alchemic compounds.

Examples of Solvents: Standard acid, organic solvent (works only on organic matter), inorganic solvent (works only on inorganic matter), universal solvent (extremely dangerous, the Alchemist won't mix the substance to activate until needed. Takes a few seconds to activate once mixed).

GASES

While mastering this process, alchemists learn how to use the gasification process to make gases from certain types of alchemic dusts. While these gases have the same effects as the dusts from which they are made, their form allows them to cover a much greater area of effect and seep through such small openings as cracks under doors. Unfortunately for the alchemist, gases are also quite volatile and somewhat dangerous to make.

Gases must be contained in airtight vessels. When released, one dose of gas billows into a cloud with a volume of 100 cu ft. Gases dissipate

and lose effectiveness at altitudes above 100', and are difficult to use outdoors where weather conditions may modify their effectiveness.

Examples of Gases: See Examples of Dusts on page 69.

ESSENCES

Essences are substances that form the basis of all great works of Alchemy. They are created by subjecting metals or elements to minute doses of Universal Solvent under strict laboratory conditions. The Universal Solvent dissolves the material, which is then repeatedly sublimated for purification and concentration. During this procedure the alchemist must become mentally attuned to the substance's nature and focus his will on removing all but the purest, most basic essence of that nature.

Examples of Essences: Power of the air (use air to enhance speed), power of the earth (use earth to harden your skin against damage), power of fire (cause damaging touch), power of water (can breathe water like air), increase durability of items, grant extra Bruise levels, enhance damage to evil (undead, dark beings, etc), supernaturally sharp weapon, gives object magical powers, lead into silver, etc.

Essences have a duration of Potency in hours for those that affect people, and days for those that affect inanimate objects.

MAGIC

The foremost perspectives on magic are functionalist, symbolist and intellectualist. These three perspectives are used to describe how magic works in society. The functionalist perspective maintains that all aspects of magic are channeled through precious and semi-precious stones. The symbolist perspective makes use of glyphs or symbols to fuel their magic. Finally the intellectualist perspective regards magic innate and personal, using themselves as a conduit.

Magic is the active manipulation of elements that allow those who are trained to tap into them to achieve a desired effect. By channeling the elements, practitioners are able to create spells by weaving patterns. Within these patterns are individual threads of energies, the four elements. Practitioners are able to see magical patterns, create new patterns and affect existing ones.

There are few people today that are born with the ability to channel magic naturally, so many have turned to external means. The Arcana uses the Glyph language to create powerful symbols that house the pattern of the spell. The Mage is one who is actually born with Akasha (the 5th element) and can channel magic through himself. The Wizard uses precious and semi-precious stones as a spell focus to channel his magic.

THE ELEMENTS

There are four standard Elements that a practitioner may tap into in order to cast his spells. Each Element serves a different purpose in magic. In order for a practitioner to access an Element, he must have at least one Skill Rating in that Element. The Elements listed below will contain information on Stone Color, Common

Stones, Common Herbs, and Common Oils and Essences in order to assist the player and GM in playing an Arcana or Wizard.

Common Stones is a listing of some of the most common stones used by a wizard to cast a spell for that Element. These are not the only stones available to a Wizard, just a small sample of the more common ones. Some stones also come in different colors; Quartz is a good example of this. It is the color of the stone that matters, and not the type of stone. Quartz that is clear will be used with Air, while a Smokey Quartz (being black in color) will be used for Earth.

Stone Color is an indicator of what type of stone must be used by a Wizard to access that element.

If you get a purple gemstone, a Wizard can use that stone for Air Magic provided he has a Rating in that element.

Common Herbs have been listed to assist playing an Arcana. This list is not the end all be all, but is a good idea of the types of herbs the Arcana can use in his magic. There is no way to tell distinctly like you can with the color of stones what types of herbs go with what elements, so the GM will need to take some initiative on this.

Common Oils and Essences are another part of the Arcana's magic. Along with herbs the Arcana will also use different oils and essences or fragrances to assist in some of his magic. As with the herbs, there is no way to tell distinctly like you can with the color of stones what types of herbs go with what elements, so the GM will need to take some initiative on this.

The fifth element is the element of Magic itself

and only directly accessible by the Mage. This is the Element of Akasha.

AIR

Air is the substance that separates the heavens from the Earth. Air enfolds us and protects us from the harsh fire of the Sun. It is the single most necessary part of our survival and also intangible to our senses at most times. The essence of air is movement. When we talk about air, we're usually commenting about the wind or lack thereof. So when we call on air, we're calling on those forces that move things. Air is essential to spells of travel, instruction, finding lost items, and freedom. Air represents the mind and intelligence, communication, inspiration, imagination, ideas, knowledge, dreams and wishes. Air is necessary for distance/range.

Stone Colors: Clear, Yellow, White, Purples

Common Stones: Tiger-eye, Jasper, Opal, Rose Quartz, Amethyst, Fluorite, Zircon, Andradite, Citron, Aventurine, Moonstones, Quartz, Beryl, Diamond

Common Herbs: Acacia, Almond, Aspen, Bittersweet, Bodhi, Brazil Nut, Broom, Caraway, Clover, Dandelion, Goldenrod, Hazel, Hops, Lavender, Maple, Marjoram, Meadowsweet, Mistletoe, Mulberry, Pecan, Pine, Rice Senna, Dittany of Crete, Ginseng, Poplar

Common Oils and Essences: Lavender, Lemongrass, Mace, Peppermint, Balm of Gilead, Belladonna

FIRE

Fire is the element of change and destruction, but when controlled properly it can be a powerful tool. Fire represents energy, inspiration, love, passion, leadership. Fire serves as a constant reminder of the powerful and violent nature of our existence. Fire and smoke are also cleansing

symbols that burn and renew the earth. The essence of fire is purity. This is the all-or-nothing element, it's there or it isn't and it's entirely itself. Fire brings everything down to its base components, removing the inessential things.

Stone Colors: Red, Orange

Common Stones: Agate, Ruby, Garnet, Topaz, Citrine, Fire Opal, Rubellite

Common Herbs: Ash, Bay, Carnation, Cedar, Cinnamon, Clove, Cumin, Dill, Dragon's Blood, Flax, Frankincense, Ginger, Holly, Juniper, Lovage, Mandrake, Marigold, Oak, Orange, Pepper, Rosemary, Sunflower, Tea, Thistle, Walnut, Bloodroot, Camphor

Common Oils and Essences: Basil, Bay, Cedar wood, Cinnamon, Clove, Frankincense, Juniper, Lime, Orange, Peppermint, Rosemary, Tangerine, Catnip, Saffron, Thyme

WATER

Water is the lifeblood of the earth and both cleanses us and quenches our thirsts. Water is part of the cycle of our beginning and our return. It can be tranquil or tumultuous, shallow or deep. It is ever changing and yet it always returns to become a part of the great cycle. Water is the element of purification. The essence of water is persistence. Think of the ocean on the shore, nothing can stop it as it gently washes up and back, up and back. Water represents emotions, absorption, subconscious, purification, eternal movement, wisdom, the soul, emotional aspects of love and femininity.

Stone Colors: Blue, Turquoise, Aqua, Grey

Common Stones: Turquoise, Lapis Lazuli, Sapphire, Tanzanite, Aquamarine, Azurite, Lolite

Common Herbs: Aloe, Apple, Apricot, Birch, Blackberry, Chamomile, Cherry, Comfrey, Daffodil, Daisy, Elder, Foxglove, Heather, Hellebore, Iris, Irish Moss, Jasmine, Lemon, Lilac, Lily, Myrrh, Orris, Peach, Plum, Poppy, Raspberry, Rose, Sandalwood, Strawberry, Tansy, Thyme, Vanilla, Violet, Willow, Yew, Ragweed, Witch Hazel

Common Oils and Essences: Lemon Balm, Chamomile, Cherry, Eucalyptus, Jasmine, Lemon, Myrrh, Rose, Sandalwood, Spearmint, Vanilla, Violet, Daisy, Lilac, Yerba Santa

EARTH

Without the earth we would be without home and life, Earth sustains and nurtures us. The earth exists in conflict and change and so is always eternal and unchanging. Earth is the element of stability. It is the physical earth and the very heart of life. As long as we are on earth, earth is ultimately beneath us and all around us. If you fall off earth, you eventually just hit more earth. Earth represents strength, abundance, stability, prosperity, wealth and femininity.

Stone Colors: Green, Brown, Black

Common Stones: Jade, Amazonite, Emerald, Spinel, Peridot, Smoky Quartz, Hematite, Alexandrite, Bloodstone, Malachite

Common Herbs: Alfalfa, Barley, Buckwheat, Corn, Cotton, Cypress, Fern, Honeysuckle, Magnolia, Mugwort, Oats, Patchouli, Pea, Potato, Rye, Sage, Tulip, Vervain, Wheat, Fleabane, Hawthorne, Hibiscus

Common Oils and Essences: Cypress, Honeysuckle, Patchouli, Vetiver, Musk, Sage

AKASHA

Akasha is the prime element present in all things, providing space, connection and balance for all Elements to exist. Akasha is immaterial unlike

the Air, Fire, Water and Earth. Akasha is essential to magic.

Akasha is the raw fuel of magic. Without Akasha magic would cease to exist.

The Mage is able to channel Akasha through himself to fuel his magic. The Arcana and the Wizard use external sources to channel their Akasha and are limited by the strength of their stone or ink while the mage is limited only by his skill in Akasha.

THE FUNDAMENTALS OF MAGIC

Animas is a character's raw natural gift or talent in being able to handle magic. The Animas Attribute is used in casting spells and determine spell effects.

Practitioners of magic need to be trained because it isn't something that you can just "pick up". Every practitioner is trained in the art of Spell Weaving. Spell Weaving determines how skilled a character is at casting spells.

There are four elements that make up magic (five if you're a Mage). These Elements are used to determine what a spell caster can and cannot do.

Each spell will have a Power Rating, this is referred to as the Spell Power. Spell Power is based on the Elements used in casting. Spell Power is how strong a spell is when it is cast. Spell Power is equal to the lowest Element Level that is being used in the spell.

CASTING A SPELL

Spell casting is the core of magic. As with most rolls, to cast a spell includes four facets. To cast a spell, the player must use the character's Animas Attribute, add it to the Character's Spell Weaving Skill, roll 2D10, adding everything together and then applying and bonus or

penalties that apply. This will *typically* give a result from 4 to 40.

USING MULTIPLE ELEMENTS

Not all spell effects are strait forward and require more than one Element to be used (in the case of the Mage there will always be a minimum of 2 Elements being used, Akasha being used in all spells).

There is an advantage to using multiple Elements in a spell beyond just the base Element needed. If the spell caster can explain how and why an additional element can reasonably enhance a spell, then the caster can gain a +1 for each Element above the base Element.

For adding **Fire or Earth** as an additional Element to a spell, the spell will inflict +1 to any damage inflicted, this bonus is added to Base Damage (Animas).

For adding **Air or Water** to a spell, the spell will give a +1 to the Spell Weaving roll for purposes of striking someone with the spell. All of these bonuses are cumulative.

I need to cast a fireball, a very basic spell. The base for this spell is Fire, but by adding Air to guide the fireball to its target (which is required for range), I add +1 to my Spell Weaving roll to hit my target.

SPELL POWER

When casting a spell, the caster will need to know the strength of the Spell (Spell Power). Each Element will have a skill rating from 0 – 10 (or above). If the caster's Element Rating is zero, then he cannot affect that Element.

When casting a spell the practitioner does not need to use his full strength. The caster chooses

how much of each Element he wishes to use to fuel the spell.

The Spell Power is determined by the Rating of the Element being used.

I need to light a torch. This is very basic magic and should not require a Rating higher than 1. I have the Fire Element of 5 but only fuel it with 1. The spell Rating is therefore a 1.

If the spell caster is casting a spell that requires multiple elements, then the lowest Element Rating is used to determine the Spell Power.

In casting a fireball at someone, I will need to use Fire and Air to make the spell go, if my Fire Element has a Rating of 5 and Air has a Rating of 3, then the Spell Power of the Fireball will be maximum of 3.

CASTING TIME

Casting a spell takes time and Actions. For the Arcana to cast a spell, the amount of Actions needed depend on the Spell Power of the spell. For every level of the Spell Power, it will take one full action to cast the spell. For the Mage and Wizard, the amount of Actions that is takes to cast a spell depends on the number of Elements being used in the spell. If one Element is being used, it will take one action, if all four Elements are being used, it will take four Actions. For the Mage, Akasha counts as one of his Elements being used in a spell and since the Mage must always use Akasha he will always take two actions minimum to cast a spell and can

take up to five actions at the high end. The spell is complete and takes effect on the last Action of casting. The Die Roll also takes place on the last Action of the casting.

FAST CASTING

With the exception of an inked spell by the Arcana, the practitioner of magic may choose to “fast cast” a spell which means it takes one action. To do this, the Fatigue Cost will be doubled and there will be a -3 Penalty subtracted from the spell casting result.

CASTING INTO THE FREY

There will be many times when a practitioner cast a spell at a target that is engaged in melee or hand to hand combat with another opponent. This is similar to shooting an arrow into close quarters combat and it is more difficult to hit your target. Since the spell caster has a little more control on his spell than an archer has once he lets the arrow fly, the spell caster suffer a -3 penalty when casting into close quarter combat. If the caster is actually within 5 feet of the target, he is also considered to be in close quarters with the target and does not suffer this penalty.

DETECTING MAGIC

Any spell caster can detect magic. Spell actively being cast can be seen by a practitioner. To detect magic that is dormant or not actively being cast is a little more difficult, the practitioner must make a Reason plus Spell Weaving roll at a Target Number 25 - Potency.

IDENTIFYING THE SPELL

The caster can then attempt to identify a spell being cast or one that has been cast (dormant, enchantment, etc.) by making another Reason plus Spell Weaving roll. The practitioner must have the elements that have been used in the spell available to him (he must have at least a one in all the Elements that have been used in the spell that he is attempting to decipher). The decipher difficulty begins at 19 for one Element

being used in the spell, and increases by 2 for each additional Element in the spell (Akasha does not count as an additional Element in this case; it simply makes the spell look more alive and rippling with raw magic energy).

RESISTING MAGIC

Not all spells can be dodged. At times there may be a need for someone to resist a spell being cast at them or an Arcana's dormant spell. If the target wishes to resist the spell he can do so by adding his Resistance Rating with the appropriate Attribute and rolling 2D10. In order to resist the person that is resisting must equal the practitioner's total result.

Sometime a spell will target something that a person is wearing or holding. This can be done, but the item being targeted is considered an extension of the person for the purposes of resisting the spell. Only spells that directly affect the item can be resisted, if the spell is thrown at the item then the player must dodge.

COUNTER MAGIC

Counter Magic can be used to weaken or completely counteract a spell. The Spell Caster that is going to use Counter Magic will use his Reason Attribute instead of his Animas plus his Spell Weaving plus 2D10. He must realize what spell is being cast, and then reason out how to counteract that spell. Also to counter a spell, the caster that is attempting to do the Counter Spell must have all of the Elements being used in the spell he wishes to counter.

The Power Level of the Counter Spell will weaken or completely counter the Power Level of the spell being cast. The Counter Spell Power Level will subtract from the Casting Spell Power Level.

All counter spells take only one action, no matter the type of practitioner.

To counter a spell, the caster attempting the Counter Spell must have a result higher than the person who has cast the spell. If successful, the Spell Power of the spell being cast is reduced by the Spell Power of the Counter Spell. If the Spell Power is reduced to zero, then the spell is completely cancelled.

LIMITATIONS OF MAGIC

Magic can do many things, but there are limits even to the power of magic. Magic cannot be used to directly affect a living thing (this includes animals and plants). This means that a spell cannot be used to heal or cause direct harm to someone, nor can it be used to alter someone in any way. Magic can be used to indirectly affect someone by striking at them with magic (but not using the magic directly on a living being), for example you can throw a fireball at someone, but you couldn't cause spontaneous combustion or burns on someone. Some creatures are considered mystical beings and magic can be used directly on them, examples of these types of creatures are Golems.

Spell failure with magic can be a dangerous thing. Should the spell caster get a total of 11 or less on a Spell Weaving roll (Animas + Spell Weaving + 2D10 +/- Modifiers), then it is considered a spell failure and the spell backfires on the caster. If a spell backfires, then the caster will take damage equal to his Spell Power Level. Should the spell caster get a 6 or lower, then the spell backfire will cause Animas plus the Spell Power in damage to the caster.

There is also a limit to the number of active spells that a practitioner may have active at one time. The number of active spells that a practitioner can have going at once is equal to the character's Reason Attribute. Dormant spells for the Arcana do not count against this number until they are activated.

FATIGUE

Casting a spell is taxing even on the most advanced practitioners. Fatigue is a measure of how much power you are able to put out in spells before the drain becomes physically too much for you.

Every practitioner begins with a base 10 for fatigue. You will add your Endurance Attribute Rating to the base 10 at Character creation. Each additional Level attained the player will add his Character's current Endurance Attribute Rating to his total Fatigue.

A level zero Wizard with an Endurance of 6 will have a Fatigue Rating of 16. A level 5 Wizard with the same Endurance of 6 would have a Fatigue Rating of 40.

Every time a practitioner casts a spell, there is Fatigue burned. The amount of Fatigue burned for each spell is equal to the Spell Power of the spell.

I throw a Fireball at someone with a Spell Power of 4; this means that I burn four Fatigue.

The Mage has a special modifier to his Fatigue cost for casting spells. Since the Mage has the ability to manipulate magic inborn within him, it is easier for him to cast spells and it will cost him less Fatigue. At level one it will cost the Mage one less Fatigue to cast his spells. At level 5, 10, 15, 20 and 25 it will cost him another 1 point less of Fatigue to cast his spells. This minimum Fatigue Cost for a Mage to cast a spell is 1.

A level 5 Mage will have a -2 Fatigue Cost modifier, while a level 15 Mage will have a -4 Fatigue Cost modifier. A Spell Power 4 Fireball at level 5 will cost 2 Fatigue. This same fireball at level 15 will cost 1 fatigue to cast.

The Fatigue cost of a Counter Spell is equal to the Spell Power of the Counter Spell. A Counter Spell can only be attempted once per spell.

RECOVERING FATIGUE

To recover Fatigue requires rest. For every hour of sleep, you will recover 5 of your Fatigue Points.

Another option to recover Fatigue is to meditate (you must have the Meditate skill to do this). For every hour of Meditation you gain 3 of your Fatigue Points back.

Both meditation and sleep must be uninterrupted, undisturbed, and restful (not attempting to sleep in a saddle or in severe pain) for at least an hour. If interrupted within an hour of sleep or meditation, that hour is lost, but any prior hours are recovered.

DETERMINING SPELL EFFECTS

Magic is a malleable system with a lot of options. To determine what you can do with a spell you will need to understand the different effects you can do. Spell Effects include causing damage, durability, absorption, range, area of effect, duration, etc.

The effectiveness of a Spell Effect is based on the casters Animas, Spell Weaving and Spell Power.

DAMAGE

Damage is one of the most direct forms of a Spell Effect. The elements present in inflicting weapon damage are similar to inflicting magical damage. Just as with weapons, the better your attack roll, the more damage you will inflict.

The Base Damage for Magic attacks is your Animas Attribute Rating. You will inflict this Base Damage with every attack.

Additional damage will be added from your Spell Power depending on how well you roll. For every number you exceed your opponent's defense by you will add an additional point of damage up to a maximum of your spell's Spell Power.

The Caster will add his Animas Attribute (Base Damage) + every Success (to a maximum of his Spell Power) to determine his total damage inflicted.

ABSORPTION

Absorption allows the caster to create a barrier or armor that shrugs off damage. Spell Absorption works the same as Armor Absorption. The value of the Absorption is equal to the caster's Animas plus Spell Power divided by two (rounded down).

ENLARGING AND REDUCTION

Enlarge allows the practitioner to make something larger than it is. Inanimate objects tend to be resistant to change of this type, and certain types of material (metals and dense materials) are more resistant and the target number will be higher. When enlarging mass and it comes into contact with something else, it cannot grow beyond that point and simply stops at that point regardless if that point is movable or not. For every level of Spell Power, you can enlarge something by 10%.

Reduction allows the practitioner to make something smaller than it is. Inanimate objects tend to be resistant to change of this type, and certain types of material (metals and dense materials) are more resistant and the target number will be higher. For every level of Spell Power, you can reduce something by 5%.

Target Numbers begin at 19 for softer more malleable items. This number goes up depending on how hard or less malleable the item is. Metals range in the 30s for a Target Number.

Spell Weaving Increments

The Spell Weaving Skill plays an important part in determining how well you can cast a spell, how far it can go (if ranged), how long a spell can last and the Area of Effect of a spell (provided it has one), the Durability of the spell, etc. Below are the charts to determine what Increments you will use for your Spell Effects. All Increments are based on the caster's current Spell Weaving Skill Rating.

Spell Weaving	Lift	Durability	Range
1	x1	x1	0
2	x2	x1	0
3	x3	x2	Yards
4	x5	x2	Yards
5	x5	x3	Yards x 10
6	x10	x3	Yards x 10
7	x10	x4	Yards x 50
8	x15	x4	Yards x 50
9	x15	x5	Yards x 100
10	x20	x5	Miles

Spell Weaving	Area of Effect	Duration
1	0	Instant
2	0	Instant
3	0	Instant
4	0	Rounds
5	Feet	Rounds
6	Feet	Minutes

7	Yards	Minutes x5
8	Yards x 10	Hours
9	Yard x 20	Hours x5
10	Yards x 50	Days

Area of Effect

Area of Effect allows the caster to cause an effect to an area or field, and not just a single target or point.

If using the Area of Effect any result (such as Damage, Duration, etc.) is halved (rounding down). The area that a spell can affect is based on the Animas and Spell Power added together. This number is then used in conjunction with the Spell Weaving Increment to determine the maximum area that can be effected.

The area affected is measured in diameter (from one side to another). Remember that not all spells will have an Area of Effect and it is the GMs call whether it is allowed or not and in some instances may raise the difficulty of the spell being cast. Air must be used.

Duration

Duration is how long a spell can last. Not all spells will have a duration; most offensive attack spells will be instant and not need a duration.

You do not have to use your entire duration if a spell isn't going to need it. The length something will last will be the character's Animas Rating plus Spell Power then the Increment can be determined by the Spell Weaving Skill of the caster.

An Arcana's dormant spell follows different rules, see the Arcana below for specific rules on Dormant Spells.

Durability

Durability is vital to any practitioner that is attempting to create some sort of solid form or barrier. To determine how much Durability a caster can create in a spell, he must add his Animas with his Spell Power and then determine an Increment based on his Spell Weaving. Unlike a defensive type shield or armor which follows the person it is cast on, this is for solid objects that often can't be moved or must be carried.

Lift

Lift is used to determine how much a spell can hold or carry. All weight is done in pounds. To determine how much you can lift, you will add your Animas plus your Spell Power then determine the Increment based on the caster's Spell Weaving Skill.

Range

Range allows a caster to fire off a spell at a distance. Not all spells will have a range to them. The distance a spell can be cast is equal to the caster's Animas plus his Spell Power. Once this is determined, you will use the Spell Weaving Skill to determine the appropriate Increment. A special note on ranged spells; many ranged spells will need to use the Air Element to travel to the spells target.

THE ARCANA

The Arcana are usually the scholarly type, well educated, knowledgeable and learned. Most kingdoms look favorably upon the Arcana, and they are often hired out by shop keepers, libraries, castles, etc. to scribe wards for various types of protection.

As an Arcana, you use symbols as a focus to channel your magic. There are two ways in which the Arcana can draw these symbols.

First, the Arcana can draw the symbol in the air by tracing his finger in the correct pattern to create the spell. While doing it this way, there is a visible trail of magic that burns in the air until the spell is completed.

The second method allows the Arcana to use different herbs, oils, powders, essences, parts from mystical creatures, etc. to mix a potent ink to draw a symbol on an object. This method takes a little longer, but the spell can also last longer than normal (normal duration multiplied by 2, although this does not apply to instant spells). This applies to spells that are not dormant.

Symbols that are drawn with ink are about 1 – 3 inches in diameter, while those drawn in the air are usually 1 – 3 feet in diameter.

MIXING INK

To mix an ink for drawn symbols, the Arcana must find or purchase the appropriate items to make the ink.

Each ink mix must contain something to represent all four elements. Then the GM will make the player roll (Animus + Spell Weaving) to mix the ink properly. The better the ingredients, the stronger and more potent the ink becomes.

The time it takes to mix the ink will depend on the maximum Spell Power the ink can attain upon use. It will take one hour per Spell Power the ink can attain in use.

The rarer and more exotic the ingredients are, the stronger the ink will be. Arcana ink appears to be liquid silver and even once drawn it continues to look like this. Even though the symbol appears to be wet and liquidy, the ink once the symbol is complete cannot be smudged.

Many beginning Arcana are at a loss for where to find ingredients to mix ink. For all Arcana willing to pay the initiation cost and annual dues, they can join the Arcanum, a private guild for the Arcana.

DORMANT SPELLS

An Arcana can choose to create a Dormant Spell. A Dormant Spell stays waiting for the proper command word or trigger to activate it. All Dormant spells are required to be inked, not drawn in the air.

There are two types of Dormant spells. The first is a spell that requires a command word to activate it. These spells take one Spell Weaving roll to create the spell and then another to activate it. This type of Dormant spell can be activated on an average 19 roll and will burn fatigue upon activation. Any Arcana can take time to study this type of Dormant spell and with a decipher magic (see Detect Magic page 75) roll can determine what it does and can then activate it himself. These types of spells are usually drawn on something in advance so that the Arcana can trigger it with a command during combat without having to draw it out.

The second type of Dormant spell is activated by a trigger or some requirement being met. A trigger can be anything from striking an opponent to opening a door. Trigger based Dormant spells can be tricky, if you put two spells on a sword to flame up upon striking a target (the trigger is making contact, you can't specify with what) then both spells will go off simultaneously, only one having any effect.

Trigger spells require that the Arcana burn the Fatigue for the spell when he makes it. All trigger based Dormant spells are instant spells, they have no duration.

Trigger types of dormant spells are usually wards, enchantments, or something to protect and are drawn on locks, doors, etc.

Once a dormant spell is activated it is used up. A wise Arcana will create multiple wards where a trigger can be two door openings on the second one so both don't get triggered at one time.

THE MAGE

Mages are feared and disliked by almost everyone. There are very few cities or nations that accept them without question. People fear the Mage due to the unknown, because he can cast a spell at a whim, without having to rely on an external focus.

The Mage is born with the ability to cast magic from within due to Akasha flowing through him. Other practitioners of Magic, if they are actively looking can see a light glow about a mage on a Detect Magic roll of 20 + the Level of the Mage.

When a Mage channels magic, he taps into his Akasha to create the spell. This fifth Element of Akasha is natural in the Mage and this does make a Mage a magical being.

Akasha represents pure magic and is the fifth element. To move energy in a spell, or work of magic is to evoke Akasha. In order for a Mage to be able to cast a spell, he must have at least a Rating of one in the Akasha Element. Akasha works just as the other four Elements do, except that the Mage must use this in every spell that he casts, that means it will affect his Spell Power.

As a Mage, you have been born with the gift to channel your magic through yourself. A Mage will use a vocal command, a hand gesture, etc. to create his spells even though this is unnecessary. Once the Mage gets to higher levels (Level 7 or above) he doesn't have this limitation anymore and can simply will a spell into being. If a Level

7+ mage chooses to use a vocal command or hand gesture then he will gain +2 to his Spell Weaving roll.

Since a Mage is not well liked nor really accepted in society there are few guild halls dedicated to him. There are only two known Mage's Guild halls in the world; one is in Avalaria and the other is in the Mountains north of Dransia. Most large cities have a guild house, but it is only known to some of the elite guild members.

THE WIZARD

The Wizard is often viewed as arrogant and protective of his mystical arts. Most kingdoms look favorably upon the Wizard, and many kingdoms, shop keepers, etc. hire them out for protection.

As a Wizard, you use precious and semi precious stones to channel your magic. The Wizard must have his stone visible in order to channel through it and the stone must face the direction of the spell's target. Most Wizards wear their stones as jewelry while others will pull them out from hidden pockets or pouches when the time comes to use them.

At times, someone may use magic to harm the Wizard's gemstones. The Wizard does get to use his own Resistance plus Spell Weaving to resist any magic attempting to affect his stones.

Stone quality will affect the amount of Spell Power that can be used in a stone. Stones that have flaws will limit the Spell Power. A Wizard can cast a spell higher than the Spell Power Rating of the stone but each time this is done, the stone fractures more and more. For every 1 level that the Spell Power exceeds the Stone's Spell Power Rating, the stone loses 1 Rating

permanently. Higher Ratings on stones indicates higher price and quality, not necessarily size.

I have a Ruby (fire) Rating of 3 and an Opal (Air) Rating of 7. I need to cast a Fireball spell but need to do it at a higher Spell Power than 3.

The maximum I can cast this spell with these stones is 6 which will destroy my Ruby (the Spell Power exceeds my Ruby's Rating of 3 by 3 which reduces it by 3 to 0 and thus destroys it).

The Tower is one of the most prestigious Guild halls in the world. Almost every major city will have a Wizards Tower within its boundaries. The main Guild Hall can be found on the Barrier Reef in the harbor of Islia. The reef itself was created by Wizards.

SAMPLE SPELLS

The following list contains some samples spells. This is not an exhaustive list and your imagination is your limit. Each element will have some sample spells listed including Akasha which only the Mage can cast. There will be a list of some compound (multiple element) spells as well.

Air

Air Blast – A more offensive move involving a direct pulse or jet of almost solid wind from the hands or feet

Air Shield – Creates a translucent shield around the target. This shield does not need to be carried and will move with the target. This shield has an absorption rating.

Levitate – Can lift an object off the ground.

Lightning Bolt – An electric strike at a target. The lightning bolt arcs from the caster to the target.

Push – Target is pushed with a gust of wind.

Vortex - A spinning funnel of air of various sizes. This can be used to trap and disorient opponents or as a potent defense since it will deflect and repel any objects and can even throw them back at an opponent.

Wall of Wind – Creates a barrier made of wind. Uses Durability and is not movable or portable.

FIRE

Absorb Fire – Caster can absorb fire that he comes in contact with.

Ambient Warmth - Warms the air around the caster or target, protecting against cold weather.

Fire Bolt – A fountain of flame shoots forth from the caster's focus (gemstone, symbol or hand).

Flame Stream – Causes a spurt of flame to erupt from the ground.

Flame Wave – A devastating wave of fire rolls across the ground. This covers an area so treat as an area of effect.

Fire Whip - An extension of a fire stream, this continuous stream of flame can be used as a whip.

Illuminate – Light up an area with a torch like fire.

Wall of Fire – Creates a barrier made of fire. Uses Durability and is not moveable or portable.

WATER

Call Lightning – Allows caster to call a lightning strike on a target. Call lightning must be done during an actual electrical storm.

Fog – Can cause an area of effect fog.

Ice Claws – The Caster can freeze water on his fists (gloves are needed to not cause damage to himself) to create a bonus to climb (Spell Power) or to act as a weapon (Maximum Damage = Spell Power).

Ice Lance – Causes a shard of ice to lance out from the focus (gemstone, symbol, hand or from in front of the caster).

Purify Water – Cleanse a water source. Can be done over a larger area if the spell is powerful enough.

Rain Storm – Causes an area effect rainstorm. This is not an electrical storm.

Wall of Ice – Creates a barrier made of ice. Uses Durability and is not moveable or portable.

Wall of Water – Creates a barrier made of water. Uses Durability and is not moveable or portable.

Water Cloak – The Caster creates a water cloak that has an Absorption Rating.

Water Jet - High pressure jets can be used to force opponents back or even blast clean through a target if focused enough.

Water Whip – Manipulates existing water to whip out and strike at a target.

EARTH

Close Fissure – Can close or seal a fissure or hole in the ground.

Detonate Rock – Target rock explodes causing area of effect damage to all around it.

Earth Sinking – A Caster can forcibly sink an area of the ground which may cause their opponents to fall in.

Earthquake – Shakes the ground on a particular spot. This is an Area of Effect spell. Can cause damage should a person fall or something fall on a person. A strong enough earthquake can cause rifts to open in the ground.

Rupture – Cause the ground to rupture beneath a target causing damage.

Shatter – This spell targets inanimate objects in order to cause damage to them This spell is an attack on the items durability.

Wall of Earth – Creates a barrier made of stone and dirt. Uses Durability and is not movable or portable.

Weaken – Weakens an inanimate Objects Durability.

AKASHA

Void – Creates a void of magic in the area equal to the Power Level divided by two of the spell. This is area of effect and will also impact the Mage himself. All spells in the area are drained up to this Power Level / 2. This spell will also cause a physical weakness of the Mage. His Endurance will be drained by the Power Level / 2 until the spell is gone.

Wall of Magic – Creates a shimmering wall of magic that acts as a barrier. Uses Durability and is not moveable or portable.

COMPOUND

Chain Lightening – Creates an area of effect lightening strike. This can be must be done

during an electrical storm. This is an area of effect spell.

Requires: Air and Water

Dust Devil – Creates a funnel of dirt that the caster can direct.

Requires: Air and Earth

Electrical Storm – Causes an area effect lightning storm.

Requires: Air and Water

Eruption – Causes a volcanic type eruption under a target.

Requires: Fire and Earth

Fireball – The classic fireball that shoots out from the caster's focus (Gemstone, symbol, hand or thought) to strike at a target.

Requires: Air and Fire

Gateway – Rips a gate in the air that can allow people to travel through it from one point to another.

Requires: Air, Fire, Water and Earth

Ice Shards – Shoots ice shards at a target.

Requires: Air and Water

Ice Storm – Causes a storm of ice to rain down on an area.

Requires: Air and Water

Illusions – Create an illusion or phantasm type image. This image is harmless but appears real.

Requires: Air and Water

Inferno – This is an area effect fire funnel. This causes a swirling of fire to engulf an area.

Requires: Air and Fire

Molten Fireball – The classic fireball with earth added into it.

Requires: Air, Fire and Earth

Stone Strike – The caster can hurl a stone at a target.

Requires: Air and Earth

Fire and Brimstone – Causes a storm of flaming brimstone to rain from the sky. This is an area of effect spell.

Requires: Air, Fire and Earth

The Dominion Assembly

THE DOMINION ASSEMBLY

A fallen nation; a religious people, Parsh having felt abandoned by the gods have turned from its pantheon of gods to the One True God. The Dominion Assembly has paved the way for the onset of the third age. The Karismon war decimated many formidable empires, and brought the second age to an end.

With the Capital city fallen, the king and his family dead, and the nation of Parsh in shambles, the Assembly was able to step in and reunite what remained of the fractured nation.

Wanting security the people of Parsh have allow the Church to appoint a new Sovereign. The Sovereign are merely pawns for the Dominion Assembly as the influence of the Church spreads throughout the world.

Only one city openly defies the Assembly, and that is Tin Tiri which continues to practice its own religion and won't allow the Church to set up temples within the city limits.

The Dominion Assembly is one of the most powerful and influential organizations in many parts of the world. Drawing power from the common people and the nobles who support its beliefs primarily in Parsh, the Church and its flock are a force to be reckoned with. The Assembly has amassed its own army, developed a system of education, and instigated most of the world's philosophical advancements.

In recent times, however, the Church has fallen under harsh criticism. Accusations of corruption and greed have caused some to doubt both its authority and its veracity.

CHURCH HISTORY

The Prophet Kleisthenes first appeared on the scene in 875 KC. He brought a message of hope to the lost people of Moirai. Where the Prophet came from no one knows, most believe he was appointed by God Himself. He spent most of his time battling the pagan gods that the people of Moirai worshiped.

Kleisthenes was martyred in 901 KC in Synovi where he had spent his last 2 years trying to convert the stubborn people from their sin. Before his death the Prophet Leonides wrote what is now called the Book of Kleisthenes First Prophet of Moirai and founded several churches.

The second prophet, Aniketos came on the scene with a fiery burst in 1075 KC challenging the head priests of the pagan gods to show their power. An altar to each god was set up with an acceptable offering to the god placed on it. Aniketos did the same for the One True God, himself as the appropriate sacrifice. He let the pagans pray for their gods to accept their sacrifice but nothing ever happened. Aniketos had the pagan priests dowse him and his altar with water and then prayed. As the story goes, a pillar of fire streaked down from the sky and consumed the altar. Aniketos remained unscathed.

Aniketos spent the remainder of his life witnessing to the people and preaching against the false gods that ruled the land. While he was able to start some churches and grow the religion, Aniketos was up against the powerful forces of the dominant pagan religion and spent more time in prison than out before the people. While in prison he wrote several letters to some local churches which have been preserved in the Book of Aniketos Second Prophet of Moirai.

In 1101 KC Aniketos stood trial, a public spectacle where thousands watched and demanded his death. Two hundred years to the day of Kliesthenes death, he tried one last time to share the truth of the One True God to the people. It was said that at the end of his speech just prior to his impending execution that he was assumed into heaven right in front of the religious elite who had put him on trial and the large crowds that watched. True or not, Aniketos was never heard from again.

Filippos, the third prophet sailed into Mik'Tash city on large merchant vessel in 1150 KC. He preached on the streets of Mik'Tash decrying their destruction unless they turned from their sin. He spent 5 years travelling the Empire crying for them to forsake their godless gods and to convert before it was too late. Most considered him crazy and ignored him.

Filippos moved on to Rindall where he preached of their impending destruction. He had no words of hope as he did for Mik'Tash but he offered them the hope of salvation in the One True God. Rindall rejected him and tried to chased him out of the country although every attempt failed.

1160 KC marks the day Filippos arrived in Ki'Ar. His message had change from one of doom to one of joy. He was eventually embraced by many people and was able to plant several churches in his five years there.

It is unknown where Filippos went from there but some believe he spent time in Dargen Moore and Synovi but there is no evidence of such a journey. In 1175 KC he arrived in Avalaria. Preaching warnings of impending strife and troubles he was mocked and made fun of. After little success he traveled to Parsh after 5 years of rejection in Avalaria.

He made little headway against the strong pagan nation. They attempted to have him killed many times but never succeeded. He preached on the streets begging them to turn from their ways and avoid destruction. He went into detail how their people would suffer greatly and many would die if they didn't repent.

For nearly 20 years Filippos disappeared, no record of his travels existed. In the year 1198 KC he showed up in the small town of Avgard, an independent town with no affiliations to the nations. Preaching the towns destruction they converted and began to worship the One True God even knowing that the town would be completely destroyed.

Filippos died shortly after founding the church at Avgard leaving very few writings. Knowing that their town would meet certain destruction the people of Avgard scattered out into the world, witnessing and planting churches. The Dominion Assembly was born.

True to his prophecies, Rindall was destroyed as a nation, Mik'Tash shattered, Parsh torn apart and Avalaria suffered many deaths. Avgard as a town was trampled having been caught between the forces that brought an end to the second age.

The Dominion Assembly has grown in number and in power through the end of the second age. By the year 1276 KC the Church saw an opportunity to make an impact. In 1277 KC they centralized their power in Parsh, the formerly pagan nation now devastated. The people of Parsh gladly turned from their sinful worship of the pagan gods and embraced the One True God. The first cathedral was built in Aragon and the first ever Prelate and council of 9 Patriarchs were chosen.

By 1280 KC most all the churches in the land were brought under the control and influence of the Dominion Assembly. Diocese and Parishes were determined and Bishops and Priests ordained. A few churches chose to remain independent of the Dominion Assembly believing that the Prophets never meant for a central authority.

CHURCH ORGANIZATION

The Church has spent many years now establishing regions of influence and control. It has made efforts to establish a church in every district in every city and town that it can. In many smaller towns the Church is the center of community.

Each diocese (administrative region) is divided into parishes, each with their own central church called the parish church, where religious services take place. Some larger parishes or parishes that have been combined under one pastor may have two or more such churches. The parish may be responsible for chapels located at some distance from the parish church for the convenience of distant parishioners.

The Parish is the smallest district of Church administration. A Parish is a local, ecclesiastical community or territory, including its main church building and perhaps one or more chapels of ease and other property. Each parish has at least one parish priest, who has responsibility and canonical authority over the parish.

The Diocese is governed by a Bishop who resides and presides over a Cathedral. Above this is the administrative faction of the Arch-Diocese. This is an extremely large district and is governed by a Patriarch out of Aragon.

PRIMARY GROUPS IN THE CHURCH

Laymen are the average Joe members of the church. The laity are the masses that are followers of the One True God.

Clergy are the workers within the Church. There are two classes, Ordained and the Acolyte (non-ordained). All workers follow under one of these two classes. To become a priest or Bishop you must be ordained. Miracle workers need not be ordained but the Church does go after them wanting to draw them in to the leadership.

Priests are the local shepherds of their flocks. They share the truth of the One True God to the people.

Bishops are chosen from the ranks of the Priesthood. Leaders over a region, they are the shepherd to the Priests and are there to support them.

The Knights of the Cross are the military power of the Church. All Knights of the Cross are acolytes in service to the Church. At this time they serve only in Parsh as none of the other countries have allowed them within their borders.

The Order of the Rosae Crucis are the elite guard of the Church. Ordained into service these are the elites chosen from the ranks of the Cross. They are blessed with the abilities to perform miracles. The Order is the equivalent to the Royal Guard of most kingdoms. They protect the Prelate and Patriarchs. The Order also have small groups that are working to integrate themselves into each nation, without revealing who they are.

There is a new movement from within the Church that continues to grow. Its sole purpose is to stamp out magic. The Hand of the Light is still in its birth and while most reject their

teachings against magic as false, the seed is being planted.

THE INFLUENCES

There are five Influences that a Clergyman may tap into in order to perform a Miracle. Each Influence serves a different purpose. In order for a Clergyman to access an Influence, he must have at least one Skill Rating in that Influence.

BENEDICTION

Benediction is the invocation of a blessing on an individual. Any blessings that are invoked must be specific (help in a battle, help in negotiations, etc.).

All Benedictions grant power equal to the Clergyman's Animas plus Influence Rating divided by three rounded up. This Benediction will be a bonus to Die Rolls based upon the specific blessing.

Benedictions can be done at a range equal to the Clergyman's Animas plus the used Influence Rating in Yards and will last for the Clergyman's Animas plus the used Influence Rating in Minutes. The Clergyman can extend the duration of the Miracle by using more actions than are needed to perform the Miracle. For each additional Action spent (up to a maximum of his Piety Rating in additional Actions), the duration is increased by the Animas plus the used Influence Rating in minutes.

The amount of Actions it will take to cast a Benediction will be equal to the Bonus being provided. A +1 Benediction will take 1 Action; a +2 Benediction will take 2 actions, etc.

- Bonus = (Animas + Influence) / 3 (Rounding up)
- Range = Animas + Influence in Yards
- Duration = Animas + Influence in Minutes

- Each Additional Action used (up to Piety) increases the duration by Animas + Influence in minutes

- # of Actions = to the Bonus provided

CURSE

A curse will cause a person to have a penalty to certain types of die rolls equal to the Clergyman's Animas plus Influence Rating divided by three rounded up. The Curse must be specific to a subject such as against someone in combat while defending, against a misbehaving store clerk when he tries to sell an item, etc. This Curse will subtract from the die rolls of the victim.

The Curse will last for the Clergyman's Animas plus the used Influence Rating in hours. Curses can be done at range equal to the Clergyman's Animas plus the used Influence Rating in Yards. For each additional action spent (up to a maximum of his Piety Rating in additional Actions), the duration is increased by the Influence Rating in hours.

The amount of Actions it will take to cast a Curse will be equal to the penalty being inflicted. A -1 Curse will take 1 Action; a -2 Curse will take 2 actions, and so on.

- Penalty = (Animas + Influence) / 3 (Rounding up)
- Range = Animas + Influence in Yards
- Duration = Animas + Influence in Hours
 - Each Additional Action used (up to Piety) increases the duration by Influence in hours
- # of Actions = to the Bonus provided

HEALING

Healing allows the subject of the healing to cause an undesirable physical condition to be overcome. There are two ways a Clergyman can

heal someone. The primary way is referred to as the Laying on of Hands and to do this the Clergyman must make physical contact with the skin of the subject. He can heal that person by raising his health equal to the Clergyman's Animas plus Healing Influence x2. This takes 10 minutes of uninterrupted prayer time.

The second method allows the Clergyman to heal someone while in the heat of battle. He must still touch the person he is attempting to heal, but he can only heal him up to his Healing Influence Rating, and no more. This takes 1 action to perform.

Healing may also allow the Clergyman to purge poison from a body, to restore a limb or even resurrect a fallen hero.

To purge poison from the body, the Clergyman must exceed the Poisons Resistance Rating.

To restore a person's limb, the Clergyman must burn 7 available healings, if he does not have 7 available at the time, or does not have 7 at all, then he cannot restore a limb. The Target Number to restore a limb is average $19 + 1$ for each additional day that the person has been without the limb. Clergyman may only attempt this once per limb.

In order to resurrect, the Clergyman will permanently lose one Rating from his Influence. If a resurrection is failed, then this cannot be attempted again on the same person. The Target Number to perform a Resurrection is average $19 + 1$ for each additional hour that the person has been dead. The Resurrected person is restored to a health of 1 (this means he is still at Near Fatal Wounds). Resurrection also burns 7 available healings, if the Clergyman does not have 7 available at the time, or does not have 7 at all, then he cannot resurrect. The 7 available

healings must be after you sacrifice 1 Healing Influence level.

- Healing = (Animas + Influence) x 2
 - 10 Minutes Healing Time
- Healing = Influence Rating
 - 1 Action
- Purge Poison – Must exceed Poisons Resistance Rating
- Restore Limb
 - Must use 7 available Healings
 - Target Number $19 + 1$ for each day without limb
 - One attempt only
- Resurrect
 - Healing Influence Rating permanently reduced by 1
 - Must use 7 available Healings
 - Target Number $19 + 1$ for each additional hour dead
 - One attempt only

INFLECTION

Inflection is designed to cause something unpleasant and damaging to be endured. The Clergyman can inflict harm (damage) to a target through prayer.

Damage caused by an inflection is determined by adding the Clergyman's Animas Attribute Rating with his Influence Rating. Just as with weapons, the better your attack roll, the more damage you will inflict.

The Base Damage for an Inflection Miracle is your Animas Attribute Rating. Additional damage will be added from the Influence Rating depending on how well you roll. For every number you exceed your opponent's defense by you will add an additional point of damage up to a maximum of your Inflection Influence Rating used. This total will be the amount of damage inflicted. Inflection can be done at range.

The range is equal to the Clergyman's Animas plus the used Influence Rating in Yards x10.

The amount of Actions that it will take to perform an Infliction will depend upon if the Clergyman chooses to do this at range or by touch.

To perform an Infliction at range will take two actions, but only one roll, the Infliction roll.

To perform an Infliction through touch will only take one action, but two die rolls, first to touch the subject (through the punch or grappling skill), and the target does get to attempt to dodge, and the second roll is the Infliction roll and the Target does get to attempt to resist.

The target gets to make a Resistance roll (typically with the Endurance Attribute) to resist the Infliction, if the resistance roll matches or beats the Clergyman's roll, and then the Infliction is resisted.

- Base Damage = Animas Attribute
- Additional Damage = +1 for each point you exceed Target's defense by
 - Maximum Damage = Influence Rating
- Range = Animas + Influence in Yards
- Actions
 - Ranged = 2 Actions (1 roll)
 - Touch = 1 Action (2 rolls)
- Resistance = Resistance + Endurance (usually)
 - Must match or exceed the Clergyman's Infliction roll

PROTECTION

Protection allows the Clergyman to create armor that shrugs off damage. Protection provides Absorption that works the same as Armor Absorption. Protection cannot stack with itself.

The value of the Absorption is equal to the Clergyman's Animas plus the Influence Rating used divided by two (rounded down) and will last in minutes equal to the Animas plus Influence Rating used.

The amount of actions needed to perform this type of Protection is equal to the Absorption in actions. To provide an Absorption of 4, will take 4 actions to perform.

This kind of protection is designed to be cast upon yourself. You can provide protection for another but it will reduce your Influence Rating by 2 for purposes of performing this miracle.

I have a Protection Influence of 7 and an Animas of 7. I want to provide protection for me and my adventuring partner.

I first perform it on myself for a total Absorption protection of 7. Animas + Influence divided by 2.

I then perform it on my party member for a total Absorption protection of 6. Animas + (Influence - 2) divided by 2 rounded down.

Protection can also be used to ward off the undead. To do this, the undead makes an attempt to resist, and if his result is lower than the Clergyman's protection then the undead will flee, once failed, the undead may not attempt to approach again until the protection has worn off. This miracle is performed on a person, and is affective in an area around that person of 10 feet

multiplied by the Influence in all directions (circumference) from him.

Protection from harsh weather can also be granted by the Clergyman, to do this, the GM will determine (based on the harshness of the environment) a target number.

The Protection from undead and harsh weather will last the Influence Rating in hours. This kind of protection will take a full minute of prayer in order to grant its abilities.

- Absorption
 - Self = $(\text{Animas} + \text{Influence}) / 2$ (Rounding Down)
 - Others = $(\text{Animas} + (\text{Influence} - 2)) / 2$ (Rounding Down)
- Duration = Animas + Influence in minutes
- Actions = Absorption Rating
- Ward Off Undead
 - Undead Resist Vs. Clergyman's roll
 - Duration = Influence in hours
 - Area of Effect = 10 Feet per Influence circumference
 - 1 Minute of Prayer
- Protection from Weather
 - Target Number determine by GM
 - Duration = Influence in Hours
 - 1 Minute of Prayer

FUNDAMENTALS OF MIRACLES

While not every member of the Church can perform miracles, there are some in the Church who have been blessed with this gift. Through prayer and faith, some Clergymen are blessed to perform miracles in the name of God as a sign of his power.

Animas is a character's natural connection to God and how blessed he has been. This is the Clergyman's natural talent.

Every Clergyman has the Skill of Piety. Piety determines how adept the character is at performing his Miracles.

PERFORMING MIRACLES

For a clergyman, performing miracles is the core of who he is. As with most rolls, to perform a miracle includes four facets. The player must use the character's Animas Attribute, add it to the Character's Piety Skill, and then roll 2D10, adding everything together and then applying and bonus or penalties that apply. This will *typically* give a result from 4 to 40.

When performing a Miracle, the Clergyman will need to know how powerful the Miracle will be. Each Influence will have a skill rating from 0 – 10. If the Clergyman's Influence Rating is zero, then he cannot affect that Influence. The power of the Miracle is equal to the Clergyman's Influence Rating.

HURRIED MIRACLES

Performing a Miracle can take time; the amount of time will be determined by the Influence itself. The Clergyman does have the ability to hurry his Miracles, this means getting the miracle off at full power with only one action.

The amount of Hurried Miracles that a Clergyman will have depends upon the level of the character. At 0 Level (beginning Character) the Clergyman has one Hurried Miracle available. At 2nd level, the Clergyman gains an additional Hurried Miracle, for a total of two. Then every even level, the Clergyman gains an additional hurried Miracle.

An 11th level character would have 6 Hurried Miracles available to

him, one at the beginning, and then at levels two, four, six, eight and ten.

To recover your Hurried Miracles that have been used, the Clergyman must sleep or Meditate. For every 2 hours of sleep he gains 1 Hurried Miracle back. For every 3 hours of Meditation he gains 1 Hurried Miracle back.

RESISTING MIRACLES

At times there may be a need for someone to resist a Miracle being performed. If the target wishes to resist the miracle he can do so by adding his Resistance Rating with the appropriate Attribute and rolling 2D10. In order to resist, the person that is resisting must equal the Clergyman's total result.

LIMITATIONS OF MIRACLES

Miracles are not an unlimited source of power. There are limits even to the power of Miracles.

A Clergyman is limited in the number of Miracles that he can perform before he must sleep or meditate. The Total number of times the Clergyman can tap into an Influence to perform a Miracle is equal to the Influence Rating. For example, having a Healing Influence at 3, allows three healings between sleep or meditation. If the Miracle fails, the Clergyman still burns one of his attempts.

The Clergyman can recover from this faith based fatigue through sleep or the meditation skill. Sleep will provide recovery of 1 level of each Influence for every 1 hour of sleep. Meditation will provide recovery of 1 level of each Influence for every 2 hours of Meditation.

This does not lower the Influence level for purposes of casting miracles and the power of the Miracle.

THE PRIMARY INFLUENCE

The Church has many different sects and factions and rarely do they agree on how things should be done.

Each Clergyman will choose one Influence as his Primary Influence. This represents the path he is following in the church and the sect that he may belong to.

The Primary Influence allows that Clergyman to perform more miracles with that Influence between sleep or meditations. The Clergyman can add his Animas Rating to the total number of Miracles that his Primary Influence allows him to cast.

I choose Healing as my Primary Influence; I have a Healing Rating of 3 and an Animas of 5. Normally I can only perform 3 healings without any rest, but as my Primary Influence I can perform up to 8 healings without rest.

When using your Primary Influence this does not lower the Clergyman's Animas Attribute.

The Continent of Moirai

THE CONTINENT OF MOIRAI

Moirai is the continent where all the action of Destiny takes place. Moirai is ruled by many nations and city states.

There are other lands far off but largely unknown by the populous of Moirai. One such land is Karismon although there is no common knowledge of it.

MOIRAI HISTORY

This small treatise is by no means a complete history. This is designed as a brief look at the continent of Moirai.

FIRST AGE (THE AGE OF DREAMS)

Called the first age by some, the Age of Dreams was a time of peace, prosperity, great knowledge and powerful magic. Some scholars speculate that this was not the first age but just another age in a much longer history, however no evidence of this exists.

The earliest recorded history, mainly through archeology reveals that three major kingdoms stood alongside one another for hundreds of years in peace.

The best scholars are able to determine there was the Ellrathi who had taken up residence in the South West region of Moirai. Ellrathi consisted of a race that has the ability to blend in with the others by changing their forms at will.

In the East the nation of Karismon ruled the entire eastern region. Karismon was a nation that belonged to the humans.

The Tir were the Lords in the North West. The nation of Avalaria controlled from the ocean to the jungles of Elsidar.

Even though scholars have spent decades of their lives none are able to determine why the war that ended the first age started. It is estimated by most that the war lasted over one thousand years, although this is speculation at best.

Another faction existed at this time; the Khor who lived in the mines throughout the mountain regions. The Khor were able miners with an eye and nose for precious, semi-precious stones and metals. Known for their exquisite and durable weapons and armor, they traded with all nations and prospered. During the war the Khor maintained their trade with all three nations choosing to remain neutral from the upper world affairs.

It is believed that as the years went on, Karismon became weary of the war and wanted to bring it to an end. The death toll and destruction was overwhelming.

Historians are sketchy on the detail but they do know that the aristocracy decided to experiment on the populous through magic. In the first age all the races were very long lived but also slow in population growth and decision making. Karismon needed more soldiers for their armies in order to deal a swift and deadly blow.

In an effort to enhance the breeding habits of its people Karismon unleashed powerful magic on its people. The result was a devastating plague that killed nearly 50% of the remaining populous. When the aristocracy realized what was happening they chose to flee the lands taking with them those who had not been infected yet. It is believed that they fled to another land and established their empire there. Nothing is known of what happened to them

other then they returned to usher in the end of the Second Age.

The experiment worked, the breeding of the humans was accelerated to a pace unseen and unforeseen by any. Unfortunately the lifespan of the humans was also dramatically shortened.

With Karismon all but removed from the battle, the Elrathi and Tir turned on one another. They both tried to play the Khor against the other. The two nations battled for nearly another hundred years before they both succumb to the devastation.

In its last dying gasp, the Elrath Empire unleashed horrible creatures upon the world, devastating the already weak Avalaria. In retribution against the Khor, the Elrathi summoned beings so evil and dangerous into the mines that it drove the Khor from their homes.

THE DARK AGE

Most historians agree that this wasn't truly an age but a time of chaos. No nations stood during this time. Mystical creatures roamed the lands killing anything they could. Hordes of Orcs, Trolls, and other creatures of legends devastated everything in their path.

The Elrathi had all but disappeared and any who were found were executed on the spot for the crime they had committed against the world.

No one knows how long this period lasted but common speculation is over 200 years. Eventually the human population grew so much they were able to overcome the horrors the Elrathi unleashed.

Villages grew, towns emerged, cities became city states and the Second Age began.

SECOND AGE (THE AGE OF LEGENDS)

The Second age lasted for 1276 years. Even though the Age of Legends only ended 31 short years ago, many have already forgotten the pain that brought in the end of this era.

Most of the history available comes from the last 75 years. Most historians agree that the illness that killed Queen Winters, the ruler of Avalaria, is what started the beginning of the end.

In a desperate effort to help heal her mother Aleya began the search for the fabled Elemental Wreath, having been told that this was her mother's only hope for healing. Having never heard the prophecies that the Elemental Wreath would bring about the breaking of the world she eventually located the one piece she needed.

At this time the Mik'Tash Empire began a military conquest of its neighbors in an effort to stamp out magic which was forbidden within its borders. Having the strongest military they eventually crushed their neighbor Rindall and would began the invasion of Ki'Ar. Avalaria wanting to stop Mik'Tash before they became a threat to the world and sent support to Ki'Ar where they were able to push back and even take a portion of Rindall from Mik'Tash.

During this time a series of events led to the discovery and assembly of the Elemental Wreath. With its assembly the Elrathi returned raising the Elrathi Isle in the South West.

Shortly after this time the Elrathi began a conquest of Parsh and seized control of a good portion of the southern hills and grasslands up through the Northern Woods all the way to the river.

Just as this war was beginning another was starting, Mik'Tash was being invaded. Karismon

was returning, not to conquer the lands but to put a stop to the Elrathi once and for all. Rumor has it that they requested permission from the Emperor of Mik'Tash to cross their lands with their army but the Emperor refused. Why Karismon didn't sail around no one knows but it is thought that since Mik'Tash had once been the territory that belonged to Karismon they wanted to use it as a staging ground however this is just speculation.

The invasion of Mik'Tash took place from the sea. Karismon used what they call the Sureibu, who are controlled Mages to destroy the eastern seafront from Tannis to Allar, including the capital, Mik'Tash City. So much magic was unleashed that to this day that whole region has magic flowing through it and any use of it in the area is highly unstable and unpredictable.

With Karismon marching through what remained of Mik'Tash towards the Elrathi, realizing they now faced a two front war the Elrathi stopped their advance into Parsh in order to shore up their defenses.

Aleya Winters now queen of Avalaria having learned of the prophecy of the breaking knew the price of failure should the Elrathi survive. Without permission from Parsh she brought south the full might of her armies. Led by General Simon Alexander, a powerful Mage, they assaulted the Elrathi in the north while Karismon faced them in the south.

The Elrathi and Karismon both had knowledge of the old magics, the powerful magic that was long forgotten by others during the Dark Age. They wielded terrible magic causing devastation through the south west region.

How the war ended is mostly speculation and rumor. It is said that Simon Alexander came to

his power as a Mage while traveling with Aleya before she was queen. Some say they were lovers others claim they were forbidden from their love.

During the last days of the battle Queen Aleya was killed. It is said that General Alexander went mad with grief and channeled more magic than anyone ever before thought possible. The stories claim that he singlehandedly killed hundreds of thousands of Elrathi and even killed thousands of his own troops in to destroy the Elrathi upon her death.

Whatever the truth, the day Aleya died the Elrathi were defeated and sent back into hiding. Fearing the anger and raw power that General Alexander wielded Karismon fled the mainland.

Some say that this was the breaking but most know it wasn't. It is agreed to by practitioners of magic that general Alexander damaged the flow of magic in the world and that they are no longer able to draw upon it as they used to. No one is sure why but due to this most scholars agree that this was the end of an age, the Age of Legends.

CURRENT EVENTS

It is now the Third Age, the year is 1307, only 32 years from the end of the second age. Already people have forgotten the pain and difficulties that brought the second age to a close. Many who where there try to forget the existence of the Elrathi and Karismon ,choosing to believe they will never return.

New nations have formed in the East, old nations begin their decline, unhappy lords and ladies plot the overthrow of leaders. The Dominion Assembly has risen in power at unprecedented speed, taking advantage of the fears of the people worldwide.

This begins the third age, the Age of Destiny.

The Nations of Moirai

THE NATIONS OF MOIRAI

The continent of Moirai contains many different territories or countries that act as a political entity or a grouping of people who share real or imagined common history, culture, language or ethnic origin and posses its own government. This is a brief overview of each of the major nations of the realm.

AVALARIA

The kingdom of Avalaria is the largest and oldest of all the current nations. Its glorious history begins in the first age, the Age of Dreams, as a kingdom that was built by the Tir. The end of the first age brought destruction to most of this kingdom and its cities, but eventually the human populous began to return and rebuild.

After years of distrust and war, Queen Alaria Winters is able to unite Avalaria into the kingdom it is today. Over the next 400 years, Avalaria reaches its golden age under its matriarchal rule. Nearing the end of the second age, turmoil surrounds the throne as sisters' fight for control. Prophecies foretold that borne in blood so shall the throne be torn apart in blood.

The Karismon War brings a shift in power, the queen is dead, and the surviving general after leading the kingdom to victory is put on the throne. In the 32 year rule of King Simon Alexander, he has become more and more distant and has begun to rule with an iron hand. As time goes on, the people of Avalaria have become more unsettled with his rule and the barons begin to plot for control of the kingdom.

Avalaria itself is often frozen in the northern most portions, and is lush and green in the south. Its once beautiful Tir built cities are beginning to

become run down. The capitol city of Avalaria is now built around the dormant volcano that was once the magnificent palace. Along the borders of Avalaria are large towers that are within eye sight of each other. Built to defend against an invading army, only one in 10 of these towers are actually manned any more.

HISTORY

Avalaria first appears in the Age of Dreams. The only thing that most scholars can agree upon is that Avalaria was built and ruled by the Tir, and was one of the three major nations that thrived in the Age of Dreams. After centuries of peace, war and magic destroyed the land throwing the world into chaos.

The first 600 years in the Age of Legends give rise to communities and civilization. The Human populous begin to fill the long abandoned and destroyed Tir cities. Through hardship and strife, villages become towns, towns become cities, and cities become city-states, which eventually become capitols of new nations. By the end of the 600 years, 8 nations now stand in the former Tir nation of Avalaria; Winterharte, Avalaria, Overmarrow, Willowbure, Salvadon, Drakken, Iletto, and Romoth.

In the early 600s, Winterharte suffers a major tragedy as it is invaded by hordes of Trolls from the Tzin Wastelands. Thousands were killed in this attack before the invading hordes could be turned back. King Erul, blamed for not being prepared, was soon faced with a revolution and eventually beheaded. King McGarren was placed on the throne with promises of building up an army that would defeat the Trolls once and for all.

While Winterharte is suffering a revolution up north, in the south the King of Iletto is assassinated, leaving his eldest son Jareth Iletto to rule the kingdom. Looking to appease his people, Jareth blames the kingdom to the north claiming that Romoth is seeking to take over Iletto from within. With the people's ire raging, the King invades Romoth beginning a bloody five year war that leads to the defeat of Romoth. To avoid being the next target of Iletto, Salvadon and Drakken forge an alliance through marriage. Both kingdoms begin to fortify their borders that are shared with Iletto. By the mid 600s, the south has once again settled down and peace returns.

King McGarren honors his word to his people by the mid 600s, and begins a two year campaign into the Tzin Wasteland. He devastates the Troll cities, but at a heavy loss, only about a third of the forces that left on the two year quest returned home.

By the mid 700s, only four kingdoms remain, through marriages and alliances, Avalaria, under King Winters merged with Overmarrow and Willowbure. There is Winterharte under King McGarren and then Drakken under King Cordon who merged with Salvadon and finally Iletto under the rule of King Iletto.

The King of Iletto dies suddenly throwing the nation into turmoil while many prominent families vie for the throne. King Cordon of Drakken takes advantage of the situation and makes deals with the Emaus family that secures them the rule of Iletto in return for their merging with Drakken. By the late 700s, Iletto becomes part of Drakken.

While this merger is going on the king of Avalaria dies leaving only a daughter heir to take his throne. The prominent families within

Avalaria begin to challenge her claim for control of the kingdom. Fresh off their success with Iletto, seeing a potential advantage to seize control of Avalaria, Drakken attempts to have the would be queen assassinated, this attempt fails and Drakken decides to invade before they are found out. By the year 790, Alaria Winters through drastic steps, secures her throne and announces her marriage to King McGarren of Winterharte. Through this union, both kingdoms are merged into one, with the Queen as ruler and the King as military leader. The war between Avalaria and Drakken continued intermittently until the early 800s when Drakken surrenders to Avalaria and modern day Avalaria is born. Before her death, Queen Alaria creates six baronies controlled by the prominent families in the region, and 1 principality which she controlled directly.

For the next 400 years, six queens rule over Avalaria, each bringing greater prosperity and power to the kingdom, many historians consider this the golden age of Avalaria. During this time the great northern wall is built to resist any future attacks from the Tzin wasteland and the growing number of Troll barbarians. Universities, guildhalls, and businesses flock to existing and new cities built in Avalaria.

Turmoil once again hits Avalaria in the late 1200s when Queen Natalia Winters suddenly becomes ill. The queen along with her Wizard adviser send her eldest daughter on a quest to find the emerald stone of the Elemental Wreath, claiming that this stone is the only thing that can heal her. Upon returning, Aleya Winters finds that her mother has passed away and her younger sister has taken the throne under the false pretense that Aleya murdered her mother. Eventually Aleya clears her name and is able to take the throne back.

The discovery of the Elemental Wreath unleashes the Elrathi who quickly reestablish their empire through summoning up the lost isle and enslaving cities that are in their path. The Elrathi Empire quickly turns to Parsh in an attempt to expand their territory, and Avalaria seeing that war would be inevitable, begins to make preparations. The year 1275 marks the return of the Karismon Empire plunging the world into a war that would devastate entire empires and kingdoms.

Parsh became the battleground between Avalaria and the Elrathi Empire. By 1276, the Elrathi Empire is completely defeated and Karismon is forced to leave again, not having the manpower to continue their campaign to conquer the land. Avalaria is scarred from the war, the queen having been killed, her general Simon Alexander is given the throne after leading the kingdom to victory.

The year is 1307, King Alexander has ruled for 32 years and the populous has become unhappy. Tensions are growing between families that think they should rightfully be on the throne, and between the north and the south.

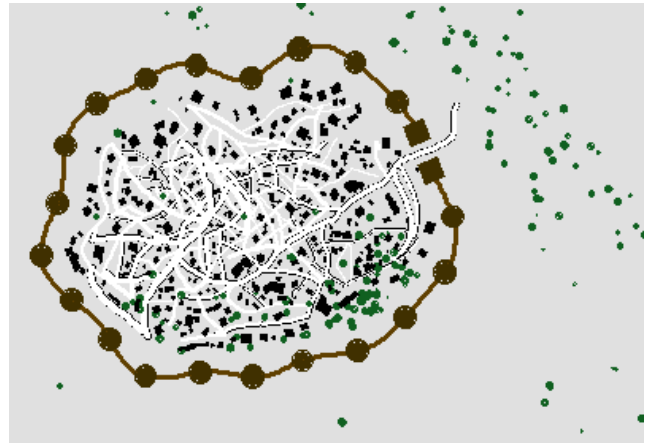
CITIES OF AVALARIA

Avalaria covers the entire North West corner of the continent. Avalaria contains 8 large cities with many towns and villages.

Avalaria

The capital of Avalaria, the like named city was built during the First Age by the Tir. The inner city, also called the First City was mostly destroyed when a volcano was magically brought up in the middle of the castle. Most of the remaining architecture is no longer Tir since most of those buildings were destroyed with the eruption.

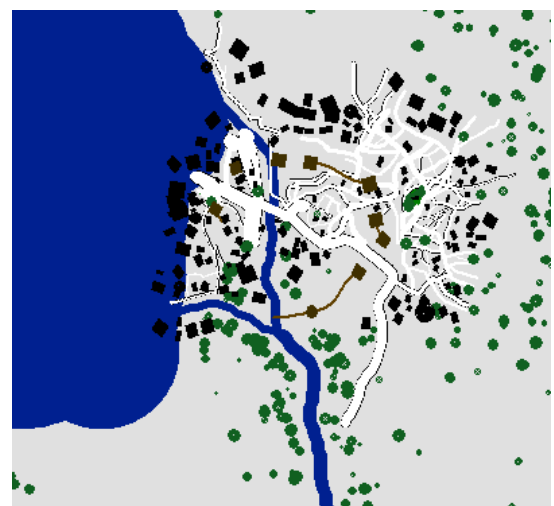
Avalaria is the largest and most populous city in the kingdom. It has a wall that surrounds the entire city with only one main road in and out.



Guldin Falls

Guldin Falls is the largest city in the Overmarrow province and is home to the Baron of the region. Guldin Falls is a very large port city, and often the last stop for most sailors in the North West. There are many smaller towns up the coast but usually only the locals sail further north.

There is a series of wharfs built out on the water for the ships with shallow drafts to dock at. Most larger ships will dock out in the harbor and take the small transport ships into the docks, a service provided for by the town.



Evenfar

The Northernmost city in Avalaria, Evenfar is the home of the Baron of Winterharte. Evenfar is covered in snow almost all year round and its people are stern, sturdy and some say harder than stones.



Rosedale

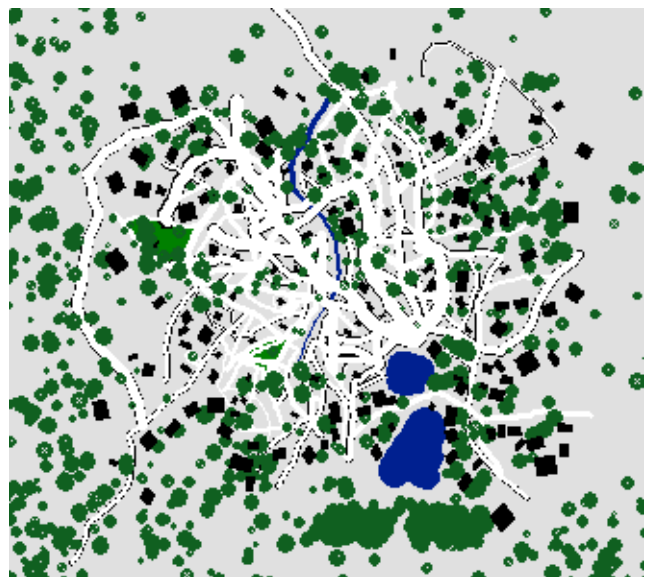
Rosedale boasts the most creative city in Avalaria with a wide variety of clothiers and artistic type shops. Home to the Baron of Salvadon, Rosedale has low crime rates for a large city and one of the happiest populations. Rosedale is the home port for the Avalaria navy. This is also a major trade hub for all imports and exports to and from Avalaria.

Between the navy and the city guard, security is tight and many believe this is why theft and crime rates are low.



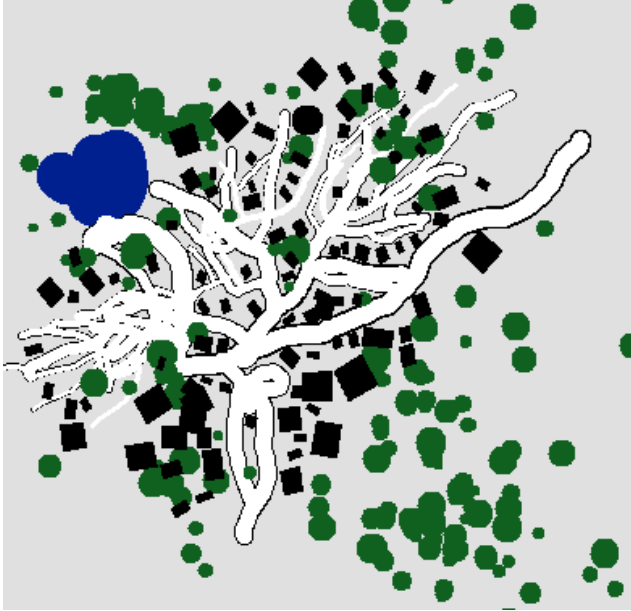
Syntheria

A jewel in the rough, the city of Syntheria has the cleanest streets and the most overall likeability of all the cities in Avalaria. Syntheria boasts beautiful mountain views, lush forests within the city limits and a well maintained front. This is also the most costly city to live in. Sytheria is the home of the Baron of Willowbure.



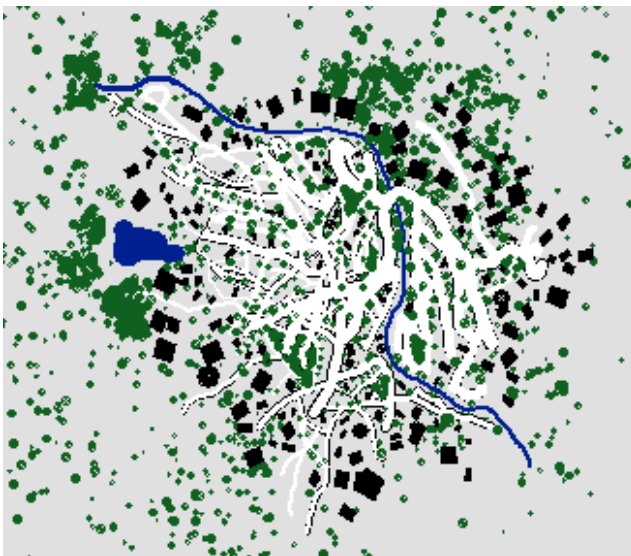
Poitle

The smallest of the major cities, Poitle is the home of the Baron of Draken.



Caristhum

The most religious of the cities in Avalon, Caristhum has 2 cathedrals and a large amount of churches and clergy. Unlike most cities, the outskirts of the city is more dense than the inner city which has a large town square and many parks.



Lidelas

The southernmost city in Avalaria, Lidelas is home to the Baron of Iletto, guardian of the South, Keeper of the southern wall.

Lidelas is a maze of streets and buildings all designed with the intent of defending against invading forces, even though the city itself has never suffered an attack.



POLITICS

Avalaria's government is a monarchy rule. Avalaria is divided into eight baronies: Winterharte, Avalaria, Overmarrow, Willowbure, Salvadon, Ramoth, Drakken and Iletto.

Each of these baronies was once a separate kingdom, but the unification of Avalaria through conquest and politicking has created a single King. The other kingdoms are now Baronies in service to the crown.

The Barons by law are to gather every year at the capital to form a ruling council that discusses

and advises the king on policy. The sole decision maker is King Alexander.

THE PEOPLE

The people of Avalaria used to be close to the nobility. In the last 32 years this has changed under King Alexander's rule. Unlike the queens before him he isolates himself from the people.

Society is broken down into peasant, clergy, merchant and noble. In most areas of Avalaria the peasants are treated well and they enjoy a life without interference from the nobility.

In north Avalaria the climate is cold. The attire found there is heavier wools and are white, grey or black in color for the peasantry. The nobles don't deviate from this very much, some will wear more earth colors such as brown or dark green. Bright colors are not common in the north.

The south is a different story, a warmer climate you would expect to see a peasant dressed in simple trousers, a shirt and a belt. The outfits tend to be two solid colors, the shirt being different from the trousers. The south still stick to muted colors but have a wider variety of them available. The nobility in the south dress down and at times it would be difficult to tell if they were important based on their clothing.

Those in Avalaria love their stout ales, known for a more bitter taste; you can definitely taste the difference from the north to the south. The further north you go the darker and more bitter the ale becomes. Meads and wine are not popular in Avalaria and the further north you go the more difficult they are to find.

Meats and bread are the staple due to the tough climate in the north. Vegetables and fruits are very expensive everywhere and become more so the further north you travel.

Avalarians are not a superstitious people. They are rugged and rough. They tend to be a hard peoples like the climate around them. Many have accused the people of Avalaria of not having a sense of humor and showing little emotion.

The Avalarians love to tell stories. The fables of old are told to kids and the bards can make a decent living if they know a decent variety of historical and not so historical events. Singing is also popular and you can hear a lot of it at festivals. Most taverns and inns will have someone who sings in the evenings to bring in customers.

THE DOMINION ASSEMBLY

Religion is a difficult subject in Avalaria. While The Dominion Assembly has been accepted in all places many in Avalaria don't trust it and some still worship the old gods.

The distrust stems from the political tensions between Parsh and Avalaria and many feel The Church is a ruse or tool to infiltrate the nobility and to influence the peasants against the ruling class.

In spite of this the power of The Dominion Assembly in Avalaria is growing but at a slower rate than the clergy would like.

MILITARY

Avalaria maintains one of the strongest militaries in Moirai, only Shelien is believed to have a more robust military. The nobles of Avalaria treat the military very well, giving them decent pay.

There are two walls in Avalaria, the first is the great northern wall that spans from the icy oceans in the north down to the barony of Willowbure. The second wall is in the south and separates the Malkis Desert from Avalaria.

The military is separate from the guard. The military reports only to the King and serves King and country while the guard is supported at the barony level is are loyal to the province and the nobility therein.

Avalaria also has a navy based out of Rosedale and Ramoth. The navy is not particularly powerful but enough to keep pirating to a minimum within its waters.

AVALARIA NPCs

King Simon Alexander

Since the death of his love, one they were never allowed to share, the King has been very distant, moody and has a hot temper. He never wanted to be King, but upon victory over the Elrathi the people chose him.

The people are now second guessing their decision. With rumors of “overthrow” by the other noble elites, King Alexander has demanded more guards in the cities and a crack down on the people. A special elite unit controlled by Airathas was created and operate within the Guard called The Right of the Sword. They are loyal only to Airathas and have the right to act as Judge, Jury and Executioner granted to them by the King.

The King is very intimidating. There is a hardness to his eyes that cause fear in even the strongest of men. His dark attire, scruffy appearance and reputation for having killed “hundreds of thousands” with his magic at the last battle of the Elrathi add to this fear. Many believe this is the only reason he is still on the throne.

The past year the King is beginning to realize that he has made many mistakes, including the oppression of the people. He is an old man now and has no heir to the throne. He is currently

contemplating how to deal with this. He does care for the people of Avalaria although it often doesn't appear this way.

He plans on making an announcement at the next meeting of the Barons. Many rumors swirl around that he is going to declare his heir; others believe he may just kill the barons. No one knows with the exception of the King himself.

Airathas Shamirlhûn

The only advisor to the King, Airathas Shamirlhûn likes to maintain an air of mystery about him. Born in the An'Tier his family moved to Avalaria while he was still young. The only living member of his family Airathas has only the desire to serve his King as best he can.

The Barons don't like him, they believe since Airathas is a Tir that he secretly wants to take over the nation and put it under Tir rule. This of course has no basis in reality and he wouldn't accept rule even if it was forced on him. He likes to operate behind the scenes.

Airathas runs an intricate spy network within the borders of Avalaria second only to Malidarian. With the imprisonment and subsequent death of Queen Aleya's sister he took control of The Daughters of the Night which had been her personal assassins.

With his control over the Right of the Sword and the Daughters of the Night Airathas truly has more power than the King himself.

Airathas is tall, lanky with a lean frame. He doesn't look like he is a dangerous man or that he could ever take care of himself. This unassuming appearance is one of his main weapons in the world of politics.

Inaroro McGarren

Inaroro is the Baron of Winterharte. Of all the Barons he has the best claim to the throne should King Alexander die before an heir is born although he has no desire for the throne and refuses to join in any plot to place him there.

Inaroro is an honorable man with little personality. He can be seen out practicing most days with the military stationed within his borders. While the military serves King and Country and are loyal to both, should something happen to the King, most would happily line up behind Inaroro.

He treats his people well and they love him for it. He does his best to keep the Guard in check, especially the Right of the Sword who are known for abusing their power. Due to this, there is a lot of tension between the military and guard in the bounds of Winterharte.

Inaroro is a strong capable man who appears to be chiseled from iron (much like his personality). He considers himself a common man and appears the part.

He is happily married to a woman who is said can eat iron. A tough lady who lives in a tough land and deals with a tough husband. He has three living children, Alent his oldest son, Alere his oldest daughter and Lanal his middle son. Vorale was his youngest son who died in a fall. Inaroro believes it was one of the other barons trying to send him a message but he can't prove it.

Elsbeth Drakken

Elsbeth is the baroness of the Drakken province. She is the second longest lineage in Avalaria and has the second best claim to the throne just behind Inaroro McGarren.

She desires for a matriarchal rule again, she believes the men should be in the battlefield leading the military. She is not willing to have the King killed though and fights the others against this every time she must, she won't be a party to his murder.

She has made several advances to wed her only daughter to the eldest son of Baron McGarren in hope that they could be put on the throne with her daughter as ruler and McGarren as general. She has even proposed this in private to King Alexander.

Elsbeth is regal and well dressed at all times. She doesn't come across as arrogant or rich but as proper and old school.

Amedar Teril

Baron of Overmarrow Amedar enjoys his wealth and is little more than a lecherous drunk. He loves the women and they love his money.

He lives in a grand estate just outside the city of Guldán Falls. He has chosen the elite from the guard to protect his estate. He pays them well and they are fanatically loyal to him.

He has no desire for politicking and avoids any effort to plot against the King, although he has agreed to not inform the King either. His goal is to remain agnostic to most politics and enjoy his wealth until he dies.

Amedar has no wife but many heirs all of which are illegitimate. He has made no plans for what should happen upon his death, he figures his illegitimate children can all fight for the land.

Amedar is rotund and jovial. It is hard not to like him. If you suck up to him you will go far in his province.

Cirthele Maglas

Baroness of Willowbure, Cirthele is ambitious for the throne. The driving force behind the plot to remove the King one way or another she will succeed (at least she believes so).

She spends little time ruling in Willowbure as the barony tends to run itself. Most days she is traveling from place to place trying to put the plot together and in motion.

She is short and skinny with long dark curly hair. She is attractive although her strong personality tends to drive people away. At this time she has no husband or children.

Dakin Jadyth

Dakin excels at business. A self made land owner the King appointed him personally to his barony. Due to this Dakin tends to side with the King against those who would plot against him. For this reason the other barons have little to do with him.

He has made Salvadon one of the richest regions in Avalaria and home to the most diverse merchants in the kingdom. The Guild from Dransia has tried to make inroads in Rosedale but so far have failed due to the efforts of Dakin.

Dakin is medium build and looks every bit the merchant. He has amassed quite the fleet of merchant ships as well as housing the Avalaria navy.

He has a wife he rarely sees and 7 children. The eldest son Andes is Admiral of the merchant fleet while his oldest daughter Ashlyn runs the day to day family business.

Eringill Leuvetrast

Bishop of Romoth, Baron Eringill has put his lot behind The Dominion Assembly. As Bishop, he is the religious leader of Romoth in service to The Church.

He is part of the plot to overthrow the King although his ambition is to put The Assembly on the throne even if it means putting himself there.

He has a commanding presence with a cult like charisma. He has a medium build with short dark hair and a trim mustache. He has taken a vow of celibacy and therefore remains unmarried with no heirs.

Stannis Basio

Baron Basio, Lord of the South, Rock of the Wall, Defender of the realm. Stannis fashions himself as a mini king ruling all of Avalaria although he only holds power over Iletto.

He is a young man having inherited the Barony upon his father's untimely death. An arrogant man, Stannis believes that he is unstoppable in all he does.

In his late 20s, he is the youngest of the Barons. His ambition is for the throne and he is doing everything he can to remove the current King and placing himself there.

Handsome, tall and fit, Stannis has yet to take a wife. He is waiting until he is appointed King and he is certain his day is coming.

RELATIONS WITH THE BEST OF MOIRAI

Amaröbi – Open Communication, Cordial Relationship

Ki'Ar – Open Communication, Friendly

Malderian - Some Communication, Neutral

Parsh – No Communication, Hostile Relationship

Shelien – No Communication, Hostile Relationship

Dargen Moore – No Communication, Neutral
Dransia – Some Communication, Strained relationship
Islia – No Communication, Neutral

Ki'Ar

The kingdom of Ki'Ar was established as a necessity in order to fend off the continual advancements of Mik'Tash's military. Founded in the middle of the Second Age, Ki'Ar is broken down into two regions, Ki'Ar proper and Rindall.

The Karismon War didn't have much of an impact on Ki'Ar, as most of the war took place in the south west. Over the 32 years since the war, the King of Ki'Ar has begun to see a movement in the former Rindall to revolt and establish its own king. In order to stop this the king has formed a council from major families of both regions in a hope to avert any problems. The council is to take control once the king dies.

The king has two sons, the eldest of whom supports the council and does not want to rule, however, he has a wife who has enough desire for the both of them. The younger son has always had ambitions for the throne, but has always had little chance at gaining it.

The king of Ki'Ar is now an old man and many think he has gone insane with the loss of his beloved queen. Any gathering he has, there is always a place set for her, and he is often seen talking to her, even though she has been dead for over 10 years.

There are times when he gathers his troops together and rides them out to the battle field to defend against the invading Mik'Tash only to wake up the next morning and wonder where he's at and what's going on.

Many people are amazed that the king is still alive, and some want him dead, but he just won't die. There have been many assassination attempts on him, but all have failed and many believe he is protected from on high.

HISTORY

Ki'Ar has a twin history, one of two nations. Near the middle of the second age the city states in the area decided to become a nation in order to halt the ever expanding Mik'Tash Empire.

Unable to work through all the issues and egos of the leaders two nations were formed. Ki'Ar in the north fell under King Eshyi while Rindall in the south became ruled by King Ias.

With the formation of the two nations Mik'Tash slowed and eventually stopped its campaign into their lands.

This peace lasted for several hundred years until a new Emperor seized control of Mik'Tash. Mik'Tash once again laid siege up north against Rindall, It was quickly obvious that Rindall would fall. They had forgotten the past and become complacent with an insufficient military. Ki'Ar on the other hand always remained alert and prepared for this inevitability.

Ki'Ar reached out to Rindall, offering to take it under its wing and to merge the nations. Rindall refused. Rindall was being consumed quickly and Ki'Ar feared that even with its preparations that it too would fall.

King Roderick Ulero reached out to Avalaria for help. Avalaria agreed and began to send troops and supplies.

Rindall eventually fell to Mik'Tash, it's capital having only lasted three weeks under siege. The populous to the north of the capital turned to Ki'Ar for help. Seeing an opportunity to strike

while Mik'Tash still recovered from the campaign against Rindall City, Ki'Ar and Avalaria troops marched south and sacked the already badly damaged city of Rindall and began to drive the mighty Mik'Tash war machine back south. Not all of Rindall was recovered before a truce was declared.

The Third Age has seen peaceful times for Ki'Ar with Mik'Tash broken and shattered into three Principalities. The people have begun to get complacent again and many of the Lords and Ladies plot to take control of the throne. King Ulero put together the Council of Nobles to act as a parliament in order to appease those who would plot against him. It has worked so far, although many still want a singular rule placing themselves on the throne.

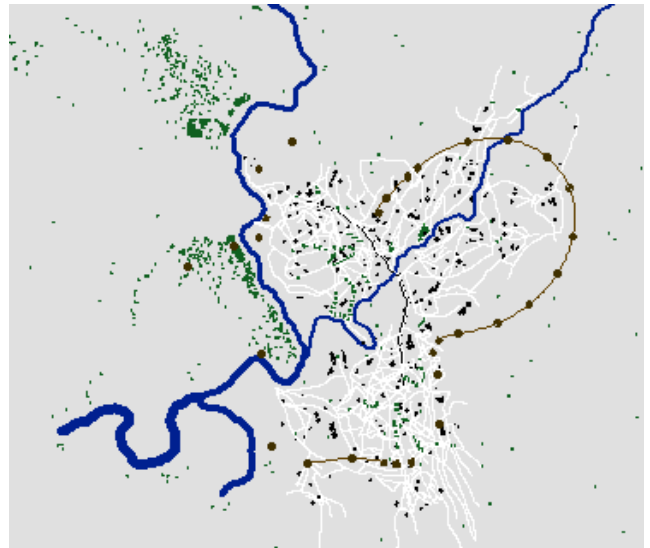
With little fear of war in the future the plotting continues as the people become restless and the nobles become greedy for power.

CITIES OF Ki'Ar

Ki'Ar

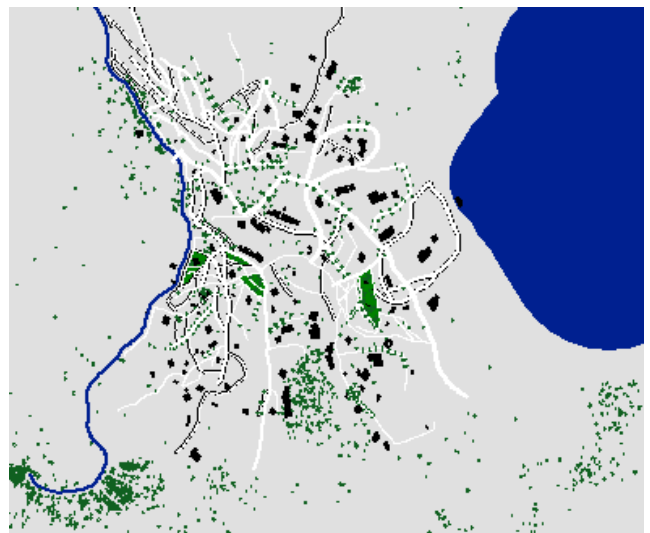
The capital city for the kingdom, Ki'Ar is an eclectic city that is couched between the Danuvius River to the north and west, and the smaller Neris that splits the city and runs north east.

Ki'Ar is the largest city in the kingdom and is home to the King and the Council of Nobles. The Council is split on moving from Ki'Ar to Rindall in hopes to restore Rindall to its former glory.



Oakhill

Originally founded as a Warrow town it has expanded and become a mostly human city. This is the only city with a large Warrow population. Oakhill spreads between the Neris River and the Cimmeria Ocean. This is the smallest of the three major cities in Ki'Ar but the only major port in the north east region of Moirai.

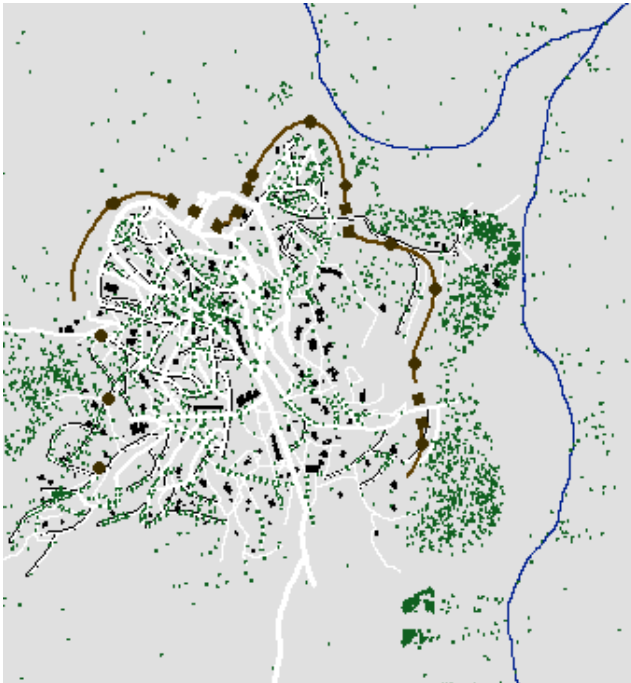


Rindall

Not known for its glamour, Rindall is a rundown city due to suffering two sieges in a short period of time. With the founding of the Council of Nobles there has been talk of moving them to

Rindall in order to help restore its splendor but this has not happened as of yet. Rindall has a high crime rate with few guards (most of which are on the take) for a city its size.

The outskirts of Rindall borders the Belham river in the north east and is separated by what remains of the city wall by the Nantes to the east.



POLITICS

The government of Ki'Ar is a monarchy although with the appointment of the Council of Nobles it is slowly turning into a more parliamentary rule.

As the sanity of the King comes more into question the Council uses it as an excuse to seize more power. Ultimate law however still falls under the king to create or void.

There are three noble families from Ki'Ar and three from Rindall. These families form the Noble Council with 3 members from each family participating as well as three from the King's own family (his two sons and his younger brother).

THE PEOPLE

The people of Ki'Ar are known for their "fiery redheads" although most of the populous have black hair and dark eyes.

Most of the peasantry are friendly enough but you will notice a wariness of strangers in them. Trust is not easily given due to their past history.

The native clothing reflects the practical necessity designed for warmth in the rain season and light for the warm season. You will find a variety of colors, with the brighter or more rich colors worn by the nobility.

Thanks to the steady rains coupled with the long warm summers Ki'Ar has a long growing season. Known for its grains, they export a good amount to other nations and cities.

The drink of choice is cheap crappy ale. The people don't care for the sweet meads nor wine but both can be found at most hosting establishments. They do brew a light ale that is quite popular around the rest of the continent but oddly not very popular within its own borders nor in Avalaria.

Due in part to the large Warrow population music is quite popular in Ki'Ar. Skill in a musical instrument can earn you a good living while in its borders.

THE DOMINION ASSEMBLY

There is only 1 Cathedral in all of Ki'Ar and a handful of churches. Even though this is the case The Assembly has made good inroads into the kingdom.

They have yet to establish power in the ruling class but they believe soon enough they will be in.

MILITARY

The Ki'Ar military is in shambles. With the average age of the typical soldier well over the standard age of other nations, they have let themselves go.

Due to the complacency of the people and the ruling class very little funds go into maintaining the military and its equipment.

Ki'Ar has no navy and have never had ambitions at naval power.

Ki'Ar NPCs

Roderick Ulero

The King of Ki'Ar Roderick is a wise man. Many think him insane when they see him talking to his dead wife. What few realize is that he really is. Something has bound her spirit to the palace and the King has no desire to know what it was. She has helped him defeat many plots to kill him.

The people believe their King is growing senile when he rallies his troops and leads them out to the battlefield against Mik'Tash. He wakes the next day not sure where he's at. He has no memory of the event.

The King has put in place the Council of Nobles as a ruling body designed to take over and act as a ruling parliament when he dies. He believes this is his gift to his people rather than watch them suffer as the power players try to take him out.

The Council of Nobles consists of three Families from the South, three from the North and then three people from his own family. They are set up to advise the King on law, finances and the military. While the King retains all decision making rights, he is deferring more and more to the will of the council.

Rhydringar Ulero

Eldest son to King Ulero, Rhydringar holds the primary seat as Speaker of the Council. He controls the topics under discussion and is speaker to the King on behalf of the council.

He has no ambitions for taking the throne from his father even after his death and is happy to be a part of the council.

His wife Rienna does have other plans for him. She wants him to take the throne and is constantly plotting to make it happen. The formation of the council was a setback but she is trying to work around that.

Rhydringar is an honest man and you know where you stand with him. He is plain spoken which many who politic against him take advantage of.

Logan Ulero

Youngest son to King Ulero, Logan has ambition for the throne. He will do whatever it takes to get there and has been involved in many plots to kill his father and brother.

He is not happy with the council nor his role on it. He uses it as a means to an end at this point in time but hopes to dissolve it when he seizes the throne.

Logan is unmarried and is having an affair with Rienna who is set to put Logan on the throne should her husband refuse and dig his heels in.

RELATIONS WITH THE BEST OF MOIBAI

Amaröbi - Open Communication, Strained Relationship

Avalaria - Open Communication, Friendly

Malderian - Open Communication, Cordial Relationship

Parsh - Some Communication, Neutral

Shelien – No Communication, Hostile Relationship

Dargen Moore – Open Communication, Friendly

Dransia – Some Communications, Neutral

Islia – No Communication, Neutral

PARSH

When people think of Parsh they see its vast and lush grasslands. They also think horses. To buy a Parsh horse is to have one of the best in Moirai.

Even after the destruction the grasslands in Parsh are plentiful and horse trade is their primary export, that and religion.

Sovereign McGuire has ruled for 30 years and the people love him. He has brought prosperity back to the nation and unified them under a common God.

HISTORY

Parsh's history is very short. Established as a nation in the late 900s this is the youngest kingdom of all the nations. There were no kingdoms in the area, just a few city states. They decided for the love of their gods they would join together, unified under a common belief.

Parsh was interested in peace and had very little military. The sudden arrival of the Elrathi brought turmoil and death to much of Parsh. When Parsh refused to surrender its southern half the Elrathi took it by force brutalizing anyone who was in their path.

The Elrathi sacked Parsh city, the capital of the nation killing the king and his entire family and destroying any temple in the area. Parsh as a solid entity fell apart and became more like city states once again.

The Karismon War brought more heartache and loss to Parsh, it was now in the middle of two

large armies, that of the Ellrathi from the south and Avalaria from the north.

Between the magic unleashed by the Elrathi and the destruction of King Alexander the entire southern portion of Parsh is no longer safe. The southern portion that used to be Parsh is now a desolate wasteland that is covered and walled in by a thick fog that never seems to lift. Many adventurers have gone in there only to never be heard from again. Those who have returned are often not of sound mind, and babble on about the undead armies that are amassing there. The creatures that roam there are very dangerous, enough so that the newly rebuilt Parsh military stations camps along the border to keep any hostiles from getting out.

The third age is born with the sever weakening of magic and the rise of The Dominion Assembly. Seeing an opportunity The Assembly reunites the people of Parsh under the One True God. Within the first year of the third age (the people of Parsh refer to this as the Church age) The Assembly has appointed a new Sovereign of Parsh, Sovereign Ellis McGuire and his wife Bridgett.

Sovereign McGuire is no more than a figurehead for the Church but the people love him. The true power in Parsh is Prelate Asrad Tuimol leader of The Church.

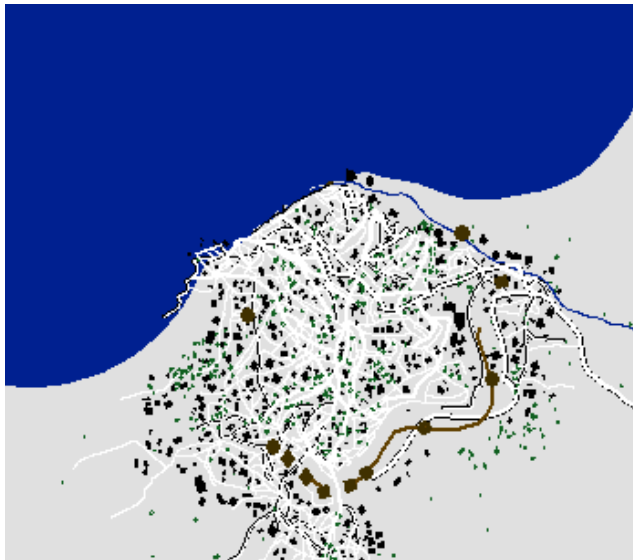
Parsh is on a growth path both financially and militarily. Soon they will be a force to be reckoned with.

CITIES OF PARSH

Goeth

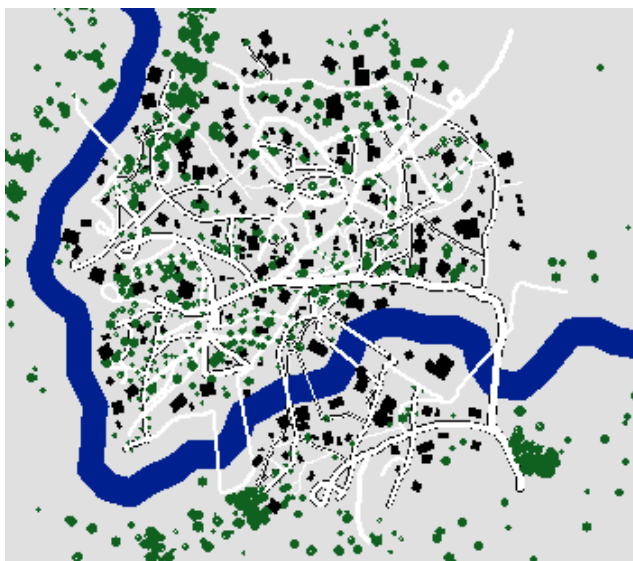
The oldest city in Parsh, Goeth was founded in 330 KC. Goeth is the major trade hub for Parsh on the Acaria Ocean. While it has grown fairly

large over the years it is the smallest of the three major hubs on the west coast.



Camden

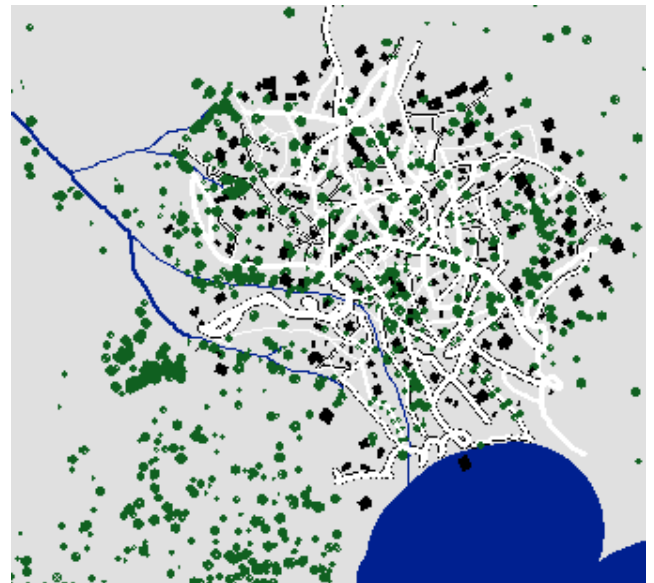
The river city of Camden was founded in 395 KC. Rivaling the size of Goeth, Camden serves the towns up and down the Onyx River. Camden is the most diverse city in Parsh.



Aragon

Founded in 899 KC Aragon is the youngest of the three cities that populate Parsh. Aragon is the new capital as well as the center of power for The Dominion Assembly.

Aragon is located at the southern most end of the Onyx river which drains into Lake Black. Nearly half of Lake Black is covered in the fog of the Shadowlands and no sane Sailor will travel into it.



POLITICS

The government in Parsh is run by Ellis McGuire who was appointed as Sovereign by The Dominion Assembly. Sovereign McGuire is purely a figurehead who just rubber stamps everything that The Assembly commands. The people love the Sovereign as does The Church.

The true power in Parsh is Prelate Tuimol, the appointed leader of The Dominion Assembly. The Patriarchs are the ruling body within The Church. They act as a balance to the Prelate in decisions of spiritual matters. They must appoint the Prelate with a unanimous decision and they also have the power to remove him with a unanimous decision.

THE PEOPLE

While it is easy to describe the people of Parsh as “cold” or “distant”, it’s easy to see why they distrust foreigners of any sort. Parsh has been invaded several times in her short history

suffering several major bloody battles with no gain and all loss.

In the wake of the death and destruction the people turned to The Dominion Assembly as a means to secure their borders and once again become a prosperous nation.

The people of Parsh are practical. They have seen the benefits of accepting The Dominion Assembly into their culture. Due to this each major city has an aqueduct system built which delivers clean water to the entire city. The Dominion Assembly stores medical supplies and food for the poor in every church building in the nation.

The people of Parsh are passionate with a love for family. They are very traditional in their dress, manners and customs.

THE DOMINION ASSEMBLY

The most powerful influence in Parsh, The Assembly runs the nation through the figurehead Sovereign. There is a church building in every town and even in most villages. There is a Cathedral in each major city, with two in Aragon.

The Church has amassed an amazing amount of wealth as well as a strong military presence. The Knights of the Cross are better trained, better equipped and almost rival the numbers of the Parsh Military.

MILITARY

Known for their cavalry units the new Parsh military is nothing to be taken lightly. The one thing the new Sovereign has made sure of was to build a strong military so that the people of Parsh won't suffer again.

Between the Parsh military and the Knights of the Cross, Parsh would be a very difficult nation to invade again.

Parsh has also built an impressive navy based out of the city of Goeth. At this time Parsh has the largest navy in all of Moirai.

PARSH NPCS

Sovereign Ellis McGuire

Ellis McGuire is a man of vision. He is doing everything he can to ensure that his nation does not get beat again.

Born to a wealthy merchant family, Prelate Tuimol handpicked him to be the new Sovereign.

Ellis is a friendly man with a passion for horses and now his nation. Dedicated to God and The Dominion Assembly he does not buck the system and has no desire to do so.

With long blond hair, a thin wispy mustache, Ellis is a good looking man. He has a beautiful wife and three wonderful children.

Prelate Asrad Tuimol

The Prelate is an ambitious, conniving, manipulative man. He will do all he can to bring The Dominion Assembly to power.

People know not to cross him or you may disappear. The only people who stand up to him are the Patriarchs but the only do so on rare occasions.

For now the Patriarchs are happy with Asrad, but do keep a close eye on him. Someday they know there will be a battle to remove him from power.

RELATIONS WITH THE REST OF MOIRAI

Amaröbi – Open Communication, Strained relationship (due to their embrace of magic)

Avalaria – No Communication, Hostile relationship

Ki'Ar – Some Communication, Neutral

Maliderian – Open Communication, friendly

Shelien – Open Communication, friendly

Dargen Moore – No Communication, Neutral

Dransia – Open Communication, Friendly

Islia – Open Communication, Strained Relationship (due to their sinful lifestyle)

THE PRINCIPALITIES

The principalities share a common history until the end of the second age. Each was once part of the powerful Mik'Tash Empire. The first nation to rise up in the second age, warlords took lands and city-states and formed the Mik'Tash Empire.

The Emperors of Mik'Tash had long ago forbidden magic; little did they know it would lead to the downfall of their Empire. The Karismon War ended badly for Mik'Tash, the navy (the largest and most powerful in the world) was destroyed within hours by the Karismon fleet.

Karismon then turned to the three largest coastal cities (the capitol included) and within days forced the empire to surrender. So much magic was unleashed in those three cities, that to this day magic flows freely and uncontrollably through the streets. There are signs and patrols that attempt to keep people out of the area, but some have gone in, and few ever return. Magic is completely unpredictable and uncontrollable in that area.

The three surviving heirs to the Empire quickly established control of what has become known as the three Principalities; Amaröbi, Shelien, and Malidarian. Each principality has its own agenda, Amaröbi has turned towards magic, Shelien has maintained the old ways of forbidding magic, and creating a powerful

military, and Malidarian has turned to knowledge and study for power.

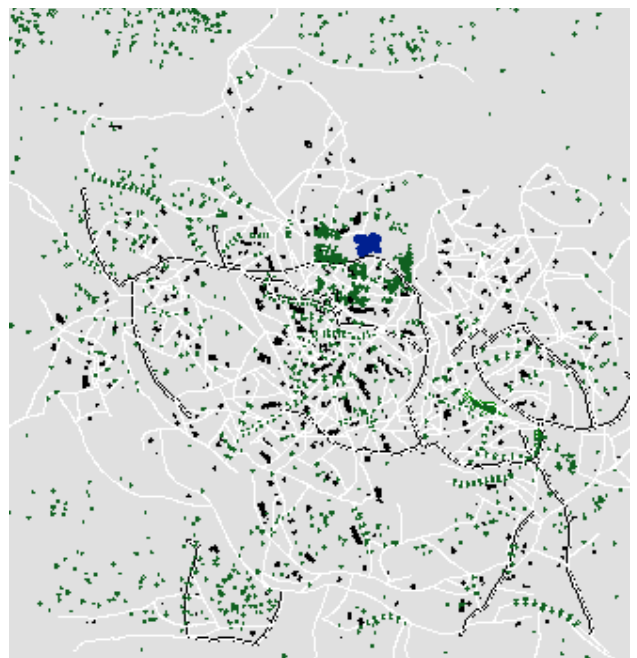
AMARÖBI

Amaröbi was established by the second oldest son of the Emperor, Corbin Tibius. Amaröbi quickly became a hub for practitioners of magic and began to flourish. Two years ago, Corbin Tibius was found dead in his bed, it was claimed to be natural causes although some to this day are not so sure. His son Karthen Tibius took over the throne at the age of 15. The real power in Amaröbi is his adviser Abendroth who manipulates the prince and runs the principality.

CITIES OF AMARÖBI

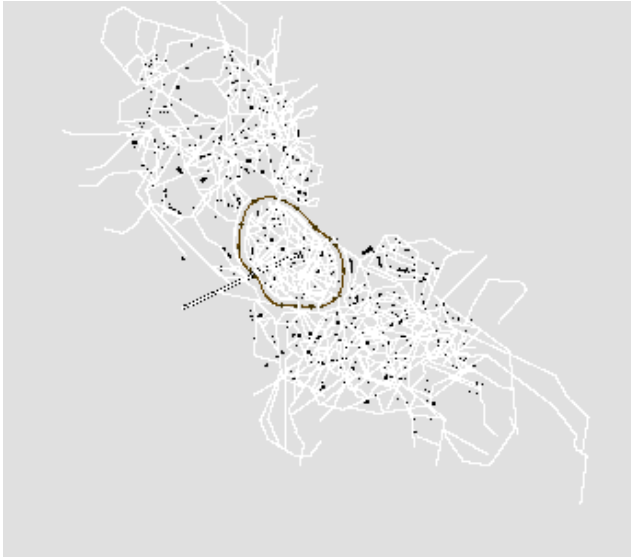
Amaröbi

Founded in 487 KC Amaröbi was built from the base of a large cliff. The Capital of the Principality of Amaröbi the palace is built into the base of the cliff with tall spires streaking up from the rock base. Truly one of the world wonders. The city itself can be seen from quite a distance not only due to the spires of the palace but the general construction of the city has followed this trend as well.



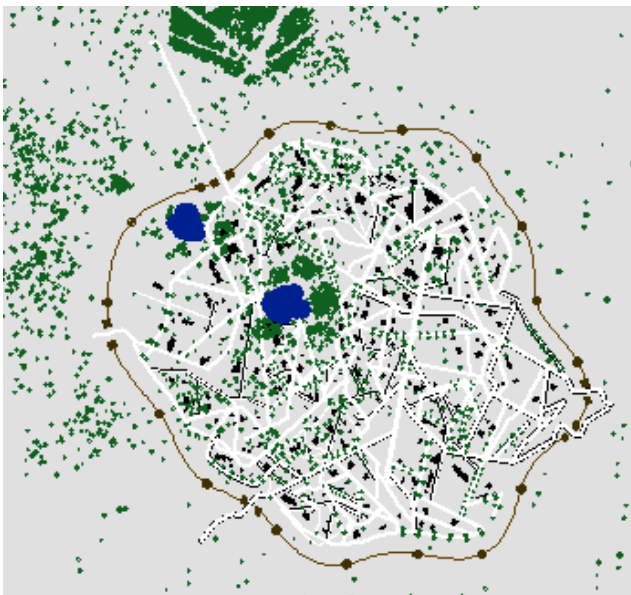
Tin Tiri

Founded in 77 KC as a barrier to the Orc hoards of the Deadlands, Tin Tiri is a true desert city. When you walk through its streets you will see colorful awnings span from building to building to keep the beating sun out.



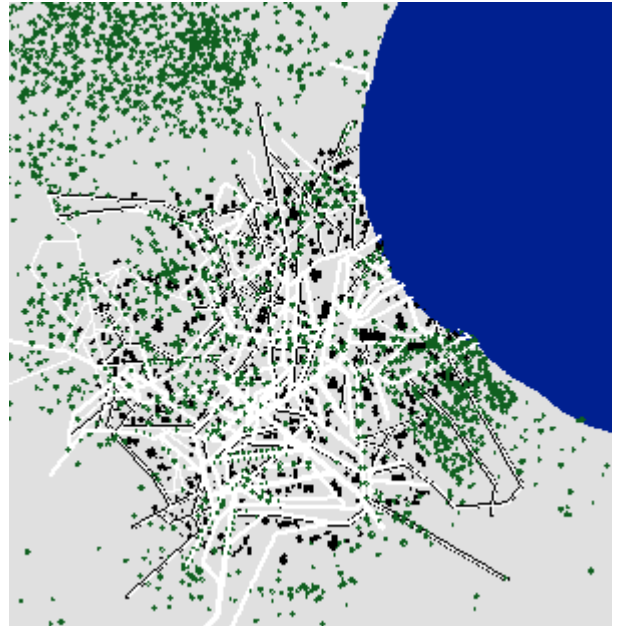
Calder

Calder was founded in 87 KC in part due to the militaristic nature of Mik'Tash.



Bellimar

Bellimar is the only port city for Amaröbi. This is the major trading city for the entire Principality.



POLITICS

The story of politics in Amaröbi is a sad one. It's about the rise in power of a mad man. Corbin Tibius was a strong man with a strong personality. He was the first Principality to not only accept magic but to embrace it.

Two years ago he was found dead in his bed. Some groups believe that Abendroth was behind it but no evidence has ever been brought to light.

Karthen Tibius was raised to the throne at 15 with Abendroth made special advisor to the prince. Karthen is a sickly boy and has been since his birth and mother's death.

Abendroth is the real power in Amaröbi only paying lip service to Karthen especially when he has one of his fits. Most people fear Abendroth and few trust him. Not too many know Karthen

but few have anything bad to say about the sick prince.

THE PEOPLE

Amaröbi is special. Why? Because it is different, because it consists of an old community that has blended in with the landscape, it is a geologists dream and it boasts of beautiful landscapes.

Literature is popular in Amaröbi, in particular the sagas and eddas which were written during the peak of power of the Mik'Tash empire.

Magic has become an intricate part of the culture. The wealthy strive to gain magic artifacts and will hire Arcana to inscribe wards and such around their property or even on themselves. You can find shops that claim to sell all sorts of magical trinkets, however most of what is sold is garbage.

The art of Amaröbi is most often scenic, depicting the tall spires of the city or the beauty of the mountain scenes.

Traditional Amaröbi music has an eclectic mix of strongly religious music. The music is mainly from the Pagan gods of old, but some from the Dominion Assembly are beginning to creep in.

The food of Amaröbi is usually bland in taste until you reach areas like Tin Tiri where you get spice mixed in foods to hide the rotting taste due to the heat of the area.

THE DOMINION ASSEMBLY

The church has little influence at all in Amaröbi which they are not happy about. They do have some church buildings in most large cities (with the noted exception of Tin Tiri which has banned any Dominion Assembly churches within its borders). The only Cathedral in Amaröbi is located in the city of Amaröbi itself.

The Assembly's stance on magic is beginning to cause problems in Amaröbi and many believe it will eventually cause an internal struggle for power, one that the Church is likely to lose here.

MILITARY

Like the mighty Mik'Tash empire, Amaröbi maintains a strong military. While they don't rival Shelien or Avalaria in number, they believe that the magic used to enhance defense and inflict more damage more than makes up for the lesser numbers.

Amaröbi also has a small navy that mainly just secures the harbor region of Bellimar and the Bay of Fire (named such after the destruction of Tannis).

AMARÖBI NPCs

King Karthen Tibius

Karthen is now 17 and has ruled in name only for 2 years. He has the mentality of a child and has never matured due to constant illness that has kept him bed ridden for half of his life so far.

Karthen lets Abendroth rule the Principality for him and is more than happy to not have to deal with it.

Abendroth

Abendroth is ambitious, calculating, manipulative, cunning and evil. He is the power in Amaröbi and he knows it. He is content to let the child prince live as long as the prince is happy with him ruling and doesn't interfere.

Abendroth is completely tattooed up, all of them hidden under his clothing at all times. He is a very powerful Arcana and all his equipment and clothing have various symbols inscribed on them. He uses these in combat and is an extremely dangerous and fearsome foe.

A ruthless man, Abendroth will not hesitate to use you if he can or kill you if he feels you are a problem.

RELATIONS WITH THE REST OF MOIRAI

Avalaria – Open Communication, Cordial

Ki'Ar – Open Communication, Strained

Malderian – Open Communication, Friendly

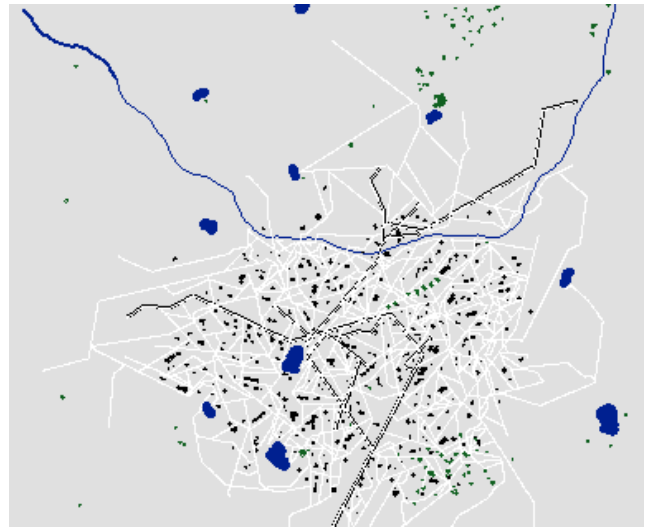
Parsh – Open Communication, Strained

Shelien – Open Communication, Cordial

Dargen Moore – Some Communication, Neutral

Dransia – Open Communication, Friendly

Isla – Open Communication, Friendly



MALDERIAN

Malidarian was established by the emperor's daughter, Karennia Tibius. Karennia has always had a thirst for knowledge, and has created her principality to reflect this. Malidarian has some of the world's best and largest libraries, and she has established several universities. Grand Sage Karennia has also created a network of spies under the direct control of Maester Teryn Searcy who in turn reports directly to her. Maester Teryn is a ruthless man who will do anything to protect Grand Sage Karennia and is completely loyal to her.

CITIES OF MALDERIAN

Malderia

The Capital city of the Principality of Maldarian boasts of beautiful lakes and hills. Located in the heart of the Ganga Hills, Maldaria sprawls on and around the hills and valleys.

Malderia is split by The Gelyn, one of the largest rivers in Moirai and is the primary import/export city for all of the Principalities due to its easy river access to Dransia.

POLITICS

For the first few years, Karennia's hold to power was tenuous, many people rejecting female rule and challenging her for the throne. Maester Searcy was able to plot behind the scenes and on the same day "remove" anyone who contested for power.

Grand Sage Karennia has ruled happily and well for 30 years now and the people love her. Maester Searcy works to keep things peaceful and Karennia happy and in power.

Searcy runs the most intricate spy network not only in Maldarian but also in every nation in Moirai.

THE PEOPLE

The people of Malderia have a love for games and there are many parks even in smaller towns where you will find people playing various strategy games that force them to think and plan.

Literature is the only thing on par with games. The people of Malderia are the most well educated and learned of all the nations. Even smaller towns will have some sort of library as well as a Hall of Learning.

The music of Malderia is borrowed from other cultures none of it uniquely Malderia.

THE DOMINION ASSEMBLY

The Dominion Assembly has a decent influence in Malderia due to its desire for people to learn and to improve people's health. While there is only one cathedral in Malderia, that is primarily due to only having one large city.

MILITARY

Maldaria maintains a small military, just enough to keep the peace within its borders. They have no ambition to conquer or grow its borders.

MALDERIA NPCs

Grand Sage Karennia Tibius

Karennia rules firmly and fairly. Her people have grown to love her and care for her and her Principality. While still called a Principality, the people view her and the nation more as its own entity now rather than a former province of Mik'Tash.

Maester Teryn Searcy

Teryn is a shrewd and cunning man. Very unassuming, you wouldn't notice him in a group of people. He prefers to work behind the scenes to support Karennia. He is completely loyal to her and her alone.

RELATIONS WITH THE REST OF MOIRAI

Amaröbi – Open Communication, Friendly

Avalaria – Some Communication, Neutral

Ki'Ar – Open Communication, Cordial

Parsh – Open Communication, Friendly

Shelien – Open Communication, Cordial

Dargen Moore – Some Communication, Neutral

Dransia – Open Communication, Friendly

Islia – Open Communication, Friendly

SHELIEN

Shelien was established by the emperor's oldest son Conner Tibius. Conner quickly outlawed the practice of magic within its borders and began to build a military. Within the past few years, Conner has begun to realize that should Karismon return, even his military couldn't stop them, not without magic. Now he has armor and weapons that have been forged with magic given to his key troops and has had each city's walls fortified with magic to help resist magic. He claims that the practitioners that he employs are working of their own free will, but many believe that they nothing more than slaves.

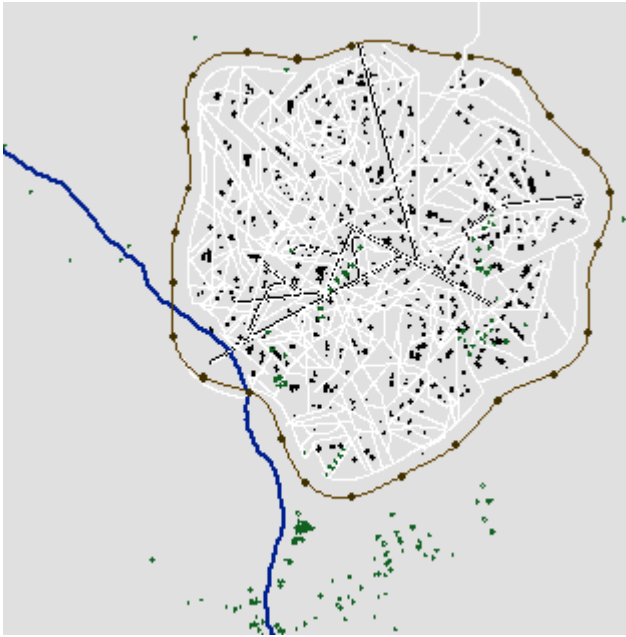
CITIES OF SHELIEN

Shelien

The Capital city of the Principality of Shelien, this city is heavily fortified not only with a wall that surrounds it, but with small forts scattered and moved often around the outsides of the walls, all at various distances but within hearing distance of each other.

Shelien borders The Gelyn, one of the largest rivers in Moirai and has a portion of it within its walls, and it is heavily guarded at both entry points.

Shelien is designed both internally and externally to repel any would be invaders. Commoners are not allowed to wear any weapons while within the city walls, only the military (must wear insignia at all times, even off duty) and those who have a written signed and sealed permit by Conner Himself are allowed to carry weapons.



POLITICS

From day one Conner Tibius has ruled Shelien with the strength that his father ruled the Mik'Tash Empire. He has a series of advisors but all decisions are his alone and his word is law.

Conner rules fairly, but expects to be obeyed no matter the command. Those who cross Conner only get one chance to correct their mistake, after that they are put to the guillotine.

THE PEOPLE

The culture is very militaristic in all aspect. The music reflects a strong militaristic sound and beat. The art is usually drab or depict war scenes.

The cuisine of Shelien are well done meats and spicy sausages with a sprinkling of fruits and vegetables.

The clothing in Shelien is practical and functional with colors designed to blend in with their environments.

THE DOMINION ASSEMBLY

Shelien is on good terms with the Dominion Assembly. Most cities and towns have church buildings and the government supports the Churches stance against magic.

Shelien will not allow The Knights of the Cross within its borders even though the Church insists that it could help to defend the Principality should the worse happen.

MILITARY

Shelien has the largest military on Moarai and one of the best trained. Every male who reaches the age of 15 must serve 5 years in the military before he is allowed to return to civilian life. Many choose to stay since the military is treated very well, well equipped, well paid and well respected.

While in the capital city of Shelien all military personnel are required to wear some identifier at all times and are also required to be armed at all time (on and off duty) unless on their own property.

Every six weeks each military unit will go through 1 week of training. Training camps run continually so that different units are on duty while others are training.

SHELIEN NPCs

Prince Conner Tibius

Conner was very reluctant to turn over power to his brother and sister. He still harbors desires to reunite and reform the Mik'Tash Empire under his rule. Someday he may attempt to do so, but he is cautious of both Abendroth and Maester Searcy.

Conner is a stern man who shows little emotion other than an angry flash from time to time. He

is tall, well built and due to this fact alone can be intimidating.

RELATIONS WITH THE REST OF MOIRAI

Amaröbi – Open Communication, Cordial

Avalaria – No Communication, Hostile

Ki'Ar – No Communication, Hostile

Malderian – Open Communication, Cordial

Parsh – Open Communication, Friendly

Dargen Moore – Some Communication, Cordial

Dransia – Some Communication, Cordial

Islia – Some Communication, Cordial

DARGEN MOORE

As a famous Jedi once stated, “You will never find a more wretched hive of scum and villany...” Dargen Moore is the crime capital of Moirai controlled by several crime families.

The city itself is built on the marshes over the swampy waters. The entire city is built on plank walkways, stilts to support buildings and is located over the waters. There is only one main road into and out of the city and once that road reaches the marshes it is another 500 yards on wooden walkways that can be collapsed and raised upon command to prevent anyone from entering or leaving the city.



HISTORY

The genesis of Dargen Moore is hard to trace because of its secretive nature and lack of historical record-keeping. It is widely believed that its seeds were planted in the upheaval of the Dark Age. There was no way to enforce law and order, and many groups, from bandits to artisan guilds, used violence to plunder or settle disputes.

As Moirai settled and the Second Age began, the people of Dargen Moore meddled in politics early on, bullying prominent families and rulers. They used their allies in various governments to avoid being stamped out, as well as go after less well-connected rivals. The highly fragmented and shaky political systems throughout Moirai at that time allowed a lot of power to be gained through control of various governments.

As nations grew strong, many put together campaigns to destroy organized crime. During the “Purge of 100 Years” the vast majority of crime families, syndicates, etc. were wiped out.

Those that remained went into hiding, covering their tracks much better. Dargen Moore became home to most having been built out onto the marshes and swamps.

The first crime war began in 655 KC. It lasted for 2 years and many died, many innocents included. The families of Dargen Moore banded together and were able to survive and seize more control over Moirai crime.

In 999 KC the second crime war began, this time devastating organized crime continent wide. Some of the prominent families of Dargen Moore were destroyed, all the others severely weakened. By 1000 KC, the backs of organized crime in Moirai were broken.

With the fall of the families, the Guilds became a big factor in the world. With the void left, many prominent guilds grew. The Brotherhood of Dark Solutions grew directly out of the crime families and is the pre-eminent guild of assassins.

Seven Families grew to power again over the next 200 years. By 1200 KC they had secured their territories in Dargen Moore. Each had agreed to set up a ruling council where each family will have equal say in matters relating to Dargen Moore. None of them wanted a repeat of the second crime war.

With the end of the Second Age, the families of Dargen Moore saw an opportunity to expand their business. They have spent the last 32 years building influence in various nations and power throughout Moirai once again.

POLITICS

Dargen Moore is ruled by the Seven Families. All disputes and rules are governed by the Order of the Moores which is a council with one member from each family. How that member is chosen is entirely up to the family itself.

Laws are loose at best in Dargen Moore. It is not uncommon to see a dead body floating in the waters below. One law that is held to strictly is the limited use of fire. The city is wood built over a marsh. The Order wants to keep the chance of burning the city down to a minimum. Over the last 30 years the Order has seen to it that each building and section of city can be segregated from each other with walk ways that can be dropped and raised in order to minimize damage from fires.

THE PEOPLE

Dargen Moore is unlike any other city or nation. The continual plotting, politicking, and back stabbing is an everyday occurrence and taken in stride by the residents of the city.

It is warm year round in the marshes, humid during the summers. The attire reflects this. All citizens of Dargen Moore will carry at least one knife visible. It is generally assumed for every knife you see, there are probably two hidden on the person.

The music and culture is surprisingly lively for living in such a dank place. Family is important in Dargen Moore. Each Family will stick together and support each other through thick and thin, even unto death if needed.

Loyalty is valued above any other virtue. If you are found to lack loyalty they will not hesitate to kill you.

THE DOMINION ASSEMBLY

There is no influence in Dargen Moore. The Order has made sure that religion is not a factor in any way.

MILITARY

There is no standing military in Dargen Moore. All citizens are armed with at least a knife, many much more heavily. To date no nation has attempted to invade Dargen Moore.

RELATIONS WITH THE REST OF MOIRAI

Amaröbi – Some Communication, Cordial
Avalaria – No Communication, Neutral
Ki'Ar – Some Communication, Neutral
Malderian – Some Communication, Neutral
Parsh – No Communication, Neutral
Shelien – Open Communication, Cordial
Dransia – No Communication, Hostile
Islia – No Communication, Strained

DRANSIA

Dransia is the trade capital of Moirai. Every good, every brand from every nation can be purchased here.

The Guilds are the real power in Dransia, controlling every facet of the city.

Dransia itself is split into two, the Inner City which is the portion that holds the Guildhalls and the wealthy along with some of the most expensive merchants and businesses. The Inner City is the portion of the city within the walls. It was build during the Second Age.

The Outer city is the sprawl that developed in the latter half of the second age and has continued to grow into the Third Age. This is everything outside the wall. This is where the life blood of Dransia exists.



HISTORY

Dransia is a city-state that was founded in the first age, the Age of Dreams by Khor miners. Sitting atop the plateau, the Khor built a large keep to help protect the mine against invasion from the warring races. By the second age, the Age of Legends, the Khor keep was long abandoned and people began to stop there for shelter in their travels. Early in the second age, several shop keepers set up residence there to serve the many travelers. A city quickly began to spring up around the keep and down the plateau.

Untouched by the Karismon War, Dransia has grown to be the largest city in the world. There are three distinct sections of the city, the Keep from the first age, the Guild halls from the second age, and the sprawl from the second and third age. The further in towards the center of the city you go, the wealthier the city becomes. On the plateau sits the Khor Keep and the beautiful Guild halls. Dransia is now entirely run by the guilds, and all must pay a fee to do any sort of business there.

Since the beginning of the third age, the Keep has become a place people try at all cost to avoid. Many believe it is haunted and the Guilds post guards at the gatehouse of the Keep to not allow anyone to enter. At night people have reported hearing tortured screams coming from the forsaken tower and from time to time a light can be seen.

POLITICS

Dransia is ruled by the guilds. Every known guild has a guild hall located in Dransia, even the Brotherhood of Dark Solutions. The Merchants Guild is the strongest and most influential in the city. None of the other guilds will cross them and for the most part, whatever the Merchants Guild wants it gets.

To sell anything in the city you must have the appropriate permits from the Merchants Guild plus the appropriate guild for your trade.

All thieves must check in with the Thieves guild and be a paying member prior to being allowed to practice their craft in the city. Thieves caught that don't belong to the guild are severely punished. If caught multiple times you will be put to death by The Guard.

THE PEOPLE

There are two distinct cultures in Dransia. They are split just as the city itself is split. The Inner

City (the portion within the city wall) is very clean, rich, well dressed and pompous. The Inner City is well guarded with only four entrances through the wall. You will see at least three guards on every main street.

The Outer City (outside the wall) is not as nice. Granted the closer you get to the wall the richer the districts (and more costly) become, but there is a visible difference between those who are outside and those who are inside the wall.

You can find every kind of music, art, literature, food, drink, etc. in Dransia. This is the trade hub for the entire continent.

THE DOMINION ASSEMBLY

The Dominion Assembly has a visible presence in the Outer City. There are many church buildings and even two Cathedrals. On church property you will find The Knights of the Cross who are there to keep the peace.

In the Inner City, there is only one Cathedral. This also acts as the Dominion Assembly's guild hall for all intents and purposes. While The Knights of the Cross are allowed in the inner city, no weapons are allowed brought in.

MILITARY

There is no true military in Dransia. They do have The Guard which serves to protect the people and keep the peace.

The majority of The Guard will be found in the Inner City. They keep a very strong presence at the four gates and on the streets. At the gate house, you must surrender all weapons before entering. If any person is found carrying a weapon in the Inner City they will be imprisoned. If they draw a weapon in the Inner City, The Guard will attack to kill.

The Outer City has much fewer members of The Guard and many people will carry and use weapons if needed.

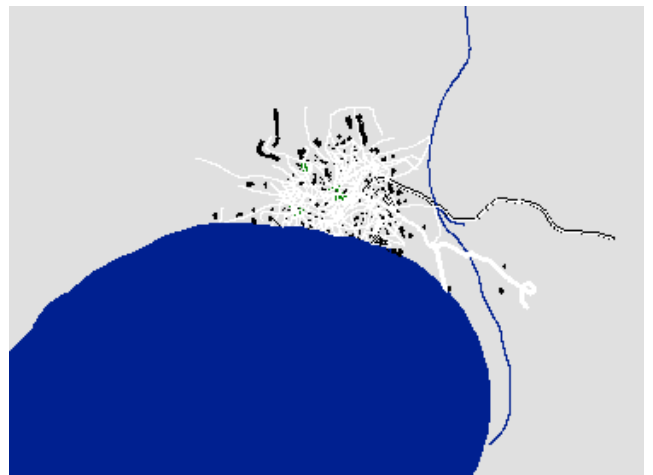
On the docks at The Gelyn, The Guard can be seen everywhere. They protect the area almost as fiercely as the Inner City. The main reason being this is the true heart of commerce.

RELATIONS WITH THE REST OF MOIRAI

Dransia tries to have good communication and relations with all nations. Due to the fractured nature of the guilds this isn't always possible and not all nations return the desire for good communication and relations.

ISLIA

Debauchery is what drives Islia. Any form of sin you can think of can be found and purchased here. Known for its extravagance, elegance, and dangerous beauty, this is a popular stop for many travelers.



HISTORY

This city state was founded in 733 KC during the second age. Founded by Markus Butler, this city was built based on his dream of a place of entertainment and extravagance. A wealthy man, Markus was able to purchase and fund what is now part of "old town" Islia. He had three inns built around luxury and indulgence, with the Golden Barge his pride and joy. To this day, the

Golden Barge sits in the harbor and is one of the finest, if not the finest inn in the world.

The city of Islia was named after his daughter who ran the brothel out of the smallest inn, the White Lady. Business boomed and the city quickly grew beyond the expectations of Markus. In 764 KC Markus died a happy and rich man and the city soon fell under control of the Pallinsky family. A family of wizards, the Pallinsky family has turned the city into the capital city for the Wizard's guild (The Tower). In 1111 KC, Dominic Pallinsky organized a large group of wizards who, through magic, were able to bring up a large reef to act as a barrier to storms and to protect the port. As part of this project, out on this reef, the wizards build the largest and most grand tower.

Islia today is still under the tight control of the Pallinsky family and is the largest city dedicated to making people happy. All sort of things can be found there from gambling to whoring, arena fighting to underground grudge matches, you name it, if it falls under entertainment or is deemed illicit, it can probably be found there.

POLITICS

The Pallinsky family holds tight control of the city. It is said that they know everything that goes on, even in the bedrooms. Their word is law in Islia.

THE PEOPLE

The peoples of Islia are diverse in every sense of the word. You will find most any form of music, art, entertainment, game, fashion, etc. here in Islia.

THE DOMINION ASSEMBLY

The Pallinsky family has allowed the church to open one facility within the city mainly for the people. They keep a close eye on them and have no love nor like for the Assembly.

MILITARY

The Tower serves as military for the city and navy for the harbor. The city guard keeps the peace as best they can but their numbers are few and most are on the take.

RELATIONS WITH THE REST OF MOIRAI

Amaröbi – Some Communication, Cordial

Avalaria – No Communication, Neutral

Ki'Ar – No Communication, Neutral

Malderian – Open Communication, Friendly

Parsh – Open Communication, Strained

Shelien – Some Communication, Cordial

Dargen Moore – No Communication, Strained

Dransia – Open Communication, Friendly

The Races of Moirai

THE RACES OF MOIRAI

Many different races exist on Moirai. There are five that are considered the main or primary races that dominate the landscape.

THE CIMMERIAN

The Cimmerian are relatives of the Tir who traded their nobility and splendor for the dark ways of the shadows. During the great war of the First Age, a Tir by the name of Au'Jaun Rashir was the commanding officer for Avalaria's first battalion of mages. Desperate to find a solution to win the war she turned to the forbidden form of magic known as Shadow Magic.

Shadow magic had been forbidden primarily for its devastating effects on the wielder more than the fact that it is also dangerous in its use. Many believe that it would destroy the very soul and essence of the wielder eventually, and even the Elrathi refused to practice this form of magic.

At first she dabbled, then became seduced and eventually addicted to the magic. She led many in her battalion into the depths and darkness of the Shadow Magic with her.

Au'Juan was the first of the Tir to succumb to the effects of the Shadow Magic. The affects of the shadow magic began to warp Au'Jaun and soon those who followed her began to feel the same affects. Au'Jaun eventually led a failed attempt to overthrow the queen and her people were forced to flee Avalaria.

Some years later Au'Jaun was lured into a trap set by the Tir of the kingdom of Avalaria, where she was sealed with magic in a field of stasis to be forever locked into a tower. With their leader

captured, Au'Jaun's followers scattered and to this day have no society of their own. The art of Shadow Magic was lost over the years after Au'Juan's imprisonment.

The Cimmerian have long since integrated into human society and culture, and are often found living in the shadows of the lower class. Many of the Cimmerian have forgotten their past, but have distrust for the Tir, others still dream of the day Au'Jaun will return and lead their people to victory over the Tir and establish her own throne. What few of them know is that Au'Juan was freed at the end of the second age when Simon Alexander was still searching for the remainder of the stones to the Elemental Wreath.

Over the years, the taint of the shadow magic began to physically alter the appearance of the Cimmerian, changing them into what is seen today.

THE KHOR

In the First Age the Khor lived in vast underground complexes mining ore and stones from the mountains. Having trade routes with all three kingdoms, the Khor thrived and lived well inside their mountain fortresses. During the war of the First Age, the Khor continued trade with all three kingdoms until near the end when the Elrathi and Tir began to try to pit them one against the other. Refusing to trade with either side, the Khor continued trade with the Humans even under the Elrathi threat of invasion.

Gearing up for potential war, the Khor fortified their underground fortresses and began to build and train a military. True to their word, the Elrathi unleashed thousands of horrible creatures upon the Khor and several of the smaller holdings fell. Near the end of the war the Elrathi

in one last effort began to summon thousands upon thousands of creatures to devastate the world both above and below.

Driven from the mountain fortresses during the dark age, the Khor turned to the desert of Malkis as a place to live. By time the second age set in, the Khor society had drastically changed from docile miners to dangerous and trained warriors.

Early in the Second Age, the Khor were rocked by the Clan Wars and nearly half of their population was killed. The war ended out of necessity with five clans being chosen based upon the leader's combat ability. All clans and members of the clans mutually agreed to a new code of honor that all Khor are to follow, a code that was designed to help prevent the Khor from driving themselves to extinction.

For over a thousand years the Khor have been led by the five clans chosen by their ancestors. Over the past few hundred years smaller clans have began to emerge through disagreement, but all still hold to the code. The five are still the largest of the clans and number into the thousands. There are many smaller clans that constantly fight for land rights near watering holes.

THE 5 CLANS

The Tolmak clan resides in the north near one of the more abundant underground springs. They reside in the same location year round and only perform combat to defend their honor.

The Shrin have three locations in the east that they migrate between, and often have to chase out some smaller clans who have taken up residence in their absence. The Shrin enjoy a good hunt and lead many combat games amongst themselves.

The Kudan are the southernmost clan. They reside in two areas and viciously protect both, even the territory they are not currently in use of. The Kudan are the most forward about attacking other clans and will use as much force as is necessary to defend their honor.

The Cira share the east with the Sedhi clan. The Cira and Sedhi are constantly at war with each other, always fighting for land rights. This feud has gone on for well over five hundred years and isn't likely to end soon.

THE FACTIONS

Within each clan there are five separate factions that are dedicated to combat. The two most common factions are the Ankar and the Anbri. The Ankar dedicate their lives and combat training to protecting the holdings, its people and their belongings. The Anbri are the trained soldiers that go out and fight in the wars. Any male Khor can join the Ankar or the Anbri at the age of reckoning.

There are two factions of elite warriors called the Antor and the Antan. To join either of these factions, the Khor warrior must be sponsored by a member and then prove themselves in combat. Only the best warriors are ever invited to join.

The Antor is the only faction permitted to train in and use the Varja (the Khor twin long sword). The Antor style is kept secret from all others and an outsider is only allowed to see the fighting style when they are being attacked or assisted in combat.

The Antan exclusively train and use the sjut (the Khor spear). The Antan use the Khor spear in a graceful spinning style, one that is deadly to any who get near, it too is kept secret from those who are not chosen for the training.

The final faction within a Clan are the Anmir, the female warriors. This is the only combat faction that the female Khor are allowed to join and they are some of the most vicious fighters. The male warriors often mock the Anmir in the form of good natured ribbing, but the Anmir give it right back.

KHOR CODE OF HONOR

The fundamental value to the Khor code of honor is to live one's life so that it is worthy of respect and honor by all. The Khor attempt to live their lives by this code with all races, but they are more lenient of some of the other races due to the lack of understanding they may have. Blatant violations of honor are frowned upon by any Khor no matter the race.

The Right of Challenge is a base right that is provided for in the code of honor. All codes that apply to the Right of Challenge do not apply outside of a challenge. Any person may issue a challenge to another person, when issuing the challenge, the terms of this challenge must be specific and explained. The person being challenged may then choose to either except the challenge, to alter the terms of the challenge, or to decline the challenge.

In accepting a challenge, there is no dishonor win or lose unless the challenge has been issued to regain honor or one of the participants breaks the agreed upon code for the challenge.

In altering the terms of the challenge, the person that issued the challenge may withdraw the challenge rather than except the change in terms, there is no dishonor in either of these, nor is there a regaining of honor. The Khor issuing the challenge may then present one final challenge altering the terms one final time but must not be an exact restatement of the original terms. At this point the Khor being challenged must accept or decline the challenge.

When a person chooses to decline a challenge, then the person that has issued the challenge may not choose to challenge the same person again for a year and a day. After the waiting period, the challenger may reissue the challenge and this time the person must except the challenge as is (which must be the same as the original challenge issued) or be dishonored for declining the challenge.

A challenge can be used to regain honor if you have been dishonored. Three major rules to the Right of Challenge are that a person must not cheat, must never attack from behind, and must fight according to the terms of the challenge.

The code of honor provides for a basic lifestyle that all Khor usually try to abide by. The code of honor mandates that all people must show respect to authority, obey the law, exhibit courage in word and deed, fight with honor, never abandon a friend, ally or noble cause, always keep one's word of honor, never betray a confidence, to show loyalty to your Clan and kinsmen, and to enjoy life, living it to its fullest.

THE KHOR BEARD

The Khor beard is a symbol of manhood and achievement. A Khor will never shave off his beard unless he has been dishonored. When a great achievement is accomplished, a Khor elder can bestow upon a Khor the right to add a knot to his beard. These knots are often decorated with colored beads that represent the tribal colors.

A Khor elder is a Khor who has been granted the right to have a knot in his beard. The more knots a Khor has in his beard, the higher rank he has. In order to be granted a knot, the elder must be of higher rank than the Khor in question. Khor of equal rank can bestow the right of a knot upon another Khor up to their rank, but five must agree for this to happen.

KHOR WEAPONS

There are two unique Khor weapons that were designed and created through the use of the forge and magic and are specifically created for its wielder. Only the elites who have been accepted into the Antor or the Antan are permitted to carry these weapons. Both weapons require the use of the Exotic Weapon skill in order to use them affectively. A Khor will never train anyone who is not a Khor, nor anyone who has not been accepted into one of the two factions that use these weapons. Anyone that wields one of these weapons who is not supposed to is usually killed.

The Varja is a unique sword in that the blade is two separate blades from about after 1 foot from the pommel. The length of the overall weapon stands about 3 1/5 feet long. Maximum Damage for the Varja is 7 and it provides a -1 Absorption penalty to all armor. The Weight of the Varja .75.

The Sjut is the Khor spear. It stands about 5 feet tall and is tipped on one end with for blades that arch out from the tip down about 1 foot to the shaft with each blade being serrated. The base of the spear has five small spikes that are a long pyramid shape, one that faces down, and four that face out from the center. Maximum Damage for the Sjut spear tip is 10 and it provides a -2 Absorption penalty to all armor. The Butt of the Sjut can inflict a maximum damage of 4. The weight of the Sjut is .75.

THE TIR

It is assumed by most Tir that the Tir civilization has always existed. Many scholars debate this, but this has no real impact upon society today.

The Tir society of today is very different from the days of long ago. In the first age, the Tir had a glorious and beautiful kingdom, their cities were magnificent and a sight to behold. The war

of the First Age brought an end to their society, and little of the cities that the Tir built in Avalaria remain today.

During the dark ages, the Tir were scattered across the land, many were killed while others fought daily for survival.

The desire for survival forced the Tir to regroup and rebuild in the An'Tier forest. Over time the Tir have reestablished their society and have chosen a new Kougou. The Tir hierarchy is virtually the same today as it has been for over a thousand years.

THE KETSUEKISOSEKI

The cornerstone of Tir society today is the Ketsuekiseoseki (Bloodstone). This stone is bound with powerful magic from the First Age that requires whoever takes an oath on the stone and sheds their blood upon it, to be bound to uphold that oath regardless of the price. Not all Tir are required to take an oath upon this stone, most in fact don't. Only the elites are required to do this.

Those who attempt to break this oath they begin to die a painful death. Upon breaking the oath, the person begins to feel the pain as their Endurance is reduced permanently by one. Each additional hour after that, their Endurance continues to be reduced by one until they are dead. To date, no one has been able to find a cure for this, not even clerical healing will work.

THE KUGOU

The leader of the Tir people is called the Kougou, or queen in the human tongue. Upon death of the old queen, the Tir people elect a new queen to take her place. Upon being elected, the Kougou then takes an oath on the Ketsuekiseoseki. Her oath is to serve her people to the best of her ability and to keep the interest of her people as she conducts her leadership.

The Queen takes on three leaders to assist her in her leadership. These three act as advisors to her, but have no decision making power. The three advisors are the Shuryou Senku, Shuryou Kijutsu, and the Shuryou Kagemusha.

THE TIR FACTIONS

There are three distinct factions within Tir society; these are the Kagemusha, the Kijutsu, and the Senku. Each serves a separate and important purpose. In order to gain admittance to one of these factions, you must prove yourself through a series of tests set by the Shuryou of the faction who are also the advisor to the Queen.

The Kagemusha are an elite unit of warriors that are trained in the use of the Kokutanittou. This weapon is similar to a long sword in length, but it is made from Blackwood and has a slight curve from the hilt of the blade up to the tip. This wood is the hardest wood of all the known woods and can only be found in a small area of the An'Tier forest. This area is kept heavily guarded. The weapon is forged over the span of a year through various Alchemical mixes and magic. This weapon is not as sharp as a metal blade, but it also won't lose the edge that it does have and has been known to snap metal blades upon impact. The Kagemusha (called shadow warriors by the humans) are the only faction of Tir that wear any sort of metal armor, and that is their helm. The helm itself is made of metal and is designed by the wearer of the helm so that no two are alike. The helm of a Kagemusha is designed with the intent to cause fear, as if seeing a Kagemusha isn't reason enough to fear.

The Kijutsu are the elite practitioners of magic. Their magic is strictly used for purposes of warfare. The Kijutsu use no weapons other than their magic. When engaging in battle the Kijutsu wear a veil that covers the lower half of their face revealing only their eyes and hair. The Kijutsu are disliked by most, even the Tir, but

they are feared by all when they are veiled. Only the most powerful Tir Mages are accepted into the ranks of the Kijutsu.

The Senku are assigned with the protection of the An'Tier forest, they keep unwanted creatures and people out. Like all other Tir, their armor is wood, but unlike all but the Kagemusha, their armor is made out of Kokutan, the Blackwood. The Senku also wear a wood mask to cover their faces and provide protection. The Senku have a fearsome reputation for being able to kill you without you having ever seen them. The Senku make use of two weapons, both being made out of Kokutan. The first weapon they use is the Kokutanteiin, or the Blackwood Staff and the other is the Kokutanyumi, or the Blackwood bow.

TIR WEAPONS

The Kokutanittou is the length of a human long sword that is made out of Blackwood, its wood blade has a slight curve in it from hilt to tip. Forged with Alchemical, magical and Tir craftsmanship, the Kokutanittou is a dangerous and destructive melee weapon. The maximum damage that the Kokutanittou can inflict is 8, and it is considered an exotic weapon. The only people trained with this weapon are the Kagemusha of the Tir. The weight of the Kokutanittou is .5.

The Kokutanteiin is a staff that is made out of Blackwood and it too is forged out of Alchemical, magical and Tir craftsmanship. This incredibly hard staff has a slight curve from the center, in opposite directions so it looks like a long S (without the dramatic curve) and stands six and a half feet tall. The maximum damage for this weapon is 6, and it is considered an exotic weapon. The only people trained with this weapon are the Senku of the Tir. The weight of the Kokutanteiin is .5

The Kokutanyumi is a bow that is made out of Blackwood and is the most damaging bow known to exist. The Kokutanyumi like all other Blackwood weapons are forged with Alchemical, magical and Tir craftsmanship and these take over five years to make. This bow adds in up to half its users Strength as Base Damage plus it inflict a maximum damage of 10. This weapon is only used by the Senku, no other people are permitted to posses one. The weight of the Kokutanyumi is .75. The ranges for the Kokutanyumi are Short: 3 – 150; Medium: 150 – 300 (-1 Modifier) and Long: 300 – 400 (-3 Modifier).

Warrows make the best storytellers, perhaps it is due to the little bit of flair they add to their stories. Warrows are also vicious in politics and in debates, and most all of them do love a good natured argument.

THE WARROW

The history of the Warrow is different from most others in that there is no mention of them in the First Age. Many scholars have had heated debates over the origin of the Warrow, some saying the Warrow did exist in the first age, but due to the fractured knowledge and information from that age, there isn't any information on the little people. Other scholars believe that they were brought about due to the experimentations that the humans did on their own people near the end of the war, and the Warrow was one of the results of the mystical alterations. Either way, the Warrow does exist and while often overlooked, there is no denying this fact.

Having always been a part of human society the Warrow have no real culture of their own. The Warrow did establish the city of Oak Hill in northern Ki'Ar, but that city is now mostly human with a large Warrow population. They can be found in any large city and are often located in the nicer parts of the city.

The Warrow are friendly and curious people and can often be found tinkering around with a variety of gadgets. The Warrow are friendly towards all civilized races and welcome all.

The Regions of Moirai

THE REGIONS OF MOIRAI

Along with the civilized world there are many regions where no civilization has set foot for one reason or another. Many of these regions are infested with various creatures that were summoned by the Elrathi at the end of the First Age.

The creatures listed here are the more common creatures found in these regions. This is by no means an exhaustive list.

Each creature will have a description, Attribute Modifiers which would modify the average up or down for an average creature and any noted abilities.

DEADLANDS

In the First Age, the Deadlands were one of the most beautiful and tropical places known to all the races. Controlled by Karismon when the war broke out, this became the first area to suffer the fickle fate of magic. The once fertile lands became barren; unable to produce even the most simple and enduring form of plant life. Magic was also used to create a huge army of ravenous beasts to assist in the war, and until early in the Second Age, roamed the Deadlands until most were hunted down and butchered. For near a century the Deadlands remained silent with the random beast or creature here and there. That appears to have changed; new rumors are beginning to spread about numerous creatures that have begun to appear there, creatures that were exceedingly rare in the Second Age.

ORC

Deep in the Scarron Tower, a tower lost to all but a few history books, creatures have begun to stir. First only a few, then hundreds, and soon thousands will be brought into being. The Orc is

a warrior created long ago, and long since forgotten. Standing about seven feet tall, the Orc is muscular and bred for battle. The dark green (almost black) skin of the Orc make it difficult to see at night, it's horrid appearance is something many want to forget should they see it, its ears are small and pointed, its eyes sunken in and an eerie yellow, almost like that of a cat, its forehead knotted and gnarled, some with a matted clump of hair on top, others bald. The mouth is completely beast like, lined with razor sharp teeth, meant for the tearing and ripping apart of flesh. Orcs are combative by nature, even to the point where there is always some sort of infighting as well. They always travel in packs of no less than 8 and can see just as well in the dark as they can in the sun.

Attribute Modifiers: Animas -1; Endurance +2; Reason -1; Strength +3

Noted Abilities: All Orcs are able to inflict full Strength Damage in both hand to hand and with melee weapons. Orcs can see in near darkness, just as well as they can see in the light.

MANTICORE

This monster is a natural born predator. It has the body of a lion and a head with some resemblance of that to a human male, except that the awful gaping mouth is filled with three rows of razor-sharp teeth and mane like hair. The tail is as scaly as a snake and tipped with a ball of poison barbs. This beast stalks its prey (virtually any living being or creature) through the baron deserts, and moves near enough to fire a volley of poison darts at its victim. The Manticore stands at about 5 feet in height.

Attribute Modifiers: Coordination +2; Dexterity +2; Endurance +1; Reason -1; Reflex +1; Strength +2

Noted Abilities: The Manticore can assault its victims with a volley of poisonous barb up to 50 feet away. When struck by these darts, the target must make an Endurance Resistance roll to not be affected by the poison. If the target fails the resistance roll, he will suffer a -1 to Strength and Endurance and also take 3 points of damage from the poison each round until he makes his resistance roll. The Target Number for the Resistance roll is 21 the initial round, and reduced by 3 each round until the target succeeds at resisting the poison, or is dead. Note that Attributes are only reduced once by the poison unless another barb hits him. Most Manticore have about 20 barbs. They regenerate barbs at a rate of 1 per week.

The claw attack of the Manticore will inflict Strength damage and one additional point of damage for each point he exceeds the defense roll by up to a maximum of +6.

The Bite attack of the Manticore will inflict Strength divided by two (rounded up) damage, and one additional point of damage for each point he exceeds the defense roll by up to a maximum of +4.

SAND WORM

The Sand Worm is able to burrow deep into the desert sand of the Deadlands and move almost unnoticed until it is ready to surface. This giant worm has a length of 20 plus feet, and a huge, hungry mouth at its front end. These worms can sense prey up on the surface of the sand from a distance of 100 yards, and will devour most anything, equipment and all.

Attribute Modifiers: Coordination -1; Dexterity -2; Endurance +6; Reason -2; Reflex -1; Strength +2

Noted Abilities: Other than the ability to burrow through sand and digest just about anything, the Sand Worm has a natural Absorption of 4, two extra levels of Bruise damage, and inflicts Strength x2 Base Damage with its bite plus one additional point of damage for each point he exceeds the defense roll by up to a maximum of +10.

When attacking the Sand Worm, the Multiple Attackers rule does not apply.

SPHINX

The Sphinx are creatures that are mainly female. This beast has the face and breast of a woman, the body of a lion and the wings of an eagle. The Sphinx is known for talking to and teasing their victims before they devour them. They tend to be intelligent, but aggressive and irritable. They stand about six feet tall and have a mouth full of sharp teeth, good for snapping bone and tearing flesh.

The extremely rare male version of the Sphinx is very different, instead of being physically strong, they wield magic, all 5 elements in devastating fashion.

Attribute Modifiers (Female): Endurance +2; Reason +3; Reflex +3; Strength +2

Attribute Modifiers (Male): Animas +3; Reason +3

Noted Abilities (Female): The primary weapon of the Sphinx is its intellect and teeth. The bite from a Sphinx inflicts Strength damage plus an additional point for each point the Sphinx beats the defense roll by up to a maximum of +6.

The swat from the paw of a Sphinx inflicts Strength damage plus an additional point for each point the Sphinx beats the defense roll by up to a maximum of +4.

When attacking the Sphinx, the Multiple Attackers rule does not apply.

Noted Abilities (Male): The primary ability of the male is magic. A typical male has each element (Akasha included) at a Rating of 7. The typical Spell Weaving skill has a Rating of 7. Younger males will have reduced Ratings for both Elements and Spell Weaving, never to go below 4 for each.

The bite from a male Sphinx inflicts Strength damage divided by 2 (rounded up) plus an additional point for each point the Sphinx beats the defense roll by up to a maximum of +4.

The swat from the paw of a male Sphinx inflicts Strength damage divided by 2 (rounded up) plus an additional point for each point the Sphinx beats the defense roll by up to a maximum of +2.

When attacking the Sphinx, the Multiple Attackers rule does not apply.

THE ELRATHI ISLAND

During the Karismon war a great amount of magic was released into the south west portion of the continent. The Elrathi used magic to summon creatures into the world that otherwise did not exist. The Elrathi Island itself was summoned from the ocean and with it came old beasts, new to the modern era.

BASILISK

The Basilisk (often called a cockatrice) is a horrid monster that has resemblance to both a rooster and a snake and is more terrifying than most other reptiles. The Basilisk stands at about four and a half feet tall with the head, tongue and

tail of a serpent, and a crown, body and feet of a rooster. The Basilisk's weapons are its eyes and its teeth. The stare of the Basilisk can kill, and the teeth are used to rip apart its prey.

Attribute Modifiers: Animas +2; Coordination +1; Dexterity +1; Endurance +1; Reason -1; Reflex +1; Strength -1

Noted Abilities: The Basilisk has two noted abilities. The teeth of the Basilisk can cause damage equal to the Strength of the Basilisk plus up to a maximum of 6.

The most dangerous weapon of the Basilisk is its stare. If eye contact is made, then the Basilisk will make an Animas plus Stare (effectively a skill) plus 2D10 roll vs. its opponent's Resistance + Animas plus 2D10 roll. The base damage caused if the Basilisk succeeds is equal to its Animas Attribute plus 1 point up to a maximum of 20 for each point the Basilisk exceeds the opponent's roll by.

When attacking the Basilisk, the Multiple Attackers rule does not apply.

CENTAUR

The Centaur is a creature that has the body of a horse, and the torso, arms and head of a man. The Centaur is similar in size to a horse, and has the speed and agility of one as well. Centaurs are intelligent creatures that have many different agendas. The Centaur typically lives within the woods of the Erathi Isle, though some have been spotted from time to time in most of the mainland's forests.

Attribute Modifiers: Coordination +1; Dexterity +1; Reason +1; Reflex +2; Strength +1

Noted Abilities: The Centaur has the ability to use any normal weapon that his Strength will

allow. The Centaur also gains an additional Bruise Level of damage.

A kick attack can be done and does Strength in damage and for every one over the target's defense roll, a plus one up to a maximum of +5.

When attacking the Centaur, the Multiple Attackers rule does not apply.

STONE GOLEM

While the Stone Golem can be found outside of the Elrathi Isle, it is rare. The stone golem is an animated being usually made out of stone. These mindless creatures were enchanted with magic to stand as sentinels in protection of something, or given a task to perform that they will attempt to complete until they are killed.

Attribute Modifiers: Dexterity -1; Endurance +6; Reason +1; Strength +6

Noted Abilities: Bladed and tipped weapons inflict half damage against a stone golem. The stone golem also inflicts full strength damage upon contact plus an additional point for each point the Golem beats the defense roll by up to a maximum of +10.

A golem will rarely use a weapon.

When attacking the golem, the Multiple Attackers rule does not apply.

FORSAKEN LANDS

This southwestern portion of the mainland was once the spearhead of the Elrathi Empire and sight for the great southern battles fought with Karismon. With its fall, the summoned races have gathered in the fallen cities and roam the open grasslands. There are many different creatures in the area, and most do not get along with any others.

GOBLIN

This demented creature has olive green colored skin, dark solid eyes, large ears that come to a point, and stand about 4 feet in height. Goblins are reasonably smart and have an affinity with the short bow. Where there is one Goblin, there will always be more as they travel in packs typically 15 to 50. Goblins can be found in ruined cities of the Forsaken Lands and as tribes wandering through the grasslands. They are almost always hostile to most other races.

Attribute Modifiers: Dexterity +1; Strength -1

Noted Abilities: Goblins have the Specialist Apprenticeship, and also the Archer Occupation.

MINOTAUR

The Minotaur is a creature with the head of a bull on the body of a man. The Minotaur is a ferocious beast who feeds on the flesh of others (beast or man) to survive.

Minotaurs are not the smartest creatures but they know enough to use the weapons of man.

Attribute Modifiers: Endurance +2; Reason -1; Strength +3

Noted Abilities: The bite from a Minotaur inflicts Strength damage plus an additional point for each point the Sphinx beats the defense roll by up to a maximum of +5.

OGRE

An ogre (feminine: *ogress*) is a large, cruel, monstrous, and hideous humanoid beast. Known for their stupidity, Ogres use blunt weapons very affectively. They are unnaturally strong and enduring.

Attribute Modifiers: Endurance +3; Reason -2; Strength +3

Noted Abilities: Ogres have two extra bruise levels of damage.

UNICORN

The Unicorn has the body and legs of a horse with a billy-goat beard, a lion's tail, a single horn and cloven hooves.

Unicorns are typically harmless creatures who tend to be solitary and are happy to leave well enough alone.

Unicorns are cunning and good at keeping away from people and other creatures. Their smarts are not the same as human reason but reflective of cunningness.

Attribute Modifiers: Animas +2; Dexterity +2; Reason +1; Reflex +1

Noted Abilities: The same as a horse. The horn is said to have mystical properties if you can get one.

JUNGLES OF ELSIDAR

The Jungles of Elsidar are cradled between the mountains south of Synovi and the Northern Woods.

Teaming with life, the jungles are completely untamed. Here you will also find the tower that Au'Juan was imprisoned in.

BOITATÁ

The Boitatá is a snake of fire that lives deep in the rivers, only occasionally appearing to attack it's prey. Rumor has it that this snake can be as long as 50 feet but most that have been seen are roughly 25 feet in length

Attribute Modifiers: Endurance +1; Reason -2; Reflex +2

Noted Abilities: Fire and heat have no affect on the Boitatá. The damage done from the flames touching you is equal to the Animas of the Boitatá as a damage base plus 1 for each level the attack rolls beats the defense roll by up to a damage maximum of +6. If wrapped up by the Boitatá the damage inflicted will be the maximum amount every round.

BUNGISNGIS

The Bungisngis has a human shape. It has large teeth which are always showing, and its upper lip covers its face when it is thrown back. It is one-eyed, with two long tusks projecting from the sides of its mouth. It is a forest dweller. It has acute hearing. The Bungisngis is easily outwitted and it quickly panics.

Attribute Modifiers: Endurance +1; Reason -2; Strength +1

Noted Abilities: Teeth/Tusk attack inflicts Strength as base damage plus a damage maximum of +4 for each point the attack roll exceeds the defense roll.

The Bungisngis has been known to use blunt weapons such as clubs or staves (usually tree branches).

BUSO

They are shadows that dwell in big branches of trees in the jungle. They can be seen only at night which is the only time they are active and anyone trying to see them must make a Perception Roll each turn at a -5 penalty against a Target Number of 21.

The Buso are a three dimensional shadow with a vaguely humanoid shape. While they are shadow, their touch (attack) is quite deadly. It is believed these were created by Shadow Magic and are the remnants from that time. It is said

that their touch makes it feel as if your soul is being ripped out of your body.

Attribute Modifiers: Animas +2; Coordination +1; Dexterity +1; Endurance -2; Reason -1; Reflex +2; Strength -2

Noted Abilities: Completely silent creatures, they are very hard to detect. Their touch/attack inflicts Animas Base Damage plus one additional point of damage for each one that the offense roll beats the defense roll for a maximum of +10 damage.

Fire does double damage to the Buso. Magic fueled fire inflicts x4 damage to the Buso.

DUENDE

The Duende are best described as gray little old men. They are one-eyed, big-nosed, and have only one nostril. The Duende feed on the blood of others. The Duende has a twisted sense of humor and are easily offended. The Duende can attack by causing wry (twisted or distorted) mouth, blindness, and even death.

Attribute Modifiers: Animas +2; Endurance -2; Strength -1

Noted Abilities: The Duende can attack with hands and feet, but are not particularly affective this way and generally try to avoid physical combat.

They have three attacks they can use, depending on how offended they have become with their target. They can cause physical distortion around the mouth of their victims. This is used to toy with people more than harm them or eat them.

They can strike their opponent blind. The blindness lasts for a time equal to the Duende's Animas in minutes.

Finally the Duende can attack to kill. The attack appears to be a silver streak of energy emitted from the Duende's hand. This attack inflicts a base damage equal to the Duende's Animas plus one additional point of damage for each point the Attack roll exceeds the Resistance roll for a maximum of +5.

All attack rolls are done with Animas + Attack Sill (usually around 4 or 5) plus 2D10

All three attacks must use the person's Resistance plus Animas. Of course the character may always try to dodge out of the way of the death attack since it is a visible incoming attack.

HEADLESS MULE

A mule with a head of fire which is convenient as this animal only walks around at night. These creatures are docile for the most part and some have used them as pack animals in to get around the jungle at night.

Attribute Modifiers: None

Noted Abilities: Fiery head can inflict 5 points of damage for each touch or each round it remains in contact with something. The headless Mule can see perfectly well at night, just as we can see in the daylight. The headless mule is blind in the daylight.

MAMELEU

It is a large snake with the body and head the size of a carabao's (waterbuffalo). It is thirty fathoms long. It has two white horns, long teeth and fangs, large resistant scales, and torch-like eyes that jet out fire. It lives in the dark and secluded recesses of the rivers in the jungle. It lets out loud bellowing sounds and ejects green spittle when it is hungry. It is very venomous. Most of the Mameleu (its body parts) can be used as potion ingredients.

Attribute Modifiers: Animas +2; Endurance +4; Reflex +2

Noted Abilities: The scales of the Mameleu have an Absorption of 4. The bite will inflict a base damage of 4 plus one additional point of damage for each point the attack roll beats the defense roll by up to a maximum of +4.

The venom of the Mameleu will inflict 10 points of damage each round for the Animas Attribute Rating of the Mameleu in rounds.

NUMPUTOL

This self-beheading creature appears as a gigantic black dog. It dwells in dark places, abandoned and deserted buildings and large trees. It looks terrifying with its neck stump bubbling with blood. It is very voracious and it devours snakes and centipedes, crunching them in its mouth. It carries its head when it is beheaded. Its magical properties are quite harmful though. It can vanish and reappear at will. While it is the form of an animal (not beheaded), it emits flame from its mouth.

Attribute Modifiers: +1 Animas; +1 Dexterity, -1 Reason, +1 Reflex

Noted Abilities: The Numputol has the ability to teleport from point to point at will (range equal to Animas in yards). Its bite inflicts Strength as a damage base plus one additional point of damage up to a maximum of +4.

The Numputol's flame attack inflicts Animas Rating as a base damage plus one point of damage up to a maximum of +5

SHADOW LANDS

Located south of modern day Parsh, the Shadow Lands are named thus due to the dark fog that permeates the entire area. At this time, there are only rumors and speculation as to what really

exists in the Shadow Lands, most of which sound absolutely insane.

In reality, the insane stories are mostly true; the area is now entirely controlled by the Undead and ruled by the Lich Sovereign. All Undead creatures in the Shadow Lands are in service to the him.

GHOULS

People that enter the Shadow Lands rarely ever return. Ghouls are the remains of the people who have attempted to gain entry, but have failed to return. There are two things that happen to people that die while in the Shadow Lands, they can either be eaten by Ghouls or they become one due to the magic binding the area.

Ghouls are rotting corpses that need to feed on the flesh of others to stay alive (animated). As the years go by, the Ghoul population grows, right now they may not be the most numerous undead in the Shadow Lands, but given time, there will be too many to contain. Ghouls can be seen wandering around throughout all of the Shadow Lands and may be in groups or by themselves. Ghouls live to serve the other undead and are the lowest in the chain of undead.

Attribute Modifiers: Coordination -1; Dexterity -1; Endurance +1; Reason -3; Reflex -1; Strength +2

Noted Abilities: The Ghoul have no abilities to note, they simply make use of normal weapons.

LICH SOVEREIGN

The Lich Sovereign rules the Shadow Lands and commands all the undead. The Lich Sovereign was a powerful mage in his living life and has become even more powerful in his undead life. There is only one Lich Sovereign known to exist. He is extremely powerful and dangerous.

Attributes: Animas 12; Coordination 4; Dexterity 4; Endurance 7; Reason 8; Reflex 4; Strength 3

Noted Abilities: The Lich Sovereign has all the abilities that ever other undead creature listed has.

The Lich Sovereign has a Spell Weaving skill at a Rating of 13, is equivalent to Level 25 and has all five Elements at a Rating of 11.

ROTTING HORSEMAN

The Rotting Horseman where at one time the Calvary of Parsh. These warriors were stripped of their souls by magic and turned into undead when the Elrathi unleashed their magic on the land. The Rotting Horseman sits upon his undead steed and cannot be dismounted. They move as fast as a live horse and can also phase through solid objects.

Attribute Modifier: Animas +3; Coordination +1; Dexterity +1; Reason -1;

Noted Abilities: The Rotting Horseman have the ability to phase through solid objects (causing no harm to the object), they cannot be dismounted from their steed, and they also have the speed of a horse on their side.

Along with normal weapons, the Rotting Horseman has a Wailing Charge, Call of Ages, and Heartfelt Hoof beats (haunting). The Rotting Horseman can sense magic up to 100 feet away. This includes magical beings (Mages included), items, artifacts, etc.

The Wailing charge is a loud wailing cry that can instill fear on its victims. The Rotting Horseman rolls 10 + 2D10 against the targets resistance. If successful the target is instilled with fear and suffers a -5 penalty to all rolls for the Rotting Hosreman's Animas in Rounds.

The Call of Ages is a rally cry for the Undead. When this cry is made, all undead within a 5 mile radius will come to the Rotting Horseman's side (unless directed by the Lich Sovereign not to do so).

Heartfelt Hoof beats is another attack that can instill fear in an opponent. This one can cause actual damage instead of a Penalty to all rolls. The attack is made against the targets Resistance. For each point above the Resistance that is made one point of damage will be inflicted. There is no Damage Base and the Maximum Damage is 20.

SKELETAL WARRIOR

The Skeletal Warrior is the fallen soldiers and long dead citizens from Parsh, the Elrathi and Avalarian army that were brought up from their graves to serve the Lich Sovereign. They stand near the same height they were when they were living beings. At this time, the Skeletal Warrior is the most numerous Undead in the Shadow Lands, and they always move in packs of at least 10.

Attribute Modifiers: Animas None (they have no Animas Rating); Coordination -1; Dexterity -1; Endurance +3; Reason -2; Reflex -1

Noted Abilities: The Skeletal Warrior takes half damage from all blade and piercing attacks. They also have three additional Bruise levels of damage. Skeletal Warriors use normal weapons. Skeletal Warriors have no Animas, and therefore cannot be warded off by a Clergyman.

TORTURED SOULS

Tortured souls are wondering spirits often called Banshees. These spirits are solitary and wander around an area that was meaningful to them in life. Most Tortured Souls can be found in the ruins of cities, towns, villages, homes or other populated places.

Attribute Modifiers: Animas +2; Endurance +2; Reason -2; Strength -2

Noted Abilities: The Tortured Soul will use no weapon. These souls cry out in pain and have a screaming attack with this cry of pain. The Damage Base is equal to their Animas plus one point of damage up to a maximum of +6

They also have a Laugh of Madness which can cause its victim to go mad with laughter just as the Tortured Soul often gets fits of mad laughter. The attack roll is made against the target's resistance. Each point that exceeds the target's Resistance will cause the target to become insane for 1 round for each point above. While insane the target laughs madly and can perform no actions and is totally incoherent.

The Tortured Soul can also Hex a target. The Hex roll is made against the target's Resistance. For each point above the target will suffer -1 to all rolls for the Tortured Soul's Animas in rounds.

Finally the Tortured Soul can inflict pain with a touch. This touch causes no real damage but will wrack the target in pain (affectively impairing the target) for Animas in Rounds. The Tortured Soul's Attack roll must beat the Resistance roll of the target.

The Tortured Soul can sense magic up to 100 feet away. This includes magical beings (Mages included), items, artifacts, etc.

WALKING DEAD

The Walking Dead are those who were alive at the time the Elrathi released the necromantic magic in the area. These zombies are relentless and strong. The most notable thing about them is unlike the Skeletal Warriors, the Walking Dead still have rotting flesh on them.

Attribute Modifiers: Animas -1; Coordination -1; Dexterity -1; Endurance +3; Reason -2; Reflex -1; Strength +5

Noted Abilities: Typically the Walking dead will not make use of tools or normal weapons; they rely upon their strength and poisonous touch.

Once contact is made, the target of the Walking Dead must make an Endurance Resistance roll to not be affected by the poison. If the target fails the resistance roll, not only will he take damage from the punch attack, he will also suffer a -1 to Strength and Endurance and take an additional 3 points of damage from the poison each round until he makes a successful resistance roll. The Target Number for the Resistance roll is 21 the initial round, and reduces by 3 each round until the target succeeds at resisting the poison, or is dead and becomes a Walking Dead himself.

When the Walking Dead are killed, they become Skeletal Warriors, this only takes 1 round, and any attacks done on the Walking Dead during that round cause no notable damage to it.

WRAITH NOBLES

When the necromantic magic was released, the "nobles" of the area became wraiths. This disembodied spirits are second only to the Lich Sovereign and can command all the other undead.

The reality is that the Wraith Nobles were not actual noblemen but were the select few who had been born with the ability to channel magic using Akasha.

Attribute Modifiers: Animas +2; Reason +2

Noted Abilities: Wraith nobles can channel magic just as a Mage can do. Their Spell Weaving skill and Elements will depend upon their experience.

The Wraith Nobles can drain the life of a victim with their gaze. They lock eyes with their target and make an attack roll against the target's Resistance. For each point they beat the Resistance roll by they inflict 1 point of damage with no maximum.

They also have the ability to phase and move extremely quick. While phased they inflict no damage and cannot be damage except with Magic.

The Wraith Noble can regenerate automatically without having to make a roll. They regenerate Animas in Health Levels each round. These are full levels, not health points in each level. Wraith Nobles are extremely difficult to kill.

The Wraith Nobles can sense magic up to 100 feet away. This includes magical beings (Mages included), items, artifacts, etc.

THE MOORS

The Moors have been the home of many creatures for over a thousand years. These dank swamplands house a mix of danger and hostility along with perhaps one of the most dangerous cities, Dargen-Moore.

The Moors are located north of the Antier forest at the eastern base of the Theron Mountains. This land is all swamp and dead wood trees.

JAKARA

The Jakara are built manlike with a green scaly body and a reptile like head. They stand only 3 to 4 feet tall. They are quick, tough and can spit acid.

Attribute Modifiers: Animas -2; Coordination +2; Dexterity +2; Endurance +2; Reason -3; Reflex +2; Strength -2

Noted Abilities: The Jakara have an Absorption Rating of 3 due to their scales. They can also spit acid at a range of 5 feet. This acid will inflict 5 points of Damage on its initial strike and will decrease 1 point in damage each round (5 round 1, 4 round 2, 3 round 3, etc). The Jakara can spit acid a number of times equal to its Endurance Rating each round.

KNOLL

A small fairy like creature that appears humanoid but only stand about 6 inches in height. They have wings and are able to fly.

While standing on two legs they are not particularly quick or agile, but once airborne they are darn near impossible to catch.

Attribute Modifiers: Animas +2; Coordination (-2 on ground +4 in air); Dexterity -2 on ground +4 in air); Endurance -3; Reflex (-2 on ground +4 in air); Strength -3

Noted Abilities: They have wings and can fly. These creatures can use small twig like weapons which inflict 1 point of damage with each attack, never more.

TROG

Grotesque amphibious creatures, trogs are humanoid in shape, but are usually seen squatting, resting on all fours like an animal would.

Mindless other than for survival, Trogs have long fingers that come to sharp ends. They will gnaw on the flesh of people or animals for hours.

Attribute Modifiers: Animas -2; Endurance +2; Reason -3; Strength +2

Noted Abilities: Claw attack that inflict Base Damage equal to Strength plus one additional point of damage up to a maximum of +5

THE TZIN WASTELAND

Home to some of the largest creatures, the frozen wasteland of Tzin is one of the harshest and most lethal and dangerous areas of the world. The most numerous creature of the Tzin is the Troll. In the mid 600's King McGarren led a two year campaign into the Tzin to eliminate the Troll threat, this campaign met with some success, and until recently there have been no troll societies. A new leader has risen among the trolls, the only troll known to wield magic. He is bringing the ravaging bands together as a community once again and they are thirsty for revenge against the humans.

FROST DRAGON

It is believed that only one of these exists but no one knows for sure. The Frost Dragon is a great white dragon that roams the mountains of the Tzin.

Attributes: Animas 20; Coordination 8; Dexterity 2; Endurance 40; Reason 15; Reflex 15; Strength 40

Noted Abilities: The Frost Dragon is an ancient and powerful creature. They have an Absorption Rating of 8 against all attacks except for fire (the Absorption is halved).

Their Frost Attack has a Base Damage of 20 (equal to its Animas Attribute Rating) plus one additional point for each point the attack beats the defense roll by with a maximum of +20.

GIANT

Giants tend to be relatively rare, but can be found in the Tzin Wasteland region. Giants stand at about 12 – 14 feet tall, and have human like features. Giants are solitary creatures and

are happy to be away from other creatures and populated areas.

Attribute Modifiers: Dexterity -1; Endurance +6; Reason +1; Strength +6

Noted Abilities: Giants can absorb a great deal of damage and gain 4 extra Bruise Levels of damage. The Giant also inflicts full Strength damage in combat plus an additional point for each point the Giant beats the defense roll by up to a maximum of +7.

When attacking the giant, the Multiple Attackers rule does not apply.

TROLL

While not the brightest creature, the Troll is one of the strongest. Built to physically withstand the harsh frozen Tzin, the Trolls have once again been brought under control of the Troll Lord, and this time they intend to wage war against Avalaria.

Troll society is about as backward as you can get, they have no permanent living areas, they wander about day after day, and their eating rituals are messy and raw.

A Troll stands between 8 – 9 feet tall, is all muscle, with a horn coming out of either side of their head. Their skin is grey in color, their lower jaw stick out to reveal two long, sharp teeth jutting up.

Attribute Modifiers: Endurance +5; Reason -1; Strength +5

Noted Abilities: All damage inflicted by a Troll is done at Full Strength damage for any melee or hand to hand attack. With Hand to hand attacks, for each additional point the Troll beats the defense roll by up to a maximum of +5. Trolls also have a natural Absorption of 2.



PLAYER		ANIMAS		AGE	
NAME		COORDINATION		SEX	
RACE		DEXTERITY		HEIGHT	
APPRENTICESHIP		ENDURANCE		WEIGHT	
LEVEL		REASON		HAIR COLOR	
EXPERIENCE		REFLEX		EYE COLOR	
C.P.		STRENGTH		ORIGIN	

HEALTH			LANGUAGES		ADDITIONAL BRUISE DAMAGE		
BRUISED (0)			<input type="checkbox"/>	<input type="checkbox"/>	BRUISED (0)		
MINOR (-1)			<input type="checkbox"/>	<input type="checkbox"/>	BRUISED (0)		
MODERATE (-2)			<input type="checkbox"/>	<input type="checkbox"/>	BRUISED (0)		
MAJOR (-4)			MAX DAMAGE		BRUISED (0)		
FATAL (-6)			INITIATIVE		BRUISED (0)		
RESISTANCE			MOVEMENT		BRUISED (0)		

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