
Blood and Bone Supplement

Release Draft

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Blood and Bone

B&B is an old school (Swords & Wizardry with smattering of *Lamentations of the Flame Princess*, and house rules) homage to TSR's *Dark Sun* (tm) campaign setting. It is meant to reflect some of the themes and flavor of *Dark Sun* rather than be an exact clone. The actual *Dark Sun* setting lives on at <http://www.athas.org/>. It is expected the reader is familiar with RPGs and has access to a suitable set of rules. This supplement being, just that, a supplement to a complete set of rules.

The Burnt World is a deadly and a difficult place to survive. The beasts of the wastes want to eat you, the environment wants you dead, even fellow wastelanders are apt to kill you and take your stuff. All powerful Defiler-Tyrants and their templar enforcers subjugate the only large population centers. Within the towering walls of these cities; oppression, slavery, and blood sports and even sacrifice are common.

Arcane magic, called *Defiler Magic*, is rare, feared, and mostly the providence of the Defiler-Tyrants, their templar minions, and the rare rogue defiler. Defiler magic is powered by life and the potential for life. Its use is outlawed except for templars who, as usual, are above the law. On the other hand, the more personal *Psychic Sorcery* magic is common. Many people have some ability. As do many of the creatures encountered in the wastelands.

Generous, self-sacrificing, “noble” persons do not thrive here. Nor do the selfish, the self-serving, or “loners”. Survival on the Burnt World requires community. A network of support and allies. Or, at least not having everyone trying to kill you and take your water. Since resources are so scarce most areas lack everything they need, trade and the production of trade goods are major industries.

Why would you want to “adventure” here? The challenge. The opportunity to fight oppression. Alternatively, the chance to carve out your own piece of despotism.

1.1 A Ravaged World

Thousands of years of reckless defiling use and epic “mage wars” have led to death and ecological collapse on planetary scale. Leaving a sweltering, arid wasteland of rolling sand dunes, lifeless barrens, dry salt flats, hazardous boulder fields, poisonous badlands, and thorny scrub plains. The seas evaporated long ago. Their basins filled with red silt hundreds of feet deep in places. Most of the forests have been cut or burnt down. Wind borne dust and sand get into and coat everything with a fine yellow-orange grit.

From the first moments of dawn until the last twinkling of dusk the swollen, ancient sun burns dark crimson through the thin atmosphere. Temperatures soar to over 130° F by late afternoon. And, due to the lack of large bodies of water, vegetation or other thermal regulators, plummet to near freezing at night.

Many areas don't see precipitation for years at a time, and even in the “fertile” scrub lands, rain is little more than a humid mist that falls during a few weeks each year before giving way to long months of heat and drought. The only cities exist around giant Hyjib trees. A few oasis support smaller villages. The world beyond these islands of civilization is a hostile wilderness roamed by nomads, raiders, and hungry monsters.

Metals are extremely rare. Forcing inhabitants to rely on different materials, such as bone, ceramic, chitin, hide, stone, and wood. Metal's scarcity means mills and workshops rarely have quality tools, and produce flawed or crude items. Repairing or replacing tools, weapons and armor is major concern and activity.

The parched landscape is dotted with the crumbling ruins of a planet that once was rich with rivers and seas. Ancient bridges over dry watercourses and empty stone quays that face seas of sand tell the tale of the world that is no more.

1.2 A Savage Existence

Life is brutal and short. Bloodthirsty raiders, greedy slavers, and inhuman savages overrun the deserts and wastelands. The cities are little better; each chokes in the grip of an ageless Defiler-Tyrant. The institution of slavery is widespread, and many spend their lives in chains, toiling for brutal taskmasters. Every year hundreds, perhaps thousands, are sent to their deaths in bloody arena spectacles.

Terrible Defiler-Tyrants of immense power rule The Seven Cities. These mighty wizards have held their thrones for centuries; no one alive remembers a time before them. Some claim to be gods, and some claim to serve gods. Some are brutal oppressors, where others are more subtle in their despotism.

These tyrants govern through a bureaucratic priesthood of greedy, callous templars. They are the law, the enforcer, and typically the executioner. Within their city-state, templars have only other ambitious templars to fear.

1.3 A Godless Age

This is a world without gods. Although Defiler-Tyrants have many worshipers and provide spells to their Templars, they are, at best, proto-gods. The only real divine power is derived from the primal elemental spirits that still inhabit the broken land. As can be expected when one looks at the harsh environment these spirits aren't the gentle loving kind.

Character Creation

2.1 Life Paths

The Burnt World is harsh and deadly. Player characters start play only after surviving a few levels. Life paths are an **optional** method to simulate these first levels and provide a bit of character background.

Inspired by *Traveller* RPG character generation. The basic idea is that each character follows one or more “Life Paths”. After **three** paths, character will start play at 3rd *level*. Each Path takes several years to complete and most earn the character various effects such as; ability increases, injury, or wealth. Most of the results are vague and lack detail. It is expected that the players with *Referee* guidance will interpret and embellish the outcomes of these tables.

Character Class may be chosen at any time. But once chosen it may not be changed.

Process:

- Pick a *Race* and roll ability Scores.
- Roll on racial Background Table.
 1. Select a Path and roll on its path table.
 2. Roll for and record any path effects.
 3. Roll for number of years character ages.
 4. If forced to continue, go to step 2.
 5. If character has followed less than three paths, go to step 1.
- Start Play: total *Abilities*, roll for *Wealth & Items*, record character *level*, roll *hit dice*, etc.

2.2 Roll Ability Scores

| | |
|--------------|---|
| <i>Dwarf</i> | roll 4d6 for Constitution, and -Cha |
| <i>Dwim</i> | roll 4d6 for Strength, 4d6 for Constitution, and -Int, -Cha |
| <i>Hulk</i> | roll 6d6 for Strength, 4d6 for Constitution, and -Wis, -Cha . Get +3 Strength and may have 19 Strength |
| <i>Human</i> | roll 4d6 for any one ability of player’s choice |
| <i>Jdar</i> | roll 4d6 for Dexterity and -Wis |

Each character has six ability scores; *Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma*. For each ability, roll 3d6 (or #d6 from above chart) recording each die roll separately. Later, after character generation is complete each ability will be totaled and the individual rolls may be discarded.

2.3 Dwarf Background

Age: 21, plus 3d6 years per Path.

| <i>d10</i> | Dwarf Background Table | |
|------------|-------------------------------|--|
| 1 | <i>Slave</i> | +Ability (choice), +1 <i>Languages</i> , +1 <i>Skills</i> (choice), start on a <i>Slave Path</i> |
| 2-3 | <i>Urban Poor</i> | +1 <i>Streetwise</i> , -d4 <i>Wealth</i> |
| 4-5 | <i>Urban Tradesmen</i> | +2 <i>Trade</i> (choice), +1 <i>Item</i> |
| 6-8 | <i>Dwarf Village</i> | +1 <i>Trade</i> (choice), +d4 <i>Item</i> |
| 9-10 | <i>Wastelander</i> | +1 <i>Languages</i> , +1 <i>Survival</i> , +1 <i>Trade</i> (choice), -1 <i>Wealth</i> |

2.4 Dwim Background

Age: 10, plus d4 years per Path.

| <i>d10</i> | Dwim Background Table | |
|------------|------------------------------|---|
| 1-5 | <i>Slave Fighter</i> | +Physical (random), +1 <i>Languages</i> , +1 <i>Skills</i> (choice), start on <i>Slave Fighter Path</i> |
| 6-8 | <i>Slave Laborer</i> | +Physical (random), +1 <i>Languages</i> , +1 <i>Trade</i> (choice), start on <i>Slave Laborer Path</i> |
| 9-10 | <i>Escaped</i> | +1 <i>Languages</i> , +1 <i>Survival</i> , +1 <i>Trade</i> (choice), -1 <i>Wealth</i> , start on <i>Wasteland Raider Path</i> |

2.5 Hulk Background

Age: 28, plus d6 years per Path.

| <i>d10</i> | Hulk Background Table | |
|------------|------------------------------|--|
| 1-2 | <i>Slave</i> | +Ability (choice), +1 <i>Languages</i> , +1 <i>Skills</i> (choice), start on a <i>Slave Path</i> |
| 3-6 | <i>Soldier</i> | +Physical (random) |
| 7-9 | <i>Urban Laborer</i> | +Str, +1 <i>Trade</i> (choice) |
| 10 | <i>Wastelander</i> | +1 <i>Languages</i> , +1 <i>Survival</i> , +1 <i>Trade</i> (choice), -1 <i>Wealth</i> |

2.6 Human Background

Age: 12, plus d6 years per Path.

| <i>d10</i> | Human Background Table | |
|------------|-------------------------------|---|
| 1-2 | <i>Slave</i> | +Ability (choice), +1 <i>Skills</i> (choice), start on a <i>Slave Path</i> |
| 3-6 | <i>Urban Poor</i> | +1 <i>Streetwise</i> , -d4 <i>Wealth</i> |
| 7-8 | <i>Urban Tradesmen</i> | +2 <i>Trade</i> (choice), +1 <i>Item</i> |
| 9 | <i>Merchant</i> | +2 <i>Languages</i> , +2 <i>Trade</i> (merchant), +d4 <i>Wealth</i> |
| 10 | <i>Wastelander</i> | +1 <i>Languages</i> , +1 <i>Survival</i> , +1 <i>Trade</i> (choice), -1 <i>Wealth</i> |

2.7 Jdar Background

Age: 12, plus d6 years per Path.

All jdar start with +1 *Survival*.

| <i>d10</i> | Jdar Background Table | |
|------------|------------------------------|--|
| 1 | <i>Slave</i> | +Ability (choice), +1 <i>Languages</i> , +1 <i>Skills</i> (choice), start on a <i>Slave Path</i> |
| 2-3 | <i>Nurf Herder</i> | +1 <i>Survival</i> , +2 <i>Trade (husbandry)</i> |
| 4-6 | <i>Wasteland Trader</i> | +1 <i>Languages</i> , +1 <i>Survival</i> , +2 <i>Trade (merchant)</i> , +1 <i>Item</i> |
| 7-10 | <i>Wasteland Raider</i> | +2 <i>Survival</i> , +1 <i>Item</i> , start on <i>Wasteland Raider Path</i> |

2.8 Apprentice Path

Apprentice to one of the many craft or merchant guilds.

Requirements: Must pass Apprentice Roll; Not ex-slave; No crime (previous [Punishment](#)); Can't have a [Reputation](#); May only attempt to join a guild one time.

Apprentice Roll:

d6 + Trade Skill + # of Wealth rolls sacrificed > 6

In addition to rolled effects:

- +1 [Wealth](#)

| Tradesmen Path Table | | | |
|----------------------|------------------------------------|------------------------------------|------------------------------------|
| d6 | Apprentice | Journeyman (Trade 3+) | Master (Trade 5+) |
| 1 | Roll on Fate Table | Roll on Fate Table | Roll on Fate Table |
| 2 | +1 Trade skill | +1 Trade skill | +1 Trade skill |
| 3 | +1 Trade skill | +1 Trade skill | +1 Skills (choice) |
| 4 | +1 Trade skill | +1 Streetwise | gain +d4 Item |
| 5 | +1 Wealth | +d2 Wealth | gain +d4 Wealth |
| 6 | + Ability (random) | + Ability (random) | gain Reputation |

2.9 Mercenary Path

Sell your blood.

Requirements: At least one Physical Ability 10+; No serious [Injury](#).

In addition to rolled effects:

- +1 [Wealth](#)
- Roll on Mercenary Event Table

| d6 | Mercenary Path Table |
|----|--------------------------------------|
| 1 | Roll on Injury Table |
| 2 | boredom; no effect |
| 3 | +1 Wealth Roll |
| 4 | +1 Skills (choice) |
| 5 | + Mental (choice) |
| 6 | + Physical (choice) |

| d6 | Mercenary Event Table |
|----|---|
| 1 | Abandoned; must continue with choice of Travel Vagabond , or Wasteland Raider Paths |
| 2 | Hired for War; must continue on Soldier Path (at war) |
| 3 | Gambling; +/-2 Wealth |
| 4 | Heard Rumor |
| 5 | Gained Connection |
| 6 | Rewarded for saving caravan; +1 Wealth Roll |

2.10 Prestigious Order Path

Join a religious order, martial order, mages guild, etc. Must roll under Lay Members unless exalted. Must roll under Exalted Members if exalted.

Requirements: “Correct” class for order; Pass Recruitment Roll; Others depending on order; May only attempt to join an order once.

Recruitment Roll:

d6 + character level + relevant ability bonus > 6

In addition to rolled effects:

- +1 **Wealth**
- Roll on Prestigious Order Event Table

| Prestigious Order Path Table | | |
|------------------------------|---|--|
| d6 | Lay Member | Exalted Member |
| 1 | choice: Roll on Fate Table or Kicked out of order in disgrace (lose all Reputation and gain Connection from order) | |
| 2 | Rumor and +1 Item or Wealth | Connection and +d4x Item or Wealth |
| 3 | + Ability (lowest) | Reputation , Rumor , and Connection |
| 4 | + Ability (class prime) | + Ability (choice) |
| 5 | + Ability (class prime) | + Ability (choice) |
| 6 | gain Connection and exalted, must continue on this Path | gain extra level |

| d6 | Prestigious Order Event Table |
|----|--|
| 1 | <i>Conflict</i> ; must continue in Prestigious Order Path unless kicked out |
| 2 | <i>Changes</i> ; roll d6: Order 1-4) grows, 5-6) shrinks in size and power |
| 3 | <i>Donate to Order</i> ; -1 Wealth Roll, Rumor |
| 4 | <i>Donate to Order</i> ; -1 Item Roll, Rumor |
| 5 | <i>Leadership transition</i> ; Connection and roll d6: 1-4) peaceful, 5-6) schism/split |
| 6 | <i>Honored for major contribution to Order</i> ; gain Reputation |

2.11 Slave Paths

There are several Slave Paths. Only Slave Fighter may be voluntarily selected.

When first becoming a Slave:

- May choose any path for which character meets requirements. Once chosen, may not voluntarily changed.
- Lose all **Wealth** rolls.
- Lose all **Item** rolls.
- Lose any **Reputation**.
- After each Path, roll to see if character is granted freedom.
- If not set free, character may attempt to escape.
- Unless granted freedom or escaped character must continue on the same Slave Path or some other Slave Path if they no longer qualify.

Slave Granted Freedom Check:

d6 + "# paths as slave" > 6

Slave Escape Check:

d6 + best ability bonus + character level > 6
failure; roll on Punishment Table.

2.12 Slave Fighter Path

Pit fighters and gladiators. Anyone meeting the requirements may voluntarily become a Slave Fighter.

Requirements: Strength 10+; Constitution 8+; Dexterity 8+; No serious injury, Not middle aged or older.

In addition to rolled effects:

- +Physical (random)
- +1 on Granted Freedom Check.

| d6 | Slave Fighter Path Table |
|----|--|
| 1 | Roll on Injury Table |
| 2 | Roll on Injury Table |
| 3 | +Cha |
| 4 | +Physical (choice) |
| 5 | +Physical (choice) |
| 6 | <i>Champion</i> ; gain Reputation , +d4 Wealth , granted freedom |

2.13 Slave Laborer Path

Requirements: None, may not voluntarily choose.

In addition to rolled effects:

- +Con_

| d6 | Slave Laborer Path Table |
|----|---|
| 1 | Roll on Injury Table |
| 2 | <i>Sent to Fighting Pits</i> ; Roll on Slave Fighter Path table |
| 3 | <i>Sent to War</i> ; Roll on Slave Warrior Path table |
| 4 | +1 <i>Streetwise</i> |
| 5 | +1 <i>Trade</i> (choice) |
| 6 | +Physical (choice) |

2.14 Slave Servant Path

Requirements: Human, Cha 8+ or Int 8+, may not voluntarily choose.

In addition to rolled effects:

- +1 on Escape Check
- +Cha_

| d6 | Slave Servant Path Table |
|----|---|
| 1 | <i>Offend Master</i> ; Roll on Slave Laborer Path table |
| 2 | -Physical (random) |
| 3 | gain <i>Connection</i> |
| 4 | +1 <i>Streetwise</i> |
| 5 | +1 <i>Languages</i> |
| 6 | +Mental (choice) |

2.15 Slave Warrior Path

Conscripted cannon fodder of the Defiler-Tyrant's armies

Requirements: Strength 6+; Constitution 6+; Dexterity 6+; No serious *Injury*, may not voluntarily choose.

Requirements (at war): None, may not voluntarily choose.

In addition to rolled effects:

- Roll on Slave Warrior Event Table

| d6 | Slave Warrior Path Table |
|----|--|
| 1 | Roll on <i>Fate Table</i> (or <i>Injury Table</i> if at war) |
| 2 | Roll on <i>Injury Table</i> |
| 3 | +1 soldier skill |
| 4 | +Physical (random) |
| 5 | +Str |
| 6 | +Physical (choice) |

| d6 | Slave Warrior Event Table |
|----|--|
| 1 | War; must continue on Slave Warrior Path, may attempt escape |
| 2 | War; must continue on Slave Warrior Path, may attempt escape |
| 3 | War; must continue on Slave Warrior Path, may attempt escape |
| 4 | gambling; +/-1 <i>Wealth</i> |
| 5 | defeat; +3 on Escape check |
| 6 | exemplary service; +3 on Granted Freedom check |

2.16 Soldier Path

Requirements: Strength 8+; Constitution 8+; Dexterity 8+; No previous *Punishment*; No serious *Injury*; Never discharged; Not middle aged or older (unless Officer).

Requirements (at war): No serious *Injury*, never discharged.

Requirements (drafted): None.

After path completion (unless serious *Injury* or discharged) may attempt to be promoted to Officer. Officers may roll on either Footsoldier or Officer.

Promotion Roll:

d6 + character level + Charisma bonus > 6

The soldier skills are; *Survival*, *Streetwise*, *Trade (armorsmith)*, *Trade (weaponsmith)*.

In addition to rolled effects:

- +1 *Wealth*
- Roll on Soldier Event Table

| Soldier Path Table | | |
|--------------------|--|--|
| d6 | Footsoldier | Officer |
| 1 | Roll on <i>Injury</i> Table | Roll on <i>Fate</i> Table (or <i>Injury</i> Table if at war) |
| 2 | +1 <i>Item</i> Roll | gain <i>Connection</i> |
| 3 | +1 soldier Skill | +d4 <i>Wealth</i> Rolls |
| 4 | +Str | +d4 <i>Item</i> Rolls |
| 5 | +Physical (random) | +Cha |
| 6 | +Cha & promoted and must continue on <i>Soldier</i> Path | +Ability (choice) |

| d6 | Soldier Event Table |
|----|---|
| 1 | War; must continue on <i>Soldier</i> Path unless serious injury |
| 2 | War; must continue on <i>Soldier</i> Path unless serious injury |
| 3 | Discharged; may not voluntarily select <i>Soldier</i> Path in the future |
| 4 | Gambling; +/-2 <i>Wealth</i> , Officers are +/-4 |
| 5 | Honored for bravery; +1 Promotion or if Officer, gain <i>Reputation</i> |
| 6 | Honored for extreme bravery; +3 Promotion or if, Officer gain <i>Reputation</i> |

2.17 Travel Path

Expand your horizons.

Requirements: Can choose this Path only once.

In addition to rolled effects:

- +1 *Languages*
- +Wis
- Roll on Travel Event Table

| d6 | Travel Path Table |
|----|---------------------------|
| 1 | Roll on <i>Fate</i> Table |
| 2 | gain <i>Connection</i> |
| 3 | +1 <i>Survival</i> |
| 4 | +1 Skill (choice) |
| 5 | +Ability (random) |
| 6 | +Ability (lowest) |

| d6 | Travel Event Table |
|----|---|
| 1 | Lost; must continue in <i>Travel</i> Path. |
| 2 | Found self; gain extra level and start play |
| 3 | Found artifact; +d4x <i>Item</i> |
| 4 | Climbed mountain; heard <i>Rumor</i> |
| 5 | Crossed desert; heard <i>Rumor</i> |
| 6 | Met friends; gain <i>Connection</i> |

2.18 Vagabond Path

Homeless.

Requirements: None

| d6 | Vagabond Path Table |
|----|---|
| 1 | enslaved; must continue on a Slave Path |
| 2 | drafted; must continue on Soldier Path |
| 3 | gain extra level and start play |
| 4 | +1 Skills (choice) |
| 5 | + Ability (random) |
| 6 | + Ability (choice) |

2.19 Wandering Hero Path

Kwai Chang Caine style.

Requirements: Charisma 10+; No previous [Punishment](#).

In addition to rolled effects:

- [Connection](#)
- Roll on Wandering Hero Event Table

| d6 | Wandering Hero Path Table |
|----|---|
| 1 | Roll on Fate Table |
| 2 | +d4x Item Rolls |
| 3 | +1 Skill (choice) |
| 4 | + Cha and gain Reputation |
| 5 | + Ability (random) |
| 6 | + Ability (choice) |

| d6 | Wandering Hero Event Table |
|----|--|
| 1 | Heard Rumor |
| 2 | Defeated raiders; roll d6: 1-5) Rumor , 6) gain extra level |
| 3 | Defeated monster; roll d6: 1-5) Rumor , 6) gain extra level |
| 4 | Donate to the poor; lose all accumulated Wealth rolls, gain Reputation |
| 5 | Saved the village; gain Reputation |
| 6 | People's hero; gain Reputation |

2.20 Wasteland Raider Path

Requirements: One [Physical Ability](#) 10+; No [Reputation](#).

Leader may roll on either table. After path completion (unless serious [Injury](#) or [Punishment](#)) may attempt to become leader (i.e. take over gang).

Take over Gang Roll:

d6 + Charisma bonus + "# paths as bandit" + [Item](#) / [Wealth](#) rolls sacrificed > 6

on a natural 1; roll d6

1-3 exiled (see Punishment) and Roll on Injury Table (no chance to avoid),
 4-6 swindled (see Fate) and sold into slavery (must continue on a Slave Path).

In addition to rolled effects:

- Roll on Wasteland Raider Event Table

| Wasteland Raider Path kTable | | |
|-------------------------------------|--|---|
| d6 | Raider | Raider Leader |
| 1 | Roll on Injury Table | roll d6: 1) Gang Member and as Take over Gang natural '1' result, 2-3) Gang Member and Roll on Punishment Table , 4-6) Roll on Fate Table |
| 2 | roll on Punishment Table at -1 | |
| 3 | +d4x Wealth Rolls | +d6x Wealth Rolls |
| 4 | +d4x Item Rolls | +d6x Item Rolls |
| 5 | + Mental (random) | + Cha and Connection |
| 6 | + Physical (random) | + Ability (choice) |

| d6 | Wasteland Raider Event Table |
|-----------|--|
| 1 | Despised and hated by common folk and merchants |
| 2 | Chased relentlessly by the law and do-gooders |
| 3 | Robbing and pillaging; hear Rumor |
| 4 | Gambling; +/-d4 Wealth |
| 5 | Raiding across border |
| 6 | Noted for robbing the rich and giving to the poor; gain Connection |

2.21 Banes & Boons

2.21.1 Ability Gain & Loss

Various results will provide Ability Gains and Losses. [This is why each die roll for the six abilities was recorded.] Some possible results:

- +Str; Strength Gain
- -Dex; Dexterity Loss
- +Physical; Str, Con, or Dex Gain
- +Mental; Int, Wis, or Cha Gain
- -Ability (random); roll d6; 1 Str, 2 Int, 3 Dex, 4 Wis, 5 Con, 6 Cha Loss

Gain

For a given ability gain replace lowest existing roll with result of new d6 roll, if new roll is higher.

Example: Starting with Str 6 2 1, we receive a +Str result and so roll a d6 getting a 3, new Str 6 2 3. Later we receive another +Str and this time roll 2 which is not higher than any of the existing rolls. So, we gain nothing.

Loss

For a given ability loss replace highest existing d6 roll with result of new d6 roll, if new roll is lower.

Example: Starting with Str 6 2 1, we receive a -Str result and so roll a d6 getting a 3, new Str 3 2 1, ouch! Later we receive another -Str and this time roll 6 which is not lower than any of the existing rolls. So, we are saved from further loss.

2.21.2 Connection

Someone owes you. During the game you can “spend” a connection to receive assistance, access, or other aide from your connection. Alternatively you can work connection into your character’s background as reoccurring *NPC*.

2.21.3 Fate

If a character has earned a *Reputation* it may be sacrificed to avoid Fate. The character may also petition the spirits for mercy by rolling d20 > highest ability to avoid their fate.

| d6 | Fate Table |
|----|---|
| 1 | <i>Accident</i> ; roll on <i>Injury</i> Table (no chance to avoid) |
| 2 | <i>Wrong place, wrong time</i> ; roll on <i>Punishment</i> Table (no chance to avoid) |
| 3 | <i>Slavery</i> ; must continue on <i>Slave</i> Path |
| 4 | <i>Swindled</i> ; lose all <i>Wealth</i> rolls |
| 5 | <i>Robbed</i> ; lose all <i>Item</i> rolls |
| 6 | <i>Unlucky</i> ; -Ability (random) |

2.21.4 Injury

If a character has earned a [Reputation](#) it may be sacrificed to avoid Injury.

| d6 | Injury Table |
|----|--|
| 1 | <i>Limb amputated</i> ; roll d6: 1-2) right arm, 3-4) left arm, 5) right leg, 6) left leg, -Physical |
| 2 | <i>Limb injured</i> ; roll d6: 1-2) right arm, 3-4) left arm, 5) right leg, 6) left leg, -Physical |
| 3 | <i>Body bashed</i> ; -Con, -Str, and -Dex |
| 4 | <i>Brain bashed</i> ; -Int, -Wis, and -Cha |
| 5 | <i>Finger/toe lost</i> ; no effect |
| 6 | <i>Scar</i> ; rather dashing +Cha |

2.21.5 Item

After completing all paths, characters roll any items they've received. Each Item grants a roll on the Item Table.

| d6 | Item Table |
|----|--|
| 1 | Decent weapon |
| 2 | Decent armor |
| 3 | Special piece of equipment |
| 4 | One-use magic item |
| 5 | Minor magic item |
| 6 | Metal weapon or or minor magic item or choice of spell |

2.21.6 Punishment

If a character has earned a [Reputation](#) it may be sacrificed to avoid Punishment. The character may also attempt to talk / bribe their way out of punishment.

Talk your way out:

d6 + Charisma bonus + Wealth_ rolls sacrificed > 6

| d6 | Punishment Table |
|----|--|
| 1 | Slavery; must continue on Slave Path , if currently a slave then character is executed instead |
| 2 | Hard Labor; +Str_, -Con, and -Dex |
| 3 | Forehead Brand; -Cha and negative <i>Reaction</i> adjustment |
| 4 | Eye burnt out; roll d6: 1-3) right, 4-6) left, -2 <i>RAB</i> |
| 5 | Hand lopped off; roll d6: 1-3) right, 4-6) left |
| 6 | Exiled; must continue with choice of Travel , Vagabond , or Raider Paths |

2.21.7 Reputation

You're notable. People may recognize your name or appearance from the tales of your exploits. If is not always good to be famous, but it is usually interesting.

2.21.8 Rumor

You've come across valuable information. During the game you can "spend" a rumor to receive an answer, bit of information, lead on person or item, or similar.

2.21.9 Wealth

After completing all paths, characters roll their wealth. Each Wealth grants a roll on the Wealth Table or a +1 bonus to a Wealth Table roll.

Negative Wealth may be bought off with items. Otherwise character will start play in debt. 3d6 x 10 *Cp* per negative Wealth.

Example: Four Wealth can be 4 rolls, 1 roll at +3, 2 rolls at +1, or other combinations.

| d6 | Wealth Table |
|----|---|
| 1 | 1d6 x 10 <i>Cp</i> |
| 2 | 1d6 x 10 <i>Cp</i> |
| 3 | 2d6 x 10 <i>Cp</i> |
| 4 | 2d6 x 10 <i>Cp</i> |
| 5 | 3d6 x 10 <i>Cp</i> |
| 6 | 3d6 x 10 <i>Cp</i> |
| 7 | d4x minor gems or 3d6 x 10 <i>Cp</i> |
| 8 | minor piece of jewelry or 3d6 x 10 <i>Cp</i> |
| 9+ | 3d6 x 10 <i>Cp</i> every month or any lesser result (player's choice) |

Character Races

3.1 Dwarf

Adulthood: 30 Years

Old Age: 150 Years

Male: 4'3" + 2d4" tall; 130 + (2d6 x 5) lbs.

Female: 4'1" + 2d4" tall; 120 + (2d6 x 5) lbs.

Dwarves are solid and squat with thick, muscular limbs and a strong build. Dwarves are hairless, and find the very idea of hair repulsive. They have deeply tanned skin, and rarely decorate it with tattoos. Dwarves can live up to 250 years.

These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Dwarves that die while being unable to complete their focus return from the dead to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions.

Dwarves prefer to occupy themselves with fulfilling their focus, and approach this task with an intensity rarely seen in other races. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks. To a Dwarf, there is little room for compromise.

Community is important to the dwarves. Dwarves have a very strong racial and clan affinity. A dwarf's name is usually granted to him by his clan leader after he completes his first focus. They rarely share their history with non-dwarves; it can take years for a stranger to gain enough trust to be admitted into a Dwarven family circle.

Latent Psychic: Dwarves may develop *Psychic Powers*.

Darkvision: Dwarves can see in the dark up to 60 feet.

Slow and Steady: Dwarves move slow but may carry large loads, +5 to carrying capacity.

Hardy:: Dwarves receive a +4 bonus to saves vs magic, poison, and disease.

Focused: +1 bonus to rolls directly related to their focus. This includes skills, attacks, damage rolls, saving throws, and even rolls to manifest powers. Conversely they have a -1 penalty to actions that do not help achieve their focus. It is not possible for a Dwarf to act against their focus. Dwarves do not gain benefits of leveling unless they have fulfilled an appropriate focus.

3.1.1 Roleplaying Suggestions

Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Only during this brief time of satisfaction, and only to other dwarves and your most trusted non-Dwarven friends, do you show your full joy and sense of humor.

3.2 Dwim

Adulthood: 14 years

Old Age: 45 Years

Male: 4'10" + 2d10" tall; 130 + (2d6 x 5) lbs

A dwarven-human hybrid created by Defiler-Tyrants for use as slaves. Dwims combine the height and adaptable nature of humans with the musculature and resilience of dwarves. They are able to work for long periods of time without rest and are not too imaginative or strong willed. The hybrid has disadvantages in a few areas as well: sterility and the social repercussions of being created for a life of slavery. There are only male Dwim.

Universal dwim characteristics include angular, almost protrusive eye ridges, and ears that point sharply backwards against the temples. Most dwims have dark copper-colored skin and hairless bodies.

Even if a dwim escapes or earns his freedom, slavery remains a dominant part of his life. Most dwims are heavily marked with tattoos that mark his name, ownership, history, capabilities and disciplinary measures.

Latent Psychic: Dwims have chance of developing *Psychic Powers*.

Darkvision: Dwims can see in the dark up to 60 feet.

Hardy: Dwims receive a +4 bonus to saves vs poison, and disease.

Extreme Endurance: Dwims may engage in up to 12 hours of hard labor or exertion without suffering from fatigue. Dwim may carry large loads, +5 to carrying capacity.

Tough: Dwims are difficult to subdue, and do not notice minor bruises, scrapes, and other discomforts that pain other races. They take 1 point less, minimum of 0, per die from bludgeoning or environmental damage.

Names: Dwims sold as laborers will have single syllable slave names. Dwims sold as gladiators will often be given more striking and exotic names, *Gor, the Implaler*.

3.2.1 Roleplaying Suggestions

Born to the slave pens. The taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by brute force. You know to bow to power when you see it. The noble and templar may not look strong, but they can kill with a word. You tend towards gruffness and fatalism. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express. Warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" – it just happens.

3.3 Hulk

Adulthood: 25 years

Old Age: 90 Years

Male: 10' + 2d12" tall; 1400 + (3d4 x 5) lbs

Female: 10' + 2d12" tall; 1000 + (3d4 x 5) lbs

Physically enormous, hulks have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back.

Created through sorcery and unspeakable experimentation on human and giant subjects to fill ranks of Tyrant slave armies. While powerful warriors their mental abilities are poor and unstable. They are also uniquely prone to developing Psychic Powers. All factors that caused most of them to be abandoned by their creators and many "free" hulk exist today.

Hulks tend to be friendly and eager to please, adopting the lifestyles, skills, and values of those they admire. A hulk who encounters a new situation looks around him to see what other people are doing. Hulks switch personalities and attitudes very quickly, taking on new values to fit new situations.

Psychicly Active: Hulks start with one random *Psychic Power*.

Fast Speed: Hulks' large stride provide them with fast movement speed.

Large Appetite: Hulks require twice the amount of food and water.

Big and Ponderous: Hulks can wield two-handed weapons in one hand. But their bulk slows them down, +1 penalty to *Initiative*.

Natural Follower: Genetically engineered to adapt and follow hulks suffer a -4 penalty to saves vs charm, suggestion, compulsions and illusions.

Transmorphic: At the start of every game session and at other times as determined by *Referee* Hulks randomly rearrange their mental stats Intelligence, Wisdom, Charisma and re-roll any Psychic Powers they have.

Names: Enslaved hulks often have human names, and because of this they vary greatly. Free hulks are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

3.3.1 Roleplaying Suggestions

Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. You are used to being teased and subservient. You will endure verbal and physical abuse that would enrage most people. Although, perhaps not the most erudite, you are not an unthinking brute. Anger and other strong emotions do not come easily and pass quickly when they do. Strong, silent types.

Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your "little master." Hulks are followers, the strength behind the leader.

3.4 Human

Adulthood: 15 years

Old Age: 55 Years

Male: 4'10" + 2d10" tall; 120 + (2d4 x 5) lbs

Female: 4'5" + 2d10" tall; 85 + (2d4 x 5) lbs

Even in the burnt world, humans are still the most prevalent.

Latent Psychic: Humans may develop *Psychic Powers*.

Names: All names from every bad fantasy movie of the 70's and 80's.

3.4.1 Roleplaying Suggestions

Really?

3.5 Jdar

Adulthood: 15 years

Old Age: 55 Years

Male: 4'10" + 2d10" tall; 120 + (2d4 x 5) lbs

Female: 4'5" + 2d10" tall; 85 + (2d4 x 5) lbs

Jdar, the wasteland elves. Deserts, plains, steppes and badlands are home to the jdar, a long-limbed race of trading, raiding, thieving sprinters. Jdar have lean builds; angular, deeply etched features; and no facial hair. They dress in garb designed to protect from the desert and elements.

Other races see jdar as dishonest and lazy; generally a fair assessment. Jdar idle around their time for days until compelled by need to exert themselves. No self-respecting jdar will consent to ride an animal. To do so is dishonorable; Jdar custom dictates that individuals keep up or be left behind. Jdar prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in "the now," enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Jdar tend to keep to their own tribe and their proven friends unless they have some sort of an angle – something to sell, or some deception to pass off. Once a stranger has gained an jdar's trust, he is forever that jdar's friend. If this trust is ever betrayed, it is gone forever.

Latent Psychic: Jdar may develop *Psychic Powers*.

Low-light vision: Jdar can see twice as far as humans in conditions of dim light.

Fast Speed: Jdar move fast. And can run for days at a time.

Desert Dweller: Jdar have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. All jdar start with +1 to *Survival*.

Hardy: Jdar receive a +4 bonus to saves vs disease.

Wary: -1 Surprise die size

Names: Jdar have a tribe name, clan name, and personal name. Clearwater Sandrunner Boryx. Is Boryx of the Sandrunner clan, a member of the large Clearwater tribe.

3.5.1 Roleplaying Suggestions

Use Jdar philosophies of distance, running, escape from entangling situations or relationships and fighting by the light of the moons and stars. When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening.

Character Classes

4.1 Fighter

You are a soldier, hired sword, wandering warrior, or similar fighter. Trained for battle and able to effectively use armor and weapons. You are equally adept with melee or ranged combat.

| Fighter Advancement Table | | | | | | |
|---------------------------|------------|----------|------|-----|-----|-------------------------------|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes |
| 1st | 0 | 1d8 | 13 | +0 | +0 | +1 Armorsmith, +1 Weaponsmith |
| 2nd | 2,000 | 2d8 | 12 | +1 | +1 | +1 Skill |
| 3rd | 4,000 | 3d8 | 11 | +2 | +2 | |
| 4th | 8,000 | 4d8 | 10 | +2 | +2 | +1 Skill |
| 5th | 16,000 | 5d8 | 9 | +3 | +3 | |
| 6th | 32,000 | 6d8 | 8 | +3 | +3 | +1 Skill |
| 7th | 64,000 | 7d8 | 7 | +4 | +4 | |
| 8th | 128,000 | 8d8 | 6 | +5 | +5 | +1 Skill |
| 9th | 256,000 | 9d8 | 5 | +6 | +6 | |
| 10th | 384,000 | 9d8+2hp | 4 | +7 | +7 | +1 Skill |
| 11th | 512,000 | 9d8+4hp | 3 | +8 | +8 | |
| 12th | 640,000 | 9d8+6hp | 3 | +9 | +9 | +1 Skill |

Race: Any.

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Strength Melee Bonuses: Unlike many other character classes, Fighters with high *Strength* have bonuses to attack and damage in melee combat.

Dexterity Ranged Bonus: Unlike many other character classes, Fighters with high *Dexterity* have bonuses to attack with ranged and thrown weapons.

Combat Options: Fighters may vary their combat style between offensive, normal and defensive. *Press*, a fierce style; +2 *MAB*, -2 *AC* penalty. *Normal*; no modifiers. *Parry*, a cautious style; -2 *MAB*, +2 *AC* bonus.

Mass Slaughter: Against fodder (generally creatures with 1 *HD* or less), a Fighter makes one attack per level.

Saving Throw Bonus: Fighters are adapted to survive all that ill fate throws at them. Compared to other classes, they have superior saves (included in above chart).

Skills: Fighters start with +1 to *Armorsmith* and +1 to *Weaponsmith* skills. Providing 2 in 6 chance each. Every even level they gain +1 to any skill of their choice.

4.2 Gladiator

You were (or are) a slave fighter and have known nothing but blood and victory in the fighting pits.

| Gladiator Advancement Table | | | | | | |
|-----------------------------|------------|----------|------|-----|-----|--------------------------|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes |
| 1st | 0 | 1d8 | 15 | +0 | +0 | +1 Gladiator Skill Point |
| 2nd | 2,000 | 2d8 | 14 | +1 | +0 | +1 Skill |
| 3rd | 4,000 | 3d8 | 13 | +2 | +0 | |
| 4th | 8,000 | 4d8 | 12 | +2 | +0 | +1 Skill |
| 5th | 16,000 | 5d8 | 11 | +3 | +0 | |
| 6th | 32,000 | 6d8 | 10 | +3 | +0 | +1 Skill |
| 7th | 64,000 | 7d8 | 9 | +4 | +0 | |
| 8th | 128,000 | 8d8 | 8 | +5 | +0 | +1 Skill |
| 9th | 256,000 | 9d8 | 7 | +6 | +0 | |
| 10th | 384,000 | 9d8 | 6 | +7 | +0 | +1 Skill |
| 11th | 512,000 | 9d8 | 5 | +8 | +0 | |
| 12th | 640,000 | 9d8 | 5 | +9 | +0 | +1 Skill |

Race: All but *Jdar* who lack the temperament to die for the amusement of others.

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Strength Melee Bonuses: Unlike many character classes, Gladiators with high *Strength* have bonuses to attack and damage in melee combat. In addition unlike any class they include their strength bonus to *Grappling Attacks*.

Combat Options: Gladiators may vary their combat style between offensive, normal and defensive. *Press*, a fierce style; +2 *MAB*, -2 *AC* penalty. *Normal*; no modifiers. *Parry*, a cautious style; -2 *MAB*, +2 *AC* bonus.

Grappling: Gladiators excel at wrestling and grappling hand-to-hand. They are the only class that has a bonus to *Grappling Attacks*. Gladiators add their *MAB* (including any Strength bonus) when grappling.

Arena Survivor: Gladiators wearing light or medium armor receive a +1 *AC* bonus. They also count as 2 defenders when determining *Flanking* Bonuses.

Saving Throw Bonus: Having regularly faced death in the arena, gladiators are resolute and gain +4 to saves vs fear.

Skills: Gladiators start with 1 skill point that they may place in *Athletics*, *Medicine*, *Trade (armorsmith)* or *Trade (weaponsmith)*. Every even level they gain +1 to any skill of their choice.

4.3 Hunter

You are a hunter, ranger, scout. Skilled at survival and with ranged weapons.

| Hunter Advancement Table | | | | | | |
|--------------------------|------------|----------|------|-----|-----|------------------------------------|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes |
| 1st | 0 | 1d8 | 15 | +0 | +0 | +1 Survival, 3 Hunter Skill Points |
| 2nd | 2,000 | 2d8 | 14 | +0 | +1 | +1 Skill |
| 3rd | 4,000 | 3d8 | 13 | +0 | +2 | |
| 4th | 8,000 | 4d8 | 12 | +1 | +2 | +1 Skill |
| 5th | 16,000 | 5d8 | 11 | +1 | +3 | |
| 6th | 32,000 | 6d8 | 10 | +2 | +3 | +1 Skill |
| 7th | 64,000 | 7d8 | 9 | +2 | +4 | Preserver Spells |
| 8th | 128,000 | 8d8 | 8 | +3 | +5 | +1 Skill |
| 9th | 256,000 | 9d8 | 7 | +3 | +6 | |
| 10th | 384,000 | 9d8 | 6 | +4 | +7 | +1 Skill |
| 11th | 512,000 | 9d8 | 5 | +4 | +8 | |
| 12th | 640,000 | 9d8 | 5 | +5 | +9 | +1 Skill |

Race: Only *Humans* and *Jdar* may become hunters.

Armor/Shield Permitted: Light and Medium; no shields.

Weapons Permitted: Any.

Dexterity Ranged Bonus: Unlike many character classes, Hunters with high *Dexterity* have bonuses to attack with ranged and thrown weapons.

Marksman: When attacking an unawares opponent with a **ranged weapon**, Hunters gain an additional +2 (+4 total) *RAB* and inflict double damage. At levels 5-8, damage is tripled, and it is quadrupled from 9th level on.

Combat Options: Hunters may vary their combat style between offensive, normal and defensive. *Press*, a fierce style; +2 *MAB*, -2 *AC* penalty. *Normal*; no modifiers. *Parry*, a cautious style; -2 *MAB*, +2 *AC* bonus.

Alert: A group containing a Hunter is less likely to be surprised. -1 *Surprise* die size.

Spell Use: Starting at 7th level a hunter's intimate relationship with the land spirits grants them the ability to cast a limited number of *Preserver Spells*.

Saving Throw Bonus: Hunters gain a +4 bonus on saving throws vs natural poisons, diseases, and hazards.

Skills: Hunters start with +1 *Survival* and 3 additional skill points that may be placed in *Athletics*, *Medicine*, *Survival*, *Stealth*, *Trade (weaponsmith)*, *Trade (husbandry)* or *Trade (woodwork)*. Every even level they gain +1 to any skill of their choice.

4.4 Preserver

Also known as an elemental priests or simply priests. Although different factions often disagree and squabble among themselves all priests work to preserve what remains of the environment.

| Preserver Advancement Table | | | | | | | Total Preserver Spells Learned | | | | | |
|-----------------------------|------------|----------|------|-----|-----|-------------|--------------------------------|-----|-----|-----|-----|-----|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 0 | 1d6 | 15 | +0 | +0 | +1 Medicine | 0 | | | | | |
| 2nd | 1,500 | 2d6 | 14 | +0 | +0 | +1 Skill | 1 | | | | | |
| 3rd | 3,000 | 3d6 | 13 | +1 | +0 | | 2 | 0 | | | | |
| 4th | 6,000 | 4d6 | 12 | +1 | +0 | +1 Skill | 3 | 1 | | | | |
| 5th | 12,000 | 5d6 | 11 | +2 | +0 | | 4 | 2 | 0 | | | |
| 6th | 24,000 | 6d6 | 10 | +2 | +0 | +1 Skill | 5 | 3 | 1 | | | |
| 7th | 48,000 | 7d6 | 9 | +3 | +0 | | 6 | 4 | 2 | 0 | | |
| 8th | 96,000 | 8d6 | 8 | +3 | +0 | +1 Skill | 7 | 5 | 3 | 1 | | |
| 9th | 192,000 | 9d6 | 7 | +4 | +0 | | 8 | 6 | 4 | 2 | 0 | |
| 10th | 288,000 | 9d6 | 6 | +5 | +0 | +1 Skill | 9 | 7 | 5 | 3 | 1 | |
| 11th | 384,000 | 9d6 | 5 | +5 | +0 | | 10 | 8 | 6 | 4 | 2 | 0 |
| 12th | 480,000 | 9d6 | 5 | +6 | +0 | +1 Skill | 11 | 9 | 7 | 5 | 3 | 1 |

Race: *Dwarves*, *Humans* and *Jdar* may become preservers.

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Spell Casting: Elemental spirits reward Preserver’s dedication with the ability to cast a *Preserver Spells*. They may cast each spell they know once per day. Preservers start knowing ‘Pact of Water’ and randomly learn new spells as they level. They also automatically learn additional spells from their Faction.

For example a 2nd level *Burning Sun* priest would know four spells; ‘Pact of Water’ (which all Preservers learn), the 1st level faction spells ‘Purging Flame’ and ‘Watch Fire’, and one 1st level Preserver spell. They could cast each of these spells once per day.

Elemental Faction: At 3rd level (or before) all Preservers must dedicate themselves to a specific faction within the priesthood; *Ashen Embrace*, *Burning Sun*, *Ill Wind*, or *Living Waters*.

Saving Throw Bonus: Preservers gain saving throw bonuses based on their faction.

Ashen Embrace: +4 bonus to saves vs petrification and paralysis.

Burning Sun: +4 bonus to saves vs fire.

Ill Wind: +4 bonus to saves vs electricity and poison.

Living Waters: +4 bonus to saves vs cold.

Skills: Preservers start with +1 *Medicine*. Every even level they gain +1 to any skill of their choice.

4.5 Psychic Sorcerer

With years of practice and study you have developed your fledgling psychic powers into a force to be feared.

| Psychic Sorcerer Advancement Table | | | | | | | Psychic Powers Known | | | | | |
|------------------------------------|------------|----------|------|-----|-----|----------|----------------------|-----|-----|-----|-----|-----|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 0 | 1d4 | 15 | +0 | +0 | | 2 | | | | | |
| 2nd | 2,500 | 2d4 | 14 | +0 | +0 | +1 Skill | 3 | | | | | |
| 3rd | 5,000 | 3d4 | 13 | +0 | +0 | | 4 | 2 | | | | |
| 4th | 10,000 | 4d4 | 12 | +0 | +0 | +1 Skill | 5 | 3 | | | | |
| 5th | 20,000 | 5d4 | 11 | +0 | +0 | | 6 | 4 | 2 | | | |
| 6th | 40,000 | 6d4 | 10 | +0 | +0 | +1 Skill | 7 | 5 | 3 | | | |
| 7th | 80,000 | 7d4 | 9 | +0 | +0 | | 8 | 6 | 4 | 2 | | |
| 8th | 160,000 | 8d4 | 8 | +0 | +0 | +1 Skill | 9 | 7 | 5 | 3 | | |
| 9th | 320,000 | 9d4 | 7 | +0 | +0 | | 10 | 8 | 6 | 4 | 2 | |
| 10th | 480,000 | 9d4 | 6 | +0 | +0 | +1 Skill | 11 | 9 | 7 | 5 | 3 | |
| 11th | 640,000 | 9d4 | 5 | +0 | +0 | | 12 | 10 | 8 | 6 | 4 | 2 |
| 12th | 800,000 | 9d4 | 5 | +0 | +0 | +1 Skill | 12 | 11 | 9 | 7 | 5 | 3 |

Race: *Hulks*, *Humans* and *Jdar* have the natural talent to become Psychic Sorcerers.

Armor/Shield Permitted: Light armor only; no shield.

Weapons Permitted: Simple weapons (e.g. dagger, staff, club).

Psychic Powers: Psychic Sorcerers start knowing two randomly determined 1st level *Psychic Powers* powers. They automatically learn additional Powers as they gain levels. Psychic Sorcerers receive a +3 bonus when attempting to *Manifest Powers*.

Saving Throw Bonus: Psychic Sorcerers gain a +4 bonus on saving throws against mental compulsions and enchantments including illusions.

Skills: Psychic Sorcerer have little time for skills but manage to increase one skill of their choice every even level.

4.6 Rogue

You are a specialist. Weak at combat, except when backstabbing an unawares opponent. Your worth is measured by the skills you've mastered.

| Rogue Advancement Table | | | | | | |
|-------------------------|------------|----------|------|-----|-----|-----------------------------|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes |
| 1st | 0 | 1d6 | 15 | +0 | +0 | 4 Skill Points, 2x Backstab |
| 2nd | 1,250 | 2d6 | 14 | +0 | +0 | 2 Skill Points |
| 3rd | 2,500 | 3d6 | 13 | +0 | +0 | 2 Skill Points |
| 4th | 5,000 | 4d6 | 12 | +1 | +1 | 2 Skill Points |
| 5th | 10,000 | 5d6 | 11 | +1 | +1 | 2 Skill Points, 3x Backstab |
| 6th | 20,000 | 6d6 | 10 | +2 | +2 | 2 Skill Points |
| 7th | 40,000 | 7d6 | 9 | +2 | +2 | 2 Skill Points |
| 8th | 80,000 | 8d6 | 8 | +3 | +3 | 2 Skill Points |
| 9th | 160,000 | 9d6 | 7 | +3 | +3 | 2 Skill Points, 4x Backstab |
| 10th | 240,000 | 9d6 | 6 | +4 | +4 | 2 Skill Points |
| 11th | 320,000 | 9d6 | 5 | +4 | +4 | 2 Skill Points |
| 12th | 400,000 | 9d6 | 5 | +5 | +5 | 2 Skill Points |

Race: *Dwarves, Humans* and *Jdar*.

Armor/Shield Permitted: Light armor only; no shield.

Weapons Permitted: Any.

Dexterity Ranged Bonus: Unlike many character classes, Rogues with high *Dexterity* have bonuses to attack with ranged and thrown weapons.

Back Stabber: When attacking an unawares opponent with a **melee weapon**, Rogues gain an additional +2 (+4 total) *MAB* and inflict double damage. At levels 5-8, back stab damage is tripled, and it is quadrupled from 9th level on. Rog

Alert: A group containing a Hunter is less likely to be surprised. -1 *Surprise* die size.

Opportunists: Rogues count as 2 attackers when determining *Flanking* Bonuses.

Saving Throw Bonus: Rogues gain a +4 bonus on saving throws against mundane and magical devices including traps.

Skills: Rogues have the most skills of any class. They start with 4 skill points. Every level after 1st they receive 2 more points. These points may be placed into any skill in any combination. The available skills are: *Athletics Find Traps, Languages, Medicine, Searching, Sleight of Hand, Stealth, Streetwise, Survival, Tinkering* and various *Trade Skills*; armorsmith, farming, husbandry, merchant, stonemason, weaponsmith, woodwork.

4.7 Templar

You are a Defiler-Tyrant's servant, enforcer, oppressor and executioner. Your word is law. Of course if your word strays far from the will of your Defiler-Tyrant or superiors you will be the one executed.

| Templar Advancement Table | | | | | | | Defiler Spells Per Day | | | | | |
|---------------------------|------------|----------|------|-----|-----|--------------|------------------------|-----|-----|-----|-----|-----|
| Level | Experience | Hit Dice | Save | MAB | RAB | Notes | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 0 | 1d8 | 12 | +0 | +0 | Bonus Skills | 0 | | | | | |
| 2nd | 2,500 | 2d8 | 11 | +0 | +0 | +1 Skill | 0 | | | | | |
| 3rd | 5,000 | 3d8 | 10 | +1 | +0 | | 1 | 0 | | | | |
| 4th | 10,000 | 4d8 | 9 | +1 | +0 | +1 Skill | 2 | 0 | | | | |
| 5th | 20,000 | 5d8 | 8 | +2 | +0 | | 2 | 1 | 0 | | | |
| 6th | 40,000 | 6d8 | 7 | +2 | +0 | +1 Skill | 3 | 2 | 0 | | | |
| 7th | 80,000 | 7d8 | 6 | +3 | +0 | | 3 | 2 | 1 | 0 | | |
| 8th | 160,000 | 8d8 | 5 | +3 | +0 | +1 Skill | 3 | 3 | 2 | 0 | | |
| 9th | 320,000 | 9d8 | 4 | +4 | +0 | | 4 | 3 | 2 | 1 | 0 | |
| 10th | 480,000 | 9d8 | 3 | +5 | +0 | +1 Skill | 4 | 3 | 3 | 2 | 0 | |
| 11th | 640,000 | 9d8 | 2 | +5 | +0 | | 4 | 4 | 3 | 2 | 1 | 0 |
| 12th | 800,000 | 9d8 | 2 | +6 | +0 | +1 Skill | 4 | 4 | 3 | 3 | 2 | 0 |

Race: Only *Humans* are trusted to enforce the Defiler-Tyrants will.

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Strength Melee Bonuses: Unlike many character classes, Templars with high *Strength* have bonuses to attack and damage in melee combat.

Combat Options: Templars may vary their combat style between offensive, normal and defensive. *Press*, a fierce style; +2 *MAB*, -2 *AC* penalty. *Normal*; no modifiers. *Parry*, a cautious style; -2 *MAB*, +2 *AC* bonus.

Authority: Technically you may compel service and requisition property from any person except templars of equal or higher rank. In reality important and/or wealthy persons have influence, often with your superiors. Push them around at your peril. Misusing your authority will also be punished. [One possible mechanic for this is the cleric turning undead table]

Servitude: Disobey or fail your Defiler-Tyrant master or any higher ranked Templar and you will suffer harsh punishments.

Spell Use: Templars may cast any spell their master allows. But are limited in the number of spells they can cast per day. In addition to these daily casting limits templars may use *Defiling* to cast any spell they know.

Defiler-Tyrant channel *Defiler Spells* to their loyal Templars. Each day a templar selects defiler spells up to their daily limit and makes a *Reaction* Check. All the spells are granted on a friendly result. With a neutral reaction, about half the spells are granted, the rest are selected at random. On a hostile result, none of the desired spells will be granted and the templar is likely to receive fewer than their maximum spells allowed per day.

When selecting their daily spells, templars may choose and automatically receive (regardless of reaction check) any spell they know. Note: "learning" spells is quite difficult.

Literate: Unlike every other class Templars may read and write the languages they know. It is capital offense for anyone else to be literate.

Skills: Templars start with +1 *Languages* skill, +1 *Streetwise*, and +1 *Searching*. Every even level they gain +1 to any skill of their choice.

Skills

All characters have a base 1 in 6 chance to perform **any** skill listed below. These chances may be increased by a character's race, background, class, and other means.

A character with a 6 in 6 chance (the maximum) means their skill checks only fail with a roll of 6 followed by another roll of 4-6.

5.1 Athletics

Athletics covers climbing, balancing, jumping and the like.

Failure when climbing means that the character falls from a random point in the climb.

Characters with two free hands can climb ropes and ladders with no die roll needed.

5.2 Find Traps

A successful use of Find Traps skill will let the character know that something is there and how it is triggered but not what its function is. The search takes one minute per 10' square searched.

Trap detection may not be allowed if the trap is purely magical in nature.

5.3 Languages

Characters are fully fluent in their racial tongue and enough trade to get along. When a character comes into contact with another language, their chances of knowing that language is determined by Languages skill. A character gets one attempt to know any particular language. If that one attempt fails, the character does not know the language. Magical languages cannot be known using this method.

There is a -1 penalty if the language is not local to the culture, -2 if the language is considered exotic, and -3 if it is an ancient, dead language.

Literacy is a crime in all the City-States, only Templars are able to read and write the languages that they know.

5.4 Medicine

Medicine skill allows healing disease, treating poisoning and curing other maladies. It is literally a life-saver when used to stop character from bleeding out. Successful long term care reduces time required for wounds to heal.

5.5 Searching

Many items and features of interest are hidden from open view. To find these things, characters must search for them. Under normal conditions, searching takes one minute per 10' of area searched.

Note that finding a secret door does not grant understanding of how it works. The Referee may require additional rolls or other actions to be taken before the door can be opened.

5.6 Sleight of Hand

Picking the pockets of an unaware person, hiding a small object from a search, readying a weapon without any observers noticing, swapping out an object on a weight-sensitive plate with a similarly-weighted bag of sand, these are examples of Sleight of Hand.

5.7 Stealth

Stealth allows a character to sneak around or hide. In order to use the Stealth ability, those that the character wishes to hide from or sneak past must not already be aware of the character's presence, and there must be somewhere to hide.

Stealth checks are not opposed. It either works or it doesn't.

5.8 Streetwise

You know your way around the urban jungle. Navigation, knowledge of black markets, who not to cross, how to find someone or something. This is specifically not a "social" skill. You have to do your own lying and convincing.

5.9 Survival

You know your way around the out-of-doors. Possessing survival skills such as navigation, water location, foraging, hunting, tracking, and ability to craft primitive weapons. Knowledge of flora and fauna.

Successful use of survival will produce materials needed for *Armor and Weapon smithing*.

5.10 Tinkering

Tinkering is the art of manipulating small mechanical objects. Often used to open locks or disable small mechanical traps. Other uses of Tinkering (setting traps, for example, or jury-rigging impromptu devices) will be adjudicated by the Referee on a case-by-case basis.

A character gets one attempt to use Tinkering on any particular object.

Note that only mechanical locks where the character has access to the keyhole (or other opening mechanism) are able to be manipulated in this manner. Only traps which have been found, and which have a mechanism accessible to the character, may be disarmed. For example, a tripwire is a trap which a character may attempt to disarm, as is a lock with a poison needle. A pressure plate which, when pressed, collapses the ceiling, would be an example of a trap the character could not disarm, because the mechanism itself is behind the walls/floor/ceiling.

5.11 Trade

The “trades” are several sub-skills each of which is learned separately. Ability in a trade skill covers performing the actual activity as well as “lore” such as identification and appraisal. Armorsmith, weaponsmith, and woodwork are how one repairs damaged gear.

- **Armorsmith:** All types of **non-metal**, non-wood armor, helms, shields.
- **Farming:** Weather, planting, harvesting.
- **Husbandry:** Herding, animal training and “wrangling” domesticated creatures.
- **Merchant:** Hagglng, trade goods, trade routes, who makes what and where.
- **Stonemason:** Buildings and structures. **Not** stone weapons.
- **Weaponsmith:** All types of **non-metal**, non-wood weapons.
- **Woodwork:** Buildings, structures, wood weapons, armors, helms, and shields.

Combat

6.1 Etiquette

6.1.1 Dice Rule

Dice rolls that hit the ground, disrupt the map, or otherwise create a mess all count as natural 1s (or equivalent worst outcome).

6.1.2 Five Second Rule

When your turn comes up in *Initiative* you have a Referee's hand count to five to **state and start** your action. Otherwise your turn is forfeit.

Once started, if you are indecisive, hem and haw, have to look up rules or otherwise annoy the *Referee* for more than 30 seconds, your turn will be considered over.

6.1.3 Go For It Rule

Don't argue rules during combat.

No take backs. Once an action is declared it is resolved or wasted if illegal.

Leeway will be given to newbs and for extenuating circumstances. But, all players should know their characters abilities, powers, spells, modifiers etc. Or, at have looked them up before it is their turn and be ready to answer all Referee's questions such as; bonuses, effects, range, target(s)/area of effect, saves, and effects.

6.2 Reaction

The first step of any encounter is to roll for the other group(s) reaction to the player characters. It may be possible to avoid angering a wild animal or to parlay with Intelligent creatures.

The *Referee* will roll 2d6 for reaction. This roll is modified by *Charisma* and situational modifiers such as tossing hunk of meat to appease hungry predator. Results range from 2 - “*real bad*” to 12 - “*new best friends*”.

6.3 Surprise

If combat starts, participants are caught flat footed and unable to act for a number of segments determined by a roll of their Surprise Die. The base die size is d10. But may vary for example, ambushers might get a d4. Various factors may increase or decrease base size: d12 -> d10 -> d8 -> d6 -> d4.

A helm increases the wearer’s surprise die size by one. A *Wisdom* of 13 or higher reduces surprise die size by one. While an 8 or less *Wisdom* increases it by one. All *Jdar* have a surprise die one size smaller than normal. Any group with at least one *Rogue* or *Hunter* reduces their surprise die size by one.

Surprised combatants are still aware and defending themselves, just not well. They do not receive any bonuses to *AC* from shields or *Dexterity*. In addition they may be *back stabbed*.

6.3.1 Unawares Opponent

A successful *Stealth* skill check is normally required to catch a surprised opponent unawares. Once *Surprise* has worn off it is very difficult to catch someone unawares. But may be possible if, for example, an opponent chases your ally down a dark hallway in which you are hiding.

Attacking an unaware opponent is colloquially referred to as back stabbing. It may actually be a club to the head or jab in the kidney. The target does not receive any *Shield* or *Dexterity* bonuses to their *AC*. The attack roll is made with a +2 bonus and if successful, does twice normal damage. Only *Hunters* can back stab with ranged weapons.

6.4 Initiative

B&B uses the alternative combat sequence method No. 3, “continuous”, from S&W. A character may act the segment their *Surprise* is over. They may then act again every 4 (+ modifiers) segments later. A round is considered to be 6 segments.

| Initiative Modifiers | |
|----------------------|------------------------------------|
| +1 | Hulks |
| +1 | Wearing Light Armor |
| +2 | Wearing Medium Armor |
| +3 | Wearing Heavy Armor |
| +1 | Using Shield |
| +1 | Wearing Helm |
| +# | Weapon(s) speed |
| +6 | Aim (+2 ranged attack) |
| +10 | Reload crossbow |
| +d6 | Cast Spell * |
| +d6 | Manifest Power * |
| +d4 | Retrieve item / Change weapon |
| +d4 | When in doubt it takes d4 segments |
| +4 | At half or less hit points |
| +# | Total Wounds |

* Declare spell/power, 4+d6 segments later it is resolved. During this time the spell is vulnerable to *disruption*. **Instant** spells and powers are resolved immediately, then caster must wait 4+d6 seconds to act again.

6.5 Melee Attacks

Melee attacks are made by rolling d20 and adding character's *MAB* plus any other bonuses or penalties. If the total is equal to or greater than target's *AC* roll for and apply *Damage*.

Rolling a natural 1 always misses and might break your weapon, see *Weapon Breakage*. Rolling a natural 20 might score *Critical Damage*.

6.5.1 Dodging

In place of **any** other action any character may try their best to not get hit. Dodging like this provides a +4 bonus to *AC* which is effective against melee and ranged attacks.

6.5.2 Press and Parry

Fighters, Hunters, Gladiators, and Templars have two additional options when attacking in melee:

Press A fierce style: +2 *MAB* bonus, -2 *AC* penalty.

Parry A defensive style: -2 *MAB* penalty, +2 *AC* bonus.

6.5.3 Flanking

If melee attackers outnumber defenders the attackers may receive a flanking attack bonus. The bonus is equal to "number of attackers" - (1.5 * "number of defenders rounded up"). Examples; 3 on 1 is +1 attack bonus for each of the 3; 4 on 3 would provide no attack bonus. It would require 6 attackers to get +1 bonus against 3 defenders.

Gladiators count as two defenders and Rogues count as two attackers when determining Flanking bonus.

During normal melee this flanking bonus replaces any attacking from rear bonuses. Flanking bonuses do not apply to some situations. E.g. a phalanx of six, two abreast, fighting an ogre in a narrow tunnel will not get any bonus because they aren't actually surrounding the ogre.

6.5.4 Two weapon Fighting

When attacking with two weapons only one attack roll is made. If successful, roll damage for both weapons and use the best roll. The speed of each weapon is added to *Initiative*. For example fighting with a Dagger and Impaler adds 3 to Initiative. On successful attack rolling d4(3) and d6(2) would do 3 points of damage.

6.6 Grappling Attacks

Only *Gladiators* receive *MAB* and Strength bonuses to grappling. All other characters have +0.

Grappling attacks are made by rolling d20 and adding character's grappling bonuses plus any other bonuses or penalties. If the total is equal to or greater than target's *AC* then a "hold" has been achieved. Every turn the attacker may automatically inflict d4 damage, prevent target from speaking, or take any other action the Referee allows.

In subsequent turns, after a successful attack roll, the attacker may also acquire an item the opponent is holding, move/drag the opponent, apply choke hold, or other action Referee allows.

A creature may break free of a hold on their turn with a successful saving throw. The better of their Strength or Dexterity bonus applies.

6.7 Ranged Attacks

Ranged attacks are made by rolling d20 and adding character's *RAB* plus any other bonuses or penalties. If the total is equal to or greater than targets *AC* roll for and apply *Damage*.

Rolling a natural 1 always misses and might break the weapon, see *Weapon Breakage*. Rolling a natural 20 might score *Critical Damage*.

6.7.1 Ranged Attacks into Melee

Targets in melee do not receive any *Shield* or *Dexterity* bonuses to *AC* against ranged attacks.

Melee is far too chaotic to pick out and predictably hit a single target. When firing a missile or throwing a weapon into melee the target is determined randomly and may strike friend or foe. For example; throwing a spear at the three sand spiders mixing it up with your good buddy means you have 25% (or 1 in 4) chance to have attacked your soon to be ex-good buddy. Although, your attack roll still needs to be greater than or equal to target's *AC*.

In addition to the attack bonus, *Aiming* doubles the intended opponent's chance to be the target. If attacker had aimed in above example one spider would have 40% (or 4 in 10) chance to be attacked, the other two spiders and your good buddy would each have 20% (or 2 in 10).

6.7.2 Aiming

Spending a full round (6 segments) lining up the perfect shot provides a +2 bonus to the attack roll. And when *attacking into a melee*, doubles the intended target's chance of being struck.

6.8 Attack Damage

The amount of damage a weapon does is determined by it's materials and size.

Minimum Damage: If penalties reduce a damage result to less than 1 treat it as 1 point of damage.

6.8.1 Critical Damage

Rolling a natural 20 attack roll (melee or ranged) has the chance to inflict critical damage. The target gets a saving throw to avoid the critical only if it is wearing a *Helm* Otherwise double damage is dealt and the defender may suffer *Armor Damage*.

6.8.2 Massive Damage

A character sustaining a single attack that deals more damage than their Constitution score may keel over in pain and shock. They must make a saving throw or be in shock (unable to act or effectively defend themselves) for a number of segments.

| Segments | Damage - Constitution Score |
|----------|-----------------------------|
| 1d6 | 1-5 |
| 2d6 | 6-10 |
| 3d6 | 11+ |

6.9 Damaged During Spell Casting or Power Manifestation

If damaged during spell casting, make saving throw with damage received as penalty or fail to cast spell and suffer spell mishap.

If damaged while manifesting a power, make saving throw with damage received as penalty or fail to manifest power and incur 1 fatigue.

6.10 Injury and Death

6.10.1 Hit Points

Hit points measure how hard you are to injure and kill. At 1/2 hit points you are considered “tired” and have +4 penalty to *Initiative*.

At 0 hit points you are a sitting duck and liable to take a serious wound. If damaged with 0 hit points, first take a wound equal to the damage dealt, and then check if *Dropped*. Exception the first hit to bring a character to 0 hit points does not cause a wound, only a dropped check. It is not possible to have negative hit points.

Can't gain or recover hit points if wounded.

Taking a Breather: At end of combat **unwounded** survivors may rest for 1 turn and recover 1 hit die worth of hit points.

Recuperation: Regain 1 hit die worth of hit points per day of light activity. Only “in town”, can do other stuff.

6.10.2 Wounds

Unlike hit points, wounds represent actual physical damage. Characters die when their total wounds exceed their Constitution Score.

Characters with any wounds take a -2 penalty to *MAB*, *RAB* and all *Skill Checks*. And suffer an *Initiative* penalty equal to their total wounds. This is in addition to the +4 Initiative penalty for being at 1/2 or less hit points. Take a hint, when you're wounded get the heck out of combat.

Each wound is recorded and healed individually. After X days of rest, X equals wound level, a successful *Medicine* check will reduce that wound by 1. Magic heals wounds much faster; pick a wound, if healing amount is equal to or greater than wound it has been healed. Else no healing.

Can't have more than 0 hit points if wounded.

6.10.3 Dropped

The first time their hit points reach 0 and each time they are wounded character's must make a saving throw with penalty equal to their total wounds. Failure means character is "Dropped". That is, unconscious and bleeding out. Won't know if they are truly dead until someone *stabilizes* them.

6.10.4 Stabilize

A dropped character is dying and needs to be stabilized. A successful *Medicine* skill check stabilizes a character (may attempt every round). Any magical healing (successful or not) will also stabilize the character.

Once stabilized, determine if character has survived. Count number of rounds between being dropped and stabilized. Each round increases die size; d1, d2, d4, d6, etc. If die roll + total current wounds > Constitution, character is very truly dead.

Gear

7.1 Money

Each city-state mints its own ceramic piece. Which are designed to break into ceramic bits. Glass beads with a few flecks of silver, gold or other rare material are the smallest “coin”. While silver and gold are more common than “useful” metals such as copper or iron. Coins made of them are still rare and are mostly of ancient manufacture.

100 beads (bd) = 10 ceramic bits (bit) = 1 ceramic piece (cp) = 1/10 silver piece (sp) = 1/100 gold piece (gp)

7.2 Materials

| Materials | Cost | Attack | Damage | Special Properties |
|-----------------|-------|--------|--------|-------------------------------|
| Stone / Flint | x1/2 | -2 | -2 | Inferior Material |
| Bone / Chitin | x1 | -1 | -1 | Inferior Material |
| Ceramic | x1 | -1 | -1 | Inferior Material |
| Wood | x4 | 0/-3 | 0/-3 | Inferior Material (sometimes) |
| Black Obsidian | x5 | 0 | 0 | Inferior Material |
| Blood Obsidian | x200 | 0 | x2 | |
| Bronze / Copper | X100 | 0 | 0 | Bypass Damage Resistance |
| Iron | x400 | +1 | +1 | Bypass Damage Resistance |
| Steel | x2000 | +2 | +2 | Bypass Damage Resistance |
| Dwarven Steel | x5000 | +3 | +3 | Bypass Damage Resistance |
| Drake Hide | x100 | +1 | - | |
| Drake Ivory | x200 | +1 | +1 | Bypass Damage Resistance |
| Crystal, Deep | x40 | 0 | 0 | Psychically active |

7.2.1 Stone & Flint

Readily available, stone (most notably flint) is commonly used in the crafting of weapons. Stone items weigh twice normal. Most stone weapons suffer -2 penalty to attack and damage. But, small piercing weapons such as arrow heads made of flint suffer no penalties. All stone is an inferior material.

7.2.2 Bone & Chitin

The bones and carapaces of many creatures are commonly crafted into deadly weapons, armor and other items. Weapons crafted from bone suffer a -1 attack and damage penalty. Bone is an inferior material.

7.2.3 Ceramic

There are many types ceramic made for different purposes; weapons, armor and other items. Weapons crafted from bone suffer a -1 attack and damage penalty. Ceramic is an inferior material.

7.2.4 Wood, Common

Traditional wood weapons such as club, and bows, and shields can be made from wood without suffering any penalties.

Non-traditional weapons may be constructed from wood, but suffer a -3 penalty on attack and damage, and are treated as being made from an inferior material.

Wood armor, except for shields, is considered to be made from an inferior material.

7.2.5 Black Obsidian

A black, semi-translucent volcanic glass is, despite its fragility, commonly used to construct cutting and piercing weapons. Obsidian is an inferior material.

7.2.6 Blood Obsidian

When volcanoes are created through defiler magic, veins of blood obsidian result. Piercing or slashing weapons made of blood obsidian inflict double damage. Blood obsidian daggers and bleeders are especially sought after for sacrificial use.

7.2.7 Metal

Bronze, Copper, Iron, and Steel.

Like most metals, iron, copper and bronze are rare. A few tradesmen pass down the ancient knowledge of working iron. While small veins of ore are found from time to time most of the metal weapons and armor available for sale have been scavenged from ruins (or their previous owners).

Weapons made of metal bypass the damage resistance possessed by some creatures. Iron and Steel weapons provide bonuses to attack and damage. Metal items are generally not subject to damage and breakage.

7.2.8 Dwarven Steel

Nearly all dwarven steel items are relics from ancient times, scavenged from ruins by treasure hunters. Raw dwarven steel cannot be bought on the market, and weapons and armor constructed from it are considered priceless relics.

Weapons fashioned from dwarven steel bypass the damage resistance possessed by some creatures. Dwarven steel provide +3 bonus to attack and damage or armor class. It is also harder than most other materials. Sometimes breaking other weapons when parried and sundering through armor.

7.2.9 Drake Ivory & Hide

Drakes are deadly, rare, and prized by the Defiler-Tyrants. Items made from their ivory, are of such value that only Defiler-Tyrants may legally own them. Because the items are so rare it is easy for templars to claim any item was stolen from the Defiler-Tyrant and have the seller put to death. Jdar, of course, defy these edicts at every turn, and make a fair profit selling drake materials.

Drake ivory is extraordinarily strong and easy to work compared to bone and can be fashioned into most any bludgeoning or piercing weapon. These weapons have +1 to hit and damage, bypass damage resistance and are able to hit incorporeal creatures and those normally immune to non-magical weapons. Drake hide can be made into superior armor which has +1 to overall armor class. Other parts of a drake are fashioned into other weapons and items. Such as slings from its sinews and intestines.

7.2.10 Crystal, Deep

Deep crystal renowned for its strength and its psychically resonant nature. It is required to construct many psychically active items. Through a special forging process the crystal is crafted into slashing weapons and small piercing weapons such as arrowheads and darts. Deep crystal weapons are able to hit incorporeal creatures and those normally immune to non-magical weapons.

7.3 Helms

Helms protect against *Critical Damage*. When helm wearing character is hit with a critical they are allowed a saving throw. Success means the helm absorbed the critical and only normal damage is dealt. This does not destroy the helm. Although, it may cause *Armor Damage*. The downside to wearing helms is that they limit hearing, vision and awareness. Increasing *Surprise* die size and adding 1 to *Initiative*.

Helms may be scrounged see *Armor Crafting & Repair*. Given suitable materials, time, and a successful use of the *Trade (armorsmith)* skill new helms may be crafted.

7.4 Shields

Shields may be made of bone, wood, chitin and other materials. Regardless of material or size all shields provide a +2 AC bonus. Using two shields makes you look stupid and still only provides total of +2 to AC.

Shields are fairly universal and those recovered after combat may be immediately used. Splintered shields may not be repaired. Given suitable materials, time, and a successful use of the *Trade (armorsmith)* skill new shields may be crafted.

7.5 Piecemeal Armor

Complete matching suits of armor are a rare luxury on the Burnt World Most denizens strap on whatever they can scrounge. Armor is made from the chitin, shells, and hides of various creatures. Often reinforced with ceramic or bone and embellished with blades and spikes of obsidian or horn.

Metal armor is exceedingly rare and impractical in the heat. When available, small pieces of metal are used to reinforce vulnerable spots providing +1 to overall AC.

The amount of protection armor provides is measured in AC. A character may wear from 0 to +6 AC of armor and carry a shield for another +2 AC. While armor protects it also slows you down, penalizing your *Initiative*.

| Armor AC Bonus | Armor Category |
|----------------|----------------|
| +1 or +2 | light |
| +3 or +4 | medium |
| +5 or +6 | heavy |

7.6 Armor Damage

When subject to a critical (even if saved by helm), when hit for 8 or more points of damage, and other situations as determined by *Referee* armor is prone to damage. If wielding a shield, it splinters and is destroyed. Otherwise, if a d8 roll is less than or equal to armor's AC bonus, it has been damaged and has its AC bonus reduced by 1. Armor made from inferior materials takes a -2 penalty to this check. Metal armor does not normally suffer damage.

7.7 Armor Crafting & Repair

Working with non-metal armor requires time, materials and a successful use of the *Trade (armorsmith)* skill. If the skill check is successful, increase the armor's AC by 1 (or create new +1 AC armor). Regardless of success any materials used are consumed.

Sources of materials include:

- scrounged armor (spoils of combat)
- creatures (chitin, hide, sinew, etc.)
- foraging (stone, wood, bones, etc.), requires *Survival* check

It takes 10 minutes to scrounge a piece of armor or helm. Armor will generally provide a bonus to the armorsmith check equal to its AC bonus. Shields may simply be picked up. It takes hours to days to craft armor, helms, or shields from raw materials.

Working with predominantly metal armor such as chainmail or a breastplate requires specialized equipment and skills beyond the capabilities of player characters.

7.8 Weapon Breakage

On a natural 1 attack roll, when dealing 8 or more points of damage, and other situations as determined by *Referee* weapons may break. All missile, thrown and corded weapons automatically break. Others only break after a failed saving throw. Weapons made from inferior materials take a -2 penalty to this check. Metal weapons do not normally break.

Most broken weapons can't be repaired and are worthless. As always use common sense. A snapped bowstring can be replaced. And in desperate times, using the haft of your broken Jawbone Axe as a d4 damage club may be only means of survival.

7.9 Melee Weapon Chart

| Weapon | Cost | Speed | Damage | Notes |
|------------------|------|-------|--------|-----------------------------------|
| Arm Razor | 2 | 1 | d4 | free hand, undroppable |
| Bleeder | 5 | 1 | d4* | see text |
| Cestus | 1 | 1 | d4 | undroppable |
| Dagger | 2 | 1 | d4 | 1h or thrown (3speed, short) |
| Hand claws | 5 | 1 | d4 | undroppable |
| Widow's Sting | 6 | 1 | d4* | see text |
| Tortoise Blade | 10 | 2 | d4 | is a shield and adds +2 AC |
| Axe, Hand | 5 | 1 | d6 | |
| Cestus, Grand | 15 | 2 | d6 | provides +1 AC |
| Club | 2 | 2 | d6 | rarely fragile |
| Forearm Axe | 8 | 1 | d6 | |
| Heart Pick | 10 | 2 | d6 | +2 attack vs heavy armor |
| Hulak | 8 | 1 | d6 | |
| Sodak | 8 | 1 | d6 | |
| Axe, Jawbone | 10 | 2 | d8 | 1h or 2h +1 attack |
| Impaler | 15 | 2 | d8 | |
| Macahuitl | 15 | 2 | d8 | |
| Quabone | 15 | 2 | d8 | |
| Teeth Sword | 15 | 2 | d8 | |
| Jalav | 15 | 3 | d2 | 2h, polearm, mancatcher |
| Macahuitl, Great | 30 | 2 | d8 | 2h +1 attack |
| Maul | 10 | 2 | d8 | 2h +1 attack |
| Pole whip | 20 | 2 | d6 | 2h, ignores shields |
| Quabone, Great | 30 | 2 | d8 | 2h +1 attack |
| Swatter | 30 | 2 | d10 | 2h +1 attack, hulk only |
| Tepoztopilli | 30 | 2 | d8 | 2h +1 attack, polearm |
| Dragon's Paw | 30 | 2 | d6 | 2w or 2h & +1 AC |
| Lutolis | 30 | 2 | d8 | 2w |
| Singing Sticks | 10 | 1 | d6 | 2w |
| Spear | 10 | 2 | d6 | 2w or 2h & +1 attack & polearm |
| Dolak | 10 | 3 | d6 | corded, trip |
| Cadolak | 20 | 3 | d6 | corded, 2w or 2h & trip |
| Crusher | 10 | 3 | d8 | corded, 2h +1 attack |
| Mekillot | 5 | 3 | d6 | corded, entangle, ignores shields |
| Garrote | 1 | * | * | see text |

Continued on next page

Table 7.1 – continued from previous page

| Weapon | Cost | Speed | Damage | Notes |
|--------|------|-------|--------|---|
| Net | 5 | 3 | d4 | 1h & entangle or thrown (3speed, short, entangle) |
| Whip | 10 | 3 | d6 | ignores shields |

- *2h* Takes two hands to to wield
- *2w* Double ended weapons take two hands and count as fighting with two weapons, roll damage twice taking best result.
- *corded* weapons require skill and space to wield and suffer -2 attack penalty indoors, in cramped conditions, or by someone with 8 or less dexterity. Always fail break checks. hit 18 and inflict 2+ slash damage to cut cord
- *polearm* allows attacking from 2nd rank
- *trip* forfeit damage, target must save or be prone
- *entangle* forfeit damage, target must save or be entangled.

7.10 Ranged Weapon Chart

| Weapon | Cost | Speed | Damage | Range | Notes |
|-----------------|------|-------|--------|-------|--------------------------------|
| Blowgun | 4 | 3 | 1 | short | 2h |
| Bow, Bone | 30 | 3 | d6 | med | 2h |
| Bow, Wood | 120 | 3 | d6 | long | 2h |
| Crossbow | 150 | 2 | d6 | med | 2h, +2 attack, 3x(best) damage |
| Dart | 1 | 2 | d4 | short | |
| Javelin | 2 | 2 | d6 | med | |
| Javelin, Atlatl | 4 | 3 | d8 | long | 2h |
| Lota | 2 | 2 | d4 | short | |
| Lota, Daja | 6 | 3 | d6 | med | |
| Sling | 2 | 3 | d6 | long | |
| Zerka | 5 | 3 | d6* | short | see text |

2h Takes two hands to to wield

7.11 Small Weapons

7.11.1 Arm Razor

Shards of obsidian or bone fastened to a strip of leather or other binding material and lashed onto the forearm. Leaves hand free.

7.11.2 Bleeder

Made from various materials.

Sharpened, pointed, hollow tube used to quickly dispatch incapacitated creatures by piercing a major artery and bleeding them out. Often as part of sacrifice. A specialized weapon virtually impossible to use as intended in combat. As a backstab weapon, it would suffer -2 to hit penalty in place of normal bonus and inflict d4 wounds per round until save is made.

7.11.3 Cestus

Bone, hard leather, other nastiness that makes punches hurt.

7.11.4 Dagger

Bone Obsidian

7.11.5 Hand claws

Claws of bone or obsidian strapped to hand. Undroppable and cooler looking than dagger.

7.11.6 Widow's Sting

On a successful hit, you may trigger hidden prongs in hilt which do an additional 1d4 points of damage. Before weapon is usable again it takes 10 segments to reset prongs.

7.12 Swords

7.12.1 Impaler

Two blades mounted perpendicular to four foot shaft in shape of T

7.12.2 Macahuitl

Sword, haft of wood with embedded obsidian or chitin or bone.

7.12.3 Macahuitl, Great

Big two-handed sword, haft of wood with embedded obsidian or chitin or bone.

7.12.4 Slodak

Short sword made of special very hard wood.

7.12.5 Teeth Sword

Large teeth bound between two strips of bone/wood.

7.12.6 Tortoise Blade

Dagger mounted to a buckler.

7.13 Axes & Clubs

7.13.1 Axe, Jawbone

Jawbone Axe Sharpened jawbone of a large creature on 4-6 foot wood or bone shaft. -1 atk/dmg, inferior material.

7.13.2 Axe, Hand

Chopper Flint hatchet lashed to 2 foot wood shaft. -2 atk/dmg, inferior material.

Black Cleaver Obsidian “blade” embedded in 2 foot wood or bone shaft. Inferior material.

7.13.3 Cestus, Grand

Gladiator gauntlet of chitin or bone plating on hand and forearm, protruding spikes from knuckles, blade along thumb, large spike at elbow.

7.13.4 Forearm Axe

Gauntlet with attached axe.

7.13.5 HeartPick

Half with serrated pick one side, flat hammer other.

7.13.6 Hulak

Two-foot long shaft with 4 serrated bones tied onto it like grappling hook.

7.13.7 Maul

Large sledgehammer.

7.13.8 Quabone

Four jawbones mounted on half.

7.13.9 Singing Sticks

Par of matched, polished clubs. Often with holes that “sing” as they are whipped through the air.

7.13.10 Swatter

This huge spiked club weighted with stone can only be wielded by hulks using both hands

7.14 Spears & Pole Weapons

7.14.1 Spear

double-tipped

7.14.2 Dragon's Paw

Double weapon, curved blades, basket guards for hands.

7.14.3 Jalav

Polearm, mancatcher

7.14.4 Lutolis

Polearm, two barbed crescent blades adorn both ends

7.14.5 Pole whip

2h, 3 ft pole with 4-5 foot length flexible bit of insect hive embeded with teeth, claws, obsidian shards

7.14.6 Trikal

Polearm, Three blades preject radially from business end shaft has serrated edges, tale end weighted

7.14.7 Tepoztopilli

Pole arm version of Macahuitl

7.15 Cord Weapons

All corded weapons require space and coordination to wield. They suffer -2 attack penalty indoors, in cramped conditions, or when wielded by someone with 8 or less dexterity. They always fail break checks. The cord may be targeted, AC 18 and 2+ slash damage to cut.

7.15.1 Dolak

A Hulak on end of long cord.

7.15.2 Cadulak

Two Hulaks connected by long cord.

7.15.3 Mekillot Sap

Sand filled leather sap on end of long rope.

7.15.4 Crusher

Heavy weight attached to end of short, strong rope.

7.16 Special Weapons

7.16.1 Garrote

Only works on unawares targets wearing no armor. Automatically starts grappling choke on successful attack.

7.16.2 Net

7.16.3 Whip

Shards of chitin and bone braided into giant's hair or sinew of wasteland beasts.

7.17 Ranged Weapons

7.17.1 Dart

7.17.2 Sling

If wielder has 13+ Strength roll damage twice and use higher result.

7.17.3 Blowgun

Needles, blowgun (20) 1 Cp — — — — —

7.17.4 Atlatl

Used to propel javelins with great force If wielder has 13+ Strength roll damage twice and use higher result.

7.17.5 Crossbow

+2 hit, 3x(best damage)

7.17.6 Lota

Hollow spheres with small holes "sing" often embedded with obsidian or ceramic.

7.17.7 Daja

Thick leather glove used to throw Lota with great force. If wielder has 13+ Strength roll damage twice and use higher result.

7.17.8 Zerka

Barbed javelin. Target must save or zerka is embedded and they move half speed. May pull out for another d4 damage. If wielder has 13+ Strength roll damage twice and use higher result.

Preserver Spells

8.1 Ashen Embrace Faction

1st **Earth's Balm:** Pack sand, earth or ash into wound to heal d6+1. Caked over body, provides new save vs poison at +4.

1st **Shining Sands:** Affected sand or rock surface reflects light, blinding foes.

2nd **Elemental Protection:** One target/level takes 1/2 damage from energy attacks.

2nd **Mountain's Brawn:** Target gains 2d4 points of Strength (19 max).

3rd **Caked in Dust:** Opponents act and move at half speed.

3rd **Elemental Skin:** Caster's skin takes on elemental characteristics, granting +2 AC and immunity to energy damage.

4th **Commune with Spirits:** The local spirit of air, earth, fire or water truthfully answers three questions within their purview.

4th **Sand Pit:** Caster may raise, lower, and shift sand, silt, soil and other loose earthen materials.

5th **Elemental Strike:** Smite foe with column of element for 1d6/two levels damage.

5th **Wall of Stone:** Basalt columns erupt from earth, creating a permanent wall of stone.

6th **Awaken Elemental Spirit:** A powerful elemental being arrives to aid caster.

6th **Mold Stone:** Shape and sculpt large quantity of natural stone, rock and/or earth.

8.2 Burning Sun Faction

1st **Purging Flame:** Apply flame to wound to heal d6+1. Holding flame under victim's feet provides new save vs compulsion or possession at +4.

1st **Watch Fire:** See and hear through camp and other fires within a few miles.

2nd **Elemental Protection:** One target/level takes 1/2 damage from energy attacks.

2nd **Fire Seeds:** Conjures small, red Janji berries. Which explode for d6 fire damage in 5' radius.

3rd **Elemental Skin:** Caster's skin takes on elemental characteristics, granting +2 AC and immunity to energy damage.

3rd **Heat Lash:** Conjures flaming whip that strikes for 1d4+1 damage, causes heat stroke, and can set objects aflame.

4th **Commune with Spirits:** The local spirit of air, earth, fire or water truthfully answers three questions within their purview.

4th **Wall of Fire:** Conjures sheets of smoking flame which block sight and inflict fire damage to all who approach.

5th **Elemental Strike:** Smite foe with column of element for 1d6/two levels damage.

5th **Sun Flare:** It blinds, it burns, it sets shit on fire and is otherwise unpleasant for all within the area.

6th **Awaken Elemental Spirit:** A powerful elemental being arrives to aid caster.

6th **Blazing Fury:** Caster transforms into elemental flames and burninates.

8.3 Ill Wind Faction

1st **Feather Fall:** Objects or creatures are as light as a feather falling slowly and possibly wafted on a strong wind. This spell is may be cast in but an instant.

1st **Soothing Zephyr:** Expose wound to breeze to heal d6+1. Alternatively, the breeze can provide a new save vs fear at +4.

2nd **Cooling Canopy:** Conjures clouds or similar shelter from sun and wind.

2nd **Elemental Protection:** One target/level takes 1/2 damage from energy attacks.

3rd **Elemental Skin:** Caster's skin takes on elemental characteristics, granting +2 AC and immunity to energy damage.

3rd **Soaring Spirit:** Caster may fly for 10min/level.

4th **Commune with Spirits:** The local spirit of air, earth, fire or water truthfully answers three questions within their purview.

4th **Haze of Confusion:** Affected creatures act randomly.

5th **Elemental Strike:** Smite foe with column of element for 1d6/two levels damage.

5th **Hands of the Wind:** The caster may cause the slightest breeze to lift and move objects and creatures weighing up to 100lbs/level.

6th **Awaken Elemental Spirit:** A powerful elemental being arrives to aid caster.

6th **Control Winds:** Within 240 feet the winds are under caster's control from completely still to tornado-like tumult of unbelievable ferocity.

8.4 Living Waters Faction

1st **Cleansing Waters:** Pour water over wound to heal d6+1. Drinking water provides new save vs disease at +4.

1st **Surface Walk:** Caster and friends may tread on unstable surfaces (silt, water, gravel) as if solid.

2nd **Elemental Protection:** One target/level takes 1/2 damage from energy attacks.

2nd **Mirage:** Opponents see d4 mirages of the caster and are as likely to target one of them as the caster.

3rd **Elemental Skin:** Caster's skin takes on elemental characteristics, granting +2 AC and immunity to energy damage.

3rd **Transparency:** Target becomes invisible to sight even darkvision. Any hostile action dispels the illusion.

4th **Commune with Spirits:** The local spirit of air, earth, fire or water truthfully answers three questions within their purview.

4th **Freezing Bulwark:** Conjures a barrier of freezing cold that blocks sight and inflicts cold damage to all who approach.

5th **Dripping Dissolution:** Water wells up and rapidly turns a large volume of stone, rock and the like into mud.

5th **Elemental Strike:** Smite foe with column of element for 1d6/two levels damage.

6th **Awaken Elemental Spirit:** A powerful elemental being arrives to aid caster.

6th **Control Tides:** Raises, lowers, or parts bodies of water or silt.

8.5 1st Level

0. **Pact of Water:** Seals a pledge between willing creatures. All parties will know if pact is broken. All preservers automatically learn Pact of Water.
1. **Curse of the Black Sands:** Target leaves black, oily footprints for several hours.
2. **Detect Magic:** Caster perceives all magical effects, spells, items and creatures within 60 feet.
3. **Divine Weather:** Foresee weather conditions for next several days.
4. **Fire Trap:** Target object deals 1d4+1/level damage when opened.
5. **Locate Animals:** Divines direction and distance to nearest living specimen of the named animal.
6. **Protection from Evil:** Caster and all within 10 feet gain +1 AC and +1 Saves vs “evil” for a couple hours.
7. **Purify Food and Drink:** Yummy!
8. **Spirit Glimmer:** Targeted objects and creatures emit a slight glow. Revealing their true shapes, exposing spiritual natures, making them easy to see and to hit in the dark.
9. **Stonelight:** Small stone casts bright light in 60-ft. radius for several hours.
10. **Spirit Stones:** Nature spirits imbue three stones with +1 *RAB* and 1d6+1 damage.

8.6 2nd Level

1. **Ash Cloud:** Dust billows outward from target point, obscuring normal and dark vision.
2. **Bless:** One target not already in combat receives +1 to their attack rolls.
3. **Detect Traps:** Perceive both magical and non-magical traps.
4. **Gecko Grip:** Enables target to walk on walls and ceilings.
5. **Locate Plants:** Divines direction and distance to nearest living specimen of named plant.
6. **Sandstone:** Caster’s touch aggregates sand, silt, and other loose materials into stable sandstone.
7. **Seizing Sands:** Targeted humanoids or animals are mentally paralyzed. Caster may select 1 target (saves at -2) or up to d4+1 targets (normal save).
8. **Silence:** Suppresses all sound from 15’ radius around target.
9. **Silica Dust:** Conjures a handful of sparkling dust which will temporarily blind creatures and outline invisible or hidden objects and creatures. *Instant.*
10. **Speak with Animal Spirits:** Converse with animals. Spirits are normally amiable to questioning and discourse. Services or aid may be bargained for.

8.7 3rd Level

1. **Disrupt Magic:** Dispels magical spells and effects including magical blindness or deafness, but not curses. Can be used to destroy defiler magic items.
2. **Earth’s Blood:** Fountain of flammable oil gushes from the ground.
3. **Eye of the Storm:** 30 ft. radius around caster is protected from wind and other storm effects.
4. **Locate Water:** Divines the direction and distance to nearest source of drinkable water.

5. **Prayer:** Prayer will remove a curse, cure disease, or neutralize poison. Alternatively nearby enemies suffer a -2 penalty to saves.
6. **Speak with Plant Spirits:** Converse with vegetation and fungi. Spirits are normally amiable to questioning and discourse. It is also possible to bargain for metaphysical transportation from one plant to another.
7. **Spike Stones:** Creatures in area take 1d8 damage and may be slowed.
8. **Worm's Breath:** Caster and friends can breathe toxic gases, water, and in sand, silt or earth.

8.8 4th Level

1. **Black Tentacles:** 1d4 +1/level oily tentacles erupt from ground and grapple everything in area.
2. **Commune with Dead:** Ask three questions of a corpse, bones, or similar remains.
3. **Conjure Animals:** Conjures normal animals that obey caster's verbal commands.
4. **Cure Serious Wounds:** A more powerful version of 1st level Faction cure. Heals a 2d6+2 wound or automatically cures affliction.
5. **Storm Travel:** Transports willing creatures via a storm or other turbulent weather.
6. **Sunstroke:** Ray of searing sunlight burns target and induces sunstroke.

8.9 5th Level

1. **Call Lightning:** When a storm is present or imminent caster may summon bolts of lightning which inflict 8d6 damage.
2. **Insect Plague:** A large horde of stinging, biting insects swarms the area limiting vision, inflicting damage, and causing weak creatures to flee.
3. **Rebuke:** Forces non-native creatures back to their plane of origin. May force any creature to perform a quest or task on behalf of caster's faction.
4. **Sweet Water:** Enhances water with life-preserving properties.

8.10 6th Level

1. **Blade Barrier:** Conjures whirling, spiritual, blades forming a circular barrier that inflicts massive damage to anything passing through.
2. **Find the Path:** Know the fastest way out of or through an area.
3. **Master Weather:** For several miles the weather is under the complete control of the caster. It may take hours to transform clear sky into thunderous storm.
4. **Word of Recall:** Caster and friends are instantly transported to a previously prepared sanctuary. *Instant.*

Psychic Sorcery

9.1 Latent Psychics

Many people have psychic potential. While *Psychic Sorcerers* spend years honing their psychic abilities. Other characters may spontaneously awaken a latent power. Every level (including 1st) roll 2d6 plus Intelligence, Charisma, and Wisdom modifiers and 1/2 character level. On an 11 or higher roll for random power. *Hulks* automatically gain a random power at 1st level instead of rolling.

The player may select the level of the power gained. But they must have at least one power of each lower level and can only know powers with a level less than or equal to 1/2 their character level rounded up. Example; if you want a 3rd level power you must have at least one 1st and one 2nd level power and be 5th level or higher.

If a character already has the power randomly rolled, they get their choice of power.

9.2 Manifesting Powers

To manifest a power must roll 2d6 + modifiers ≥ 11 . If you roll snake eyes make a saving throw or take power's level as a wound. If modified roll is less than 14, gain 1 Fatigue. After roll, may sacrifice hit points 1 for 1 to increase roll and force successful manifestation. Sacrificing HP always gains 1 fatigue

Psychic fatigue only affects manifesting powers and is eliminated after a comfortable night's rest.

| Character | Power Level | | | | | | Other Modifiers |
|-----------|-------------|----|----|----|----|----|---------------------------|
| Level | 1 | 2 | 3 | 4 | 5 | 6 | |
| 1st | 0 | | | | | | +3 Psychic Sorcerers |
| 2nd | +1 | | | | | | +/- Intelligence Modifier |
| 3rd | +2 | 0 | | | | | +/- Wisdom Modifier |
| 4th | +3 | +1 | | | | | +/- Charisma Modifier |
| 5th | +4 | +2 | 0 | | | | - Accumulated Fatigue |
| 6th | +5 | +3 | +1 | | | | |
| 7th | +6 | +4 | +2 | 0 | | | |
| 8th | +7 | +5 | +3 | +1 | | | |
| 9th | +8 | +6 | +4 | +2 | 0 | | |
| 10th | +9 | +7 | +5 | +3 | +1 | | |
| 11th | +9 | +8 | +6 | +4 | +2 | 0 | |
| 12th | +9 | +9 | +7 | +5 | +3 | +1 | |

Psychic Powers

Unless otherwise noted; Powers target the manifester, have a range of sight, and allow the target a saving throw to resist or mitigate effects.

All powers' targeting manifester are "instant" and are resolved immediately, see .

10.1 Level One

1. **After Images:** Briefly and subtly confuse the target's senses. Used to distract, break concentration, etc. *Instant.*
2. **Body Equilibrium:** Adjust body density limiting damage from falling and allowing safe travel over water, silt, etc. *Instant.*
3. **Detect Psychic Activity:** Manifester perceives all psychic effects, powers, items and creatures within 60 feet.
4. **Dowsing:** Presence and relative quantity of water, if any within 100 feet/level.
5. **Empathy:** Perceive and subtly manipulate emotional state of target creature.
6. **Mind over Body:** Suppress need for water, food, sleep for 1 day/level.
7. **Mind Thrust:** d6 damage per two levels to one target. Save negates. *Instant.*
8. **Precognition:** Act as if you rolled 1 for *Surprise* or re-roll failed "reflex" save or gain +4 AC vs one attack. Can be manifested out of turn in response to "threat". *Instant.*
9. **Psychokinetic Push:** Shove anything within sight with force equal to Intelligence + 1/2 level "strength".
10. **Psychometry:** Sense powerful psychic "imprints" (such as death) in an item or area.
11. **Sensory Enhancement:** Gain exceptional senses for 10min/level.
12. **Sensual Obscurement:** Distort target's senses for 10min/level. Sight is blurry, hearing poor.

10.2 Level Two

1. **Alter Self:** Cause 1 target/level to perceive you as anyone or thing of approximately the same height and shape. *Instant.*
2. **Cellular Adjustment:** Heal a single wound equal to or less than your level. Self only.
3. **Domination:** Overt and complete control over target's physical actions for 1 round/level.
4. **Empty Mind:** Foils all attempts at detection and thought-reading for 1 hour/level, ends if psychic power used. *Instant.*
5. **Hypnosis:** Cause one or more sentient creatures that comprehend your language to follow a suggestion.
6. **Inertial Armor:** Increase your Armor Class by 4 and you are immune to normal projectiles. *Instant.*
7. **Levitation:** Rise or lower self 10 feet per round for 1 round/level.

8. **Occlusion:** Remove yourself from the sensory perceptions of other creatures. You are effectively invisible, odorless and silent for 1 round/level. Overt action ends effect. *Instant.*
9. **Psychic Blast:** Target is stunned and unable to act for d4 rounds. If saved, is -2 to all actions for same duration. *Instant.*
10. **Sense Life:** Perceive location and “strength” of life within 100 feet/level. Can fight blind, never caught un-awares. 10 min/level.
11. **Suspended Animation:** Enter death like state for up to 2 days/level. Death by poison, disease, bleeding out is postponed. Food, water, and air are not required during suspension and Healing is at double rate. When *Dropped* may attempt to subconsciously manifest this power once. *Instant.*
12. **Thought Reading:** “Hear” the active thoughts of others.

10.3 Level Three

1. **Aura Alteration:** Return target’s psychic aura to correct state. Removing a curse, charm, domination, feeble-mind or similar effect.
2. **Body Control:** Withstand pain and environmental extremes, cold, heat, etc. *Instant.*
3. **Clairvoyance:** See from any spot, even through barriers, within 100 feet/level for 1 round/level.
4. **Emotional Aura:** As *Empathy* but affects all targets within large area.
5. **Enervation:** Slows target and reduces their Strength, Dexterity, and Constitution by 1 point per 2 levels.
6. **Hallucination:** For 1 round/level target perceives whatever psychic wishes. *Instant.*
7. **Molecular Agitation:** Causes small amount of material to rapidly heat up to extremely high temperature. No save. Heating lasts 1 round/level.
8. **Neural Erasure:** Remove a memory from target’s mind.
9. **Spatial Warp:** Warp space between current location and another spot within sight. Manifester briefly exists in both spaces before arriving at the chosen spot. *Instant.*
10. **Telekinesis:** Lift, move, manipulate at a distance with “strength” equal to Intelligence + 1/2 level. *Instant.*

10.4 Level Four

1. **Fear:** Trigger primordial fears of all creatures in cone 240 feet long and 120 feet wide.
2. **Greater Domination:** as *Domination* but affecting all targets within sight or 1 target for 1 hour/level.
3. **Mind Bar:** Blocks all mind-altering effects (charms, illusions, many powers) for 10 min/level. *Instant.*
4. **Mnemonic Illusion:** Alter target’s memory to implant or alter one event.
5. **Sever Mind:** Target’s sentient reasoning is isolated within brain. Body is left with barest of animal instincts.
6. **Telepathy:** Perfect and rapid mental communication for 1 round/level with one target.

10.5 Level Five

1. **Alteration:** Physically change body size, form and composition to nearly any other, garments and equipment are altered to conform to new body shape assumed. *Instant.*

2. **Energy Control:** Immunity to all “energy” damage. With a successful save you may redirect energy to one target. Can be manifested out of turn in response to an attack. *Instant.*
3. **Hive Mind:** Perfect and rapid mental communication with all previously “attuned” targets.
4. **Mental Projection:** Consciousness is freed from the body and can roam about the world at will for 1 round/level. Intangible, invisible, moves at speed of thought.
5. **Teleport:** Instantly transport to any known location without error. *Instant.*
6. **Shockwave:** Concussive wave emanates from you dealing d6/level damage and knocking creatures prone. *Instant.*

10.6 Level Six

1. **Heart Stop:** Suppress target’s autonomic function causing death.
2. **Greater Hallucination:** As *Hallucination* for all targets in sight or 1 target for 1 hour/level.
3. **Molecular Disintegration:** Single target is vaporized. *Instant.*
4. **Molecular Rearrangement:** Alter properties of material.
5. **Omnipresence:** Perceive everything (see, hear, smell, thoughts, magic, powers, radiation, etc) within 100 feet. *Instant.*
6. **Telepathic Projection:** Transfer your consciousness into another body. Body’s existing consciousness is suppressed.

Defiler Magic

The Burnt World was once, long, long ago vibrantly green. Full of diverse and gentle living things. Before wizards learned how to harness this life essence into what is now called defiler magic. Wizards being greedy, selfish and vain exploited this resource until they sucked nearly all life out of the planet.

The people rose up against these defiler wizards. Forming fledging cults that eventually grew into the preserver priesthood of today. The wizards, bloated with stolen power swatted away the people and their priests like so many ineffectual pests. The people persevered and preserved what they could while enduring the tyranny of wizards.

Over millennia, the once verdant paradise was transformed into the burnt wasteland we live in. The defilers had sapped and squandered the very power they had craved. Never again will anyone come close to the power that the wizards of old wielded. The life essence to fuel that level of magic no longer exists.

The few arch-defilers surviving the last mage wars agreed (out of fear of mutual self-destruction) to, finally, limit their planet killing wizardry. We know these arch-defilers as the tyrants who rule the Seven Cities. They all scheme, plot, and search for some advantage or source of power that will provide the means to subjugate or destroy their fellow tyrants. Meanwhile, they've tasked their Templars with hunting down and eliminating rogue defilers. They have also allowed the preservers to flourish and continue with their hopeless task of restoring the planet.

11.1 Defiling

Defiler magic is easy and seductive. Anyone can tap into its raw power. And those with training can mold it into powerful *Defiler-Spells*.

At the start of the game session the *Referee* will place a number of disks on the table. One side represents “Preserver”, the other “Defiler”. At any time a player may flip over a disk showing its Preserver side. At any time the Referee may flip over a disk showing its Defiler side. Doing so gains the flipper one of the following benefits.

- act immediately (rather than wait for surprise or initiative).
- automatically succeed with a skill check.
- re-roll any one die (of yours), **one die**, not dice roll.
- roll d30 in place of any single dice roll (of yours), in place of **all dice**.
- power a *Defiler Spell Casting*, gaining d4 sacrificed “wounds”.
- regain d8+level hit points (can't exceed maximum).
- heal any one wound or affliction (disease, poison, paralization, blindness etc.)

The number of disks and initial side are based on what primary characters are playing.

| Character | # of disks | Defiler | Preserver |
|-----------|------------|---------|-----------|
| Templar | 2 | 1-5 | 6 |
| Preserver | 2 | 1 | 2-6 |
| Others | 1 | 1-3 | 4-6 |

11.2 Defiler Spell Casting

To cast Defiler Spells you must have a patron channel them to you (such as *Templar's* Defiler-Tyrant), or **sacrifice 1 + twice the spell level in wounds**. This wound doesn't require a *save vs being dropped*. It also can not be healed faster with magic. These wounds don't have to be yours. And why should they be? You are the one with the skill and talent. The plebeians should thank you for the opportunity to power your greatness with their ritualized death. *"Hey torchbearer. Could you come back here for a minute..."*.

Creatures, humanoids and especially magical beasts may be sacrificed to power Defiler Spells. This is a highly evil and worse, illegal act. Liable to bring the attention of the Templars. Unless, of course, you are a Templar. Then, I'm sure you did it for the betterment of your Defiler-Tyrant, right?

Sacrifice is all or nothing, no mixing. You must take all the wounds yourself. Or, get them from near simultaneous sacrifices. No saving or storing sacrificial "energy" for use later. Powerful defilers, such as Tyrants, can just suck the life out of anything near them. Others need to use a more hands on approach and perform ritual execution.

11.3 Learning Defiler Spells

Everyone has the potential to cast any defiler spell which is 1/2 their level or less (round up). For example a 3rd level character could learn to cast 1st and 2nd level Defiler spells. The chance to learn a spell is based on *Intelligence*.

Potential does not make it easy. To even attempt to learn a defiler spell the character must have the written formulae and ability to read it. Both are exceedingly rare in the burnt world.

Templars (and others who receive channeled defiler spells) may attempt to comprehend a spell as they cast it. They roll a d20, on a 20 they may then roll d6 (*Intelligence*) to see if they can know that spell. This is not without hazard. If a 1 is rolled on d20 the spell fails and possibly other bad things happen.

11.4 Defiler Spells

11.4.1 Level 1

1. **Darkest Night:** Inky blackness blocks all but caster's vision (including darkvision) in 15 foot radius for next hour.
2. **Detect Invisibility:** I can see you! Lasts one hour.
3. **Detect Magic:** Caster perceives magical effects, spells, items and creatures within 60 feet.
4. **Enslave:** A human sized or smaller biped becomes the unwilling, if temporary, slave of the caster.
5. **Heart Seeker:** 1 missile per 2 levels unerringly strike their targets for 1d4+1 points of damage each. Casting time is 1 segment per missile. *Instant.*
6. **Mass Coma:** Places a number of creatures into a deep, deathlike sleep lasting d4 hours.
7. **Protection from Evil:** Caster and all within 10 feet gain +1 AC and +1 Saves vs "evil" for an hour.
8. **Pyrotechnics:** Produce fireworks, billowing smoke, and other effects from fire source.
9. **Read Languages:** Makes plain to the caster all written words in one document, inscription or the like.
10. **Seal Portal:** Door, box or the like is magically held shut for 2d6*10 minutes.
11. **Shield:** Caster has +6AC vs ranged and +4AC vs melee attacks for 10min/level.
12. **Sunlight:** Conjures 60-ft. radius of mobile, bright light for 1 hour.

11.4.2 Level 2

1. **Drake's Eye:** Caster may see clearly in complete darkness, through smoke, etc. for a day.
2. **Knock:** Opens all doors and portals within 60 feet.
3. **Locate Object:** For a few minutes know the exact direction to described object.
4. **Magic Face:** Specify event that will trigger a magical face to appear. Caster may see, hear and speak through the face.
5. **Mirage:** Conjures d4 mirages of the caster that are as likely to be targeted as the caster.
6. **Phantasmal Force:** Creates an illusion that seems realistic to all who view it.
7. **Seizing Sands:** Targeted humanoids or animals are mentally paralyzed. Caster may select 1 target (saves at -2) or up to d4+1 targets (normal save).
8. **Strength:** Target gains 2d4 points of Strength (19 max).
9. **Tar Trap:** Sticky tar soaked strands criss-cross 20 ft by 20 ft area.
10. **Transparency:** Target becomes invisible to sight, even darkvision. Any hostile action dispels the illusion.
11. **Wizard Lock:** Permanent *Seal Portal*.
12. **Worm's Breath:** Caster and friends can breathe toxic gases, water, and in sand, silt or earth.

11.4.3 Level 3

1. **Breach Solitude** : Caster is aware of all sentient creatures within 60' and may concentrate on a single subject to read it's thoughts.
2. **Caked in Dust**: Opponents act and move at half speed.
3. **Curse Water**: Water in one pool, well, or set of waterskins turns to dust when it is drunk.
4. **Dispel Magic**: Ends magical spells and effects.
5. **Enslave Monster**: As *Enslave* but works on any creature.
6. **Fireball**: Large sphere of burnination, 1d6/level damage.
7. **Fly**: Fast and far for 10/min level.
8. **Haste**: Caster and friends move and attack at double speed.
9. **Protection from Normal Missiles**: Caster is immune to non-magical missiles for next two hours.
10. **Scrying**: Hear and see from any known location or any spot within 60 feet, even through barriers.
11. **Storm's Wrath**: Lighting bolt! d6/level damage 10x60 feet.
12. **Summoning**: Summons "monsters" who attack the caster's enemies.

11.4.4 Level 4

1. **Alter Self**: An illusion makes caster appear as anything he can imagine.
2. **Dimension Door**: Teleport up to 360 feet. *Instant*.
3. **Fear**: All within cone 240 feet long, 120 feet wide flee for their lives.
4. **Freezing Bulwark**: Conjures a barrier of freezing cold that blocks sight and inflicts cold damage to all who approach.
5. **Haze of Confusion**: Affected creatures act randomly for a couple of hours.
6. **Ill Growth**: Plants in 300 square foot area grow thorns and bloated flowers dripping caustic nectar and generally render area unhealthy and impassible.
7. **Magma Tunnel**: Create passage through any wall, door or other obstruction.
8. **Sand Storm**: Wind whipped sand flenses flesh for 3d10 damage and causes panic in weak creatures.
9. **Seize Monsters**: As *Seizing Sands* but all types of creatures may be held.
10. **Shallow Grave**: Buries target up to it's neck.
11. **Wall of Fire**: Conjures sheets of smoking flame which block sight and inflict fire damage to all who approach.
12. **Wizard Eye**: Conjure invisible eye that flies 120 feet round, lasts 1 hour.

11.4.5 Level 5

1. **Animate Bones:** Bones reassemble and obey caster's verbal commands.
2. **Conjure Spirit:** Summons angry and barely controlled Elemental Spirit.
3. **Death Cloud:** Deadly green gas erupts from ground and rapidly fills area.
4. **Dripping Dissolution:** Seeping water rapidly turns a large volume of stone, rock and the like into mud.
5. **Feeblemind:** Target saves at -4 or becomes mental vegetable.
6. **Flaming Chariot:** Conjures flying, burning chariot.
7. **Hands of the Master:** The caster may lift and move objects and creatures weighing up to 100lbs/level by telekinesis.
8. **Ix Skin:** Target's skin hardens, granting armor bonus and damage reduction.
9. **Polymorph:** Transmute living target into another type of creature. Their minds and body may not survive the transformation.
10. **Steal Body:** Caster's conscious moves into and takes control over another's body.
11. **Teleport:** A swirl of dust and sand envelopes caster and transports them to any visualized location. *Instant.*
12. **Wall of Stone:** Basalt columns erupt from earth, creating a permanent wall of stone.

11.4.6 Level 6

1. **Anti-Magic Shell:** Conjures spherical sphere that blocks all magic.
2. **Control Tides:** Raises, lowers, or parts bodies of water or silt.
3. **Control Weather:** For several miles the weather is under the complete control of the caster. It may take hours to transform clear sky into thunderous storm.
4. **Disintegrate:** Beam vaporises target or large amount of inanimate material. *Instant.*
5. **Geas:** Target is compelled to perform task.
6. **Incendiary Cloud:** The very air catches fire and deals 4d6 damage/round.
7. **Invisible Stalker:** Invisible assassin stalks and slays named target.
8. **Mind Blank:** Foils mental detection, reading, control and psychic attacks.
9. **Petrify:** Turn living creature into stone.
10. **Sand Pit:** Caster can raise, lower, shift and otherwise manipulate sand, silt, soil and other loose earthen materials.
11. **Swarm of Anguish:** Summons swarm of agony beetles.
12. **Whirlpool of Doom:** You stir the ground into a frenetic whirlpool.

Appendix I Glossary of Terms

Ability Score Each creature has six ability scores: *Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom*, and *Charisma*. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

AC Armor Class: All creatures in the game have an Armor Class. This score represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Cha *Charisma* measures a character's personality, personal magnetism, ability to lead, and appearance.

Character Level The total level of the character, which is the sum of all *Class Levels* held by that character.

Class *Classes* represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as casting spells or changing shape. As a creature gains levels in a given class, it gains new, more powerful abilities.

Class Level The level of a character in a particular class. For a character with levels in only one class, Class Level and *Character Level* are the same.

Con *Constitution* represents your character's health and stamina. A Constitution bonus increases a character's *Hit Points*, so the ability is important for all classes.

Creature A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

Dex *Dexterity* measures agility, reflexes, and balance. This ability is the most important one for rogues, but it's also useful for characters who wear light or medium armor or no armor at all.

HD See *Hit Dice*

Hit Dice Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8." This value is used to determine a creature's total *Hit Points*. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

HP *Hit Points* are an abstraction signifying how robust and healthy a creature is at the current moment. To determine a creature's hit points, roll the dice indicated by its Hit Dice. High or low *Constitution* modifies total hit points.

Initiative Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Int *Intelligence* determines how well your character learns and reasons. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3.

Level A character's level represents his overall ability and power. In addition, spells and powers have a level associated with them numbered from 0 to 9. This level indicates the general power of the spell or power.

MAB *Melee Attacks*: Each creature has a melee attack bonus and it represents its skill in hand-to-hand combat. As a character gains levels, their attack bonuses improve.

Monster Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Multiplying When you are asked to apply more than one multiplier to a roll, the multipliers are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple. For example, if you are asked to apply a ×2 multiplier twice, the result would be ×3, not ×4.

Natural 1 Rolling a ‘1’ on a d20 (twenty sided) die. The worst roll possible and usually indicative of some detrimental effect.

Natural 20 Rolling a ‘20’ on a d20 (twenty sided) die. The best roll possible and usually indicative of some beneficial effect.

NPC Nonplayer Characters are controlled by the *referee*.

PC Player Character: These are the characters portrayed by the players.

Power Psionic powers can perform a wide variety of tasks, from harming enemies to bringing the dead back to life. Powers specify what they can target, what their effects are, and how they can be resisted or negated.

RAB *Ranged Attacks*: Each creature has a ranged attack bonus and it represents its skill with missile and thrown combat. As a character gains levels, their attack bonuses improve.

RAW Rules as Written.

Referee A Referee is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A Referee’s duty is to provide a fair and fun game.

Round Combat is measured in rounds. During an individual round, all creatures have a chance to take a *turn*, in order of *initiative*. A round represents 6 seconds in the game world.

Rounding Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Saving Throw When a creature is the subject of a dangerous spell or effect, it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw—they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases, and other bodily ailments), Reflex (used to avoid effects that target an entire area, such as fireball), and Will (used to resist mental attacks, spells, and powers).

Skill A skill represents a creature’s ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill. *Skills*.

Spell Magic spells can perform a wide variety of tasks, from harming enemies to bringing the dead back to life. Spells specify what they can target, what their effects are, and how they can be resisted or negated.

Str *Strength* measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat.

Turn In a *round*, a creature receives one turn, during which it can perform a wide variety of actions.

Wis *Wisdom* describes a character’s willpower, common sense, awareness, and intuition.

XP Experience Points: As a character overcomes challenges, defeats monsters, and completes quests, he gains experience points. These points accumulate over time, and when they reach or surpass a specific value, the character gains a level.

Appendix II Ability Scores

13.1 Strength

Strength is raw muscle power. It affects a character's ability to carry equipment and treasure! *Hulks* get +3 to their Strength score and are the only character race that can achieve a 19 Strength.

| Strength | Carry | MAB | Damage |
|----------|-------|------|------------|
| 3-4 | -2 | -2 | -1 (min 1) |
| 5-6 | -1 | -1 | |
| 7-12 | | | |
| 13-15 | +1 | +1 * | |
| 16 | +1 | +1 * | +1 * |
| 17 | +2 | +2 * | +2 * |
| 18 | +2 | +2 * | +3 * |
| 19 | +3 | +2 * | +4 * |

* melee Attack and Damage penalties apply to all characters. Only *Fighters*, *Gladiators*, and *Templars* have the training to make use of exceptional Strength and receive melee Attack and Damage bonuses.

13.2 Dexterity

Dexterity measures agility, reflexes, and balance. It affects a character's Armor Class.

| Dexterity | AC | RAB |
|-----------|----|------|
| 3-8 | -1 | -1 |
| 9-12 | | |
| 13-17 | +1 | +1 * |
| 18 | +1 | +2 * |

* Ranged attack penalties apply to all characters. Only *Fighters*, *Hunters*, and *Rogues* have the training to make use of exceptional Dexterity and receive Ranged attack bonuses.

13.3 Constitution

Constitution represents your character's health and stamina. Characters apply their HD Modifier to each *Hit Dice* they roll for *Hit Points*.

| Constitution | HD Modifier |
|--------------|-------------|
| 3-8 | -1 (min 1) |
| 9-12 | |
| 13-17 | +1 |
| 18 | +2 |

13.4 Intelligence

Intelligence determines how well your character learns and reasons. Intelligence impacts a character's ability to learn new *Languages* and understand *Defiler Spells*.

| Intelligence | Languages Skill | Chance to Know Spell |
|--------------|-----------------|----------------------|
| 3-8 | -1 | 1-2 |
| 9-12 | | 1-3 |
| 13-16 | +1 | 1-4 |
| 17-18 | +1 | 1-5 |

13.5 Wisdom

Wisdom measures a character's willpower, and intuition. It affects character's ability to sense and respond to danger, providing a modifier to *Surprise*.

| Wisdom | Surprise Modifier |
|--------|-------------------|
| 3-8 | +1 |
| 9-12 | |
| 13-18 | -1 |

13.6 Charisma

Charisma represents a character's self confidence, personal magnetism, and ability to lead. It modifies the *Reaction* of *NPCs* and *Creatures*.

| Charisma | Reaction Modifier |
|----------|-------------------|
| 3-8 | -1 |
| 9-12 | |
| 13-18 | +1 |

Appendix III Charts

| Allowed Race / Class combinations | | | | | |
|-----------------------------------|-------|------|------|-------|------|
| . | Dwarf | Dwim | Hulk | Human | Jdar |
| Fighter | Y | Y | Y | Y | Y |
| Gladiator | Y | Y | Y | Y | N |
| Hunter | N | N | N | Y | Y |
| Preserver | Y | N | N | Y | Y |
| Psychic | N | N | Y | Y | Y |
| Rogue | Y | N | N | Y | Y |
| Templar | N | N | N | Y | N |

| Surprise Die Size Modifiers | |
|-----------------------------|--------------------------|
| +1 | Wearing a helm |
| +1 | Wisdom of 8 or less |
| -1 | Wisdom of 13 or more |
| -1 | Jdar |
| -1 | Rogue or Hunter in group |

| Initiative Modifiers | |
|----------------------|------------------------------------|
| +1 | Hulks |
| +1 | Wearing Light Armor |
| +2 | Wearing Medium Armor |
| +3 | Wearing Heavy Armor |
| +1 | Using Shield |
| +1 | Wearing Helm |
| +# | Weapon(s) speed |
| +6 | Aim (+2 ranged attack) |
| +10 | Reload crossbow |
| +d6 | Cast Spell * |
| +d6 | Manifest Power * |
| +d4 | Retrieve item / Change weapon |
| +d4 | When in doubt it takes d4 segments |
| +4 | At half or less hit points |
| +# | Total Wounds |

* Declare spell/power, 4+d6 segments later it is resolved. During this time the spell is vulnerable to *disruption*. **Instant** spells and powers are resolved immediately, then caster must wait 4+d6 seconds to act again.

| Templar Authority (2d10) | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Slave | 7 | 4 | A | A | A | A | A | A | A |
| The Poor | 10 | 7 | 4 | A | A | A | A | A | A |
| Tradesmen | 13 | 10 | 7 | 4 | A | A | A | A | A |
| Soldier / Priest | 16 | 13 | 10 | 7 | 4 | A | A | A | A |
| Lieutenant / Bureaucrat | 19 | 16 | 13 | 10 | 7 | 4 | A | A | A |
| Captain / Official | 20 | 19 | 16 | 13 | 10 | 7 | 4 | A | A |
| Administrator / H.P. | – | 20 | 19 | 16 | 13 | 10 | 7 | 4 | A |

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