

LEGENDS OF KRĀĻIS



QUICK START RULES

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LEGENDS OF KRĀLIS

Legends of Kralis Quick Start Guide

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TALARIUS GAMING
Seize the Dice

Cry Havoc!! And Let Loose Your Imagination!!™

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Feburary 2022



LEGENDS of KRĀLIS

ROLEPLAYING GAME

What you hold in your hands is a preview to the *Legends of Kralis* (abbreviated *Lok*) roleplaying game; a science-fantasy universe set between the Age of Magic and the rise of the Age of Technology.

This is a quickstart: a set of very condensed rules and introduction adventure designed to introduce you and your friends to the Legends of Kralis with everything you need to start playing immediately.

Legends of Kralis is designed for you to play through adventures and stories with a blend of magic and technology. It's a time when airships and dragons fly through the skies and void ships travel between the worlds. In a full game you and your friends will create adventurers and decide how they will become legendary. For this quick start we have included just enough to try the game: a small sample of the rules, some ready-made characters, and an introductory adventure.

WHAT'S IN HERE

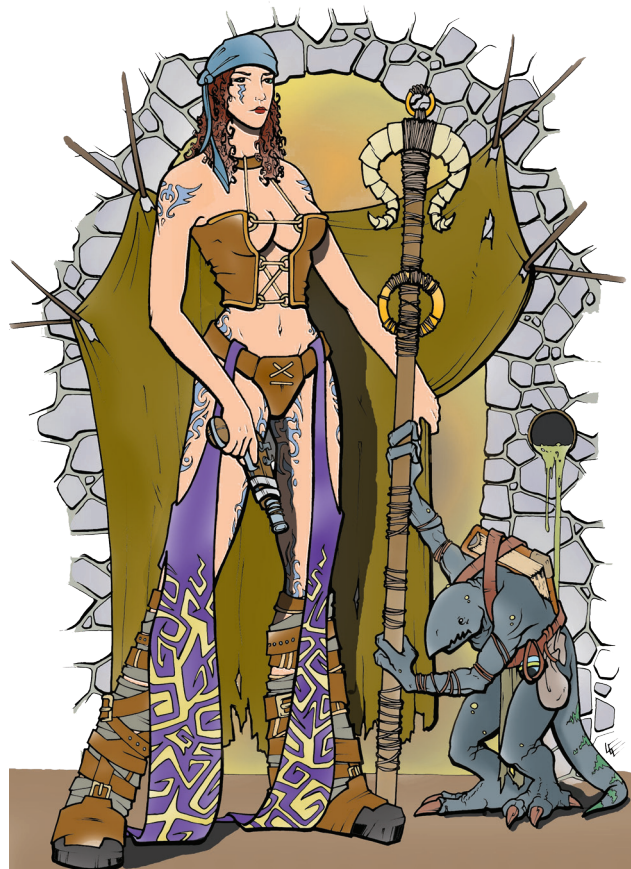
The *Legends of Kralis* quickstart has three parts to it: Player's Section, Game Master Section and Mini-Bestiary . A condensed version of the game rules, and an adventure called the *Ruins of Zhal Durik* and several pre-generated characters for you to use.

WHAT YOU NEED

To play this quickstart you will need at least three to six people. One of the individuals will take on the role of the Game Master (GM) and the others will use one of the pre-generated characters. You will also need 2-d10 dice, preferably of different colors or one with a tens digit set. You will also need pencils and scratch paper to record information during play.

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THE ESCAPE

The World Gate hummed, its hand-high symbols pulsing with energy. The opening was outlined in a thick blue-gray smoke, and within it swirled a myriad of colors. Unlike the Gates that sat in the city-center of Dardura-Sheva, and other capitals, this Gate was a bare crack in the cliff face. Ghundar muttered and chanted, making the minute gestures necessary to contain the field while tracing the destination rune; the symbol that would connect this forgotten gate to the nexus beyond, and get them off this crumbling, hellish isle.

"Hurry," Bishop said, channeling all the authority he'd learned in the legion into that single command. He flexed his hands on his hilt, looking around. They were exposed, the light drawing attention to where they were, and what they were doing. Azu stepped to the side, taking a knee near Ghundar, his eyes raking the shadows along the forest's edge. They'd been on the run for the last six hours, and in that time they'd slain, hid, and fled a lifetime of horrors. The dead walked on Kul-arn, and in all their awful varieties they shared an unquenchable hunger.

"Nearly finished," Ghundar whispered between gritted teeth. Small beads of sweat cut lines through the dirt on his brow. His breathing was ragged, and his hand was trying to shake.

Azu's head stopped swiveling, and his nostrils flared. He peered into the deeper shadows beneath the twisted trunks on the other side of the clearing, his mouth turning into a deep frown. Clouds scudded overhead, and most of the shadows moved as the sun waxed and waned onto the isle. But some did not. Azu flicked his Loupe over one eye, and cycled through the reticles. He grunted.

"What is it now?" Bishop asked, swiveling his hips and shoulders to face the shadows. He frowned, trying to see what Azu had seen. When he did, the legionnaire swore, and whispered a single word to *Godfrey's* blade. The sword in his hand burst into white flames, the fire licking along the edges. "Ghundar, if you're holding anything back, now's the time to stop!"

Ghundar grunted in acknowledgment, but gave no other sign he'd heard. The Gate's hum changed in pitch, and something inside it shifted. The portal was beginning to open when the ground shook. Trees shuddered, then whipped as something shoved them aside. Dead wood cracked like pistol shots. A miasma rolled from beneath the canopy; the unpleasant smell of meat gone to seed, joined by ancient vegetation, and a hundred generations of maggots. A form loomed, then burst forth, rearing up to its full height.

The thing was enormous; twice the size of a firbog, and as uglier than the most twisted drakos. Strips of gray flesh hung from its bones, the sinews black and slimy as they stretched and pulled. The muscles, what little remained, were little more than



sacks of corruption, and its huge frame seemed emaciated and withered. Its mouth was filled with teeth like swords, though, and there was a menace that radiated from the thing. Like a ghost ship risen from the depths, life had no hold on it, and could no longer limit its strength.

There was a moment of stillness, as the thing stared at them. Green ichor dripped down its chin, and its jaw hung wide. Then it came forward in a rush, its tree-trunk legs swinging, and heavy-knuckled hands digging for purchase like some bizarre beast. Bishop lifted his shield, flexing his legs, waiting for a gap he could slip into to close.

"Take the shot!" Bishop barked.

Azu had his rifle in his hands, when he felt the hairs on the back of his neck life, and he spun just in time to catch the claws of a ghoul who'd snuck up on him. The thing's jaws snapped, ichor flying through the air. Its stench tried to choke Azu, and he gagged as he shoved back, smashing the butt of his rifle into the creature's face. Bone splintered, and before it could recover Azu snatched a long-bladed knife from his belt, and slashed the thing's guts open. He wheeled, looking for the others. He didn't have to look hard. They were coming over a cliff, clicking and clacking at each other like a pack of rotting hounds.

"By all the gods that are or were, can you work any slower?" Azu hissed.

His hands moved faster than his mouth, flinging steel at the ghouls before they could leap from their perch. The first dagger sunk into the creature's throat, and the second slammed to the hilt in its companion's eye. They tumbled, landing with wet thuds on the rocks, spurting black blood. Azu swore when he saw the barely-healed holes in their heads, and broken bolts in their backs. It was the curse of Kralis that the undead always came back unless they were destroyed by holy powers, and they'd already put these down a time or two that day.

When Azu turned around, he saw Bishop embroiled in a tide of rotting meat. Walking corpses, some wearing the remnants of rusty armor and some

barely clothed at all, closed in on the big legionnaire. His sword cleaved through chests, and his shield shattered skulls, but he was a single candle surrounded on all sides. The hungry dead clutched at him, bony claws and teeth raking his armor, looking for a weakness as the risen titan moved ponderously closer. Azu's hands moved faster than his mind, and the last of his bolts flew into the melee, buying Bishop a precious few inches to step back, hacking at his hungering pursuers.

"Ghundar!" Bishop yelled.

Before the legionnaire could say anything else, a roar filled the clearing. The swirling void of the Gate split open, spilling cold, silver mist into the glade.

"Hurry," Ghundar gasped, a few drips of blood running from his nose, and spattering onto his robes. "I can't hold it..."

"Azu, move!"

Bishop bellowed. The words were barely out of his mouth before Azu was dashing through the gap, a few steps ahead of the putrid admirers who clawed at his back. With a final push, Bishop sent the undead advance reeling, then pounded toward the silver light.

Bishop heard the charnel howl of the colossus, and pumped his legs faster. He could feel the blow falling toward him. In an endless moment, he even noted the shadow falling across his path. Then there was a snap, and light blossomed in the clearing. A bolt of white fire arced from Ghundar's outstretched hand, and there was an impact in the air. The way the deaf might hear thunder. Something

fell behind him, but Bishop did not turn to look.

The Gate was closing fast, and there was no time for thought. Bishop flung his shield, and in the same motion snatched Ghundar as he fell. The wizard's eyes saw nothing, and his head slumped as Bishop heaved him onto his shoulder. The roar of the island's hunters chased him, like the howl of hounds denied their prize. Bishop closed his eyes, and leaped. He murmured a prayer, and fell into the light.







AN OMNIVERSE OF ADVENTURE

The World of the Legends of Kralis is more than just a single world or a single region in a world, it spans an entire world and the Omniverse, the whole fabric of reality, as well as an empty desert of black space known as the Void and it is what lies between the planets and stars. All the celestial bodies in the Omniverse float in this region.

It is a science-fantasy universe set between the Age of Magic and the rise of the Age of Technology. It is a Omniverse filled with breathtaking vistas, awe inspiring views of the star filled Omniverse, majestic airships, grand cities and unique marvels of technology. It is a place defined by struggle and conflict as nations and species with complex motivations fight for peace, or power in their world and the Omniverse.

Most people in the Omniverse are commoners struggling in their day-to-day lives trying to make a living, avoid wars, hideous monsters of chaos and dark powers.

Yet, there are those that step into the fray of contesting nations, groups of power, and the ever continuing wars between what is good and what is not. These are the Legends of Kralis and are gifted with abilities and powers beyond most mortal capabilities or understanding. Hailing from across

the vastness of the Omniverse and the face of Kralis these numerous heroes have faced trials across the ages of history, stood against the hordes of Chaos and Darkness, ventured into the depths of the Omniverse and have chased pirates across the Sea of the Void. They have stood against evil empires, cruel rulers, and tyrannical leaders.

For most of history these Legends of Kralis have been responsible for maintaining peace and harmony through out Ta Los, Kralis and the numerous worlds drifting in the Omniverse. They have served as heroes through out the ages, and you can play as one of the many Legends of Kralis. Your goals are innumerable as they are complex and personal, from protecting the small villages in Baar Dysh to working for the Senate of Dardura Sheva, standing against the tides of threats and standing up for those without the ability to stand up for themselves.

Yet becoming a Legend isn't easy. No matter you role, no matter what you focus on you will often find yourself in the thick of things from defending the local guilds of Dardura Sheva, to tracking down and investigating the crash site of a Void ship, to hunting down the local tribe of kaznarks that have been making trouble for the farmers in the area, to fighting against a powerful organization bent on controlling a region for its own purposes. Through all of this you must maintain your aspects and motivations, gaining reputation or losing it and attempting to find balance with your philosophy of life.

TA LOS

Ta Los is the center stage within the Legends of Kralis and the Omniverse. What adventurers and players experience in the known world is centered around the going ons on the greatest of its four continents: Ta Los (Tä-Läs) Celestial for "The Land", Ta Los is the home to millions of beings spread across the breadth of its face.

Ta Los is also the focus of many of the deities in the celestial. It is the primary focus of the dark lord Azahak, it is the physical home of Gishra the Great Mother, and beneath it sits the prison of the Great Chaos, captured beneath its soil by the One during the time of creation.

Talos, like its sister continents, is huge. To better talk about it, it has been divided into 4 realms that contain a number of other kingdoms, lands, empires, etc. They are the Northern Realms, Western Realms, Southern Realms, and the Eastern Realms. The Baronies of Vishraan and the Ice Kingdoms are separate from these realms in the sense that they do not fit into the boundaries of each of the realms, and act as border kingdoms.

Ta Los is divided into six major realms: the *Northern Realms*, the *Southern Realms*, the *Western Realms*, the *Eastern Realms*, the *Baronies of Vishraan*, and the *Ice Kingdoms*. It is also home to many kingdoms and settlements of other species: The *chovah Realm of Garandor*, settled between the Southern Realms and the Western Realms; The *rhakas nations of Garu-Zak and Nathak* surrounding the *Baronies of Vishraan*; The great bhahuul nation of *Kaz-Nakiur*; and the Forest Kingdom of *Ta' Kanasiti*, the Ta'Jahu realm beyond that of their island nation of *Lathia* in the Vaheem: The Western Reach.

Finally it is home to many great nations, all ruled by a variety of individuals with a wide range of philosophical differences and different ways of dealing with the common folk.

Ta Los is a vast, weird and wild place. While there is a great amount known about Ta Los, and this volume attempts to shed light on most of it, there is still a great amount of things unknown about the world travelers live in.

There are hundreds of different species, most call the world of Kralis home and are native to this world, but there are many that have found Kralis and Ta Los adoptive homes after losing their own. There are hundreds species, thousands of creatures, numerous cultures, many civilizations and new technology. Each of these have left its mark on the world, on Ta Los.

When you combine all this together, you get a land seemingly without reason, a place where the most unexpected things occur, and where there are often more questions than answers and more mysteries than can be solved and more danger than can be tamed.

While many sages agree that this is all a matter of

THE LEGENDS OF KRALIS

There are ancient tales, time honored stories handed down over the centuries, stories of great heroes changing the world, changing the destiny of the Omniverse.

These are the Legends of Kralis.

These are tales of mythical abilities and heroes molding their own future in untamed lands, worlds and the Omniverse.

These are the Legends of Kralis.

These are stories of foul beasts and horrid creatures whose very existence once clawed at the souls of heroes.

These are the Legends of Kralis.

These are tales of champions that did not rest until such monsters were vanquished.

These are the Legends of Kralis!

Are you forged of the same great destiny of the heroes of yesterday? Do you have the mettle, the courage, and the strength to overcome the darkness of your time? Do you have great compassion to overcome great sorrow?

Only legendary heroes will triumph over great evil - are you a just a hero or a

Legend.

These are the

LEGENDS OF KRALIS.

What legend will *you* forge?

perspective, it certainly is what most species agree on. For many this is the only world they have ever known, to others this is but one through out the Omniverse. In both cases each person and species toils to make sense of the world around them. They all work to make Ta Los their home.

Ta Los has many vast and exotic locations for adventure: the mountain cliff *Ziggurats of Azahak*, the bleached granite *Stone Tree of Burgan* within the demon-ruled Witch Kingdom of Nashatras, the onyx covered cursed lands of the *Vrou Walu Mounds* of the Sledurr Desert or even the pillow mists of the *Vale of Clouds* deep in the forested peaks of the loft mountains of the nation Ta'Kanasiti.

LIFE IN KRALIS, THE OMNIVERSE AND BEYOND

Life on the planet of Kralis and in some respect the whole Omniverse, is an odd mix of ancient ways, ancient beliefs and the struggle of new thoughts, ideas and way of living.

Most explorers will tell you that living in this vastness is more exciting than it should be, while the

farmer might tell you that its just another day of hard work and the senator from Dardura Sheva might tell you that the most interesting battle they face is the sinister plots of Blue Scarab Trading Company or the rantings of the Northern District representative asking for more security.

More often than not life within Kralis for most folk goes by as it always has for thousands of years, peacefully. But this does not mean that there are wars being fought against the onslaught of fir darrigs, oracs or hazors, or one state against another, or a fleet of werathi descending on a lone void station drifting the in the void between solar systems as a way-station for void travelers.

Life in most large cities and towns is busy and can be filled with intrigue and casual daily violence from barfights to showdowns to one crime syndicate taking on another for dominance of a city block or two.

Life beyond the city walls, the village farms is hard and filled with great danger. But beyond the edges of civilization, in the WildLands, beasts, monsters and other supernatural life hold sway. Most do not make war to create nations or realms, they fight for survival, or for dominance of their tribe.

Unless hardship or disaster lands in the laps of civilization, most tend to regard such as the problems of others, of crazed rulers making mistakes or evil conquers.

Most of the Omniverse is aware and feels the presence of the deities of the varied pantheons, as well as see the effects of the divine. Magic as well has as much of a strong presence as the belief of the deities does.

Technology or *Aradgah* is the new kid on the block when it comes to its use and acceptance. Though it has been a part of the Omniverse since nearly its inception. It was first used by the *Lhatijo* and was spread through out the Omniverse, though most of it became lost through the millennia. It has become the "poormans" magic and has begun to help the common folk as much as it has helped connect the many worlds through out the Omniverse.

Most mortal lives are balanced between their daily needs (survival and growth) and obligations (family, groups, clans, tribes, work), their personal desires (gaining more wealth, more power, or a better life) and the endless game of the great powers of the world and the Omniverse to advance the influence and aims of one realm, a group, a government, the great chaos, a deity or thwart and stop the going ons of another.

There are many voices through out the Omniverse and they all tell a different story from their own perspectives. There are a fifteen great cultures within the world of Kralis, and many more out in the Omniverse. Many of these voices say much of the same thing about their place, beliefs, outlooks, hopes and states of mind.

"We move from one location to another, in order

to survive, we travel the same paths our ancestors have since the beginning of time. We have survived for generations doing this. We follow the shifts of the seasons, the wane of the Rhu, the shifting silpstreams of the Ominverse as well as they shifting sands of the Suduva Makatu Desert or the deep snows of the Prax Dun Mountains. The world and the stars move and so must we. Staying in one location too long draws attention and saps the region of its lifeforces, staying to long in one place means your are going to fight everyday to stay there. And that does not make sense." - *Anja Greysmoke*, Tribal Leader of the Aesther Tribe.

"Listen, there is more to see and learn than your scrolls, information crystals, or books could ever tell you. The city dwellers and those townsfolk call us barbarians because we live free in the world as nature and the gods created it. We do not live in houses made of brick or desire to live crushed together like ants. We live life the way it was meant to be. But there is as much culture in our traditions as there is in theirs. We chose to experience the world face to face and you cannot do that sitting behind stone walls, in dark rooms. Why should a mortal lock themselves away? We appreciate all the comforts and warmth just like the city dwellers and townsfolk who seek the same but choose differently than us. We take the world and indeed the Omniverse on it own terms. We put our faith in our ancient ways, laws, customs and traditions. Our word is our honor, we are bound by traditions that make transgressions against tribe and kin all but unheard of as our level of transgressions tell us the level of punishment enforced. Some times that means death, but at least we rarely have those that transgress against the clans and helps us to live in harmony. Because we live in this state of freedom we accept everything that comes as the way of the Omniverse and gods." - *Dhar Stormcrow* - Clan of the Cave Hydra, a true *Tagesta*.

"Haha, welcome my friend, welcome to the city of Jad! A fine city is it not! Can you smell the fresh breads baking, the sounds of industry and trade echoing off the walls? A great city indeed! Now come we must be quick, I have only a short time with you. Ahh, I see your interest in the guard there! The finest bhahuul watch that the city can hire with out taxes! They see to our safety, much like the guards and soldiers that travel in those great airships above us, and the even more magnificent void ships beyond the sky! There is so much within the city. We have laws, and protection, we have education for our children and the ability to be in charge of our fate, more than what the gods speak of. The city is living thing, and like all living things has a need to survive: taxes. Those help the city survive, they pay for the watch, and the senators and representatives of the various sections of the city, they pay for the garrisons

that patrol the region around the city, and it helps pay for that wall just there. Yes, unfortunately, there is crime. There is always someone who is willing to steal from others, and still others that are willing to steal from them, or worse to kill them or threaten the good people of the city. Just as there is the watch there are other organizations within the city that work in the shadows to commit illegal activity and atrocities. Alas, while the watch will catch most of the no-goods, they are often behind in catching the leaders of such organizations. Those caught, will be tried, and if found guilty you are often to the Depths, or worse paying with your life or perhaps those thieving hands. Yes, yes, the city is an amazing place! I love the wide, varied community that the city offers, seeing neighbors, visiting with new customers. I love having a place for my family and myself and the fact that I do not have to worry about hunting down my next meal! The city is the place to be!" - *Marcus Kane*, City of Jad

"It is in my blood! It brings a vigor to life that those on the surface of the worlds cannot even begin to understand! Most call me Captain, I answer to other names as well. Its my job to keep this boat flying from place to place. She's a fast one, I call her the *GreyGhost*. Out here, with just the crew, you know where you are with life, and know how quickly you come to rely on the life that the ship has. There is just one rule really out here, when you take your boat out you need to love her, otherwise she will shake you to your core. It is your love for her that keeps her going when she would fall apart around you, tells when she's not right. It makes her a home. And it's a better home than most anywhere else, better than lying under the skies in the vast wilderness, better than shacking up in a flat in some great city or working a farm in order to make some silver. There is always something happen on your boat, machines need fixing, gear stowed, cargo secured. There is something comforting in the soft sound of the ship around you as she cuts through the atmosphere. Even in the middle of a storm, you can feel the energy of the Omniverse, that is not something that you can feel walking down a dirty, crowded street. Not at all. And those that live out here or on the edges of it hold no secrets, there isn't time for any of that nonsense! When your on your boat and hold the lives of your crew in your hand, you need to hold firm, they don't need to ask you for protection, they just trust you. You have to be trusting in this world, not other way to be. But the Omniverse is filled with mysteries, it has a long, long memory and you need to show it some respect. Any sign of weakness and it will swallow you whole, that's the truth of it. No use crying over it, just suck it up." - *Julie Arken* - Void Captain of the Grey Ghost

"Oi there! How long you been in town? Just slipped in before the storm crashed into us? Well come sit a spell and let's raise a mug or two! You're not a

city type are ya, I can tell you do not have the look or smell. Now them city folk are a strange lot, they are all caught up in the newest things, how big this or that is, snobs! It is not the size or how flashy something is, it's what's in the heart! And there is a lot of hear in this town! I know nearly everyone that lives here, and they know me, for better or worse. Not like the city where you might know a neighbor or two. We also value things more here, something that is lost on the city folk where they have too much, too easily. We also respect each other's space, no need to rub shoulders with everyone all the time, everyone knows their place here. Even our local leaders, tend to farms, pastures or fields through out the year. Most evenings the inns and taverns are busy with laughter and games. The town does share something in common with the city I suppose: gossip and rumors. Though, for the most part gossip and rumors in town tend to be more truth than falsehoods, but keeping your nose in your own business keeps tongues from wagging, but trust me there is always someone saying this or that about someone. Yeah, we got everything that we need here. Though having a bit more wouldn't harm a soul, but it keeps those that would steal a bit more rare, than in the city, and that's a good thing!" - *Conan Kagan*, local farmer near the town of Zym.

THE TALARIUS SYSTEM: THE RULES

WHAT YOU NEED TO PLAY LEGENDS OF KRALIS

Other than this book, you'll need a few items that you can pick up from your local hobby or gaming store, or online — probably at the same place you bought this book. These required materials include: pencils, paper, and dice.

One of the major pieces of paper you'll need is a character sheet. This is a form that keeps track of all the numbers and terms that make up the "hard rules" version of your character. A character sheet is provided at the end of this book. You are free to copy these sheets as many times as you need to, or you can go out and purchase a set of these sheets already printed front-to-back. Finally, if you don't like the form, you can simply use lined, graph, or even blank paper and write out your character's information. It is best to keep your character recorded in pencil, because it may change during the game.

Many role-players tend to collect dice, however, you only need one set of polyhedral dice to play Legends of Kralis (again, such dice can likely be purchased at your local hobby shop).

WINNING AND LOSING: GOALS

Like most roleplaying games, the best part of Legends of Kralis is that everyone potentially wins. The goal of this game is to have fun, explore imaginary places, and explore character concepts. It is possible for everyone to lose horribly: by not enjoying the game.

Unlike board games, where there are definite winners and losers, Legends of Kralis is not constrained by these boundaries.

The goal in a game of Legends of Kralis is simply for players to enjoy playing their characters and for the Game Master to add to this sense of fun by inventing interesting scenarios and challenges for the players to overcome. The goals of any scenario or adventure are naturally unique and different.

Roleplaying is storytelling, with the Game Master as the Narrator/Author, and the player characters as the main protagonists. As characters, the players work together in the GM's world, to create incredible stories filled with danger, excitement and drama. Players should try to work together, none taking the spotlight of the moment all for themselves.

There are a number of play styles: Social vs. Tactical; Story vs. Combat; Low Risk vs. High Risk; Just as there are those that prefer a strong simulation game vs. a narrative story vs. those that want to play the game. Whatever style you or your players are fully engage them, get them to express their through the character, role-play as much as you roll-play. In the end this is your world, your adventure your story, make it a *Legendary* one!!

The average adventure may last six to eight hours or may span several days of gaming. But when the adventure itself has been finished, the game does not end. Rather, the characters move onto more complex and perhaps even more dangerous adventures, all of which create a campaign and thus a world of adventure. The ultimate goal of Legends of Kralis is not to win but to have fun while moving towards a common goal in the story.

THE TALARIUS SYSTEM: ABOUT THE RULES

Legends of Kralis is built on the Talarius System, which is a d100-based game that uses two 10 sided dice (also written as 2d10) to resolve randomness, conflict and success. You will often be called upon to roll what are called 'd100 dice'. If you don't have an actually d100, you can use a pair of d10 instead, to determine a random number from one to 100. Since this is more common, the rules are written assuming you are using 2d10. It is recommend that you use a set of d10 where one of the dice has tens of numbers on it and the other has single numbers on it. You could also use d10 that are different colors; one color to indicate the tens place and the other to indicate the ones place.

When you roll the dice you will come up with a random number: 01, 50, 66, 78, 00, etc. When you roll a 0 (zero) 1(one), this is called an ought-one and is considered a 1; a double ought or (00) is considered a 100.

THE CORE MECHANIC

Character Attributes and Skill: All characters have Attributes which can range from 01 to over 100 and gain Skills with scores from 01 to over 100. Your goal is to roll as low as you can. The lower the roll the better you have performed the skill or used your attribute.

Determining Success or Failure: In order to succeed in a skill check or attribute check you need to roll equal to or less than your score. Roll a d100 (2d10) and roll as low as you can. With the Talarius system, not only do you check to see if succeed but how well you did. The lower the roll the more *Successes* you have, and the better you've done. You may need multiple Successes to accomplish more difficult tasks or checks. For these you'll need a number of successes equal to or greater than the Target Successes(TS).

For example, you are attempting to open a lock without the key using your Open Locks skill at a score of 75. For easy locks the GM may only need you to roll under your score. For more difficult locks, the GM may either need you to get a certain TS The lock may be a TS 2. In this example, you would need to roll a 56 or less to pick the lock.

Target Successes: The more successes required for a check the more difficult it is. This could range from 1 success to as many as 20, or more. You must obtain # of successes by rolling beneath your Skill or Attribute. This is written as TS #. So a TS 2, mean you need 2 successes.

Modified Skill Score: Circumstances, spells, items and even magic items may apply a modifier to your score, either permanently or temporary causing it to lower or raise.

As long as you roll beneath the modified score you succeed at the task. For example, you have a potion that grants you a temporary bonus to your Strength. This potions grants a +20 bonus to your Strength. You imbibe the potion prior to attempting to lift a big rock, and your Strength increases from 75 to 95. You would then make a Strength check against this new temporary score to lift the heavy rock.

How to Determine Successes: You get 1 success for rolling under or equal to your score, and an additional 1

success for every 10 points below your score. For example, you need a TS3 to climb a wall and you have the skill Climbing at 63. The GM gives you a +10 modifier for using a rope, so the final score for the check is $63+10=73$. You roll 2d10 and get 42. This gives 4 successes: +1 for rolling below 73

+1 for below 63

+1 for below 53

+1 for below 43.

The character has achieved 4 successes, and can scale the wall without much difficulty, since the TS was only 3.

You can also determine the number of successes in other ways as well. Use whatever works best for you. As an example, below is another method to determine the number of successes rolled.

OPTIONAL SUCCESS DETERMINATION METHODS

The Count-Up Method: This method simply asks you to count up from your roll to your score, if you are successful with rolling below your score. You simply count up by tens from your roll.

For example, the roll was 18 with a score of 73. You begin counting by tens starting with 18, then 28, 38, 48, 58, 68. This gives you 6 successes, had the score been 78 you would then count up to 78 giving you 7 total successes.

ATTRIBUTE CHECKS

Attribute checks are called for when the GM determines that a character must succeed at a core concept, rather than a skill. Whenever an attribute check is required, you must roll beneath your Attribute Score.

ATTRIBUTES

Every character has 8 attributes that represent the character's basic physical and mental attributes. The attributes - Strength, Stamina, Agility, Perception, Intelligence, Wits, Willpower, Charisma - affect everything that your character does, from determining Health and Fatigue Points to beginning skill scores.

The attributes Strength, Stamina, Agility and Perception are based on the size of your character. Larger creatures tend to be stronger and able to withstand more punishment while smaller characters tend to be faster and not able to withstand as much punishment. Medium-sized beings are well-rounded, being able to take a fair amount of punishment and still move with some quickness.

SKILLS, TRAITS AND ABILITIES

The majority of the Talarius System is built on the concepts of Skills, Traits and Abilities. Skills are general concepts ranging from WeaponCraft and SpellCraft to Riding and Lore. Traits are edges specific to members of a given species. Abilities are unique, near-magical or supernatural edges.

SKILL CHECKS

A skill check occurs any time that a character must attempt a skill check in order to be successful in the use of the skill.

Minor skill checks: When there is some uncertainty to your success with a skill you will be asked to make a skill check. If you roll equal to or below your skill score you succeed.

Major skill checks: In any situation where you maybe under risk, the task is important, and there is only a slight

chance of success you will be asked to make skill checks at varying Target Successes, this most often occurs during combat.

Conflict skill checks: Conflict skill checks occur when several beings are trying to accomplish the same goal at the same time or are trying to determine who performs a skill or task better than another. Instead trying to beat a set Target Success the characters are attempting to beat each others total success in the use of their skills. This occurs most often during combat where characters are actively defending and attacking.

DEFENSES

There are four defenses in the Talarius System to defend against Physical Attacks, Magical Attacks, Divine Attacks, and Jinhu Attacks.

HEALTH AND FATIGUE POINTS

Perhaps the most important aspects of all characters in the gaming world are Health and Fatigue points. These points determine how much damage a character may take from an attack as well as how much strenuous activity, such as casting spells, a character can handle before falling unconscious.

HEROIC LUCK

Every character begins the game with a number of Heroic Luck Points that characters may use to adjust the very aspect and outcome of the game world. They can be used to resurrect a character, re-roll a failed check, and much more.

THE IS SPECIES

LEGENDS OF KRALIS SPECIES

Acires - These four-armed beings are proud, former slaves from another world. Tough, resilient and agile.

Aelwyn - Small, utterly fearless and curious folk. Very agile, quick and light on their feet. .

Ba-Liyan - Small ferret-like beings possessed of incredible willpower and brilliant minds.

Bhahuul - Focused, single-minded of thought, and live life based on Honor, Strength and Loyalty.

Chovah - Well known for their military prowess, they are strong, fast and are honor bound, and taciturn.

Firbog - Massive humanoid known for their strength, kindness, and gentleness.

Ha'vatu - Known as the Mad Mages of Aradgah, Ghamur are highly creative tech savants combining machinery and magic.

Humans - Known of their chaotic natures and their ability to do whatever they put their minds and will to do.

Jakara - Known for speed and stealth. These feline humanoids are known to hone their skills as martial artists, thieves, and sometimes assassins.

Kanus - Proud canine people known for their aggression, fanaticism and loyalty to their deities. .

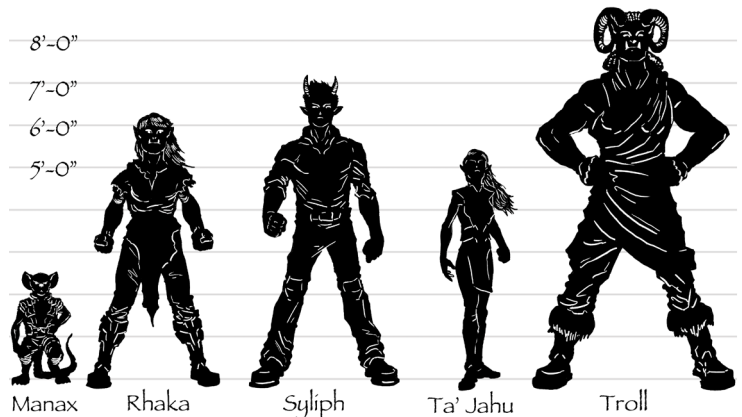
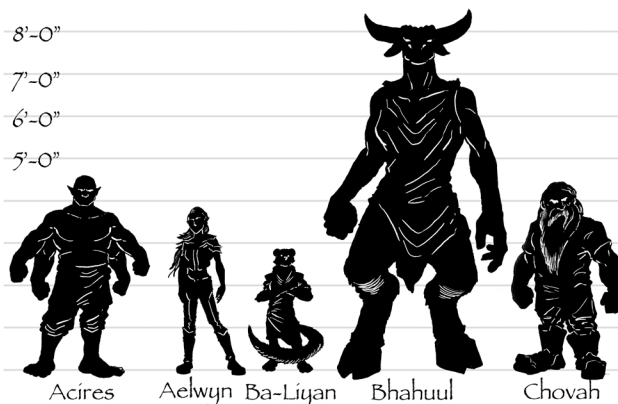
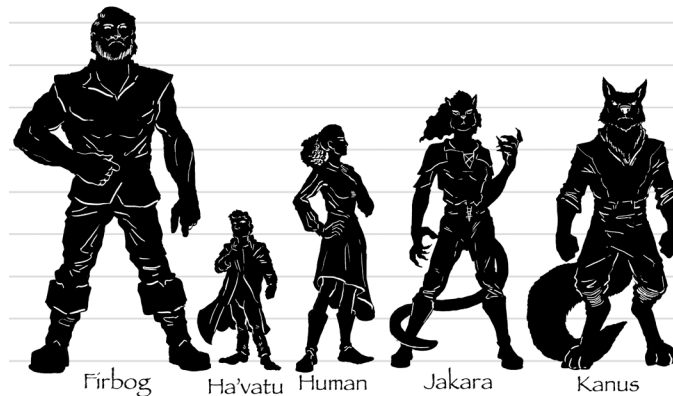
Manax - These mouse-like beings are small, impulsive, tricky and elusive.

Rhakas - Highly aggressive, distrusted, menacing. Known as mercenaries, fighters, gladiators, assassins and priests.

Syliph - Warped by chaotic magic living on the fringes of the worlds, they make for capable fighters, spellcasters and jinhuur.

Ta'Jahu - Ancient aliens fleeing their burning worlds, they are highly intelligent, reserved beings.

Troll - Monstrous in features, these large humanoids are a species of warriors, soldiers and adventurers. Often feared and distrusted because of their ancestral association with chaos.



SKILLS

The core rule of the *Legends of Kralis* is the use of 2-d10 and rolling as low as you can while you attempt checks against attributes and skills. Most often you are rolling against a score that you already know and you simply do not have to roll over your score not to fail. Other times you may be facing a Target Success where you must obtain that number of successes at a minimum. The more successes you gain in any action the better the result will be from dealing damage, to defending to leaping from one airship to another while in mid flight.

DETERMINING SUCCESSSES

You can easily determine the number of successes you obtained in any situation - opposed or successes needed. For any roll simply subtract the tens digit of the dice from your score. If the ones digit of the roll is equal to or less than the ones digit of the skill score add 1 Success. For example, you are Defending against an attack and you need 6 successes. Your Defense is 87 and you roll a 45. You have 4 successes right off the bat (8-4). You get an additional success because the 5 in 45 is lower than the 7 in 87. Had you rolled a 48 you would only have 4 successes on this check.

TARGET SUCCESSSES

The core of all skill checks, including combat, is gaining enough successes to meet or beat the Target Success that has been set by your GM or opponent. Most skills will have a number of TS's already included in their skill description. These are just the base Target Successes and can be adjusted as the GM sees fit and the situation warrants the adjustment.

OPPOSED TESTS

While it might not be inherently clear, the *Legends of Kralis* RPG is an opposed system, and there are going to be many times where one character's action sets the Target Success needed by another character. These are called opposed or tests *versus*. In this type of situation one character will roll and determine how many successes they obtained and the other character then rolls against this generated Target Success. This is the backbone mechanic for all of combat, casting and attempting to use skills against each other. How well you do may cause another fail in their attempt to compete or complete their action.

SUCCESS PENALTIES AND BONUSES (STACKING)

Many times your total num-

WHADDYA KNOW.....

Whenever your character attempts to use any of the skills in order to determine something about a topic that the skill might cover, you are going to be making a skill check. Sometimes at a set Target Success required by the GM, other times how many successes you garner will determine what you know or the ability to ask more specific questions.

Generally, you can learn 1 piece of useful or interesting information for every 3 successes that you garner in the check. Alternatively, you may ask 1 question for every 3 successes that gained in this way.

In either case this rewards the players skill and attention and grants a small measure of control over what information they gain.

ber of successes will be modified through penalties or bonuses making it easier or harder for you to achieve the Target Success.

There are seven specific areas that bonuses and penalties come from: *Circumstantial* (Environmental or Situational), *Species Traits*, *Magical*, *Mechanical*, *Divine*, *Jinhu*, and *Ability*.

These all modify your total skill scores or successes and they all stack with each other but they need to be from different sources. For example, you can stack the bonus from the abilities Bane (+5 attack score) and Champion (+5 attack score),

but not from the same exact source, such as abilities of the same name or spells of the same name or type.

Bonuses from skills are only applied if the character making a check does not fail the task at hand. Bonuses and penalties from the same source cancel each other out and thus never stack. The GM ultimately has control over whether or not a penalty or bonus should be applied.

Penalties always stack together despite their source.

MEETING AND BEATING

Whenever you make a skill check, a defense check, etc., you must have enough successes to meet or beat the number of successes or TS of the challenge. If, in combat, you meet the corresponding number of Successes or TS and you are dealing damage, you deal your Strength Modifier plus the base damage of the attack or weapon. There are times when you must beat the TS of a challenge by X number in order to complete it, otherwise you fail at the task.

CRITICAL SUCCESSSES

A critical success occurs anytime that you roll a *natural* 01-05 on your d100. When you score a critical success with a skill, an attack or defense check you gain additional bonus successes.

When a character scores a Critical Success the player rolls 1d10 to determine the total number of bonus successes. If the player rolls a natural 10 on this roll they may add an additional 1d10 worth of bonus successes. On any natural 10 that is rolled the player may continue to roll 1d10 bonus successes.

CRITICAL FAILURES

On a Critical Failure (96-00) you have failed your skill, or attribute, check even if the skill, or attribute, score is more than 100. The GM may also decide to apply an additional penalty or dramatic effect to the failure.

TAKING YOUR TIME

You can *'take your time'* with a skill anytime you are able to perform the skill and are

BUT I DON'T HAVE THE SKILL.....

Its going to happen, your character does not have a specific skill and you need to attempt it. There are a couple of options that you can use: Attribute or Untrained Skill.

It is up to the GM to determine if your character would have any connection to the skill in use or are they able to figure it out.

If the GM decides to let you use an Untrained skill check (you cannot attempt an Untrained Skill check on a skill that requires you to be trained in), you can then attempt the skill in question with a base score of 25 + Attribute Modifier + 2 points per every 2 levels beginning at 3rd rank. Often the Target Success of this is a normal range, though it might be more difficult at higher ranks.

Should the GM decide an appropriate Attribute check would be better, the Target Success of this check is generally 4 to 6.

This allows your character to attempt things that they may not "trained" in but might have some concept on, for example, how to fabricate an item or get the ship launched in a hurry.

not under direct threat (such as combat). You gain +10 for taking twice as much time as normal; +15 for four times as long; +20 for 8 times as long; +30 for sixteen times as long, and +50 for taking 32 times as long. A character *may not* take their time in attempting an Untrained Skill. Typically, most skills outside of combat take anywhere 10 to 15 seconds but can take up to 5 minutes to several hours.

COOPERATIVE SKILLS

Sometimes, your friends or allies will be able to pitch in on a skill you're using. The typical example would be searching a chamber together, but there are lots of other situations it can apply to, like joint research or building a massive construct. During the use of a Cooperative Skill use, only one roll is made. The character with the highest skill makes the check, everyone else must make a check at a TS of 2 for an additional +10 for each individual involved in the cooperation. The GM may cap these bonuses as he sees fit.

TRAINED VS. UNTRAINED SKILLS

Many skills have the condition of being trained in them. Those skills that have Trained in their prerequisites cannot be attempted as an untrained skill.

SUCCESS OR FAILURE?

Sometimes a character will not know whether or not he succeeded with a skill. When this occurs a character is allowed to make a Wits check to determine whether or not if he was successful in the use of the skill. This is primarily used for characters to attempt to see if they "feel confident" in the use of the skill (i.e. Stealth type skills). If they are successful with the Wits check the will know whether they were successful with the use of the skill.

SKILL RE-TRY

Often times characters will fail in using a skill. Each time that a character attempts to immediately re-try a skill the character suffers a reduction in their skill score of -10 for their next attempt. This increases by -10 each time that a character wishes to attempt the same skill over and over again without taking a sufficient break. This penalty can be removed by waiting 15 minutes game time or the amount of time to perform one check of the skill whichever is greater per failed try so the character can "refocus" his attempts on performing the skill.

This penalty does not apply to the use of *Weaponcraft*, *Spellcraft*, *Divine Knowledge* or *Jinhu Discipline* skill checks for attacking purposes. Use of these skills outside of combat suffers the above penalties.

EVERY ACTION COUNTS

Legends of Kralis is about creating stories full of legendary moments of heroism. While the rolling of dice helps to determine actions, it should only be done when the outcome is meant to play a significant role in the story. In short, you should really only be making dice rolls for skills and actions when the outcome is meant to play a significant role in the story.

The majority of these will take place during combat or intense scenes of action (such as leaping from a cliff edge to a rope ladder, etc.) Many times you do not need to make a check every time you attempt to purchase something from the local marketplace, but you may have to make a *Convince* roll to convince a shopkeeper to lower their prices and before you begin to *Haggle* with him.

Every action should try to drive the story in new direction for better or worse. While a successful roll indicates that you have succeeded at your attempt! However, a failed roll should not cause the story to stop or stagnate, nor should it be easily negated by a successful roll by someone else.

When a failure occurs it is important for all involved to allow the story to progress, for the GM to interpret the failure, before attempting to interject with their own actions that would override the story.

SKILL LIST

For your reference, here is the full list of skills found in the *Legends of Kralis* rulebook. They are broken down into 4 Focus categories and a General category. A character never needs to have a skill, unless its a trained skill, in order to attempt it. This is called an untrained skill attempt and is always at a base of 30 plus the modifier of the Controlling Attributes Modifier.

COMBAT SKILLS		
Skill Name	Controlling Attribute	Action Type
Feint	Charisma	Simple
Martial Arts (t)	Agility or Strength	Full
Shield Proficiency (t)	Agility or Strength	Full
Weaponcraft	Agi, Str, or Per of 75	Full

GENERAL SKILLS		
Alertness	Perception	Basic
Animal Handling	Wits of 60	*
Appraising	Intelligence	*
Artistry	Wits	*
Brawling	Strength or Agility	Full
Climb	Strength or Agility	Move
Fabrication	Intelligence	*
Information Gathering	Charisma or Wits	*
Healing	Intelligence	Full
Navigation	Intelligence	*
Pilot	Intelligence or Wits	Varies
Read Lips	Perception	Basic
Riding	Agility	Move
Search	Perception	Full
Sign Language	Agility or Intelligence	Simple
Smithing	Intelligence or Strength	*
Survival	Wits	*
Swimming	Stamina	Move
Tracking	Intelligence	*

KNOWLEDGE SKILLS		
Acupuncture (t)	Intelligence	Full
Alchemy (t)	Intelligence	*
Concentration	Willpower	Move
Cryptography (t)	Intelligence	*
Engineering (t)	Intelligence	Full
Herbalism	Intelligence	*
Languages (t)	Intelligence of 70	Basic
Lore	Intelligence	*
Meditate (t)	Willpower	*
Research (t)	Intelligence	*
Spellcraft (t)	Intelligence of 75	Varies

SOCIAL SKILLS		
Chanting	Stamina	Full
Convince	Charisma or Strength	*
Divine Knowledge (t)	Charisma of 75	Varies
Entertainment	Int., Cha or Wits	Varies
Etiquette	Wits	*
Gaming	Charisma	*
Haggle	Charisma or Wits	*
Interrogate	Wits or Charisma	*
Leadership	Charisma of 70	Full
Skepticism	Wits	Basic

STEALTH SKILLS		
Acrobatics (t)	Strength or Agility	Move
Disguise (t)	Wits	*
Evade	Agility	*
Forgery (t)	Wits	*
Jinhu Discipline (t)	Willpower of 75	Varies
Open Locks (t)	Perception	Varies
Sleight of Hand	Agility of 75	Varies
Stealth	Agility	Move
Trap Craft (t)	Intelligence of 60	

(t) = After 1st rank these skills must be gained through training - see *Training a Skill*; * Cannot be attempted during Combat; Skills with action type Move take up the Move Action Type.

COMBAT ENCOUNTERS

Its going to happen, there will be those that will oppose the characters not with words but with drawn swords, aimed energy blasters and the casting of magic. When things get violent in a *Legends of Kralis* game gears change into a combat scenario. Initiative is called for once at the beginning and then everyone and everything takes turns in that order. The cycle of every character performing some or all of their actions in order is called a turn. When each turn ends, a new one begins, and unless a character wants to re-roll his or her initiative, the combat continues in the same initiative order.

COMBAT TURNS

A *combat turn* is made up of players and opponents performing one to many actions during their initiative. A standard combat turn lasts for 15 seconds (4 turns per minute). All characters and NPCs act in order of highest initiative to lowest.

TURN BASED EFFECTS

There are a number of times when a character will take an action or have something occur that will cause him not to be able to act for 1 full turn (or more). In these cases, the character may not act until his or her initiative in the next turn after the end of the penalty. For example, if a character suffers the loss of a turn on Turn 3 then he may not act until his or her initiative on Turn 5.

Many times a character will do something or use something that has a turn based effect that will last an entire turn, multiple turns, or must be declared on the next turn. These turn based effects must be declared or resolved at the beginning of the turn. |

INITIATIVE

Initiative is determined by rolling a d10 and adding your Initiative score to this roll. Those with the highest initiative act first in a turn. The next action goes to the next highest initiative, and so on, down to the lowest initiative. Initiative may be determined at the beginning of every combat turn if the player wishes to re-roll for it. Characters that act on the same initiative have the effects of their actions applied simultaneously.

YOUR TURN

On your turn in the Initiative Count you can perform 2 *Basic Actions*, 1 *Simple Action*, 1 *Move Action*, and 1 *Full Action*. You get to decide in what order and which actions you are going to take in your turn. You can also decide not to do any action or you can decide to hold or ready your actions for multiple turns.

ACTION TYPES

During combat there are a number of actions types you can perform during your Initiative Count. From most active to least active: *Full Action*, *Move Action*, *Simple Action*, *Basic Action*. You may perform all or some of these actions on your Initiative Turn.

For example, a thief picking a lock – get picks (*simple*), pick lock attempt (*full*), open door (*basic*; since hands already near handle/lock), step through (*move*), look around (*basic*).

Basic Actions – Any action that can be done that doesn't require a skill check without moving arms or legs. Say a few words, look around (not search), drop weapon, etc.

COMBAT STEP BY STEP

1. Determine Surprise The GM determines who and who is not surprised in the combat turn and who will be involved.
2. Determine player and non-player positions. Players decide where they were by means of *marching order* (i.e. who is in front of the party, whose is in the back and who is taking up the middle) or their stated positions in a location; the GM determines where the monsters and opponents are located and how far and in what direction they are coming from.
3. Determine Initiative: Everyone involved in the combat turn, including the GM, rolls for initiative and the order of who goes when is determined.
4. Turns are Taken. Each character and monster takes their turn in combat performing *full actions*, *move actions*, *simple actions* and *basic actions*.
5. New Combat Turn. When everyone has completed their initiative turn in the combat turn, that turn ends and a new begins. Repeat steps 4 through 5 until the fighting stops.

Simple Action – Any action that can be done that doesn't require a skill check without moving from that spot. Draw/sheathe weapons, light torch, listen at key holes, manipulate an item, activate an item, etc.

Move Action – Basic movement is walking up to your Base Move as long as it doesn't need a skill check. You may also mount or dismount a steed. If you want to move more than your base move, such as running or sprinting, this becomes a Full Action.

Full Action – Full actions are the standard types of actions such as attacking, casting, using abilities, or using skills, running, sprinting or charging in attack. In a full action you may do anything you would like.

Full Turn Action – Full turn actions take up a character's entire turn in which they are not able to move, perform standard or basic actions while they perform a single action that requires their full attention, such as solving a puzzle or performing a very complex task.

Defending is always an action that you may perform at any time and does not officially take up any action.

Unless otherwise noted or stated by the GM, the results of an action happen quickly within the combat scenario.

To add flexibility, a player can sacrifice a higher type action for a lower one. In other words, Full Action to a Move Action; Move Action to a Simple action; a Simple Action to 2 Basic Actions. Only in a downward direction and only one step, so you can't sacrifice a Move Action for an extra Full Action, sacrifice a Simple Action for 4 Basic Actions. Most common would be to sacrifice the Full Action for an extra Move Action.

ACTION TYPE EXAMPLES

Draw Weapon	Simple
Ready Shield	Simple
Mount a Steed	Full
Dismount a Steed	Full
Casting Spells, Power or Jinhu	Varies
Combining Jinhu and Attacks	Varies
Using an Ability	Varies
Use skill	Varies
Use an Item/Activate an Item	Simple
Aid Another	Full
Dismiss a Spell	Simple
Pick up an Item	Simple
Escape from a Net or Bonds	Full or multiple turns
Light a Torch/Lantern/etc.	Full
Open or Close a Door	Simple
Read a Scroll to cast Spell	Full
Drink a Potion or apply Oil	Simple
Stand up from prone	Move
Stand up from Knockdown	Move
Move an Object	Full
Extinguish Flames	Full
Withdraw	Move
Throw an Item Non-Attack	Simple
Touch Attack	Simple
Grab or Grapple Attempt	Full
Escape a Grab or Grapple	Full

HOLDING AN ACTION

You may hold your action for as long as you feel is necessary, this is giving up initiative order. In a **Holding Action**, the GM asks the player what they do on their normal initiative and the PC says something like "I'm still thinking, come back to me in 5 initiative," or "I wait till the brigands close to melee range or until the end of the turn, before attacking." Then the GM goes on with the rest of the initiative sequence.

If you or your opponents retreat and either side holds their action over several turns, such as holding their attack to suddenly attack the other as soon as they come around the corner or over the hill, those that are holding their attacks get those attacks before anything else happens at the beginning of the turn, as though the last turn had not ended. Once these attacks occur, a new Combat Turn begins. If both parties are holding actions in order to attack the other, then those with the highest initiative act first. All others then act in their initiative order.

Once a character or characters have performed their held action they begin again on their next initiative order in the initiative count.

Only held actions may be carried from turn to turn.

MOVEMENT ACTION

This is the amount you can move during combat. For most medium-sized creatures while in combat this will be a base of 15 feet, while small is 10 feet and large is 20 feet.

Hustle allows characters to double their normal movement per **Move Action** and costs 10 Fatigue Points.

Running allows characters to move at

three times their normal movement which takes a **Full Action** and causes the character to use 15 Fatigue Points while running but must be able to move the full run distance.

Sprinting allows a character to move four times their normal movement and causes the character to use 20 Fatigue Points and takes a **Full Turn Action** while sprinting and must be able to move the full sprint distance. If you cut short your run or sprint in combat you must wait one turn prior to attacking.

You may also move slower than you your full normal amount. If you move half your normal movement (rounded; a 10' normal move is 5'; a 15' normal move is 10') or less, you may do so as a **simple action** and it may be combined with other actions. When using hex or square grids, small creatures can move 1 square/hex, a medium and large can move 2 squares/hexes, a huge creature can move 3 squares/hexes, and so on.

You may also break up your movement on your turn, using some before and after an action. If you have more than one attack during your turn, you may break up your movement between the attacks.



CASTING SPELLS, OR USING JINHU

Like wielding weapons, the casting of spells, the summoning of powers, and the activation of jinhu all take a bit of time. They all have a length of time (Casting Time, Activation Times, etc) that a caster must adhere to before his or her spells activate. The spellcaster, priest, or jinhuur make their Spellcraft, Divine Knowledge, or Jinhu Discipline at the moment they cast the spell.

While most spells take a **Full Action** to cast, there are others that take only a mere moment. These spells take a **Simple Action** to cast. Some spells and powers may actually take a full turn or longer. In these cases, the resolution/skill roll is on the character's initiative many turns later. If interrupted (take damage, knockback, etc), they lose the action for that initiative unless they make a **Concentration** check.

BATTLE MAPS AND MINIATURES

While *Legends of Kralis* is best played with props for visualization and accuracy, it can be played in a descriptive style of combat where the players and the GM keep a mental picture of the battlefield. When playing with mats and minis, treat every hex or square as 5'.

CAUSING DAMAGE

Whether you are casting spells, calling on the gods, or swinging a sword you are likely to cause damage. To determine how much damage you do you take your total number of successes (including any from success modifiers) and multiple this by the base damage of your attack.

For example, if you have a total number of 9 successes on your attack with a sword, with a base damage of 4 with that weapon you do 36 points of damage (9 successes x 4 base damage =36), to the target. When damage is done it generally is done to Health Points, but there are times this damage can be applied to **Fatigue Points**.

Physical Defense check successes subtract from an attackers total number of successes.

For example, an attacker has 9 successes, the defender makes a Physical Defense check and gets 3 successes. The total number of successes that the attacker now has is 6 successes that they can use to determine damage.

Your damage can be reduced, or negated, by the defenders Physical Defense check. If the Defender has any successes in their defense, these are subtracted from your attack successes before damage is determined. If the defender has equal, or more, successes, no damage is done. In the above example, if the Defender had 5 successes, you would instead do 16 points of damage

BONUS DAMAGE

When doing damage you add additional bonus damage to the base damage. This bonus damage generally comes from one of three sources: **Strength, Agility or Perception**.

Bonus damage from Strength is considered the "default" bonus damage. If you take the ability **Deft Strike** you can use your Agility Modifier as bonus damage when you use Agility Based Weapons, with the ability **Surgical Strike** you can use your Perception Modifier as bonus damage when you use Perception Based Weapons.

FLANK AND REAR ATTACKS

If you are face to face with an opponent you are unable to get a rear or flank attack, simply because the opponent can "track" you and can defend against you.

If you and an ally face an opponent, you may then move to a **flanking** position, but you may never get a rear attack, simply because the opponent is capable of keeping both you and your ally at flank attacks. **Flank attacks** causes a base -25 to the defenders Physical Defense attempt.

If you and more than two allies can position yourself around the opponent then you have **surrounded** the opponent. With this you cause the opponent to suffer a rear attack penalties. When using maps and minis, the front of a character is considered to be the 160 degrees in the direction the model is facing.

Rear attacks cause a base -50 to the defenders Physical Defense attempt.

MULTIPLE STRIKES

It is possible for a character to attack more than once during their turn. Multiple strike allows a character to attack multiple times during their **Full Action** on their turn.

All weapons are capable of making multiple attacks, but the penalties and the rate of attack differ based on size and type. A character must be trained in each attack skill to be used in a Multiple Strike. When attacking make a separate check for each attack.

The primary weapon used for the multiple strike gets can have multiple attacks based on their size and type.

- Ranged weapons can fire up to their maximum rate of fire per full turn
- Tiny and Small sized weapons along with Agility based weapons get one attack per 30 points of weaponcraft.
- Medium sized weapons get one attack per 50 points of weaponcraft
- Large sized weapons get one attack per 75 points of weaponcraft
- Huge and larger sized weapons get one attack per 100 points of weapon craft.
- Brawling, Martial Arts and Natural attacks are considered the size of the creature making the attack.

The total number of attacks is based on your primary weapons WeaponCraft Skill Score. For example, with a medium sized primary weapon, with a WeaponCraft Skill of 51 you gain one extra attack (for a total of two attacks), at skill of 101 you gain another extra attack (for total of three attacks) etc."

Penalties for Multiple Strike

Attacks suffer the following penalties:

- First Attack/Strike: -10
- Second Attack/Strike: -20
- Third Attack/Strike: -30
- Fourth Attack/Strike: -40

Attacks past the fourth suffer an additional -20 for each attack above the fourth (fifth: -60; sixth: -80; etc.)

Secondary Strike

You also gain one extra attack with an "off-hand" attack with a secondary skill or weapon once per turn with a -20

penalty. For example, using a second weapon, martial arts, brawling, or natural attack.

The maximum number of attacks that a creature can make in a turn is 10.

The defender defends against these attacks as normal.

RANGES

There are times when combat will include someone with a ranged, or missile weapon, such as firing a pistol, loosening an arrow or throwing a knife. There are two scales of ranges that are used: Standard and Vehicle (for more information see Ranges in *Legends of Kralis Game Master's Guide*). The most common scale that is used is the Standard Scale and has seven categories: Strike, Point Blank, Short, Medium, Long, Extreme and Maximum ranges.

Strike Range: Strike range is the smallest distance that is measured for Standard Scale and reflects the natural reach of creatures have and depends on their size. For creatures this is their natural reach, how far can they reach with a melee attack (such as foot, hand, tail, tongue). This can be enhanced through various weapons. Many times most strike ranges will overlap with the same distance and do not give either combatant an advantage over the other.

All ranges listed below are in *Standard Scale* based on 1 square equals five feet. Each of these ranges has a modifier to your Weapon/Attack Skill. Each of these ranges add on to the base strike range of a creature. Weapons that have squares listed as ranges are scaled for land, air or void based use.

STRIKE RANGES

Creature Size	Range	Creature Size	Range
Tiny to Medium	Next to Character	Large	5' Radius
Huge	10' Radius	Giant	20' Radius
Colossal	50' Radius	Mega	100' Radius

THROWN WEAPON RANGES

Range (in feet)	Effects
Point Blank (5' + Str Mod)	None
Short (10'+ Str Mod)	None
Medium (20' + Str Mod)	None
Long (40'+ Str Mod)	-15 Attack Skill
Extreme (80'+Str Mod)	-30 Attack Skill
Maximum (160')	-45 Attack Skill

CROSSBOW & SLING RANGES

Range	Effects
Point Blank (0 -15')	None
Short (16'-30')	None
Medium (31'- 90')	None
Long (91'- 150')	-10 Attack Skill
Extreme (151' - 210')	-20 Attack Skill
Maximum (250')	-30 Attack Skill

BOW RANGES

Range	Effects
Point Blank (5'-20')	None
Short (21'- 40')	None
Medium (41'-80')	None
Long (81'-160')	-5 Attack Skill
Extreme (161'-320')	-10 Attack Skill
Maximum (400')	-15 Attack Skill

The above ranges are for short bows. Medium sized bows gain +20' cumulative per range, large sized bows gain +30' cumulative per range category above Point Blank. Composite bows add an additional +30' to all range categories.

FIREARMS RANGES

	Pistol Range	Rifle Range	Effects
Point Blank	(0-15')	(0-30')	None
Short	(16'-30')	(31-60')	None
Medium	(31'-60')	(61-120')	None
Long	(61'- 120')	(121-180')	-5 Attack Skill
Extreme	(121' to 180')	(181'-240')	-15 Attack Skill
Maximum	(250')	(300')	-25 Attack Skill

RANGES LESS THAN 5 FEET

Slings and thrown weapons are ineffective at less than 5' in range. Bows, Crossbows and Firearms are still effective as they rely on explosive or "spring" power to launch.

SNEAK ATTACKS

A standard *sneak attack* can be accomplished by an attacker if they are able to catch a target off guard or the target is unable to defend themselves (such as coming up from behind).

This is typically accomplished through the use of the *Stealth* skill. Sneak attacks may only be accomplished with melee or ranged attacks. Casting of spells cannot be used to perform a sneak attack.

Opponents that are the target of a sneak attack are allowed a *Search, Alertness or Perception* check vs. your *Stealth* skill check successes. Distracted opponents suffer a -50 to their check.

A successful sneak attack gains the following benefits:

- 1) Attacked target may not defend against the sneak attack
- 2) Critical Hit Range increases by +5 (e.g. normally 01-05 becomes 01-10)
- 3) All armor absorption is halved against the Sneak Attack Damage

Sneak attacks may only be accomplished by creatures or beings that are within two size categories of the target. However, smaller creatures may always attempt a sneak attack on a larger opponent.

CRITICALS AND FUMBLES

During combat no plan survives contact and not every hit is going to be a success and some hits will be so harsh that they cause more damage. In *The Legends of Kralis*, these are reflected in Critical Hits and Fumbles. For the limited scope of this quickstart anytime that a character rolls a 96-00 this is a fumble, make something up for the penalty. Critical hits occur on a score of 01-05 for the most part, though with special training and weapons it can go as high as 01-25. When a critical hit occurs the character is granted bonus successes to the hit.

When a character scores a Critical Success the player rolls 1d10 to determine the total number of bonus successes they gain in their attempt. If the player rolls a natural 10 on this roll they may add an additional 1d10 worth of bonus successes. On any natural 10 that is rolled the player may continue to roll 1d10 bonus successes.

COMBAT EFFECTS AND CONDITIONS

While characters are facing the world they will experience a great deal. Many times this will cause character's to suffer from adverse conditions, representing effects from taking too much damage, results of spells, or the conditions of the world around them. The following is a list of some of these more important conditions that can effect characters.

BATTERED STATUS

A character who has been reduced to 1/4 or more of its Health Points or less obtains the Battered Status. Characters suffer a -6 success to all their skills and Physical Defense and may only move 1/4 of their movement. These conditions persist until the character can regain more than 1/4 of their Health Points.

BEATEN STATUS

A character who has lost from 1/2 up to 1/4 of its Health Points suffer a -3 successes to all their skills and Physical Defense until they regain more than half of their Health.

CONFUSED CONDITION

In general terms, unless otherwise specifically written, being confused indicates that the victim is mentally fogged or otherwise bewildered, which affects all its actions. Every turn there is a 50% (01-50) chance that a character is so confused that they will simply do nothing but babble incoherently. Unless otherwise stated, you are *Confused* for d10+2 turns.

DAZED CONDITION

Unless otherwise stated, being dazed indicates that the victim is reduced in its actions. A dazed being suffers a -5 successes to all checks and move at only 1/2 of its normal rate for the duration of the daze. They also lose the ability to use Basic and Simple Actions. If you are Dazed again you become *Staggered*. Unless otherwise stated, you are Dazed for d10+2 turns.

DYING CONDITION

Any time a character is brought to 0 in Health Points, they are considered dying — even if they are successful with their *Holding Zero* check. A dying character loses 5 points of Health per turn from various wounds and bleeding. During this time, if a character is healed or is treated through the *Healing* skill, they are no longer dying. Once a character reaches their Stamina Score in “negative health points” they are dead.

FATIGUED CONDITION

When a character is reduced to 0 or below in fatigue, they are rendered unconscious for 1 hour plus an additional hour for every 5 fatigue points below 0.

Any time a character is healed back above 0 Fatigue Points they must make a Stamina check.

A new Stamina check can be made once per turn. While unconscious, character's are considered resting for purposes of Fatigue Recovery (see below). Character's will regain consciousness after either after a successful Stamina

check or after recovering half or more of their Fatigue Points

FATIGUE RECOVERY

Characters recover 10 plus their Stamina Modifier in points of Fatigue every hour if they are resting and not engaged in combat, power use, or other labor. Otherwise, characters will recover 5 fatigue every hour.

PARALYZED CONDITION

When a character is paralyzed the they are assumed to be able to do very little, if anything. Unless stated otherwise, Paralyzation causes the loss of all movement and the loss of use of any physical skills or Abilities for the duration of the paralyzation.

PRONE CONDITION

A character that has been knocked down and laying on the ground. A prone character suffers -5 Successes to any attack and a -3 Successes to its Physical Defense. Standing up from a prone position is a *Move* action.

SHAKEN CONDITION

A shaken character suffers a -2 successes to all skill checks and loses the ability to use their Basic Actions. Unless otherwise stated, you are Shaken for d10+2 turns.

SICKENED CONDITION

A character that is sickened suffers a -2 Successes to all attack, skill, and Physical Defense checks. You are not able to use Basic Actions. Unless otherwise stated, you are Sickened for 2d10 turns.

STAGGERED CONDITION

You are under such duress that you are unable to perform actions normally. You suffer -7 successes to all checks, suffer -30 Initiative Modifier penalty, and move at only 1/4 of your normal rate. You lose the ability to use any action other than Move Actions. Unless otherwise stated, you are Staggered for 2d10 turns.

STUNNED CONDITION

A character that is Stunned suffers a -10 Initiative Modifier penalty, and may only move at half their normal rate for as long as they are stunned. They also lose the ability to use Basic Actions. If they are Stunned again they become *Dazed*. Unless otherwise stated, you are Stunned for d10+2 turns.

Legends of Kralis is set at a time when both powerful magic, as well as, technology, or aradgah, existing side by side and even blended together in the world. Magic comes in three flavors: Thaumic Formulas, Divine Summoning and Jinhu Discipline. Each has its own flavor and take on how they are able to warp reality and bend to their wills.

SPELLCASTING

Spellcasters cast *Thaumic Formulaic* spells. They use both the *Spellcraft* skill and *Arcane Touch* ability in conjunction to cast spells. Arcane Touch must be taken for each element that a character wants to access. All spells that a caster has access to must be kept within handcrafted "spellbook" items that he creates himself including, but not limited to, spell books, staves, gauntlets, and robes.

CASTING SPELLS

In order to cast a spell make a Spellcraft Check. The spell is cast if the check is successful. The more successes, the more powerful the spell is. However, should a spellcaster be caught without his or her spellbook(s) they cast their spells at 1/2 their skill.

While most spells require a Full Action to be cast, some have different casting times. The spell description will note which action type is used, or the casting time, if it takes more than a combat turn to cast.

During this time you can only perform the casting of the spell. If disturbed you must make a Concentration check at a TS of 1 per Power Rank (PR) of the spell. Should you fail, the spell is ruined and fails, but you must still pay the Fatigue Point cost.

A character must be able to move his hands to make gestures and be able to chant or speak arcane words in order to cast a spell and in many cases must be able to see the target.

DAMAGE WITH MAGIC

As in Combat, spell damage is determined by the total number of successes from the Spellcraft check. Subtract the Defenders successes from the Spellcraft check to get the total number of successes for the spell. This is then multiplied by the Base Damage of the spell to get the base damage of the spell. After determining the base damage, your Intelligence Modifier is then added as bonus damage.

However, if the Defender has equal, or more,

ATTACKING WITH SPELL CREATED WEAPONS

A few spells allow a spellcaster, divine caster or jinhuur to create weapons or force or magic and use them to attack targets. Once created these items will continue to attack the target they are set against until either they are destroyed, dismissed, or the spell ends. They attack on the caster's initiative. They can move along with the target, but cannot move beyond the spell range.

The caster retains control of the weapon and on his or her initiative may dismiss, change targets or stop the weapon. Unless dismissed or the spell ends the weapon will remain floating in the air near their last location until they are moved.

successes they have completely defended against the spell and are not affected by it. See the spell description, to check if a defense is allowed, and which Defense is used when making the defense check.

For example, the spell *Elemental Bolt* has a Base Damage of 2. You make a Spellcraft check and get 5 successes. The defender makes a Physical Defense check and gets 2 successes. Your spell does 6 + Intelligence Modifier points of damage. If the defender had 5 successes, they would have completely defended against the spell and would not be affected by it."

FATIGUE COSTS

The Power Rank (PR) of the spell determines the number of Fatigue Points needed to cast a spell.

Power Ranks	Fatigue Costs
1-3	3 per rank
4-5	6 per rank
6-8	9 per rank
9+	12 per rank

Thus, a Power Rank 4 Spell has a Fatigue cost of 24, where as a Power Rank 12 Spell has a fatigue cost of 144 (12x12).

DIVINE SUTITIONING

Those who serve one of the deities of the Celestial Reams can use their faith to summon powers in the form of Divine Spells. They are known by many names, but are most often called Chosen."

These chosen are used by both the gods and mortals to explain the desires and commandments of both to the other. They are men and women who heal the wounded and the sick, stand firm against forces eager to destroy their faith, and work to make the world better understand their deities desires.

Divine powers are the pursuit of the unification with the Divine Entities or some other principle; the immediate consciousness of a character's deity; or the direct experience of religious truth.

The most important skill of the chosen is *Divine Knowledge*. While the Divine Knowledge skill grants a chosen with knowledge of the divine entities, the chosen must have *Divine Presence* in order to call upon the power of the divine. A Divine Knowledge Check is made to attempt to summon, or cast, Divine Powers and spells.

POWERS AND FATIGUE

The Power Rank (PR) of the spell determines the number of Fatigue Points needed to cast a spell.

Power Ranks	Fatigue Costs
1-3	2 per rank
4-5	4 per rank
6-8	8 per rank

Thus, a Power Rank 4 Spell has a Fatigue cost of 16, where as a Power Rank 12 Spell has a fatigue cost of 144.

Priests, another name for the Chosen, that have strayed



from the tenets of their beliefs may find it more difficult to cast spells. The GM may restrict them to only certain spells, and/or increase the Fatigue Point cost for casting

PRIEST ACCESS TO DIVINE POWERS

Unlike spellcasters and those that use jinhu; priests, clerics, monks and other chosen earn their Divine Powers differently. At any one time, Priests can access 1 Divine Spell per rank plus half their Charisma Modifier.

Priests have access to all their philosophical aligned spells, but are only able to use a small portion of them. Priests gain 1 Divine Spell per rank plus half their Charisma Modifier.

During play, Divine Casters can change, or swap, what spells they have access to during play. The caster may only swap spells with others they would normally be able to access.

In order to swap spells, the Divine Caster also needs to spend an amount of time in prayer asking their deity to let them change which spells they have access to. The amount of time in prayer is 5 minutes per PR (minimum of 1 minute).

The philosophy of a character determines which type of Divine Powers they have: Good - Good; Evil - Evil; Neutral - Neutral. Everyone gains access to Any.

SUMMONING POWERS

Anytime that you wish to use a divine spell, you must attempt at summoning it. This requires you to make a Divine Knowledge check. Should you fail this check you are unable to summon the power.

Additionally, anytime that you are interrupted in the summoning of the power or take damage while summoning the power, you must make a *Concentration* skill check at a TS of 1 per Power Ranking (PR) of the spell.

If you fail this, the power fails to be summoned and you must still subtract the fatigue cost.

When you decide to cast a power you must spend the entire appropriate time casting the power. Most powers require a *Full Action* to be cast. There are a number of

spells that only require a *Simple Action* to cast.

FOCI AND POWERS

Using divine spells requires a Divine Knowledge check. In order to call forth these powers a character must have a focus of power (generally a symbol of the deity that is given to your character for free from the appropriate church). So long as the priest has his focus he uses these powers with no effort. However, should a priest be caught without his or her focus of power they suffer a -50 to their Divine Knowledge skill.

DAMAGE WITH DIVINE POWERS

Damage is determined by taking the total number of successes that you achieve in your Divine Knowledge Check, modified by the defenders Divine Defense (if applicable), and multiplying any remaining successes by the Base Damage plus your Charisma Modifier in bonus damage. This bonus damage is applied after you determine the total base damage done.

JINHU DISCIPLINE

The Jinhu Discipline is the study and practice of hand symbol techniques that allow a jinhuur to use jinhu jia force energy. They rely on the manipulation of energy (jia) and health in order to perform things that ordinary mortals are unable to perform. Unlike magic, divine powers or abilities, jinhu are taught by mentors and rely on the study of hand symbol techniques that 'summon' energy pathways of Jinhu Force. These pathways represent the various connections between mortals and the Omniverse. The use of jinhu is physically more taxing than either Spellcasting or Divine Powers.



JINHU PATHWAYS AND SYTTIBØLS

Jinhu is made up of Pathways and Symbols that the jinhuur use to summon forth the jinhu jia force powers. There are four pathways that a jinhuur may learn, these are required pathways that allow the jinhuur to be able to use the hand symbols.

These pathways are: *Tias* (Pathway of Life and Creation), *Gen* (Pathway of Death and Destruction), *Mizu* (Pathway of Change and Summoning), or *Sihu* (Pathway of Elements and Commanding).

It is thought by some that the number of jinhu is nearly infinite, while others think that no one has ever bothered to count them. Whichever the case jinhuurs are able to use any jinhu that they are taught.

There are twelve hand symbols that Jinhuur must learn in order to use the Jinhu. A new jinhuur begins knowing a number of the following hand symbols.

These symbols are:

Ne: Symbolizing the power of Soul

Ursi: Symbolizing the power of Heaven or Hell

Tatsu: Symbolizing the power of Earth

Tur: Symbolizing the power of Mind

Hin: Symbolizing the power of Connection

Nu: Symbolizing the power of Void or Ether

Gi: Symbolizing the power of Fire or Violence

Ka: Symbolizing the power of Water

Re: Symbolizing the power of Wind

Ur Symbolizing the power of Harmony

Xu: Symbolizing the power of Strength

Sar: Symbolizing the power of Body

In order to learn a new pathway or hand symbol the jinhuur must track down a master that knows symbol. Once he has found such a master he must spend time with the master learning the new hand symbol technique.

BEGINNING PATHWAYS AND HAND SYTTIBØLS

A jinhuur begins play knowing 1 Pathway and a number of Hand Techniques equal to 1 per 2 Willpower Modifier.

BEGINNING JINHU

A jinhuur begins with their Willpower Modifier in Jinhu Force Powers that they have the appropriate hand symbol techniques and pathway. This is also limited to the PR level that a jinhuur can use.

ACTIVATING A JINHU

Anytime that you attempt to use a jinhu you must attempt a Jinhu Discipline check. Should you fail this check you are unable to use the jinhu at the moment and may attempt to use the jinhu again on the next turn if you



have available fatigue.

Anytime that you are interrupted in the use of the jinhu or take damage while using the jinhu, you must make a **Concentration** skill check at a TS of 1 per Power Ranking of the jinhu. If you fail this, the jinhu fails to be used.

Jinhu often rely on the jinhuur to touch a target in order to use the power. In these cases the jinhuur makes two skill checks. The first is the Martial Arts, or Brawling, check and the second the Jinhu Discipline check. The defender is considered touched, if they fail their Defense check against the attack check. In other words, both checks need to be successful for the jinhu jia force power to affect the target.

SUSTAINING JINHU

Many jinhu have an instant duration and do not require that the jinhu to sustain or maintain the power they have used. However, there are a number of jinhu that have turn length durations at which time a jinhuur must continually expend Fatigue to maintain the jinhu.

FATIGUE COSTS

The Power Rank (PR) of the jia force power determines the number of Fatigue Points needed for its use.

Power Ranks	Fatigue Costs
1-3	3 per rank
4-5	5 per rank
6-8	7 per rank

Thus, a Power Rank 4 Jinhu has a Fatigue cost of 20, where as a Power Rank 12 Spell has a fatigue cost of 120.

JINHU "ENERGY"

All Jinhu are created by the use of hand symbols but pull on the energy (jia) of those that are using the jinhu. This energy is represented as Fatigue points. Each time that a jinhuur uses a jinhu he expends physical energy (jia) in the form of lost Fatigue. Failure to use a jinhu during an attempt still uses the appropriate amount of fatigue.

DAMAGE WITH JINHU SUTITIONING

Damage is determined by taking the total number of successes that you achieve in your Jinhu Discipline Check, modified by the defenders Jinhu Defense (if applicable), and multiplying any remaining successes by the Base Damage plus your Willpower Modifier in bonus damage. This bonus damage is applied after you determine the total base damage done.

SPELLS, POWER AND JINHU

ABEGAH

Type: Element (Fire) [charm]
Power Rank: Varies
Range: 50' + 5'/success (max +50')
Duration: 1 turn/success
Area of Effect: 1 target
Activation Time: Full Action
Defense: Magical

By means of this spell a caster is able to effect some of the emotions of a target or targets.

Gluttony (PR 2): By means of this the caster infuses the target to become overly impulsive in their actions. This causes them to suffer a -10 to all their skills as this impulsive behavior causes them to make small mistakes. However, this also increases their Holding Zero checks from 1 TS per 5 negative health, to 1 TS per 10 negative health.

ACIDITY

Type: Element (Water); [acid] [attack]
Power Rank: 2
Range: 0'
Duration: Instant
Area of Effect: See Below
Activation Time: Full Action
Defense: Physical

By means of this spell a caster is able to issue forth an acidic attack in one of two forms. Each deals 3 points of damage per success and will cause continuing acidic damage equal to 5 points per turn. The continuing damage ignores all armor except for natural armor. This damage will last 1 turn per 2 successes unless neutralized or *dispelled*. The caster is immune to any effects of his casting of this spell.

Belch: The caster belches forth a yellow-green cloud of vile acid that has an Area of Effect equal to 10' radius. The cloud of acid lingers in the area for 1 turn + 1 turn/success.

Breath: The caster is able to breath a line of acid that has a length of 20'.

AID

Type: Divine (Any); [boost]
Power Rank: 1
Range: Touch
Duration: 1 minute per success
Area of Effect: 1 creature
Activation Time: Full Action
Defense: Divine

By use of this power a character can lend a hand to any creature that is touched. This aid can be one of three types:

- 1) the target gains +2 point of temporary health per 3 successes;
- 2) the target gains +5 to any one skill check per every 3 successes, for the duration of the spell.
- 3) the target gains +5 to any one defense per every 3 successes, for the du-

ration of the spell.

Targets can have only one *aid* spell placed on them at a time. If a character is warded by *aid* and another spell that grants bonuses to defense or skills, the spell with the greater power rank acts until its power is exhausted.

AIR DISK

Type: Element (Air); [force][creation]
Power Rank: 2
Range: 0'
Duration: 1 hour/success
Area of Effect: 5' diameter disk of air
Activation Time: 10 Minutes
Defense: None

This spell allows a caster to create a disk of force, that floats in the air next to the caster. This disk is 5' in diameter and is 4" deep at its center. The disk can hold up to 50 lbs., per success of the caster. This disk moves at 10' per move as directed by the caster. It hovers 4 feet above the ground, and will fall at a rate of 10' per move should it be pushed over an edge, but will wink out of existence if it gets more than 20' away from the caster. This can be used over soft surfaces such as water or snow.

ANIMAL COMPANION

Type: Element (Spirit); Divine (Neutral); [charm] [summoning]
Power Rank: 1
Range: 1 mile
Duration: Varies; see below
Area of Effect: 1 Animal
Activation Time: 30 Minutes
Defense: Magical, Divine

Through the use of this power a user can summon one normal wild animal from a terrain within the range of the power. The GM determines the type of animal summoned which depends upon the terrain and rank of the user.

The summoned wild animal is especially friendly toward the user. It will remain with the user so long as the user travels through the wilderness terrains within a 20 mile range of the creature's natural habitat.

The animal will come to the aid and rescue of the summoner if they are engaged in a fight they will either defend or attack depending on the situation they are involved in.

The summoned animal will automatically leave the user's side if the user enters any large encampment or other settlement. The power does not give the user a telepathic link nor allow the user to communicate with the animal.

ANIMATE OBJECT

Type: Element (Water); Jinhu; [animate]
Power Rank: 1
Pathway/Symbol: Tias/Hin, Sar, Tur
Range: Touch
Duration: 1 minute/success
Area of Effect: Varies; see below
Activation Time: Full Action
Defense: None

By means of this spell a caster is able to animate objects with the ability to move and have form. These objects are then under the command of the caster and can be used to perform any number of actions during the duration of the spell. An animated object can be of any nonmagical material: plant, stone, metals, wood, bones, furnishings, books, etc. The caster may animate one object per success within an area with appropriate number of successes.

A caster may animate the following size types with appropriate successes:

- Tiny - 1 Success
- Small - 2 Successes
- Medium - 4 Successes
- Large - 6 Successes
- Huge - 10 Successes
- Gigantic - 12 Successes
- Colossal - 16 Successes

Refer to the *Legends of Kralis Bestiary* for statistics of animated objects. The caster may not target worn items or magical items.

ASPHYXIAE

Type: Element (Essence); [negative] [attack] [curse]
Power Rank: 2
Range: 30'
Duration: 1 Turn/Success
Area of Effect: 1 Target
Activation Time: Full Action
Defense: Magical

Through the use of this spell a caster can cause 1 target within range of the spell to begin to feel as they are suffocating. Targets are granted a Stamina check at a TS of 3. Those that fail are *dazed* for the duration of the spell. Each turn the target must make a Stamina Check at TS of 3 to overcome this effect. Additionally, the target begins to suffocate as per the Suffocation rules (see Game Masters Guide).

BANE

Type: Element (Essence); Divine (Any); [negative or positive] [attack]
Power Rank: 2
Range: Touch
Duration: 2 turns per success
Area of Effect: 1 Item
Activation Time: Full Action
Defense: None

By means of this spell the caster

causes one item touched to become the bane of a specified creature that the caster designates. The caster cannot designate a whole group of creatures such as Animals, Magical Beasts, Humanoids, Monstrous Humanoids or Beasts, but may designate whole subgroups or even specific creatures, and may designate specific philosophies. The spell bestows +5 attack bonus (to a maximum of +50) per every 3 successes. In addition, the item deals +2 per 2 successes (maximum of +30) bonus damage to the target.

BALL OF MIST

Type: Jinhu; [alteration]
Power Rank: 2
Pathway/Symbol: Sihu/Ka, Re
Range: 5'
Duration: 1 Turn/Success
Area of Effect: 5' radius/success
Activation Time: See Below
Defense: None

You summon a 5' radius ball of mist that is thick enough to grant 75% concealment to anyone in or behind the ball of mist. Additionally, this ball is movable at a rate of 45' per turn. Finally, by increasing the PR of this jinhu to 3 you can cause the mist to heat up or cool down to cause 1 point of cold or scalding damage per success to any target within the ball of mist. This jinhu is a Simple Action; if used to damage it then is a Full Action.

BATTERING RAM

Type: Element (Spirit); [force] [other]
Power Rank: 2
Range: 0'
Duration: Continuous
Area of Effect: See Below
Activation Time: Full Action
Defense: See Below

You create a large, ram-headed battering force that can be used to ram against objects. The force has 500 Armor Absorption points and deals 20 points of damage every turn when it strikes a target. If it is used to target a creature, the creature is granted a Physical Defense to dodge the attack.

BINDING SHADOW

Type: Element (Essence); [force] [other]
Power Rank: 2
Range: 20'
Duration: 1 Turn/Success
Area of Effect: 1 Target
Activation Time: Full Action
Defense: None

You summon a multitude of ribbon-like shadows to wrap around a specified target. These shadowy bindings cause the target to be unable to move. These bindings require Strength check at TS of 3 to break free as Move Action.

BLADES OF RISHA AMARU

Type: Element (Any); Divine (Any) Jinhu; [force] [attack]
Power Rank: Base 2; See Below

Pathway/Symbol: Sihu or Mizu/Re
Range: 20' +5 / success (Max. +50')
Duration: 1 turn/success
Area of Effect: 1 Target
Activation Time: Full Action
Defense: Physical

The *blades of risha amaru* grant the caster or jinhu the ability summon forth a blade of elemental power: *Fire* (Fire Element), *Wind* (Air Element), *Stone* (Earth Element), *Acid* (Water Element), *Negative Energy* (Essence Element), or *Positive Energy* (Spirit Element). Those attempting to cast the blades of another element increase the Power Rank of the spell by +1. Each blade is 3' long with a single sharp side. As a simple action the caster can use this weapon to attack once per turn or move it to a new target. The blades deal 3 points of damage per success, each of these blades deals real damage to the undead.

BLASTING

Type: Element (Spirit); [force] [attack]
Power Rank: 2
Range: 20'
Duration: Instant
Area of Effect: 1 target/Ray
Activation Time: Full Action
Defense: Physical

You unleash a bluish ray of force that strikes a foe or a specific target that is in range. The ray of force deals 3 points of damage per success. Additionally, those that are hit with the force blast must also make a Strength check at TS 1 per 6 points of damage dealt or be knocked back per the knockback rules.

BLINDING SIGHT

Type: Divine (Good); [positive][attack]
Power Rank: 1
Range: 0'
Duration: 1 turn/success
Area of Effect: 1 Target
Activation Time: Full Action
Defense: Divine

By means of this power a user infuses a weapon with powerful energy that causes a brilliant spark to burst into existence causing the current target they successfully attack to be *blinded* by the light for a few moments. Each time that the user makes a successful damaging attack there is a brilliant burst of light that has a radius of 5'. Those that fail their Divine Defense may be blinded for 1 turn per success. This is not usable against creatures that have no visual organs, nor if they are gigantic or larger in size. Every turn targets gain a new defense check to end the effects. Each time that they make a check they gain a +1 success bonus to end the effects of the spell. This only effects neutral or evil creatures; good creatures are unaffected.

BOOTHERANG

Type: Element (Spirit); Jinhu; [summoning]
Power Rank: 2 (Spirit) / 2 (Jinhu)
Pathway/Symbol: Mizu/Hin
Range: 30'
Duration: Instant
Area of Effect: 1 object
Activation Time: Simple Action
Defense: None

This spell allows any one item the character has thrown, dropped or, lost and that is within range to return to his hand instantly.

BOSHÖSEN

Type: Jinhu; [attack]
Power Rank: 1
Pathway/Symbol: Gen/Nu
Range: 30'
Duration: Instant
Area of Effect: 1 Target
Activation Time: Full Action
Defense: Physical

By summoning your internal energies and stomping on the ground you unleash a trail of blazing fire to strike at a target that you can see that is within range. This fire burns a path towards the target, going around obstacles so long as you can see the target at the moment of summoning the jinhu. The jinhu deals 2 points of damage per success. The fire will cause anything within 2 feet of the target to burst into flames if they are combustible taking 5 points of damage each turn until extinguished, it will also cause any plant life it passes to catch fire, burning 5 feet from the trail before extinguishing.

BREATHE THE ATMOSPHERE

Type: Element (Air); Divine (Any); [alteration]
Power Rank: 1
Range: Touch
Duration: 1 hour plus 10 minutes/Success
Area of Effect: 1 creature
Activation Time: 10 Minutes
Defense: None

By means of this spell a caster enchants himself or another being with the ability to be able to breath a specified natural atmosphere (water, corrosive, insidious, tainted, exotic, thin, very thin, dense, very dense). The indicated atmosphere cannot be of a magical creation. Thus, a caster can cause himself or another being to be able to breath water, but could not enchant the being to be able to breathe a magically created atmosphere of any sort.

BURROW

Type: Element (Earth); [travel]
Power Rank: 2
Range: Self
Duration: 1 Turn/Success
Area of Effect: Self
Activation Time: Full Action
Defense: None

Through the use of this spell a caster grants himself the ability to burrow through earth and loose rock at his normal speed. The caster cannot move through solid stone, natural or carved. This burrowing leaves no tunnel or hole and if the caster comes within 3 of the surface it leaves a tracking mound of dirt.

CALM

Type: Element (Fire); Divine (Good); [charm]
Power Rank: 1
Range: 10'
Duration: 1 turn/success
Area of Effect: 1 Creature/success
Activation Time: Full Action
Defense: Magical, Divine

Calm allows the caster to induce calm and peace within all humanoids, monstrous humanoids, animals and beasts that are targeted by the caster. Those that fail their Defense check become passive, unwilling to fight, etc. However, any aggressive or threatening act against the target(s) immediately breaks the spell and the creatures return to their state before the spell was cast. During the duration of the spell the targets gain a new Defense check every turn in order to break the spell.

This spell also can restore those that have been the subject of fear or horror by granting them an additional check against the fear or horror with a +2 success to resist the effects.

Calm suppresses the bonuses and effects of abilities such as *Aggression*, *Battle Cry*, *Battle Rage*, *Controlled Rage*, *Incite Mob*, *Inspire*, *Master of Chaos*, *Undermine*.

CLING

Type: Element (Earth); [alteration]
Power Rank: 1
Range: Touch
Duration: 1 turn/success
Area of Effect: 1 creature
Activation Time: Simple Action
Defense: None

Cling grants the caster, or another target, with ability to cling and hang onto any non-slick surface such as walls, ceilings, rock faces, etc. In addition, the target may hold onto items or others in the same manner. Targets that are enchanted with this ability are immune to losing their weapons from fumbles, or disarms. In addition, the spell grants a +15 bonus to any climb or grapple checks.

CLOAKING

Type: Element (Essence); [illusion]
Power Rank: 2
Range: Touch
Duration: 10 minutes/success
Area of Effect: 1 Target
Activation Time: 5 Minutes
Defense: None

Cloaking allows the caster to change

the appearance of target or an inanimate object causing it to blend in with its environment. Those that are attempting to look for the target suffer a -5 penalty per caster success to *Search*, and *Alertness* skills. Targets must not be larger than a 5 cubic feet per success.

CONTROL PORTAL

Type: Element (Earth); [abrogation]
Power Rank: 1
Range: 10'
Duration: Continuous
Area of Effect: 1 portal
Activation Time: Full Action
Defense: None

Control portal enables the caster to gain complete control of 1 door, window, etc., for the duration of the spell. The size of the portal a caster can control is equal to 1 sq. ft. per success (max 20 sq.ft.) for most doors, windows, etc., or up to 50 lbs per success (max 400 lbs.) for such things as portcullis, granite slabs, etc. The caster may open or close the door or window with a thought for the duration.

A *Dispel Magic* spell will negate this spell and an *Open Portal* spell will cause the casters to make opposing Willpower checks (defender - *control portal*, attacker - *open portal*), Each loses 15 fatigue Points per turn during this struggle, each turn they may continue this struggle until one fails, gives up, or falls unconscious.

Attempts to break or force open the closed portal are increased by +1 success per success garnered in the casting of this spell (+10 Maximum).

COURAGE

Type: Element (Spirit); Divine(Good); [blessing]
Power Rank: 1
Range: 10'
Duration: 1 Turn per Success
Area of Effect: 1 creature/success
Activation Time: Full Action
Defense: None

Courage grants you the ability to instill courage, and fortitude in the presence of creatures or the effects of fear. This grants the target(s) a +1 success (+10 Max) per every success garnered in the casting of the spell to their resistance checks to avoid fear or horror as indicated by the caster.

Should a target already be in the grips of a fear or horror condition, the caster must attain a certain number of successes to vanquish the fear:

Target Successes	Fear Type
1-4	Troubled
5-9	Scared
10+	Frightened

Target Success	Horror Type
1-3	Abhorrent
4-8	Vile
8-10	Torturous

This spell counters *Cause Fear* and *Black Night*.

CREATE FIRE

Type: Element (Fire); Divine (Neutral); [creation]
Power Rank: 1
Range: 10'
Duration: 1 hour/success
Area of Effect: 5' Radius
Activation Time: Full Action
Defense: None

The caster is able to create fire, equal to a torch, in a specified spot that gives off heat that is able to warm an area. This fire cannot be extinguished by normal conditions such as rain or smothering it.

The fire is only able to ignite combustible items that are placed directly into the flames and it will consume what is placed into the fire. This is able to be used to cook food and heat water. This spell negates *Create Water* spell.

CURING TOUCH

Type: Divine (Good or Neutral); [healing]
Power Rank: Varies
Range: Touch
Duration: Permanent
Area of Effect: 1 Target
Activation Time: Full Action
Defense: None

By means of this divine power a caster can cure several different ailments afflicting a target. The caster may only cure one affliction per casting of this spell and must indicate what she is curing. The Target Successes required to cure the affects is based on the rules for each of the effects.

Blindness (PR 2): Can cure blindness caused by spells or abilities. The casters TS for this spell effect is equal to the total successes gained in the casting of Cause Blindness or obtain 1 Success per 3 ranks of the creature that causes the blindness.

Disease: The caster can cure the disease that is afflicting another target. The disease may be magical or natural.

Disease Type	PR	Curing TS Req.
Bestial Flue	4	3
Blue Phage	4	3
Death Doom (Magical)	6	5
Hell Fever (Magical)	4	3
Shakes (Magical)	4	3
Red Fever (Magical)	3	2
Chaos Sickness (Magical)	2	1
Rot (Magical)	3	2
Undeath (Magical)	2	1
Natural Disease	2 per Severity	1 Per Severity

Fear: Using this spell effect that caster can remove the effects of fear in a target.

Fear Effect	PR	Curing TS Req.
Troubled	2	1
Scared	4	3
Frightened	6	4
Remove 1 Phobia	5	4

Horror: Through this spell a caster can remove the effects of horror in a target.

Horror Effect	PR	Curing TS Req.
Abhorrent	3	2
Vile	6	4
Torturous	9	6
Remove 1 Effect	2	3

Paralysis (PR 4): Using this spell effect the caster can remove the effects of paralysis in a target. The caster must attain 1 success per 3 ranks of the creature that caused the paralysis or 1 success per total success of the spell that caused the paralysis.

Poison (PR 4): Through this spell the caster can attempt to cure any poison in a target. The caster's TS is equal to the TS of the poison that the target was inflicted with.

Revive (PR 1): The caster is able to remove the *unconscious* condition of a character or instantly wake a target.

CURE WOUNDS

Type: Divine (Good or Neutral); [healing]

Power Rank: Varies

Range: Touch

Duration: Permanent

Area of Effect: 1 creature

Activation Time: Full Action

Defense: Divine

Cure wounds channels positive energy that grants the caster the ability to permanently heal damage to a living target. This spell stops all bleeding. It can be used as a touch attack against the undead causing them to suffer wounds instead. Curing wounds is tough on casters, curing wounds causes casters to temporarily suffer a loss of their own life energies with each casting. Each time that a caster casts this spell the caster loses the following Fatigue rather than the standard Fatigue requirement.

This spell cannot regenerate lost limbs or wounds that are incredibly debilitating such as appendages damaged from being caught in a pool of lava, or a vat of acid where there is only bloody or bone mass. The caster always heals themselves at the base health without needing to roll for success.

Light (PR 2): Heals target 15 health plus 1 per success. Fatigue Cost 9 per casting.

Moderate (PR 5): Heals target 30 health plus 1 per success. Fatigue Cost 24 per casting.

Greater (PR 8): Heals target 45 health plus 1 per success. Fatigue Cost 36 per casting.

DARKNESS

Type: Element (Essence); Divine (Any); [creation]

Power Rank: 1

Range: 50' + 5'/success (max +50')

Duration: 1 hour/success

Area of Effect: 10' radius

Activation Time: Simple Action

Defense: None

This spell allows a character to create an area that is filled with darkness creating unlit room or moonless night effects. The spell increases the darkness by +1 level of areas where there is darkness already. The area is immovable.

You may cast this spell on an item granting that item the ability to produce a 10 ft. radius of darkness that can be moved.

A caster may increase the radius of a darkness spell by spending an additional 3 fatigue per every 5' (max +60') increment.

Darkness can be used to dispel a *light* spell of equal or lesser casting successes. If this spell does not meet or beat the casting successes of the *light* spell, the spell fails.

DETECTION

Type: Element (Spirit); Divine (Any); [divination]

Power Rank: 2

Range: Touch

Duration: 1 turn plus 1 turn/success

Area of Effect: 20' radius

Activation Time: Full Action

Defense: None

By means of this spell a caster is able attempt to detect a number of things. Each time that the caster casts the spell she may attempt to detect one of the following. The caster will only be able to detect things within the Area of Effect. The spell can penetrate most barriers, but not through 6" of stone, 1" of metal or 1 foot of wood or dirt:

Attacker: Discern any creature that is immediately planning on attacking and will include number of attackers, their condition (healthy, battered, beaten, etc.), but is not able to determine the type of attacker or type of creature attacking.

Creature: Detect humanoid, monstrous humanoid, animal, beast, or supernatural creature. Able to discern the number of creatures in the area, but no specifics.

Deception: Able to discern deliberate deception such as a lie, hidden objects, concealed items and what is an illusion within the area of effect.

Deception	Increased PR
concealed	+1
hidden	+2
secreted	+3
illusion	Opposed Successes of spell

Invisible: Able to discern invisible creatures or objects in the area of effect. This does not negate the effects of invisibility. Spell indicates that there is an object within the area of effect, not specific location. Caster is able to discern the number of invisible objects.

Magic: Grants the caster the ability to determine if there any magical items or forces within the casters line of sight. An indication of how strong the magical

force or item is depends on how strong the radiance produced by the force of item is.

Color of Aura	Magic Strength
Dull Blue	Faint (Common Items)
Light Blue	Moderate (Uncommon Items)
Brilliant Blue	Strong (Rare Items)
Deep Blue	Overwhelming (Very Rare Items)
Dark Blue	Blinding (Legendary Items)

Poison: Caster can determine if an object, area, or creature has been poisoned or is poisonous. The caster is able to determine the exact type of poison.

Undead: Caster is be able to detect if there are undead within the area of casting. You may discern the number of undead. This spell does not locate or discern the exact position or location of the undead

This spell can be fooled by *Poly-morph*.

EARTHEN BOMB

Type: Element (Earth); [force] [attack]

Power Rank: 2

Range: Touch

Duration: See Below

Area of Effect: 1 Target

Activation Time: Full Action

Defense: Physical

You fill a small stone that you hold in your hand with magical energies that only you can throw at target. You must hold the stone in your hand when casting this spell. When you throw the stone you do so as grenade attack using either your *Throw* skill or *WeaponCraft* (Grenades) skill. The earthen bomb does 10 points of damage plus 1 point per success to everything in a 10' radius. You may store these stones ready for a later time, but the magic will run out in 12 hours and may not store more than your Stamina Modifier in total stones at any one time.

ELECTRICAL ARC

Type: Element (Air); Divine (Neutral); [electrical] [attack]

Power Rank: 2

Range: 30'

Duration: Instant

Area of Effect: 1 target/Line

Activation Time: Full Action

Defense: Magical

Electrical arc creates a electrical shock that arcs between the caster and the target that deals 2 points of electrical damage per success. Targets that are hit also are *Stunned* for 1 turn.

ELEMENTAL ARMOR

Type: Element (Earth); Divine (Any); [protection]

Power Rank: Varies

Range: Touch

Duration: Varies

Area of Effect: 1 creature

Activation Time: Full Action

Defense: None

Elemental armor causes the skin of the caster or target he touches to become tougher and armor like as per the indicated armor type. If cast on other targets, the elemental armor effects are halved.

Tough Skin (PR 1): Duration 1 hour/Success; Armor Absorption of 4; Consider a natural armor type.

Clay Armor (PR 3): Duration 1 hour/Success; Skin becomes like that of hardened clay. Armor Absorption of 8; Consider a natural armor type.

ELEMENTAL BOLT

Type: Element (Any); [cold] [fire] [force] [electrical] [attack]

Power Rank: 2

Range: 20'

Duration: Instant

Area of Effect: 1 target/Bolt

Activation Time: Full Action

Defense: Physical

Through the use of this spell a caster is able to create a bolt of elemental energy: dark (Essence Element), electrical (Air Element), fire (Fire Element), ice (Water Element), stone (Earth Element), spirit (Spirit Element). The elemental energy of the bolt matches the one learned with the ability *Arcane Touch*. These bolts deal 2 points of damage per success. These bolts are 12 inches long and 3" in diameter. Most bolts do not ignore armor. Each type of bolt deals a unique attack:

Dark: Causes target to be Dazed for 1 turn.

Electrical: Causes increased damage to those in heavy metal armor; Base Damage increases to 4.

Fire: Causes 1 point of splash damage per success to everything within 5 feet of original target.

Ice: Reduces movement by 5' for 2 turns; this does not stack with itself.

Stone: Ignores 10 points of light armor absorption and 5 points of medium armor absorption.

Spirit: Deals standard damage to undead creatures;

ELEMENTAL SHIELD

Type: Element (Air, Earth, Fire or Water); Divine (Any); Jinhū; [force] [protection]

Power Rank: 1

Pathway/Symbol: Tias/Ur, Re

Range: Self

Duration: 1 turn plus 1 turn per success

Area of Effect: Varies; see below

Activation Time: Simple Action

Defense: None

By means of this spell the caster is able to either summon forth a shield made from an elemental force to float in front of them, or enhance a shield they are holding.

If cast in front of the caster the Elemental Shield gives the caster damage absorption of 5 points +1 per success.

If cast upon a shield the armor absorption of the shield is increased by 5 points. Any armor absorption damage to the shield causes the spell to end after the attack is resolved.

The caster may only have one Elemental Shield active at a time.

The shield also acts as spell resistance against spells from the same element. The caster gains 5% resistance per 2 successes chance to resist a spell as she does an attack. Any remaining successes that are not deflected by the spell resistance can be defended by Physical or Magical defenses.

ENERGY GLOBE

Type: Element (Air); [electrical] [attack]

Power Rank: 1

Range: 10'

Duration: Instant

Area of Effect: 1 target

Activation Time: Full Action

Defense: Magical

With this spell a caster is able to throw a fist size ball of energy at a single target within range. The globe shoots forth from the casters extended palm and does a base of 2 points of damage per success.

ENERGY RAY

Type: Element (Essence or Spirit); Divine (Evil or good); [negative] [positive] [attack]

Power Rank: 2

Range: 35'

Duration: Instant

Area of Effect: 1 target/Ray

Activation Time: Full Action

Defense: Magical, Divine

The caster is able to fire a ray of negative or positive energy at a specified target. The ray deals 3 points of energy damage per success.

Depending on the divine caster's philosophy or the casters element the spell contains the following effects:

Essence Element, Evil Philosophy or Negative: Undead or those of an evil philosophy are healed 1 point of health per success health instead.

Spirit Element, Good Philosophy or Positive: Those of a good philosophy are healed 1 point health per success instead.

FIRE BREATHING

Type: Element (Fire); Jinhū; [fire] [alteration]

Power Rank: 2

Pathway/Symbol: Sihū/Gi

Range: 0'

Duration: Varies; see below

Area of Effect: 5' per success in a line

Activation Time: Full Action

Defense: Physical

Fire breathing gives the user the ability to breath a line of thick, fiery goo that does 2 points of damage per success. As a *Simple Action* each turn the caster may maintain the burning for up to 1 turn per Stamina Modifier. So long as the caster maintains this each turn the spell will continue to do the casters Attri-

bute Bonus (Intelligence or Willpower) damage to targets. The burn damage ignores standard and natural armor.

FLAME HANDS

Type: Element(Fire); [fire] [alteration] [attack]

Power Rank: 1

Range: Touch

Duration: 1 turn/success

Area of Effect: Caster

Activation Time: Full Action

Defense: Magical

Flame Hands causes the casters hands are sheathed in red-orange flames that she can attack with during a natural melee attack. The spell deals 1 point of damage per success each time that a caster touches a target. The caster is unaffected by the flames and is able to wield other items in his hands while this spell is in effect.

FORCE CHARIOT

Type: Element (Spirit); [force] [travel]

Power Rank: 2

Range: 0'

Duration: 1 Hour/Success

Area of Effect: See Below

Activation Time: Full Action

Defense: None

Upon casting this spell you conjure a translucent golden chariot of force. This is a mountless chariot and still needs something to pull the Force Chariot. The chariot can hold up to one large creature, two medium creatures, or four small creatures. Crafted from magical force it is immune to most types of physical damage, but has an Armor Absorption of 300 points. Those in the chariot have cover based on their size. Small creatures have 75% cover, medium creatures have 50% cover and large creatures have 25% cover.

HOLY BRAND

Type: Divine (Good); [attack]

Power Rank: 1

Range: 30'

Duration: 1 turn/success

Area of Effect: 1 creature

Activation Time: Full Action

Defense: Divine

By means of this power a character causes a holy aura to appear around a single target that he or she indicates within range. If the target is evil all willing creature(s) you choose in a 20 foot-radius, including yourself, gain +5 bonus Attack Skill per success (+50 maximum) of the user against this target for the duration of the power. Every turn targets gain a new defense check to end the effects. Each time that they make a check they gain a +1 success bonus to end the effects of the spell.

HURAN BYNITH

Type: Jinhu; [alteration]
Power Rank: 1
Pathway/Symbol: Sihu/Re
Range: Touch
Duration: Instant
Area of Effect: 1 object
Activation Time: Full Action
Defense: Physical

Through the use of this jinhu a jinhuur can cause 1 single touched object that weighs no more than 1 lbs., per success to be thrown in any direction up to 5' per success up to total of 100'. Any object that is used to slam into another deals a base of 1 points of damage per pound of the object.

IDENTIFY

Type: Element (Spirit); Divine (Any); [divination]
Power Rank: 2
Range: Touch
Duration: Instant
Area of Effect: 1 item per Casting
Activation Time: 1 Hour
Defense: None

Identify grants the caster the ability to magically analyze an item or a target to determine if it is magical or what spells are affecting it. Items that are determined to be magical can have their magical auras analyzed by the caster to determine its functions, the number of arcane abilities or enchantments, how to activate it and/or if the item has been imbued with divine magic or girded with spell magic. *Identify* can be cast only once per item every 8 hours.

The caster may study and analyze a creature in the same fashion, but the caster learns what spells are active on it, and what spells they may have been imbued with or girded with.

With a TS of 4 the caster may determine what the item is and determines one specific command word, detail, ability, charges, etc. Castings require a 100 silver piece for components represents costs in components and research and can be changed by the GM at their discretion

ILLUSION

Type: Element (Fire or Air); [illusion]
Power Rank: Varies
Range: 30' + 5' per success
Duration: Varies
Area of Effect: Varies
Activation Time: Full Action
Defense: Special; see below

By means of this spell a casters is able to create a illusion of varying power. Those viewing the illusion may choose to disbelieve, this grants them an Intelligence or Wits check at a TS equal to the Power Rank of the spell.

In addition, this spell allows the caster to make illusionary walls, ceilings or floors. These can be placed over pits, doors, or traps. Touching the area instantly reveals the illusion.

Simple (PR2): Caster can create

simple illusions of an object or creature. These are unable to move or be interacted with in any way. This cannot create sounds, smell or texture.

JIHUAL NISH

Type: Jinhu; [protection]
Power Rank: 2
Pathway/Symbol: Tias/Tatsu, Sar
Range: Self
Duration: 1 Turn/Success
Area of Effect: Self
Activation Time: Simple Action
Defense: None

You create a skin tight force field barrier around yourself that grants you protection from damage. The barrier grants you 2 Armor Absorption of protection per success of the jinhu to a maximum of +20 Armor Absorption. This is Magical Armor.

LEVITATION

Type: Element (Air); Jinhu; [alteration]
Power Rank: 2
Pathway/Symbol: Sihu/Re, Sar
Range: Touch
Duration: 1 turn per success
Area of Effect: 1 creature or object
Activation Time: Simple Action
Defense: Magical, Jinhu

This spell allows the caster to cause himself or another touched being to begin to levitate above the ground. The base height is 6".

The enchanted creature may be given control of the levitation, but only with the specific permission of the caster. The maximum height that a levitated being may ascend to is equal to 5' per success. A character may levitate 50 lbs per success to a maximum of 1500 lbs. Movement maybe up or down, forward or backwards at any one time and movement is 10' per turn.

Should the duration expire while the target is still levitating, the magic will slowly bring the target down at a rate of 100' per turn for 5 turns. If the target does not reach ground in that amount of time, it will fall the remaining distance.

LIGHT

Type: Element (Fire); Divine (Any); [creation]
Power Rank: 1
Range: Touch
Duration: 1 hour/success
Area of Effect: 30' radius
Activation Time: Simple Action
Defense: None

This spell allows a character to create an area that is filled with light equal to a torch. The spell does not increase the light level of areas where there is daylight. The area is immovable.

You may cast this spell on an item granting that item the ability to produce a 15 ft. radius area of light that can be moved.

A caster may increase the radius of a light spell by spending an additional 3 fatigue per every 10' (max +100') incre-

ment.

Light can be used to dispel a darkness spell of equal or lesser casting successes. If this spell does not meet or beat the casting successes of the darkness spell, the spell fails.

Globes of Light (PR 3): The spell now allows you to create a 2' globe of light that increases its AoE up to 30' radius, with a dim radius of 60'. The caster can direct the light to go to any location within 10' per success.

Light of Vision (PR 4): The spell now highlights all things hidden, ethereal, insubstantial in a wispy blue light.

MESSENGER

Type: Element (Spirit); Divine (Neutral); [divination]
Power Rank: 2
Range: 1 mile per success
Duration: 1 day
Area of Effect: 1 Creature
Activation Time: Full Action
Defense: None

Through the use of this spell a caster compels any Small, Tiny, Diminutive animal or insect that is within 500' of you to come to you so that you can whisper a message to the creature who you then instruct to deliver the message to a specific place or being that is within the range of the spell.

Should the creature not make it to the location you specify the message is lost and the creature returns to its normal life. It can take anywhere from 1 to 8 hours for the creature to locate the target.

Once the creature reaches the location or being, a magical voice delivers your message just as you stated it. As soon as this is done the creature returns to its normal life.

MOLD OBJECT

Type: Element (Essence); Jinhu; [alteration]
Power Rank: 1
Pathway/Symbol: Mizu/Ka, Tur
Range: Touch
Duration: Concentration: 1 minute/success
Area of Effect: Varies; see below
Activation Time: Full Action
Defense: None

Through the use of this spell a caster is able to change the shape of an inanimate object to any shape the caster chooses. The object must not be larger than a 1 cubic foot. The object can be made hollow and thus appear larger, as long as its finished size does not exceed the limitation of the spell; but it cannot be made smaller unless it was hollow to begin with. This molding cannot alter one substance into another. The object reverts back to its original form at the end of the spell. This spell can fool detection and locate spells.

SPIRITUAL WEAPON

Type: Divine (Any); [alteration] [attack]

Power Rank: 1
Range: Touch
Duration: 1 turn per success
Area of Effect: 1 Weapon
Activation Time: Full Action
Defense: None

The weapon that a caster touches becomes enhanced with holy or unholy power causing it to glow with a silver light. This spell grants the weapon the following bonuses:

1) Weapon gains +10 Holy/Unholy bonus damage. This increases by +1 per 2 successes to a maximum of +25 bonus damage.

2) User of the weapon gains +10 their Attack Skill.

The weapon also sparks each time that it strikes the target causing the target to make a Perception check at a TS of 4 or be *Blinded* for the next 1 turn.

RIPPLE OF FAITH

Type: Divine (Good); [force, positive] [protection]

Power Rank: 2

Range: 0'

Duration: Instant

Area of Effect: 15' radius

Activation Time: Full Action

Defense: Special; see below

The caster emits a white circle of holy force and energy that ripples away from the caster in the Area of Effect. This energy causes 1 point of fatigue damage per success to all those in the Area of Effect.

Additionally, the ripple causes all those within the Area of Effect to make a *Strength* check at a TS of 3. Those that fail are knocked backward 10' per success and are knocked down.

All undead creatures make the *Strength* check instead at a TS of 1 per 15 points of the caster's divine knowledge.

SHADOW MOVEMENT

Type: Element (Air or Essence); Jinhu; [travel]

Power Rank: 2

Pathway/Symbol: Sihu/Ur

Range: Self

Duration: 1 turn/success

Activation Time: Move Action

Area of Effect: Self

Defense: None

This spell allows the caster to be able to "teleport" from one dark shadow area to another shadow area that is within 10' + 5'/success (max +50'). The shadow area that a caster moves to grows to encompass the caster's size. The caster must be fully in a shadow before casting or this spell fails.

SHOCK

Type: Element (Air); [electrical] [attack]

Power Rank: 2

Range: Touch

Duration: Instant

Area of Effect: 1 Target

Activation Time: Full Action

Defense: Magical

This spell causes electricity to wrap around the casters hands. Upon a successful Touch Attack, the caster causes 3 points of damage per success. Those in medium armor suffer 4 points of damage, while those in heavy armors suffer 5 points of damage.

SHURRIN

Type: Jinhu; [energy] [attack]

Power Rank: 1

Pathway/Symbol: Mizu/Gi

Range: 30'

Duration: 10 minutes/Success

Area of Effect: See Below

Activation Time: Full Action

Defense: None

You cause your eyes to emit a cone of light with a 30' range. You emit light as bright as daylight from your eyes to the full range of the jinhu. Your normal sight is not effected by the emission of this light.

STICKY

Type: Element (Water); [alteration]

Power Rank: 2

Range: 0'

Duration: 1 Hour/Success

Area of Effect: 1 Target

Activation Time: Simple Action

Defense: Special; See Below

Sticky allows the caster to be able to affix one object to either another object or location. The objects can be separated easily with minor force, a Strength check TS of 1 or equivalent will separate the objects. The object will stay affixed for the duration of the spell or until it is either released or the objects are pulled apart.

STONY CREATIONS

Type: Element (Earth); [animate][creation]

Power Rank: 2

Range: 20'

Duration: 1 Turn/Success

Area of Effect: See Below

Activation Time: Full Action

Defense: None

By means of this spell the caster is able to cause any small piles of stones to transform into stony creation ranging from spiders, to small golem like beings, to any other small construct like being. The constructs have the following statistics:

HP: 30 **AS:** 51; Attacks: Slam (3)

Armor: Stone (5)

PD: 48 **MD:** 33 **DD:** 31 **JD:** 40

Move: 10' **Luck Points:** 0 **Vision:**

NightVision

Attributes: Str: 69 (3), Sta: 61 (1), Agi: 81

(6), Per: 86 (7) Int: -, Wits: -, Will: 91 (8),

Cha: 50 (-2)

Skills Alertness 51, Search 51

The caster uses a Move Action to direct the creations to attack, defend or perform other actions. Otherwise they simply do not move.

SWAP

Type: Jinhu; [alteration][travel]

Power Rank: 2

Pathway/Symbol: Mizu/Hin, Sar, Ka

Range: 30'

Duration: Instant

Area of Effect: 1 Target

Activation Time: Simple Action

Defense: See Below

With lightning fast hand symbols you cause yourself and another target within range to instantly swap positions. Your target is granted a Willpower check at a TS of 4, willing creature(s) you choose may forgo this check. Conversely you may also swap the positions of two other targets, who are allowed a Willpower check to avoid at a TS of 4. This jinhu can only effect creatures that are Large or smaller in size. The targets and their carried equipment are the only things that can be swapped.

WALL OF BONE

Type: Element (Earth), Jinhu; [creation]

Power Rank: 1

Pathway/Symbol: Sihu/Tatsu

Range: 15'

Duration: 2 Turn/success

Area of Effect: 5' Thick x 5' Height x 5' Long per success (max 30')

Activation Time: Full Action

Defense: None

Wall of Bone allows you to call forth the bones of the dead to burst from the ground forming a wall of interlinked bones. The walls starting point can be placed anywhere within the range of the spell. As long as the end points don't meet, and the height dimension is set perpendicular to a surface, the wall can be shaped in nearly any manner the caster wishes.

The wall is very sturdy though it is built from bone. It can withstand 10 points of damage per success before it collapses.

WILD FIRE

Type: Element (Fire); [fire] [attack]

Power Rank: 2

Range: 20'

Duration: Continuous

Area of Effect: 1 Target

Activation Time: Full Action

Defense: Magical

The caster summons forth a spinning vortex of wild fire that she can direct to attack targets within the area. The vortex is roughly 6 feet in height and approximately 4 feet in diameter. Those that the wild fire attacks are granted a defense check to avoid the fires. Those that fail take 4 points of damage per success. Additionally, those that fail are flung backwards 10' from the point of impact.

Once per turn the caster can move the wild fire up to 30' but can only effect one target per turn.



THE LOST JHULE

The Lost Jhule is a *Legends of Kralis* game adventure suitable for a group of three to six explorers. The explorers have been recruited by *The Blue Scarab Company* to hunt down the location of the ancient crash site and retrieve any ancient ta'jahu *aradagh* (technology), but they must move quickly as other groups are interested in collecting any artifacts, particularly a group of ta'jahu called *Nal Salaith* that are tasked with locating and securing lost ta'jahu relics and technology. They are known to do so by any means necessary.

CHAPTER I

The adventure and the chapter begin with the PCs meeting with their recruiter: Regent Iram Ghams in the city of Dardura Sheva. Regent Iram Ghams is a sitting senator within the Senate of Dardura Sheva and has business ties with the *Blue Scarab Trading Company*.

They have each been contacted by courier who hand delivers their request via a dolakh crystal imager that creates an image of Iram Ghams that requests their presence at his mansion to discuss employment.

- Regent Iram Ghams mansion is in the lavish Northern District of Dardura Shevea. It is heavily guarded by humans and bhahuul. Once they arrive, a large troll stops them and question them about their arrival.

Once they are let onto the mansion grounds, they will be accompanied by a dejah human named Ghengo. He is a loyalist to Iram and handles the day-to-day operations of the mansion while Iram deals with *The Blue Scarab Trading Company*.

While the mansion is immense the PCs are directly led to Iram's office. Ghengo will escort each of the PCs as they arrive to a small waiting area outside a large dark door. If the PCs arrive individually, they instructed to wait until each of the PCs has arrived. If they arrive together, Ghengo will lead them into the office where Iram can be seen sitting behind an enormous desk.

The office is a large room 40'x40' with several columns and sundry furniture such as tables, bookshelves, a large marble drafting table covered in papers of mecha drawings

(a *Search* or *Alertness* check at TS of 2 will grant PCs the ability to spot these plans).

There are several bhahuul guards standing next to the doors on the inside of the office and a firbog standing next to Iram.

Iram greets them earnestly and asks that they make themselves comfortable in the chairs near the desk.

Iram knows the following:

- As the ta'jahu houses escaped the destruction of their homeworlds in the *Tu' Aruhm* Solvetras in vast fleets of Life Ships, many would seek out distant worlds to inhabit and rebuild, many ships would disappear in the vast of the Void to be lost forever.

One of these ships was the ta'jahu battle cruiser the *Jhule*. It was lost as many ta'jahu ships made their way into the Khirius Solvetras. Recently, void travelers and adventurers have heard rumor of a crashed ta' jahu battle cruiser on the planetoid Kartur. Perhaps more ancient ta'jahu technology could be retrieved. It is unlikely there would be any survivors, but perhaps something darker inhabiting the remains of the ship.

Recently rumors have emerged of the lost craft being discovered by some chovah surveyors on the remote planetoid Kartur while they were looking for red ore deposits. They only saw it from a distance, recorded its location before they were chased off by a large pack of indigenous monsters.

- He is interested in acquisition of aradgah (technology). Though he does not mention and if pushed will reluctantly tell them it is for *The Blue Scarab*

Company's research.

- He will tell the PCs that one of the chovah's that located the wreck can be found in the Southern District of the city, possibly at the Ishatal Tavern.

- He suggests that the PCs try and find a known spice dealer known as Ushta who is known to have numerous contacts both in the underworld and the streets and might be helpful.

- He is also aware that there are a number of other players in the game, a couple of bounty hunters (one known as the *Ox Blood*), and another organization known as the *Iron Lords*.

LOCATION I: ISHATAL TAVERN

Description: Located in the Southern District west of the Golden Road, near the Crown. The Ishatal Tavern is a tavern that caters to less than upstanding clientele. It is a frequent haunt of thieves, assassins, mercenaries and bounty hunters. It is well known as a source for illegal contacts and dark dealings. It is run by an acirean known only as the Master of Cards.

- When the PCs arrive at the Tavern, there is a 30% (01-30) chance that Kabri will be in the Tavern. If she is not, she will arrive 1-4 turns after the PCs and will begin talking with the Master of Cards in attempt to locate Ushta, or the two Chovah.

Interaction: As the PCs enter the tavern:

An odor of combined stale liquor, tobacco, and other substances wafts through the entire area. Inside, a collection of tables, a central stage make up the main room. There many doors leading to private rooms and booths.

The stage is brightly lit and pulses with magical light and low flowing fog rising up around its edges.

A handful of patrons relax at the few main room tables and at the bar, lost in their own thoughts. Behind the bar stands a large acires pouring drinks for a group clustered at one end.

The Master of Cards does not care too much about what goes on in the tavern, so long he is paid for the drinks, the guests keep to themselves, and the city guard is kept outside. He is well informed and hears a great deal of what is whispered within his walls.

He is willing to part with any information, for the right price. Those wishing to haggle with him will need to make a *Haggle* or *Convince* check at a TS of 3 or an *Charisma* check at TS of 5 to reach a mutual price.

If successful, the Master of Cards can share any the following information as you see fit:

- **Nal Salaith** - This is a covert organization of the ta'jahu. It is an intelligent and security agency meant to insure the preservation of all things ta'jahu including the securing of any of its lost aradgah. They have been accused of xenophobic hatred and unethical treatment of non-ta' jahu. They are willing to kill to protect themselves, the organization and ta'jahu. In that order. With the news of the crash site, they are very interested in obtaining its location and retrieving the artifacts by any means necessary.

- **Kabri "Ox Blood" Rhahn** - A strong willed, cautious bounty hunter with little regard to who she endangers in order to bring in her score. Kabri is for hire by any

Kabri "Ox Blood" Rhahn

3rd E/M, 250; Humanoid (Dejah Human)

HP:75

AS: 66/56/46; Bresvero (4), Pistol (5); +4 Per Damage; +5 Gunner Dmg

Initiative: 12

Armor: Ring Armor (10) ;

PD: 39 **MD:** 48 **DD:**47 **JD:** 48

Move: 25' **Luck Points:** 3 **Vision:** Normal

Str: 74 (4) **Sta:** 66 (2) **Agi:** 75 (4) **Per:** 75 (4)

Int: 79 (5) **Wits:** 73 (4) **Will:** 67 (2) **Cha:** 67 (2)

Alertness 64, Convince 57, Evade 59, Hide 60, Information Gathering 64, Intimidation 57, Search 59, Skepticism 59, Track 60, Weaponcraft (Per) 66, Weaponcraft (Agi) 66

Abilities: Beguiling Liar, Dodge, Fleet of Foot, Gunner (Legendary), Melee Specialization,

Ushta Strohnbo

1st N/S, 150; Humanoid (Selathan Aelwyn)

HP:25

AS: 50; Bresvero (4), Dolka (3); +2 Agility Damage; Pistol (5); +7 Per Damage

Initiative: 12

Armor: Leather Armor (6) ;

PD: 44 **MD:** 32 **DD:**32 **JD:** 32

Move: 15' **Luck Points:** 14 **Vision:** Normal

Str: 57 (0) **Sta:** 65 (2) **Agi:** 88 (7) **Per:** 87 (7)

Int: 67 (2) **Wits:** 77 (5) **Will:** 78 (5) **Cha:** 68 (2)

Alertness 50, Convince 47, Evade 57, Hide 47, Information Gathering 50, Intimidation 47, Search 50, Skepticism 50, Track 47, Weaponcraft (Agi) 50

Abilities: Ahntaki Movement, In the Blindspot, No Strings, ShadowCraeft (Blades of Risha Amaru)

Ac Jahtahata

1st N/M, 175; Humanoid (Mekronus Chovah)

HP:82

AS: 47; Chovach Maul (5); +3 Strength Dmg

Initiative: 11

Armor: Ring Armor (10) ;

PD: 36 **MD:** 37 **DD:**40 **JD:** 36

Move: 15' **Luck Points:** 5 **Vision:** Normal

Str: 69 (3) **Sta:** 79 (5) **Agi:** 74 (4) **Per:** 68 (2)

Int: 66 (2) **Wits:** 77 (5) **Will:** 74 (4) **Cha:** 67 (2)

Alertness 57, Convince 60, Evade 59, Hide 57, Information Gathering 60, Intimidation 60, Search 57, Skepticism 59, Track 57, WeaponCraft (Str) 59

Abilities: Armor Proficiency, Chovah Devotion, Endurance,

Kollo Marvach

1st N/M, 175; Humanoid (Mekronus Chovah)

HP:86

AS: 45; Bhekart (5); +4 Str Damage;

Initiative: 12

Armor: Ring Armor (10) ;

PD: 39 **MD:** 48 **DD:**47 **JD:** 48

Move: 15' **Luck Points:** 3 **Vision:** Normal

Str: 74 (4) **Sta:** 66 (2) **Agi:** 75 (4) **Per:** 75 (4)

Int: 79 (5) **Wits:** 73 (4) **Will:** 67 (2) **Cha:** 67 (2)

Alertness 57, Brawling 60, Convince 60, Evade 59, Hide 57, Information Gathering 60, Intimidation 60, Search 57, Skepticism 59, Track 57, WeaponCraft (Str) 59

Abilities: Aggression, Battle Leader, Expert Brawler, Focused Mind

The Main Floor

1 hex = 5'-0"

A. BANDSTAND/STAGE

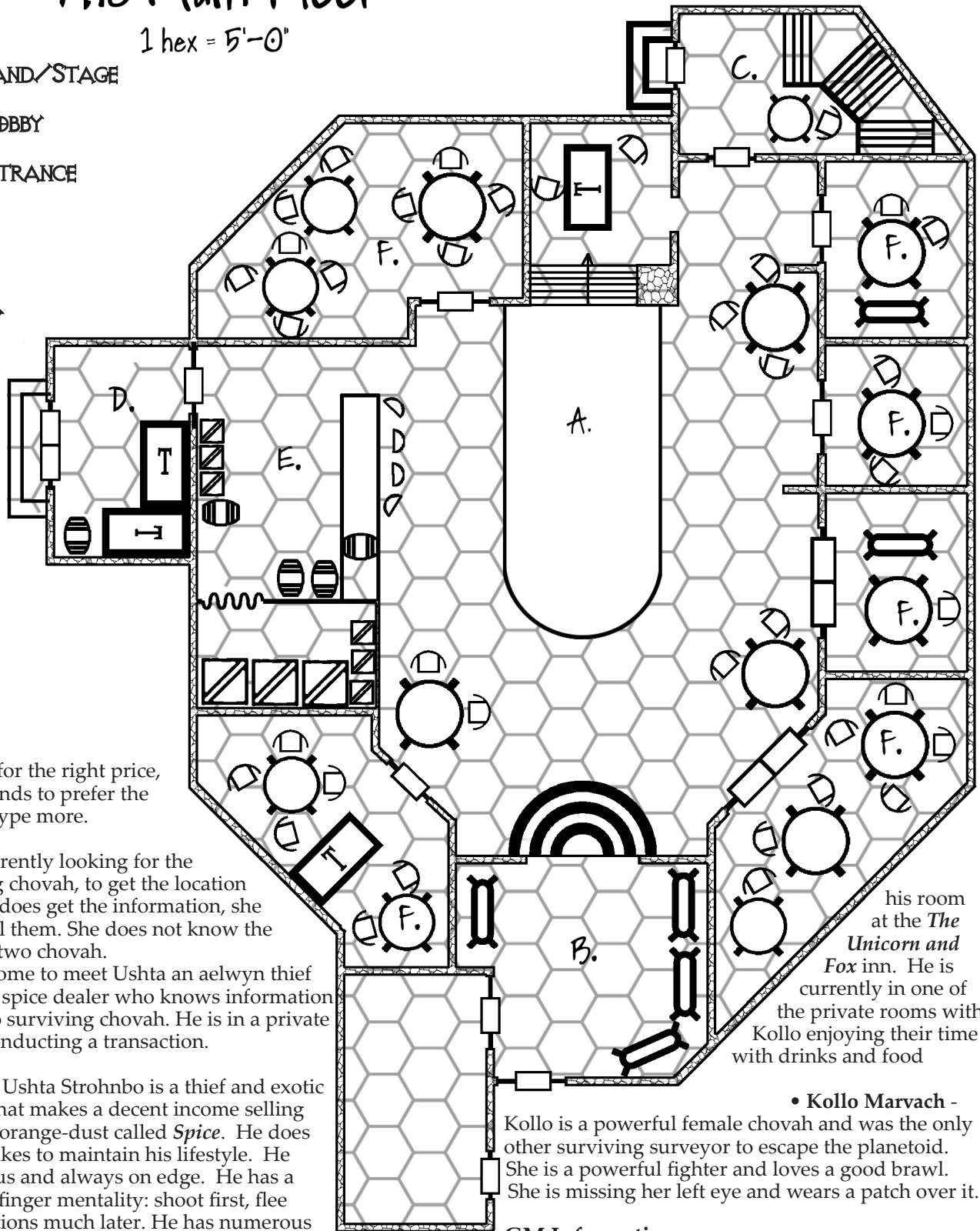
B. ENTRY LOBBY

C. BACK ENTRANCE

D. KITCHEN

E. BAR

F. BATHS/
ROOMS



organization for the right price, though she tends to prefer the underworld type more.

She is currently looking for the two surviving chovah, to get the location and once she does get the information, she is going to kill them. She does not know the names of the two chovah.

She has come to meet Ushta an aelwyn thief and an exotic spice dealer who knows information about the two surviving chovah. He is in a private room now, conducting a transaction.

- **Ushta** - Ushta Strohnbo is a thief and exotic spice dealer that makes a decent income selling the addictive orange-dust called *Spice*. He does whatever it takes to maintain his lifestyle. He is very nervous and always on edge. He has a quick trigger finger mentality: shoot first, flee and ask questions much later. He has numerous contacts and knows a great deal. He is aware of the chovah and the discovered crash and knows their names.

- **Ac Jahtahata** - Ac, along with, Kollo were the only two to survive and escape the creatures where the Jhune crashed. He was the only one to map the coordinates and has stored it on dolakh crystal that is currently stored in

his room at the *The Unicorn and Fox* inn. He is currently in one of the private rooms with Kollo enjoying their time with drinks and food

- **Kollo Marvach** - Kollo is a powerful female chovah and was the only other surviving surveyor to escape the planetoid. She is a powerful fighter and loves a good brawl. She is missing her left eye and wears a patch over it.

GM Information

There are a couple possible events that may occur here:

- If any of the patrons rat out the PCs with the Nal Salaith paid City Guards that are nearby, there might be a fight. If a fight occurs the patrons will scatter and head for the exits into the alley and street. The Master of Cards will duck for cover until the fighting is over. Once the fighting is over he will demand the PCs pay for any damages,

though he can be intimidated into waving the PCs away.

- The PCs could attempt to interrogate Ushta by barging in on him during a deal. The PCs will find the aelwyn handing over a leather pouch to a thin, shaky hollow-eyed human that scurries away when the PC barge in.

- The PCs could attempt to present themselves as potential new buyers looking for a spice deal. This will require a **Convince** skill at a TS of 2 or a **Charisma** check at a TS of 4. Should the PCs fail this check, the already suspicious Ushta really becomes edgy. Any aggressive moves by the PCs will cause the aelwyn to throw down a **force cube** at the PCs feet and will flee from the tavern and into the alley, where he will tell his troll guards waiting outside to catch the PCs if they come out the door.

The guards will await the PCs and attempt to ambush them with heavy crates (Base Damage 6) that they throw at them, before they engage with their imperial swords.

Once the PCs have dealt with the troll henchmen, tracking Ushta through the busy streets of the Southern District is not easy.

In order to track the quick aelwyn a series of **Tracking** checks at a TS of 2 or a **Perception** checks at TS of 5 are needed to catch a glimpse of the aelwyn moving quickly through the crowds. Ushta will attempt to loose the PCs in the crowd. He will return to the tavern when he feels that heat is off.

When the characters finally catch up to the aelwyn, they can attempt to coerce him into giving up information about the bounty hunter. PCs may attempt either a **Convince** or **Intimidation** check at a TS of 3 in order to get him to talk. Dealing him any damage prior to these checks reduces the TS by 1 per 10 points of damage. The aelwyn values his own live more than any secrets he may know.

He will communicate the following to the PCs:

Fine, fine. What do you want? A spice discount, my dealers name? The surveyors? Yeah, I know of them. They have been staying at the Unicorn and Fox while they have been in Dardura Sheva for the past few weeks. I've heard that chovah barely escaped with their lives, and that they are also being sought after by the ta'jahu for those coordinates. If they find them first you can bet they will disappear. They will also find themselves buried in the depths of the Dardura Sheva if the Ox Blood finds them.

Now, can I go? I have other deals to work on, now that you have made a mess of things here.

- Ac and Kollo have no idea what they have discovered. They believe that it was a cursed crash and that they were lucky to get out alive. They are willing to give the PCs the coordinates to the planetoid, for the right price.

How the PCs find the pair depends on their willingness and desire to help.

- If the PCs locate them before Kabri they are friendly and with a bit of Hagglng will give the PCs the coordinates for a small price of silver (20 sp).

- If the Kabri has found them first, she will be in the middle of killing them as she drags the location out of them. The PCs can hear the slight skirmish and the exchange before they enter the private room. PCs should be asked to make an **Alertness** check at a TS of 2. Those that succeed hear one of the chovah tell the bounty hunter that the coordinates are on a crystal storage device in

FORCE CUBES

Force cubes are an aradgah item that is often used to cause targets that they are thrown at to become dazed for a few moments.

Targets are granted an Agility Check to avoid the cube, those that fail find themselves engulfed in a slight haze and causes them to be **Dazed** for d10 turns.

(A dazed being suffers a -10 Initiative Modifier penalty for the duration of the daze. In addition, all checks suffer a -50 and move at only 1/2 of your normal rate for the duration of the daze. If you are Dazed again you become Staggered.)

their room. Once the PCs have dealt with Kabri, either by driving her off to be confronted later or killing her, the PCs will have to locate the chovah's room in the Unicorn and the Fox.

Once the PCs have located the dolakh or have been given the crystal you can move to Chapter 2.

CHAPTER II

This chapter begins with the PCs having obtained a Void Ship, the **Neophyte** from The Blue Scarab Trading Company, and having landed on the planetoid Kartur. This trip from Dardura Sheva to Kartur will take 2 Void Jumps (faster than light travel jumps like in Star Wars or Star Trek).

Locating the **Jhule** is easy with the coordinates from the chovah. It is crashed into the side of a rocky cliff face, the top three decks are missing and the bottom deck is dug into the ground and is somewhat buried. PCs are able to land the **Neophyte** nearby but will need to walk about 5 minutes to access the cliff and the crash site.

Through out this exploration there is a chance that the party will set upon by other interested group agents like the Iron Lords, Nal Salaith, or another Pirate Group. These should be used sparingly. There is only 1 group of each.

DECKS 1 - 3

The first three decks above the operations deck have been destroyed, their frames embedded into the hard rock above the other decks, which can be climbed to ascend to the top of the cliff some 200 feet above.

DECK 4 - OPERATIONS

First Impressions: Embedded into the face of the cliff-side emerges the sphere of one of the decks. It is riddled with small holes that appear to be eaten away by corrosive elements. Above it the remains are the remains of several other decks, their corroding metal structures sticking out of the rock like a broken skeleton.

GM Information: Situated 20' above the surface, this deck has survived mostly intact. It can only be accessed from the stairs internally. There are a number of ta'jahu "artifacts" that greatly interest the Nal Salaith and others.

This deck has been kept mostly intact, with no holes to the outside atmosphere and if kept secure it will provide stale but breathable air for up to 12 hours.

Interaction: This deck level has not been accessed by the faemabrey (fae-ma-brea) that have infested the other

KARTUR

This rocky desert like planetoid is a tiny world approximately 950 miles in diameter. It has a blue-black gaseous tainted atmosphere and heavy gravity. It is extremely cold on the surface. Any non-indigenous beings must be in Void Suits in order to survive on the surface.

Heavy gravity is roughly 150% of what normal gravity is. These objects have a hard, heavy pull and while on these surfaces, all encumbrance levels are increased by 1 to a maximum of Severe. Movement in this gravity type decreased by half. Character jumps and leaps are reduced by three times. Fire ranges are reduced by 1/4. It costs 15 fatigue per turn to fight in combat.

Tainted atmospheres contain some harsh element that is harmful to most normal air-breathing beings. Often tainted atmospheres are filled with high levels of carbon dioxide, nitrogen, hydrogen or helium, and have a lack oxygen, etc. For most species these atmospheres cause detrimental effects over a period of time or are just unbreathable. Most species can get along with a breathing mask. Those without a mask will become *sickened* with 10 minutes. After an additional 10 minutes targets will become *stunned*, 10 minutes later *dazed*, 10 minutes later *staggered*, then *paralyzed* and then final will die after 1 hour of exposure within the atmosphere.

Cold - As a cold, icy world there is some liquid water just below the surface of the ice, instead of miles. It ranges in temperature from -100 degrees to -30 degrees.

Void Suit: These thick, pliable leather and steel suits are built with gloves and shoes sown into the suit and can be made airtight with enough air for a creature to survive four hours before they will suffocate. It has a damage absorption of 16 and 80 armor points before it is no longer usable or able to hold air.

Any damage beyond its base absorption of 16 might cause small rips to occur in the suits. There is a 20% chance each time this occurs that a hole has been ripped open. If this occurs the wear is exposed to the effects of the atmosphere around them.

Any critical hits to the suit causes a rip in the suit and it will lose 10 minutes of air per turn until it is repaired and the wearer is exposed atmosphere around them.

Suits can hold up to 4 hours of air per size starting at Large (Large - 4 hours, Medium - 8 hours, Small - 12 hours, Tiny - 16 Hours). Used air is either expelled through protected vents or is magically recycled.

portions of the crash site.

1. Airlock Defense. The doors to this room from the stairs is locked and can be opened by restoring power to the control panel or forcing them open. This security door feature has kept this deck clean from the atmosphere of the planetoid.

- Force Open: Strength vs TS of 8. This may require multiple PCs attempting open the doors.
- Restore Power: This will either require Lore (Tech) at

TS 2 or an Intelligence check at a TS 5.

2. Tactical Mission Control Room. This area was the tactical mission control for the ship and any away missions that might have taken place. Opposite of the doors from Area 1 is the control device. It is currently not operational as there is no power for it. It is powered by a series of 12 dolakh crystals.

If it is powered up by inserting new crystals, it can be used to scan the region around the crash site, showing the position of beings up to 1 mile surrounding the site.

3 & 4. Medical Lockers. These areas were once stacked with various medical supplies: healing herbs, bandages, etc. But over the past thousand years, most have disintegrated into tatters and dust or have evaporated. There is only a 10% chance that the PCs will find anything of value in these supplies. If they do it will be old bandages, dried healing herbs, and healing potions (these will heal 2d10 Health per use).

5, 6, & 7. Storage. The door to these areas is locked and sealed. They will need power restored and the locking pad by-passed.

Restore Power: This will either require Lore (Tech) at TS 2 or an Intelligence check at a TS 5.

As soon as the doors are opened the PCs will be hit with a blast of extremely cold air.

These storage areas contain many different items that the PCs have no idea of what they do, but they are definitely ta'jahu in nature. They are what Iram, the Nal Salaith, the Iron Lords and other parties are extremely interested in acquiring.

There are approximately 100 items ranging in size from small (1 cu. ft of space) to large (3 cu. ft. of space) and range in silver prices from 1000 to 5000.

Once the players decide to begin take the items back to the *Neophyte* the various parties interested will begin to target them as they make this transfer.

DECK 5 - ENGINEERING & QUARTERS

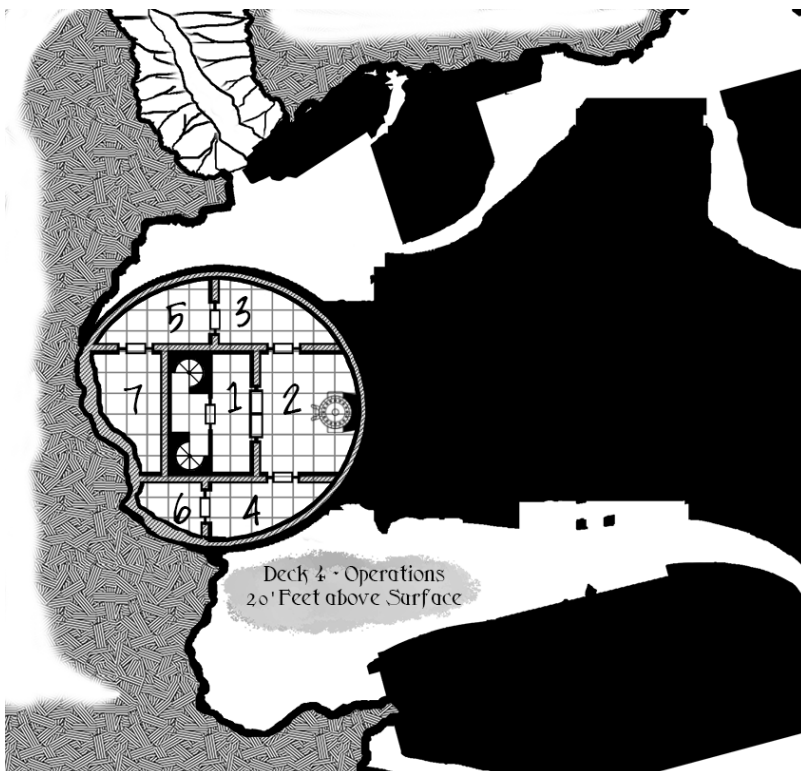
First Impressions: The hull of the Jhune lies broken, bent, and malformed as it lies at the base of the cliff. It has cut a deep ravine where more of the ship can be seen, mostly intact.

Description: This was the largest deck in the ship. It contained the engines as well as Engineering areas, some crew quarters, and the ships teleportation rings. Much of the engine is damaged beyond repair but could be scraped for parts by ingenious PCs to be sold later. There are several unbroken green and blue dolakh crystals scatter about the site.

GM Information: The tainted blue atmosphere is thicker here than other places and hides the lurking dangers the proto-faemabrey as well as a number of the clockwork aradagh. All *Search* or *Alertness* skills have an increased TS of +2 to be able to locate or hear things that are not within 10' of PCs.

The dolakh crystals that are scattered about are blue and green versions. Dolakh power is created by mysterious forces within specific types of crystals infused with energy. They are generally found and used in clusters, the larger cluster the greater amount of power that is generated. While in use they glow brilliantly. Dolakh crystals cannot be recharged, once they have reached their maximum energy generation time, they stop glowing and turn dark.

They are highly explosive if miss handled such as



are vulnerable to their void suits ripping, the lack of being able to see far and the darkness of the region.

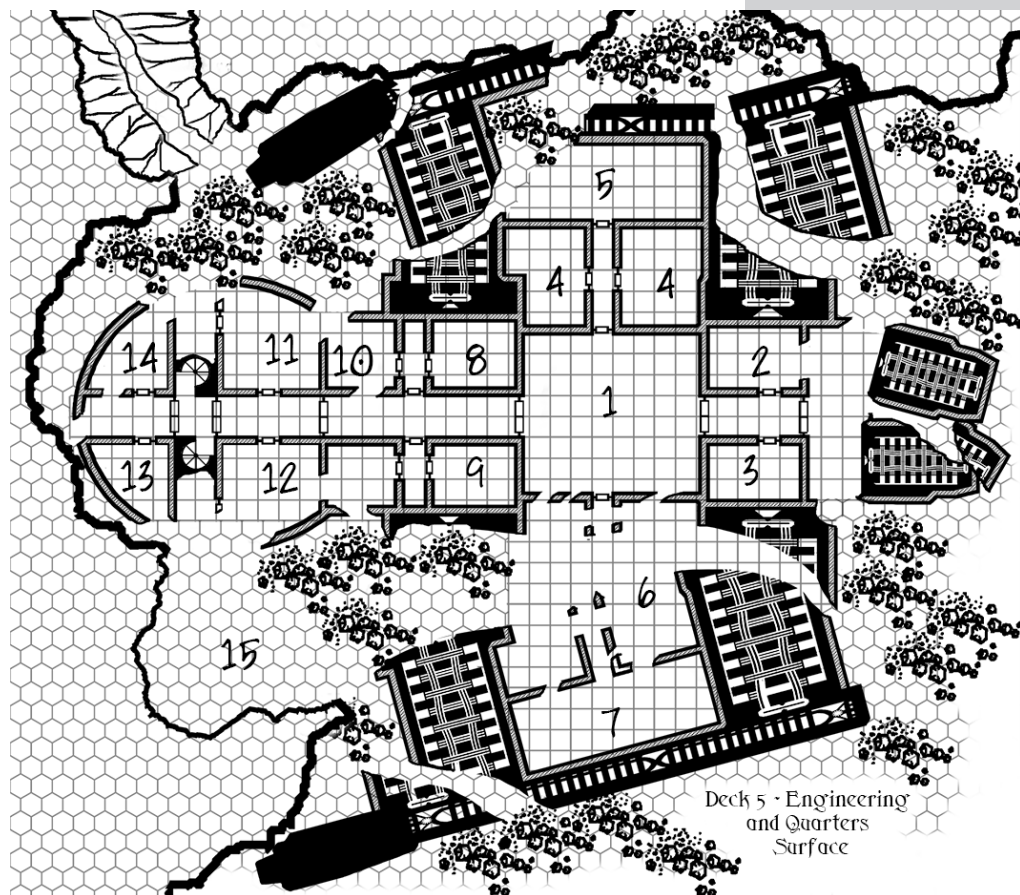
Interaction: As the largest portion of the ship, it is also the most dangerous. It holds a number of faemabrey as well as malfunctioning clockwork guardians that are activated by the presence of the PCs. This is meant to be an alien-esque dungeon crawl.

Each turn that PCs are in this area there is a 30% (01-20) that they will randomly encounter a malfunctioning clockwork guardian.

Doors: Each of the doors are locked and will need to be powered or forced open.

- Restore Power: This will either require Lore (Tech) at TS 2 or an Intelligence check at a TS 5.
- Force Open: Strength vs TS of 8. This may require multiple PCs attempting open the doors.

1. Central Core Room. This massive central room has been less exposed to the atmosphere of the planetoid, but it still has suffered from the toxic environment. There are thick strands of alien webbing clinging to the walls, ceiling and floor. The skeletal remains of unrecognizable creatures can be seen caught up in the webbing. There are several doors into this area. To the south there are large holes in the hull.



Webbing: While moving through the area there is a 25% chance that the PCs will get stuck to these webs. Gray-green in color, anyone touching any part will instantly become stuck. The webbing can be burnt, but it takes a powerful flame (a fire spell will do) to do so. If the PCs can light the webbing on fire it will take 3 turns to burn as there is little oxygen in the room. It will create a green-purple flame that is extremely hot, causing 4d10+10 damage to anything that is touching it.

PCs can attempt to pull themselves free with a Strength check at TS of 3.

The proto-faemabrey use this to capture prey, specifically the gas-bats that call this planetoid home. There is a 25% (01-25) that the party will be attacked 2 faemabrey.

2. Hadarro Engine Room 1. This room has been destroyed by the atmosphere as well as the crash. Little remains of the controls or the crystals that powered the station. It is filled with thick alien webbing.

3. Hadarro Engine Room 2. This room has miraculously survived the crash completely intact. It is currently powered down.

If the PCs take the time to search the room they will discover several Green and Blue dolakh crystals intact and that can be extracted.

Additionally, the PCs could restore power to the sta-

shattering them or improperly removed or handled (20% chance of explosion when being handled). This damage ignores all armor absorption.

Type	Energy Generation	Damage
Blue	125 hours of energy	8d10x7 (20' radius)
Green	1000 hours of energy	20d10x14 (35' radius)

There should be a sense of fear with the players as they

tion with a *Lore (Tech)* checks of 2. If this is successful it will bring power to the entire deck, lighting it up with the emergency orange lighting which will flicker on and off.

4. Engineering. These two rooms are perfectly preserved. There many selves along the walls, stacked with tools, repair equipment and several black boxes.

- **Black Boxes** - There are six 2'x2' boxes that are secured shut, not locked. They each contain a tiny Thaumic Engine that can be used for 8 hours of power.

Thaumic batteries are tetrahedron shaped, with the points of the triangular pyramid used to draw power from the battery. They come in various sizes and holds a certain amount of energy.

Once cracked or damaged every day that they are not repaired there is a cumulative 10% chance that it will explode causing explosive fire damage.

Size	Energy Storage	Weight
Tiny (1 cubic ft)	8 hours	15 lbs
It can deal 10d10+30 damage in a 40' radius.		

5. Vhel Thruster Engine Room 1. This area is filled with rocky debris from the crash. It was once an room used to work on the Vhel Thrusters for the ship. It has been mostly destroyed from explosions. There are several pools of yellow-red liquid here and there.

- **Pools of Acid** - The yellow-red pools are a naturally occurring acid that has bubbled up from ground and has cut itself through the hull of the ship. Each pool is about 3' in diameter and 12" deep in the middle. Those stepping into or splashed by the pool will suffer 2d10 Acid Burn damage that ignores armor. This acid will then burn at half damage for d10 turns or until it can be neutralized. This will burn holes into Void Suits within 3 turns.

6. Demolished Workrooms. These two rooms have been torn apart. Their contents spread across the floor, covered in gray dust. There are thick strands of webbing hanging from the ceiling, in the corner the lifeless form of a humanoid can be seen wrapped in these webs.

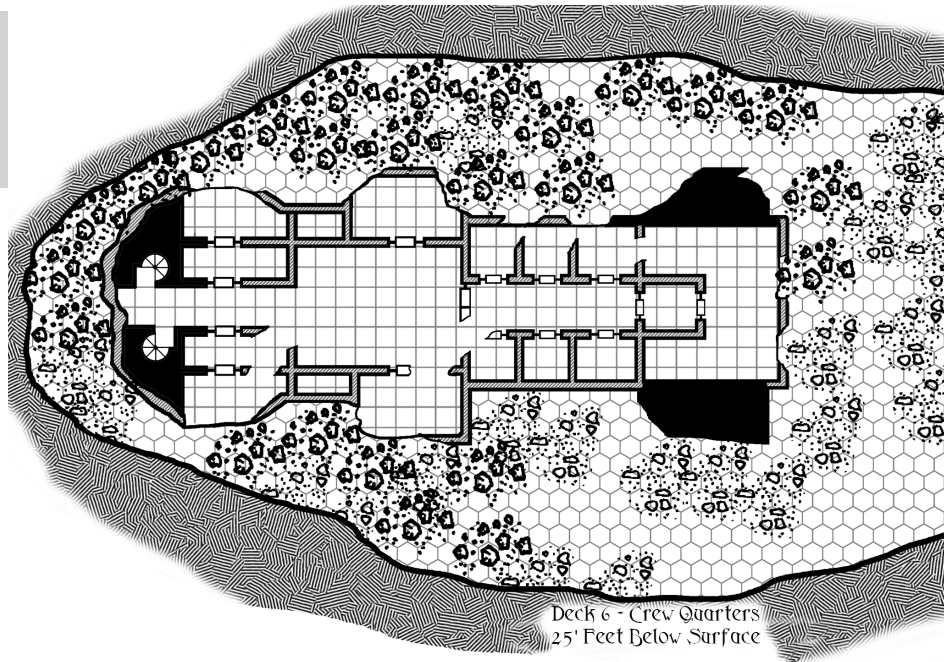
- The humanoid in the corner is a unmoving, nonfunctional clockwork guardian that had stumbled into the webbing and became severely stuck and made its way into the corner where its power source finally failed.

7. Vhel Thruster Engine Room 2. This room has been torn apart from the impact long ago. Though it is more intact than the other engine room. Lingering in the shadows the forms of humanoids can be made out.

- The back wall still has the control panels along with a number of dolakh crystals that appear to be burned out and unusable.

- There are 3 clockwork guardians here and will activate 2 turns after the PCs enter the area.

8, 9 Engineer Quarters. These quarters are preserved intact. These are the crew quarters of the Engineering team. Each contains two lockers that store several void suits of various sizes, mostly medium but there are 30% (01-30) chance that there are other sizes available here. On the two desks are papers, books and scrolls. All of which



are engineering documents and designs of ship engines, core power units, and instructions on how to use the spare thaumic batteries.

- **Power:** If power has be restored to the ship, these two rooms will function as normal refreshing the air and keeping out the toxic atmosphere. These two rooms are good areas for the PCs to retreat to if they need to rest and heal.

10 Engineer Quarters. This room was once an engineers crew room. The atmosphere has damaged everything in it and has seeped into the lockers where void suits have been stored. They will crumble to pieces if they are touched.

11 & 12. Aradagh Work Rooms. These areas are cluttered with various clockwork parts, rock and other debris. There are a number of "cell" lockers, several are empty while others hold 7'-0" tall clockwork humanoid that are not powered, some are badly broken and appear to be unrepairable.

- This is the location where many of the encountered clockwork aradagh guardians come from.

13 & 14. Tactical Storage Lockers. These two areas contain 15 lockers, with a number of them missing, torn off the wall or ripped apart from rocky debris. Nearly all the lockers have been exposed to the atmosphere of the planetoid, only a few have retained their integrity and have not had their contents exposed.

- **Lockers:** There is a 20% that a locker has remained intact and unexposed. Those that do contain various weapons including a number of energy rifles, energy pistols and a number of energy blades known as *Lehta* blade. It is recommended that there only be one or two functioning blades, and energy rifles or pistols.

Lehta Blade: The Lehta is a powerful sword that creates a blade of pure energy (generally purple, white or orange in color) when it is activated by the user. It is powered by a incredibly small and specifically designed thaumic battery that can be damaged and explode causing 4d10+5 damage to the user. The blade deals an additional 5 points of burning damage that actually cauterizes wounds. The blade ignores armor and weapons that are not magical, or made from Cold-Iron or Thoricar. The thaumic battery must be replaced after 100 charges or uses.

Energy Pistol: These weapons use dolakh to power them-

selves. These weapons ignore light and medium armors that are not magical or natural, unless it is made from *Cold-Iron*, *Thoicar* or *Larkev*. Energy blasts have a critical hit range of 01-15.

	Base Damage	Base Cost	Max Range	ROF
<i>Pistol</i>	6/60 max*	1200 sp	250'	6/Full Turn Action
<i>Rifle</i>	9/90 max*	2400 sp	500'	4/Full Turn Action

15. Proto-Faemabrey Nest. Here thick webs cling to the walls, the ceiling, the floor and large cocoons attached to the walls. Moving through this area is difficult.

- **Faemabrey** - Once the PCs enter the area from 6, 12, or 13 the 4 proto-faemabrey will begin to hunt the PCs. They will only band together if any of them feel as though they are being dominated by the PCs. These are the power-houses of this adventure and one could easily wipe out the PCs, this is particularly true if one focuses on a single PC.

The cocoons contain the skeletal remains of the original crew as well as larger planetoid gas bats.

DECK 6 - CREW QUARTERS

First Impressions: Driven into the hard surface of the planetoid, this deck sits on the remains of several other decks. It sits at the end of a tunnel that it carved into the ground. Here the tainted toxic atmosphere is very subdued with only traces of the green-blue gas lingering at the tunnels mouth.

GM Information: Buried beneath the decks above, and surrounded by the planetoid, this deck is all that remains of lower half of the ship. There are three more decks below it, but they have all been collapsed or torn apart unable to be explored.

These areas have been mostly abandoned. They were one deck of the crew quarters. They were once filled with living comforts: couches, beds, chests, lockers.

Interaction: Most everything here is covered in thick layers of gray dust. There are many pools of acid that have risen up through the ground making movement dangerous. There are no proto-faemabrey or clockwork guardians here.

The PCs face atmospheric conditions as their opponents. There is a 25% chance that each room that PCs investigate will have a large pool of orange-yellow acid. Those stepping into or splashed by the pool will suffer 2d10 Acid Burn damage that ignores armor. This acid will then burn at half damage for d10 turns or until it can be neutralized. This will burn holes into Void Suits within 3 turns.

Each turn that the PCs are down here they are stirring up the gray dust into clouds that will obscure their vision. These clouds start of small and have no negative modifiers, but every turn they are down here the clouds increase by 2' diameter. These clouds cause any *Alertness* checks to avoid pools of acid that are in a room by +2. PCs will get turned around and lost in these clouds and must stop movement for several minutes to allow the clouds to dissipate.

CONCLUSION

Should the PCs survive their encounter with the Nal Salaith and the encounters within the crashed remains of the *Jhune*, they should be able to return to the *Neophyte* and return to *Dardura Sheva* on Kralis. Unless the ship was somehow damaged, the return trip will take 2 Void Jumps

Proto-Faemabrey

4th E/M, 555; Aberration

HP:31

AS: 89/79 ; Bite/Claws (3) Tail Strike (4); +4 Str Damage

Initiative: 25

Armor: Dragon Like Hide (Natural Heavy Armor) (6) ; +10 Armor Absorb vs. Piercing/Bludgeoning; +5 Armor Absorb vs. Slashing Weapons

PD: 42 MD: 42 DD:43 JD: 41

Move: 25' Luck Points: 2 Vision: Blind

Str: 91 (8) Sta: 90 (8) Agi: 91 (8) Per: 94 (9)

Int: 94 (9) Wits: 89 (8) Will: 87 (7) Cha: 97 (10)

Alertness 65, Climb 63, Evade 63, Hide 63, Move Silently 63, Search 63, Skepticism 64, Swimming 62, Track 64

Abundant Leap A faemabrey has the ability to leap and jump up to double its normal movement as a Move Action.

Acid (Bite/Claw) Acidic enzymes drip from a faemabrey's mouth or claws. When a faemabrey attacks and deals normal damage it causes an additional +5 points of bonus Acid Damage this ignores armor except Natural Armor. This is an *acid* energy type.

Acidic Blood The creature's blood is highly acidic. Anytime that the creatures is dealt more than 10 points of damage some of the blood from the creature bursts onto everything in a 5' radius from the wound and does 10 in damage to everything in the area of effect. This ignores all armor except Natural Armor. All those in the area are granted an Agility check at TS 4 to avoid this acid damage. This acid will continue to do half the creatures Stamina Modifier in damage every turn for 10 turns. This is an *acid* energy type.

Burst of Speed Three times per day as a *Move Action* a faemabrey can move four times its normal movement rate within a turn. If they move at least double their base movement in a straight line they gain +10 damage and +30 bonus to attacks and physical defense.

Echolocation A faemabrey is able to use their sense of hearing just as well as they would normally use their eyes to locate any object. This is a special form of sight that can be affected by loud, harmful noises causing a faemabrey to go "blind." The echolocation has a useful range of 120' radius. It does not suffer any penalties to attack things that are invisible.

Immunity to (Void/Acid) A faemabrey is immune to the effects of the Void and Acid, including extreme heat and cold.

and report to Iram on what they found and what they have.

This could land the PCs into more trouble than they want, especially with the Nal Salaith or other organizations that feel that they were robbed of the aradagh or other treasures that the PCs came away with.

Clock Work Guardian

2nd N/M, 225; Construct

Health Points: 60

Attack Skill: 52

Initiative: 12

Attacks: Warhammer (4), Fists (2) ; +7 dmg

Armor Type: Thick Skin (5); +5 Armor Absorb vs. Bludgeoning and Slashing weapon types; + Any Armor

PD: 38 **MD:** 39 **DD:**32 **JD:** 33

Move: 15' **Luck Points:** 2 **Vision:** Heightened Nightvision

Attributes: Str: 86 (7), Sta: 68 (2), Agi: 77 (5), Per: 77 (5)

Int: 77 (5), Wits: 68 (2), Will: 65 (2), Cha: 68 (2)

Alertness 45, Climb 45, Evade 45, Feint 42, Intimidation 42, Search 45, Track 45

Abundant Leap An clock work guardian has the ability to leap and jump up to double its normal movement as a Move Action.

Burst of Speed Three times per day as a *Move Action* an clock work guardian can move four times its normal movement rate within a turn. If they move at least double their base movement in a straight line they gain +10 damage and +30 bonus to attacks and physical defense.

Detect Heartbeat Three times per day for 1 turn as a *Basic Action* an clock work guardian can hear the heartbeat of living creatures within 15' radius of itself.

Electrical Vulnerability An clock work guardian is more susceptible to electrical based attacks than normal. Attacks made from any form of electricity causes an clock work guardian to be momentarily *paralyzed* for a turn as well as take 2d10 additional damage from the attack. This is *curse* effect type.

Hard to Kill Anytime that an clock work guardian is reduced to 0 health it may make a Stamina Check. If successful an clock work guardian continues to fight and move on in *battered status*. An clock work guardian must make a new Stamina Check each time it is hit or once per turn until it can be healed or is killed. If it fails the check it dies instantly.

Increased Power Three times per day an clock work guardian is able to increase any one Attribute by +50 for 2d10 turns.



Nal Saliath Agent

2nd N/M, 225; Humanoid (Ta'Jahu - House Malzin)

Health Points: 58

Attack Skill: 65/55

Initiative: 21

Attacks: Energy Blaster Pistol (6), Uzunkhol (6); +6 Agi Dmg;

Armor: Leather Armor (8)

PD: 31 **MD:** 54 **DD:**53 **JD:** 41

Move: 15' **Luck Points:** 8 **Vision:** Normal

Attributes: Str: 68 (2), Sta: 79 (5), Agi: 81 (6), Per: 72 (3)

Int: 66 (2), Wits: 67 (2), Will: 69 (3), Cha: 69 (3)

Alertness 66, Convince 65, Evade 53, Intimidation 42, Search 56, Skepticism 56, Stealth 55, Track 55, WeaponCraft (Per) 65, WeaponCraft (Agi) 45

Ta Jahu Traits Magic Resistance: +10 Divine and Magic Defense

Ta Jahu Abilities

Combat Advisor Grant ally +10 bonus on next Attack Skill check that is within 20'.

Increased Initiative: Gain +10 to Initiative

Organization Agent Background: +10 Poison Resistance

Stealth Focus: Stealth Skill, Deft Walk Ability

Deft Walk: As a Move Action they can quickly walk up the sides of walls and cling to ceilings as though they were walking in a normal position. They can maintain this for 1 turn per 10 Willpower.

Stealth Abilities

Ahntaki Movement: Nal Saliath agent is able to confuse enemies by projection an illusion of him or herself to appear to be 10' away from where he actually is. The character may then attempt to slip away from the area. Those that are watching them or are involved in combat with them may attempt a Perception check at a TS of 2 to spot them as they leave the area.

Any creature making an attack against them that remains near their image automatically misses their first attack attempt. Those that continue to attack the target after their first attempt must succeed at a Perception check at a TS of 3. Those that fail can only attack at only 1/2 their skill for the duration of the ability. Spells that effect an area do not have this penalty applied to the caster's Spellcraft skill score. This "image" lasts for 3 turns and can be used as a *Simple Action* three times per day.

Dodge: By means of this ability Nal Saliath agent gains a 20% chance to dodge an attack. When attacked they can choose to make a check against their *Dodge* chance, instead of their Physical Defense. If successful they evade all physical damage and can move up to their normal movement rate in any direction. However, if they fail to dodge they take the full damage of the attack without a defense check.

NPC ABILITIES

AGGRESSION

You have become harsh in your attacks towards those that stand against you, this aggression has given you a number of bonuses. This can only be used with melee weapons.

Heroic: Through the use of this ability your attacks now cause +5 bonus damage to your attacks.

AHNTARI MOVEMENT

You have learned to manipulate space and movement making yourself harder to find and attack.

Heroic: A character is able to confuse his enemies by projection an illusion of him or herself to appear to be 5' +1 foot per rank (maximum 20') away from where he actually is. The character may then attempt to slip away from the area. Those that are watching you or are involved in combat with you may attempt a Perception check at a TS of 1 per 2 points of your Willpower modifier to spot you as you leave the area.

Any creature making an attack on a character that remains near their image automatically misses their first attempt. Those that continue to attack the target after their first attempt must succeed at a Perception check at a TS of 1 per 2 points of Willpower modifier. Those that fail continue to attack the image. Each attack they get another Perception check with a cumulative +1 bonus. This "image" lasts for 1 turn per Willpower Modifier and can be used as a **Simple Action** three times per day.

ARMOR PROFICIENCY

Through the use of this ability you are able to increase the armor absorption of any armor that you wear. You must take this for each of the different types of armor: light, medium and heavy.

Heroic: Increase base armor absorption by +1 point.

BATTLE LEADER

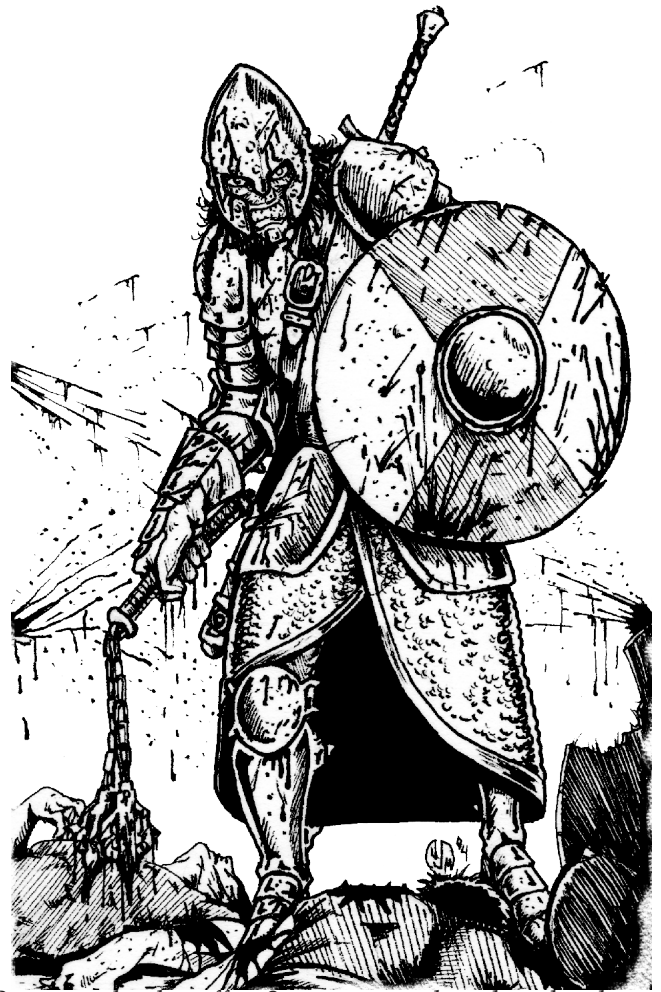
You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 WeaponCraft(Any) skill bonus for every 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success. This is a **Full Action** to perform.

BEGUILING LIAR

Humans are master liars. Most everything false that comes out of their mouth has greater chance of being believed as absolute truth. They gain +2 bonus successes on any **Convince**, **Gaming** or **Haggle** skill usages.

CHOVAH DEVOTION

The character gains +5 bonus to all Attack Skills and their Willpower modifier as a bonus to any Shield Proficiency skill every other rank (maximum +30). In addition, they do not suffer any penalties when they become



Beaten and only suffer -3 success penalty when they become Battered.

DODGE

By means of this ability you gain a chance to dodge an attack. Each time you take this ability you gain a cumulative 10% (up to a max 50%) chance to evade physical attacks. When attacked you can choose to make a check against your **Dodge** chance, instead of your Physical Defense. If successful you evade all physical damage and can move up to your normal movement rate in any direction. However, if you fail to dodge you take the full damage of the attack without a defense check. You lose the use of this ability if you are wearing medium or heavy armor.

ENDURANCE

Chovah are more athletic than normal and gain +20 species bonus on any Stamina checks to avoid exhaustion, as well as, the effects of forced marches, starvation, dehydration and conditions in heat or cold. They also do not suffer Fatigue Loss for moving faster than normal (hustling, running, sprinting).

EXPERT BRAWLER

Hand fighting for you has become more of an art form than just throwing punches, biting or using the closest chair. For you brawling has gained a new level of

expertise.

Heroic: Your base damage is increased by +1 and you cause 1.5 times of normal *fatigue damage*. You are able to fight equally as well on your back as you do on your feet. You suffer no attack or defense penalties for kneeling, sitting, or being prone.

FLEET OF FOOT

Surprisingly some humans can move a bit quicker and further than normal, gaining +10' movement.

FOCUSED MIND

You gain +10 cumulative bonus for every hour you concentrate on any next non-combat skill check. You may only focus for 1/2 your Stamina modifier in hours to gain this bonus. During combat as a *Simple Action* you gain +10 bonus to any next non-attribute check that you make.

GUNNER

You can use crossbows and firearms, with greater efficiency and skill.

Heroic: At this level of use you gain +5 Perception bonus damage and +5 bonus to your attack skill.

Legendary: You gain +10 bonus to your Attack Skill if you fire only once and you may add 25 feet to the range of your weapon, and inflict +2 bonus damage per 25 points of Perception. You do not suffer the imposed maximum range on sneak attacks with a ranged sneak attack, but you cannot exceed the weapon's maximum range for this attack and must be able to see the target.

FLEET OF FOOT

Surprisingly some humans can move a bit quicker and further than normal, gaining +10' movement.

IN THE BLINDSPOT

You are able to get in the blindspot of a single opponent during combat. When you are within two times the normal your strike range of an opponent and are flanking them you can cause them to make a Perception check at a TS of 4. If they fail this check you gain 100% concealment against that target for 1 turn. You may use this on additional targets, but you must be in a flanking position on all targets.

MELEE SPECIALIZATION

You have begun a long road of becoming highly proficient with a single weapon type, see Weapon Type list under Legendary. This ability has several levels in it: Heroic, Legendary, Epic and Paragon. As you take this ability your specialization with that weapon type improves.

Heroic: You gain +5 modifier to your weapon skill score. Additionally, the Critical Hit Range of the weapon increases by +5.

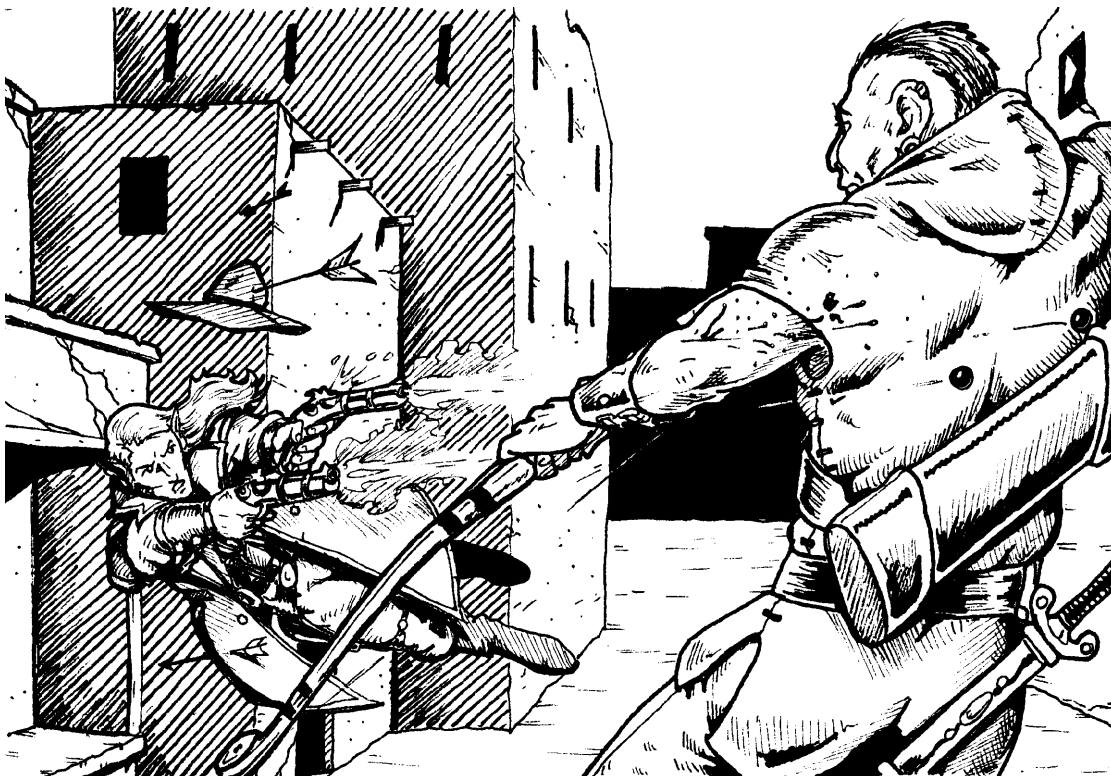
NO STRINGS

You have learned how to not be where your enemies think you are. Because of this you gain +20 to your Evade skill attempts.

SHADOWCRAFT

You have developed a deep knowledge of the hidden world of shadows and have been touched by the powers of the primary ethers.

Heroic: You gain 1 spell (as determined by the GM) that is up to a PR 4 as an innate spell. You are able to cast this spell by using your Intelligence score in replace of the Spellcraft score. It costs 3 fatigue per PR of the spell to cast.



PRE-GENERATED CHARACTERS

Aelwyn (Selathan Culture) Rogue 1st Rank

Neutral Small Humanoid Stealth Focus

Attributes

Str: 72 (3), **Sta:** 60 (0), **Agi:** 97 (10), **Per:** 81 (6)
Int: 65 (2), **Wits:** 71 (3), **Will:** 73 (4), **Cha:** 75 (4)

Health Points: 24 **Beaten:** 12 **Battered:** 6
Fatigue Points: 64 **Heroic Luck:** 4 **Initiative:** 10
Movement: 15' **Vision:** Normal

Attacks

Attack Skill: 62 (Rhovad Sword +5)/ 45 (Brawling)
Attacks: Rhovad Sword (3); Fists (2)

Armor and Defense

Armor: Leather (6);
Physical Defense: 51 **Magical Defense:** 27
Divine Defense: 32 **Jinhu Defense:** 31

Skills

Alertness: 56, **Brawling:** 45, **Lore (Tech):** 40, **Pilot:** 42,
Search: 51, **Sleight of Hand:** 50, **Stealth:** 65, **WeaponCraft**
(Agi: Rhovad): 62

Abilities

Species Abilities: Increased Luck, Sneaky
Focus Ability: Ahntaki Movement (Heroic Level)
1st Rank Ability: Born Fighter
Species Traits: Enhanced Evasion, Fear Immunity, Animal Empathy, Technophob

Equipment and Treasure

Leather; Rhovad Sword (3);
Alchemy crafting kit, Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Caltrops, Dagger, Flint & Steel, Grappling Hook, Thieves Tools, Large Leather Belt Pouch, 50' Rope, Iron Rations (x 7 days), Drinking Skin (Water)

3 gp; 6 sp; 22 cp; 27 bp, Clear Quartz (1 sp), Onyx (6 sp)

Miscellaneous

Age: 13 **Height:** 41" **Weight:** 42
Loyalty Aspect and Redemption Motivation
Background: Urchin +15 Stealth, +5' Movement)

Abilities

Species Traits:
Enhanced Evasion (Included in Stats): Experienced Aelwyn are very hard to hit, gaining +5 bonus per every 2 ranks to all Physical Defense Skill checks.
Fear Immunity (Situational): All Aelwyn are immune to the effects of all fear types.
Animal Empathy (Situational): All Aelwyn have the unique ability to understand and communicate with animals through their behavior, feeling and motivations. They may attempt to influence an animal to perform tasks. Animals may attempt to resist "bad" orders with a Willpower check at the GM's discretion. You gain your Wits Modifier as bonus successes to checks to train or handle animals.
Technophob (Situational): Aelwyn seem to have an inability to harness the great use of technology, because of this they have a 25% chance of any technology they use to failing and not work for them.

Species Abilities:

Increased Luck (Included in Stats): You gain +3 Heroic Luck at time of character creation.
Sneaky (Included in Stats): You are naturally sneaky. With this

you are able to place your hands, feet, etc. in such fashions and places as to reduce the amount of noise that you make while moving. You naturally move so quietly that you do not cause any sound when you are walking normally. From this you gain a +10 to **Stealth** checks.

Focus Ability:

Ahntaki Movement (Heroic Level) (Situational): You have learned to manipulate space and movement making yourself harder to find and attack.

Heroic: A character is able to confuse his enemies by projection an illusion of him or herself to appear to be 5' +1 foot per rank (maximum 20') away from where he actually is. The character may then attempt to slip away from the area. Those that are watching you or are involved in combat with you may attempt a Perception check at a TS of 1 per 2 points of your Willpower modifier to spot you as you leave the area.

Any creature making an attack on a character that remains near their image automatically misses their first attempt. Those that continue to attack the target after their first attempt must succeed at a Perception check at a TS of 1 per 2 points of Willpower modifier. Those that fail can only attack at only 1/2 their skill for the duration of the ability. Spells that effect an area do not have this penalty applied to the caster's Spellcraft skill score. This "image" lasts for 1 turn per Willpower Modifier and can be used as a **Simple Action** three times per day.

1st Rank Ability:

Born Fighter (Included in Stats): When you take this ability you gain +5 modifier to your Physical Defense Score and +5 modifier to WeaponCraft: Strength, Agility or Perception or Martial Arts skill.



Bhahuul (Ascador Caste) Priest 1st Rank

Good Large Humanoid Social Focus

Attributes

Str: 87 (7), Sta: 84 (6), Agi: 66 (2), Per: 57 (0)
Int: 66 (2), Wits: 69 (3), Will: 70 (3), Cha: 67 (2)

Health Points: 69 Beaten: 35 Battered: 17
Fatigue Points: 97 Heroic Luck: 6 Initiative: 4
Movement: 20' Vision: Normal

Attacks

Attack Skill: 41 (Darkstar Flail)/45 (Brawling)
Attacks: Darkstar Flail (4); Fists (2); +7 dmg

Armor and Defense

Armor: Studded Leather (8); +10 Natural Amor (18 total)
Physical Defense: 27 Magical Defense: 33
Divine Defense: 35 Jinhu Defense: 30

Skills

Brawling: 45, Chanting: 42, Divine Knowledge: 47,
Etiquette: 42, Healing: 32, Lore (Deity): 47, Lore (Tech): 40,
Meditate: 33, Pilot: 33, WeaponCraft (Str: Flail): 41

Abilities

Species Abilities: Endurance, Protective Shag
Focus Ability: Undermine
1st Rank Ability: Divine Presence (Good)
Species Traits: Horns, Hoof Attack, Blindfighting

Equipment and Treasure

Studded Leather; Darkstar Flail (4);

Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Flint & Steel, Holy Symbol, Prayer Book, Large Leather Belt Pouch, Iron Rations (x 7 days), Drinking Skin (Wine)

2 gp; 12 sp; 10 cp; 26 bp, Obsidian (5 sp), Smoky Quartz (7 sp)

Miscellaneous

Age: 25 Height: 8'10" Weight: 610
Faith Motivation and Kindness Aspect
Background: Acolyte (+15 Lore (Deity), +10 Fatigue Points)

Spells

Blades of Risha Amaru, Blinding Smite, Calm, Curing Touch, Cure Wounds, Light

Abilities

Species Traits:

Horns (Situational): Bhahuul horns do a base of 3 points of damage for the purpose of goring or charges. They can impale with these, and while are natural weapons can penetrate light and medium armors

Hoof Attack (Situational): This natural attack does a base of 2 points of damage.

Expert Brawler. Bhahuuls love a good fight and thus gain Expert Brawler for free so long as they have Brawling.

Hand fighting for you has become more of an art form than just throwing punches, biting or using the closest chair. For you brawling has gained a new level of expertise.

Heroic: Your base damage is increased by +1 and you cause 1.5 times of normal *fatigue damage*. You are able to fight equally as well on your back as you do on your feet. You suffer no attack or defense penalties for kneeling, sitting, or being prone.

Species Abilities:

Endurance (Situational): Bhahuul are more athletic than normal and gain +20 species bonus on any Stamina checks to avoid exhaustion, as well as the effects of forced marches, starvation, dehydration and conditions in heat or cold. They also do not suffer Fatigue Loss for moving faster than normal (hustling, running, sprinting).

Protective Shag (Included in Stats): Because of a thicker shaggy coat you gain +10 Natural Armor Absorption.

Focus Ability:

Undermine (Situational): As a *Basic Action* character can combine their power of charm with spoken suggestions to undermine an opponent's resolve. The victim must make a Willpower check at a TS of 4 or their resolve will be diminished for 1 turn per Charisma modifier of the character, causing them to suffer a -5 per Charisma modifier as a penalty to all skills and attribute checks during this time. Entire groups can be targeted at once, but they are allowed to make a single check with the highest Willpower among their number. This has an area of effect of 10' per Wits Modifier.

1st Rank Ability:

Divine Presence (Situational): It is through this ability you are able to speak with the gods and call upon them to use their Divine Powers. When you take this ability you gain a +5 Bonus to your Divine Defense score. You also gain a one time bonus of +10 bonus Fatigue Points when you first take this ability.

Heroic: You are able to cast spells of Power Ranks 1 through 3. You may also "*turn*" certain creatures, divinely forcing them to flee your presence. Upon taking this ability choose a creature type that you can attempt to turn: Undead, Animal, Beast, Monstrous Humanoid, and Humanoid. Each time you take this ability you may gain a new creature type. You are able to effect a 15' radius around you, causing all targets that you can turn to make a Willpower check at a TS of 1 per 5 of your ranks. Those that fail will flee your presence, moving at their fastest speed for 10 minutes (100 turns). You may only turn creatures that are equal to or less than your rank. Turning is a *Simple Action* to perform.



Chovah (Mekronus Clan) Holy Warrior 1st Rank

Neutral Medium Humanoid Combat Focus

Attributes

Str: 78 (5), **Sta:** 77 (5), **Agi:** 74 (4), **Per:** 65 (2)
Int: 74 (4), **Wits:** 70 (3), **Will:** 74 (4), **Cha:** 87 (7)

Health Points: 59 **Beaten:** 30 **Battered:** 15
Fatigue Points: 101 **Heroic Luck:** 7 **Initiative:** 6
Movement: 15' **Vision:** Nightvision

Attacks

Attack Skill: 57 (Simtharra Sword)/45 (Brawling)
Attacks: Simtharra Sword(4); Fists (2); +7 dmg

Armor and Defense

Armor: Ring Armor (10)
Physical Defense: 56 **Magical Defense:** 34
Divine Defense: 35 **Jinhu Defense:** 33

Skills

Alertness: 47, **Brawling:** 45, **Climb:** 35, **Divine Knowledge:** 37, **Healing:** 34, **Leadership:** 37, **Lore (Tech):** 35, **Pilot:** 33, **Shield Proficiency:** 45, **WeaponCraft (Str: Simtharra):** 50;

Abilities

Species Abilities: Battle Leader, Focused Mind
Focus Ability: Melee Specialization
1st Rank Ability: Divine Presence (Good);
Species Traits: Battle Holding, Chovah Vitality, Sense Evil

Equipment and Treasure

Ring Armor: Simtharra(4)

Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Caltrops, Dagger, Flint & Steel, Grappling Hook, Large Leather Belt Pouch, 50' Rope, Iron Rations (x 7 days), Drinking Skin (Ale)

2 gp; 9 sp; 17 cp; 6 bp, Clear Quartz (1 sp), Chalcedony (8 sp)

Miscellaneous

Age: 39 **Height:** 57" **Weight:** 173
Hardline Aspect and Mission Motivation
Background: Soldier (+15 Leadership, +10 Fatigue Points)

Spells

Aid, Blinding Smite, Holy Brand, Light, Spiritual Weapon

Abilities

Species Traits:
Battle Holding (Situational): Chovah do not have to make a Holding Zero check until they reach 5 times their Stamina Modifier in negative health.

Chovah Vitality (Situational): Chovah gain +4 health points every time that they gain a rank.

Head Butt (Situational): A Chovah can use their thick sagittal crests as a natural weapon by head butting an opponent that is within their strike range. This head-butt deals 3 base damage.

Sense Evil (Situational): A Chovah can determine if a creature or being is evil by taking a moment to concentrate on one target that is within 15' of the Chovah. In combat a Chovah must concentrate for one full turn on a single target. The Chovah must make a Wits check at a TS of 2 to determine if the target is evil or not.

Species Abilities:

Battle Leader (Situational): You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 WeaponCraft(Any) skill bonus for every 20 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success. This is a *Full Action* to perform.

Focused Mind (Situational): You gain +10 cumulative bonus for every hour you concentrate on any next non-combat skill check. You may only focus for 1/2 your Stamina modifier in hours to gain this bonus. During combat as a *Simple Action* you gain +10 bonus to any next non-attribute check that you make.

Focus Ability:

Melee Specialization (Included in Stats): You have begun a long road of becoming highly proficient with a single weapon type, see Weapon Type list under Legendary. This ability has several levels in it: Heroic, Legendary, Epic and Paragon. As you take this ability your specialization with that weapon type improves.

Heroic: You gain +5 modifier to your weapon skill score. You also gain +10 to your physical defense while using this weapon type.

1st Rank Ability:

Divine Presence (Situational): It is through this ability you are able to speak with the gods and call upon them to use their Divine Powers. When you take this ability you gain a +5 Bonus to your Divine Defense score. You also gain a one time bonus of +10 bonus Fatigue Points when you first take this ability.

Heroic: You are able to cast spells of Power Ranks 1 through 3. You may also "turn" certain creatures, divinely forcing them to flee your presence. Upon taking this ability choose a creature type that you can attempt to turn: Undead, Animal, Beast, Monstrous Humanoid, and Humanoid. Each time you take this ability you may gain a new creature type. You are able to effect a 15' radius around you, causing all targets that you can turn to make a Willpower check at a TS of 1 per 5 of your ranks. Those that fail will flee your presence, moving at their fastest speed for 10 minutes (100 turns). You may only turn creatures that are equal to or less than your rank. Turning is a *Simple Action* to perform.



Human (Dejah Culture) Fighter-Spellsage 1st Rank

Neutral Medium Humanoid Combat Focus

Attributes

Str: 73 (4), **Sta:** 62 (1), **Agi:** 71 (3), **Per:** 79 (5)
Int: 87 (7), **Wits:** 65 (2), **Will:** 71 (3), **Cha:** 82 (6)

Health Points: 64 **Beaten:** 29 **Battered:** 15
Fatigue Points: 79 **Heroic Luck:** 16 **Initiative:** 8
Movement: 15' **Vision:** Normal

Attacks

Attack Skill: 67 (Bhekart Sword)/60 (Brawling)/ 57 (Pistol)
Attacks: Bhekart Sword (5); Fists (2); +2 Str Dmg; Pistol (5)

Armor and Defense

Armor: Studded Leather (6);
Physical Defense: 48 **Magical Defense:** 43
Divine Defense: 42 **Jinhu Defense:** 38

Skills

Alchemy: 42, **Alertness:** 41, **Brawling:** 60, **Climb:** 43, **Feint:** 45, **Gaming:** 45, **Lore (Tech):** 35, **Pilot:** 38, **Spellcraft:** 62, **Skepticism:** 46, **WeaponCraft (Str:Bhekart):** 67

Abilities

Species Abilities: Beguiling Liar, Expert Talent
Focus Ability: Battle Sense
1st Rank Ability: Arcane Touch (Water)
Species Traits: Human Luck, Adaptable Learners

Equipment and Treasure

Studded Leather; Bhekart Sword (5/-4);

Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Caltrops, Dagger, Flint & Steel, Grappling Hook, Thieves Tools, Large Leather Belt Pouch, 50' Rope, Iron Rations (x 7 days), Drinking Skin (Wine)

2 gp; 7 sp; 5 cp; 7 bp, Obsidian (5 sp), Smoky Quartz (7 sp)

Miscellaneous

Age: 27 **Height:** 65'' **Weight:** 155
Charming Aspect and Obscure Knowledge Motivation
Background: Local Hero (+15 Alertness, +5 Health Points)

Spells

Spellbook Contains: Acid Belch, Animate Object, Create Water, Elemental Bolt (Ice), Elemental Shield

Abilities

Species Traits:

Humans Luck (Situational): Humans are just plain lucky, things always tend to go in their favor. Humans begin play with +10 Heroic Luck, in addition to any they gain from Charisma Modifiers

Adaptable Learners (Situational): Humans have the ability to learn skills easily. They gain +3 free starting skills when they begin play.

Species Abilities:

Beguiling Liar (Situational): Humans are master liars.

Most everything false that comes out of their mouth has greater chance of being believed as absolute truth. They gain +2 bonus successes on any *Convince*, *Gaming* or *Haggle* skill usages.

Expert Talent (Included in Stats): Generally humans tend to become experts in a number of skills. They gain +5 modifier to their favorite three skills. The favorite skills cannot be changed once play begins.

Focus Ability:

Battle Sense (Situational): You have a honed sense of combat, movement and accuracy. Because of this you gain one of the following each combat turn, you must declare which you are using each turn.

1) You do not suffer any penalties to your Physical Defense against Flank Attacks, and only suffer -20 to your Physical Defense against Rear Attacks.

2) Gain a +10 bonus to your Perception checks against Sneak Attacks for every 25 points you have in Alertness.

1st Rank Ability:

Arcane Touch (Fire) (Situational): Those with Arcane Touch are able to use their Spellcraft skill to cast spells. You may take Arcane Touch for each of the different Elements that you wish to cast from. When you first take this ability you gain a +5 modifier to your Magic Defense Score and +10 bonus Fatigue Points. You do not need to have Spellcraft to gain this ability.

Heroic: You are able to cast spells of Power Ranks 1 through 3 for one element.



Ta'Jahu (House Silveal Tavia) Fighter-Rogue 1st Rank

Good Medium Humanoid Stealth Focus
2500 MP (125 Recurring)

Attributes

Str: 76 (4), **Sta:** 69 (3), **Agi:** 89 (8), **Per:** 73 (4)
Int: 73 (4), **Wits:** 73 (4), **Will:** 75 (4), **Cha:** 67 (2)

Health Points: 47 **Beaten:** 23 **Battered:** 9
Fatigue Points: 73 **Heroic Luck:** 2 **Initiative:** 16
Movement: 15' **Vision:** Normal

Attacks

Attack Skill: 57 (Energy Blaster)/41 (Brawling)
Attacks: Energy Blaster (5); +4 dmg; Fists (2)

Armor and Defense

Armor: Leather (6);
Physical Defense: 47 **Magical Defense:** 49
Divine Defense: 51 **Jinhu Defense:** 40

Skills

Acrobatics: 46, **Brawling:** 41, **Climb:** 41, **Etiquette** 49, **Lore (Tech):** 45, **Open Lock:** 54, **Pilot:** 33, **Search:** 44, **Sleight of Hand:** 39, **WeaponCraft** (Per: Energy Blaster): 57

Abilities

Species Abilities: Ancient Memories, Nimble
Focus Ability: Ahntaki Movement (Heroic)
1st Rank Ability: Improved Multiple Strike
Species Traits: Magic Resistance, Synthesia

Equipment and Treasure

Leather ; Energy Blaster (5);

Alchemy crafting kit, Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Caltrops, Dagger, Flint & Steel, Grappling Hook, Thieves Tools, Large Leather Belt Pouch, 50' Rope, Iron Rations (x 7 days), Drinking Skin (Wine)

3 gp; 6 sp; 22 cp; 27 bp, Clear Quartz (1 sp)

Miscellaneous

Age: 56 **Height:** 61 " **Weight:** 146
Possession Motivation and Unflinching Aspect
Background: Metropolitan (+15 Convince, +10 Bonus Vs. Charm Based Spells)

Abilities

Species Traits:

Magic Resistance (Included in Stats): Ta'Jahu gain +5 bonus to Divine and Magic Defenses every 2 ranks to a maximum of +50.

Synthesia. (Situational): Ta'Jahu have the very unique ability to feel colors, taste sounds and see scents or aromas when they want to. Ta'Jahu that concentrate for 1 turn, may choose to either feel colors, taste specific sounds, see sound or see scents in the air. Because of this all Ta'Jahu reduce any penalties against them in sightless conditions by half. However, during this time, an Ta'Jahu can be easily dazed (sensory overload, getting hit, etc.). Extreme cases or combined synthesia will cause the Ta'Jahu to be rendered *Dazed* for several (d10) hours.

Species Abilities:

Ancient Memories (Included in Stats): You have a strong tie to

the ancient wisdom and knowledge of the world and your ancestors. Pick any two Lore skills you gain a bonus +10 to these skills.

Nimble (Situational): Anytime that you would be knocked down by a blow, tripped by an opponent or thrown you may make an Agility check at a TS of 3 to land on your feet instead of crashing to the ground or being knocked prone.

Focus Ability:

Ahntaki Movement (Heroic Level) (Situational): You have learned to manipulate space and movement making yourself harder to find and attack.

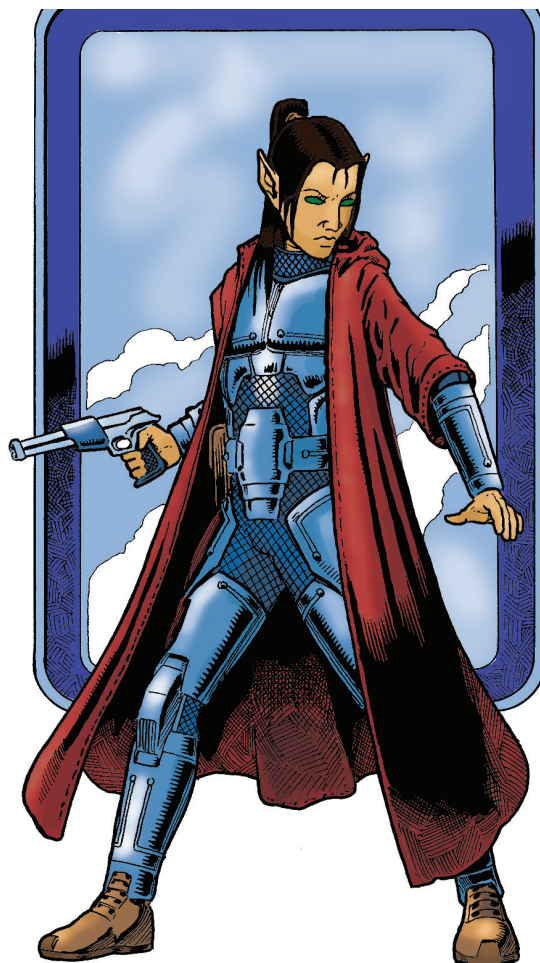
Heroic: A character is able to confuse his enemies by projection an illusion of him or herself to appear to be 5' +1 foot per rank (maximum 20') away from where he actually is. The character may then attempt to slip away from the area. Those that are watching you or are involved in combat with you may attempt a Perception check at a TS of 1 per 2 points of your Willpower modifier to spot you as you leave the area.

Any creature making an attack on a character that remains near their image automatically misses their first attempt. Those that continue to attack the target after their first attempt must succeed at a Perception check at a TS of 1 per 2 points of Willpower modifier. Those that fail can only attack at only 1/2 their skill for the duration of the ability. Spells that effect an area do not have this penalty applied to the caster's Spellcraft skill score. This "image" lasts for 1 turn per Willpower Modifier and can be used as a *Simple Action* three times per day.

1st Rank Ability:

Improved Multiple Strike (Situational): You are able to better attack with *Multiple Strikes*. Only *Natural Attacks*, *Agility based weapons*, or *Medium* and *Small Strength* based weapons can be used for these attacks.

Heroic: The first two *Multiple Strike* attacks penalties are reduced by 10 to a minimum of 0.



Troll Crusader 1st Rank

Good Large Humanoid Combat Focus

Attributes

Str: 94 (9), **Sta:** 81 (6), **Agi:** 60 (0), **Per:** 71 (3)
Int: 77 (5), **Wits:** 67 (2), **Will:** 70 (3), **Cha:** 76 (4)

Health Points: 79 **Beaten:** 39 **Battered:** 19
Fatigue Points: 84 **Heroic Luck:** 4 **Initiative:** 6
Movement: 20' **Vision:** Nightvision

Attacks

Attack Skill: 69 (Imperial Sword)/64 (Brawling)
Attacks: Imperial Sword (8); Fists (2); +9 dmg;

Armor and Defense

Armor: Studded Leather (10);
Physical Defense: 38 **Magical Defense:** 46
Divine Defense: 46 **Jinhu Defense:** 43

Skills

Alertness: 38, **Brawling:** 64, **Chanting:** 46, **Divine Knowledge:** 44, **Feint:** 39, **Haggle:** 39, **Leadership:** 55, **Lore (Tech):** 35, **Pilot:** 33, **Shield Proficiency:** 45, **Skepticism:** 37, **WeaponCraft (Str: Imperial Sword):** 69

Abilities

Species Abilities: Battle Hardened, Viza Suri
Focus Ability: Battle Cry
1st Rank Ability: Divine Presence (Good)
Species Traits: Ram, Regeneration

Equipment and Treasure

Studded Leather (10); Imperial Sword(8);

Backpack, Bedroll, Blanket, Camper's Kit, Small Tent, Caltrops, Dagger, Flint & Steel, Grappeling Hook, Large Leather Belt Pouch, 50' Rope, Iron Rations (x 7 days), Drinking Skin (Water)

3 gp; 10 sp; 12 cp; 30 bp, Obsidian (5 sp), Smoky Quartz (7 sp)

Miscellaneous

Age: 19 **Height:** 90" **Weight:** 490
 Boldness Aspect and Mission Motivation

Background: Ex-Legionnaire (+15 WeaponCraft(Str), All encumbrance levels are lowered by 1 Category)

Divine Spells

Blades of Risha Amaru, Calm, Create Fire, Courage, Darkness, Elemental Shield, Light, Spiritual Weapon

Abilities

Species Traits:

Battle Holding (Situational): Chovah do not have to make a Holding Zero check until they reach 5 times their Stamina Modifier in negative health.

Chovah Vitality (Situational): Chovah gain +4 health points every time that they gain a rank.

Head Butt (Situational): A Chovah can use their thick sagittal crests as a natural weapon by head butting an opponent that is within their strike range. This head-butt deals 3 base damage.

Sense Evil (Situational): A Chovah can determine if a creature or being is evil by taking a moment to concentrate on one target that is within 15' of the Chovah. In combat a Chovah must concentrate for one

full turn on a single target. The Chovah must make a Wits check at a TS of 2 to determine if the target is evil or not.

Species Abilities:

Battle Leader (Situational): You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 WeaponCraft(Any) skill bonus for every 20 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success. This is a **Full Action** to perform.

Focused Mind (Situational): You gain +10 cumulative bonus for every hour you concentrate on any next non-combat skill check. You may only focus for 1/2 your Stamina modifier in hours to gain this bonus. During combat as a **Simple Action** you gain +10 bonus to any next non-attribute check that you make.

Focus Ability:

Melee Specialization (Included in Stats): You have begun a long road of becoming highly proficient with a single weapon type, see Weapon Type list under Legendary. This ability has several levels in it: Heroic, Legendary, Epic and Paragon. As you take this ability your specialization with that weapon type improves.

Heroic: You gain +5 modifier to your weapon skill score. You also gain +10 to your physical defense while using this weapon type.

1st Rank Ability:

Divine Presence (Situational): It is through this ability you are able to speak with the gods and call upon them to use their Divine Powers. When you take this ability you gain a +5 Bonus to your Divine Defense score. You also gain a one time bonus of +10 bonus Fatigue Points when you first take this ability.

Heroic: You are able to cast spells of Power Ranks 1 through 3. You may also "**turn**" certain creatures, divinely forcing them to flee your presence. Upon taking this ability choose a creature type that you can attempt to turn: Undead, Animal, Beast, Monstrous Humanoid, and Humanoid. Each time you take this ability you may gain a new creature type. You are able to effect a 15' radius around you, causing all targets that you can turn to make a Willpower check at a TS of 1 per 5 of your ranks. Those that fail will flee your presence, moving at their fastest speed for 10 minutes (100 turns). You may only turn creatures that are equal to or less than your rank. Turning is a **Simple Action** to perform.



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TALARIUS GAMING

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